
Subject: Re: App "swallowing" mouseclicks

Posted by [jjacksonRIAB](#) on Wed, 31 Aug 2022 17:41:10 GMT

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Just checked your example - yes, you are probably registering a double-click.

Try all three separately:

```
void LeftDouble(Point p, dword d) override {  
    count++;  
    EditString::LeftDouble(p, d);  
}
```

```
void LeftDown(Point p, dword d) override {  
    count++;  
    EditString::LeftDown(p,d);  
}
```

```
void LeftUp(Point p, dword d) override {  
    count++;  
    EditString::LeftUp(p, d);  
}
```

If you just do LeftUp you'll probably see it works reliably. No events are being lost.
