Subject: Re: How to find the top-most window the mouse is over (Linux)?
Posted by James Thomas on Wed, 24 Jan 2007 12:42:08 GMT

luzr wrote on Wed, 24 January 2007 07:34
Actually, it is possible to hook mouse messages:

static void Ctrl::InstallMouseHook(MouseHook hook);

See CtrlLib/ToolTip.cpp for usage example.

OTOH, I do not think this is a good idea for D&D.

Definition of MouseHook:
typedef bool (*MouseHook)(Ctrl *ctrl, bool inframe, int event, Point p, int zdelta, dword keyflags);
I can intercept the CursorImage message with a mouse hook, but there is no way that I can see of
returning the Image I want.

But I agree that this would not be a sensible way of doing it anyway.

Cheers,
JT