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Subject: Re: problems with popup/pulldown menus on Gentoo/kde linux

Posted by [ebojd](#) on Mon, 29 Jan 2007 14:06:43 GMT

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Hello all,

Since I have had no reply in a few days I thought I would post a hack that is helping some...

Looking in the code I found that GetKbdDelay() was passed into SetTimeCallback at or near line 326 of CtrlMouse.cpp. In X11App.cpp (line 366), it is hard coded to 250ms, and the GetKbdSpeed is likewise hard coded at 25. I bumped the callback time delay up, and it seemed to help some. As a note, there are numerous postings regarding Gnome/KDE development where they have attempted to address this (see <http://lists.kde.org/?l=kde-accessibility&m=105268584821487&w=2> for example). I do not know how they correct this, but the windows implementation is considerably more sophisticated than the hardcoded values.

But I think the real problem is that the mouse is not inside the bounding box/rectangle of the menu button or during a click within an active window. To test this I modified DispatchMouse() and added 5 pxels to the x and y values of the pointer. This is a total hack, but things work mostly better. The menus stay up for awhile, and behave mostly as I expect. They still terminate a little early sometimes, but it is essentially workable now.

Thanks and best regards,

EBo --