Subject: capture mouse and limit all events to window
Posted by slashupp on Tue, 17 Jan 2017 08:19:27 GMT

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I'm writing a little game and for it to be functional I need full control over the mouse.
I want to capture the mouse and contain it within a window regardless of how far the mouse is moved.
e.g.: if the mouse is moved far to the right I want to show the pointer as 'stuck' within the right edge
of the window but still responding to vertical movement; all mouse-events(move, clicks, wheel, etc) must
come to my window

how can I achieve this, SetCapture() does not work for this
how/should/can I implement a MouseHook to achieve this?

Also:
how can I set the mouse-pointer to a specific point within my window?
e.g.: if want to (based on some hotkey) place the mousepointer at the center of my window