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 471 times

Subject: Re: Grabbing mouse events
Posted by mirek on Sun, 28 Jan 2007 18:12:17 GMT

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Next time please post the while package zipped so that we can test the solution.... ("a testcase"...)

I think this should help:

```
  virtual void LeftDown(Point p, dword keyflags) {
     SetCapture();
   pprev = p;
  }

  virtual void MouseMove(Point p, dword keyflags) {
    if(IsCapture()) {
       int dx=p.x-pprev.x;
       int dy=p.y-pprev.y;
       x_angle_deg += dx;
       y_angle_deg += dy;
       pprev = p;
       this->Refresh();
    }
  }
```

(LeftUp and bool mousedown are not necessary here)

Mirek

Subject: Re: Grabbing mouse events
Posted by issactrotts on Sun, 28 Jan 2007 21:13:14 GMT

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Hi Mirek,

SetCapture() works; thanks for your help. In the version of U++ I'm using (mingw 2007.1beta2.exe), there is no IsCapture() method or function so I kept the mousedown variable.

Issac

Subject: Re: Grabbing mouse events
Posted by mirek on Sun, 28 Jan 2007 21:25:08 GMT

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I am sorry, the correct name is "HasCapture".

Mirek