Subject: Global Mouse
Posted by michael.mueller123 on Sat, 27 Nov 2021 17:35:24 GMT
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Hi,

I would like to recognise mousemovement outside my GUI.
Is it possible to use a global mouselistener in U++?

Thanks+grats
Michael

Subject: Re: Global Mouse
Posted by mirek on Wed, 01 Dec 2021 09:46:39 GMT
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michael.mueller123 wrote on Sat, 27 November 2021 18:35Hi,

I would like to recognise mousemovement outside my GUI.
Is it possible to use a global mouselistener in U++?

Thanks+grats
Michael

Of course you can use whatever your host system provides.

The problem with such features is that they might not be available across all platforms, so they do not have encapsulation in U++. That said, I am not exactly sure to which global mouse listener protocol are you reffering to, but if you can advise how it is supposed to be implemented on all 3 major platforms (Win32, Gtk, MacOS), we would be glad to add it.

Mirek