Subject: Re: Patch: Highlight Errors
Posted by mrjt on Thu, 24 May 2007 13:29:06 GMT
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Quote:The problem is Upp does not provide a common way to handle middle click. In win32 it maps middle click to left click.

Can't you just override MouseEvent?

```
virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags)
{
 if (keyflags & K_MOUSEMIDDLE) {
  switch (event) {
   case LEFTDOWN:
    MiddleDown(p, keyflags);
    break;
   case LEFTDOUBLE:
    MiddleDouble(p, keyflags);
    break;
//..Etc.
   default:
    return Ctrl::MouseEvent(event, p, zdelta, keyflags);
  }
 }
 else
  return Ctrl::MouseEvent(event, p, zdelta, keyflags);
 return Image::Arrow();
};
```

It definitely works on Win32, but looking at the mouse event code I can't see any reason why it wouldn't also work on X11. You could also do the keyflags check in LeftDown for the same effect.

Presumably there was a good reason for not having specific handling functions for middle clicks in Upp, but I don't know what it was.