Subject: Re: HotSpots usage HOWTO Posted by dolik.rce on Tue, 14 Dec 2010 11:36:18 GMT View Forum Message <> Reply to Message

U++ Forum

Hi kohait,

Just a note: I believe that the original historical meaning of "hotspots" is to mark a pixel in cursor image where the actual click operation takes place (e.g. the tip of the arrow). Hotspot1 marks left click Hotspot2 is does the same for right click. You can try this easily just by assigning an image with hotspots as a mouse pointer.

I think that all the usage in chameleon is just clever reusing the existing feature to completely different purpose

Best regards, Honza

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