Subject: Re: App "swallowing" mouseclicks
Posted by jjacksonRIAB on Wed, 31 Aug 2022 17:41:10 GMT

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.