
Subject: Re: Touchscreen on raspberry: problem with events

Posted by [Klugier](#) on Thu, 10 Aug 2017 12:17:56 GMT

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Hello,

For the next time - please write the events separate. Current version is hard to read, because you need to think when event starts and ends.

I do not think the event inside meters so much, we have the correct event order (GDK_BUTTON_PRESS and GDK_BUTTON_RELEASE) when user touch. All we need to know is they are handle correctly. You need to check Switch control code to make sure they are propagate correctly. You could also log the all switch events that happens for example:

```
void Switch::MouseMove(Point p, dword keyflags) {  
    Cout() << "Switch::MouseMove(): ";  
    ...  
}
```

// Add log for the rest of events and try to understand the logic...

```
void Switch::LeftDown(Point p, dword keyflags) { ... }  
void Switch::LeftUp(Point p, dword keyflags) { ... }  
void Switch::MouseLeave() { ... }
```

In my opinion " pushindex = -1;" when mouse leave the area could be a problem. This is the highly probably, because tap can move mouse somewhere else and leave the switch area. Please check this clue - you will need to play with Switch event handling a little bit.

For logging you just simply use Cout() and launch your app in terminal. Just like this:

```
Cout() << "My message!" << "\n";
```

You could use upp more advenced logging mechanism, however I think Cout() should be sufficient for our needs.

Sincerely,
Klugier
