Subject: [SOLVED] MouseMove events in Windows and Linux
Posted by pvictor on Thu, 06 Aug 2020 06:42:37 GMT
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Hello.

I've made a small app that allows moving and resizing graphic data with mouse.
It works fine under Linux.
However, under Windows, it works fine only when the app window is small.
When increasing the window size, starting from a certain size, moving and resizing becomes uncomfortable.
Here's a small testcase to reproduce. You can set delay and move the mouse over the window.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

int delay;

struct MyImageCtrl: ImageCtrl {
 virtual void MouseMove(Point pos, dword flags) {
  Sleep(delay);
  Size sz = GetSize();
  ImagePainter ip(sz.cx, sz.cy);
  ip.DrawRect(0, 0, sz.cx, sz.cy, White());
  ip.DrawRect(pos.x, pos.y, 50, 50, Black());
  SetImage(ip);
 }
};

struct MyApp : TopWindow {
 EditIntSpin ei;
 MyImageCtrl img;
 MyApp() {
  Zoomable().Sizeable();
  Add(ei.Min(0).LeftPos(10,60).TopPos(10,20));
  Add(img.HSizePos(10,10).VSizePos(40,10).SetFrame(BlackFrame()));
  ei <<= delay = 10;
  ei << [=] { delay = ~ei; };
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

Sleep(delay) imitates calculating and drawing of complex data.

Under Linux (GCC), it works adequately even with delay=100.
Under Windows (CLANG and MSBT17) it works fine only with delay=0..6 and very ugly with delay>=7 (on my computer).
Try it and you'll see what I mean.
Is this a Windows property?
Or is this a bug in UPP?

Best regards.
Victor