
Subject: Re: How can I detect Button press / release
Posted by [dolik.rce](#) on Sun, 24 Oct 2010 08:24:47 GMT
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Hi Jerson,

This should take care of everything: class JfButton : public Button {
public:

```
virtual void LeftDown(Point, dword);  
virtual void LeftUp(Point, dword);  
virtual void MouseLeave();  
virtual void MouseEnter(Point, dword);  
};  
void JfButton::LeftDown(Point p, dword dw){  
    SetLabel("Pushed");  
}  
void JfButton::LeftUp(Point p, dword dw){  
    SetLabel("Released");  
}  
void JfButton::MouseLeave(){  
    SetLabel("Released");  
    Button::MouseLeave();  
}  
void JfButton::MouseEnter(Point p, dword dw){  
    if(dw & K_MOUSELEFT){ SetLabel("Pushed"); }  
    Button::MouseEnter(p, dw);  
}
```

Honza
