
Subject: Re: MouseMove events in Windows and Linux

Posted by [pvictor](#) on Thu, 06 Aug 2020 13:45:10 GMT

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mirek wrote on Thu, 06 August 2020 14:18 Short answer: Do not put too much processing into event handling routines...

Longer: ...especially MouseMove, because that will stall the event queue...

There might be some differences between event queue in gtk and Win32 that make Linux work better here, but the fundamental reason is the same and the code simply should not do what it is doing. You might get better results by adding Sync after SetImage, but still this should be coded differently.

Thank you, in my case Sync() really helps.

BTW, I believe that OS is smart enough to not place the bunch of MouseMove events into the queue. It should replace an old unprocessed MouseMove event with the new one. In this case a few dozens ms of event processing should be OK.

Best regards,
Victor
