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Subject: Re: Touchscreen on raspberry: problem with events

Posted by [mirek](#) on Sun, 10 Sep 2017 14:31:19 GMT

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Giorgio wrote on Thu, 10 August 2017 17:13 Klugier wrote on Thu, 10 August 2017 16:55  
I am happy you found the origin of that problem by yourself. I believe it is not, so hard :)

Actually it wasn't so hard, but without your suggestion I would have been lost.

Klugier wrote on Thu, 10 August 2017 16:55  
We need more people like you!!!

Well, we need more people like you from the U++ team :) my little debugging effort is the least I can do to give back to the U++ community.

Klugier wrote on Thu, 10 August 2017 16:55  
The patch must be accepted by Mirek - I will raise the ticket on redmine (Our bugtrack) to not forget your issue. Of course, it could take some time, so please be patient. Your current application might work with custom CtrlLib for now.

No problem, the porting is just started...

Hi,

I am sorry for the late reply. It all seems weird - MouseMove there should not cause this kind of problem, unless it has some invalid Point IMO.

(You can check that by simulating with 'real mouse' - click on item, then move the mouse, then release).

Would it be possible to add DUMP(p) to MouseMove / LeftUp / LeftDown ?