
Subject: Re: How can I detect Button press / release
Posted by [jerson](#) on Sun, 24 Oct 2010 12:34:46 GMT
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Hi Honza

thanks for your example code. I really appreciate your help.

I was getting some strange behaviour on Push and Release like having to move the mouse to see the button push painting or moving the mouse after releasing the button to see button release painting.

This is what made it work

```
void JfButton::LeftDown(Point p, dword dw){
    SetLabel("Pushed");
    KeyPush(); // draw the button push state
}
void JfButton::LeftUp(Point p, dword dw){
    SetLabel("Released");
    FinishPush(); // draw button release state
}
```

Regards
