Subject: Grabbing mouse events
Posted by issactrotts on Sun, 28 Jan 2007 09:35:26 GMT

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I'm writing a 3D viewing application and have a question about how to do the event handling.
When the user clicks in the viewing control and then drags, there is some code that rotates the
scene. This works fine except that when the mouse goes outside of the control the rotation stops
until the mouse comes back in. Does anyone here know how to keep making the events go to the
GL control while the mouse is being dragged?

Thanks for any advice.

Issac

File Attachments
1) main.cpp, downloaded 466 times