Subject: *Triple() mouse event issue
Posted by Tom1 on Thu, 08 Apr 2021 11:01:57 GMT
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Hi,

LeftTriple(), MiddleTriple() and RightTriple() mouse events do not work well in Linux. It is nearly impossible to fire a triple click in Linux e.g. to select a row in editor. (Well sometimes I get lucky and it happens.) The reason for the trouble is that all successive clicks after the first one come in as DOUBLE events instead of alternating DOWN events and cannot, therefore, be translated to TRIPLE events with current tracking of DOWN events.

In Windows, the first TRIPLE is coming in as DOWN, and is correctly identified, but the next one is a DOUBLE again and therefore we get alternating DOUBLE/TRIPLE events for a longer series of successive clicking.

The following change in Ctrl::DispatchMouse() in CtrlMouse.cpp fixes both Linux and Windows multi click (3 or more in series) behavior to always result in *Triple() events only:

```
 if(e == LEFTDOUBLE) {
  if(sDistMax(leftdblpos, p) < GUI_DragDistance() && sDblTime(leftdbltime))
   e = LEFTTRIPLE;
  leftdbltime = msecs();
  leftdblpos = p;
  UPP::SetTimeCallback(GetKbdDelay(), callback(&Ctrl::LRep), &mousepos);
  repeatTopCtrl = this;
 }
 if(e == RIGHTDOUBLE) {
  if(sDistMax(rightdblpos, p) < GUI_DragDistance() && sDblTime(rightdbltime))
   e = RIGHTTRIPLE;
  rightdbltime = msecs();
  rightdblpos = p;
  UPP::SetTimeCallback(GetKbdDelay(), callback(&Ctrl::RRep), &mousepos);
  repeatTopCtrl = this;
 }
 if(e == MIDDLEDOUBLE) {
  if(sDistMax(middledblpos, p) < GUI_DragDistance() && sDblTime(middledbltime))
   e = MIDDLETRIPLE;
  middledbltime = msecs();
  middledblpos = p;
  UPP::SetTimeCallback(GetKbdDelay(), callback(&Ctrl::MRep), &mousepos);
  repeatTopCtrl = this;
 }
```

Best regards,

Tom

EDIT: Fixed typos in text...

Subject: Re: *Triple() mouse event issue
Posted by mirek on Fri, 09 Apr 2021 08:22:06 GMT
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This is a good catch, however I have rather fixed it at the source (gtk code). Please check.

(Note upptst/HoldTriple is simple testcase created for this)

Subject: Re: *Triple() mouse event issue
Posted by Tom1 on Fri, 09 Apr 2021 14:27:47 GMT
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You are right; It's certainly better to fix it there.

It works now just the same way as in Windows. I tested with my own code as I don't have upptst here, just the default: examples, reference, tutorial and uppsrc.

Thanks and best regards,

Tom