## Subject: Re: \*Triple() mouse event issue Posted by Tom1 on Fri, 09 Apr 2021 14:27:47 GMT View Forum Message <> Reply to Message

You are right; It's certainly better to fix it there.

It works now just the same way as in Windows. I tested with my own code as I don't have upptst here, just the default: examples, reference, tutorial and uppsrc.

Thanks and best regards,

Tom

Page 1 of 1 ---- Generated from U++ Forum