Subject: DoubleClick or RightClick [SOLVED]
Posted by Justin on Fri, 10 Mar 2006 23:01:42 GMT
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How do I respond to actions other than the left mouse button?

Currently I am using code like this to handle single left-click actions:

```
btnTest <<= THISBACK(Compute);
```

Would I have to manually handle the Win32 messages within the 'Compute()' function? or is there an easier way of doing this?

Subject: Re: DoubleClick or RightClick
Posted by mirek on Fri, 10 Mar 2006 23:35:10 GMT
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Justin wrote on Fri, 10 March 2006 18:01How do I respond to actions other than the left mouse button?

Currently I am using code like this to handle single left-click actions:

```
btnTest <<= THISBACK(Compute);
```

Would I have to manually handle the Win32 messages within the 'Compute()' function? or is there an easier way of doing this?

Depends. To handle events inside your view area, us LeftDown, LeftUp, LeftDouble, RightDown etc... virtuals.

However, this seems like you are interested in events going to your widget (Button?), so in fact Button is to handle these events. Standard Button does not react to right mouse clicks - you would need to derive and add virtuals (quite easy to do).

OTOH, some Ctrls do react to rightclicks. E.g. ArrayCtrl pops up the menu (which you can define). Anyway, widget reaction to input events is widget specif.

Mirek

Subject: Re: DoubleClick or RightClick
Posted by Justin on Sat, 11 Mar 2006 00:03:15 GMT
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Thanks, I was looking at the ArrayCtrl in particular. However, I ran accross the WhenLeftDouble method in use for callbacks. So what I tried was this:

rma.array.WhenLeftDouble <<= THISBACK(About);

This obviously didn't work and returned this:

```
main.cpp
C:\MyApps\NCase\main.cpp(134) : error C3767: '<<=': candidate function(s) not accessible
        could be the friend function at 'C:\upp\uppsrc\Core/Topt.h(245)' : '<<=' [may be found via
argu
 ment-dependent lookup]
        or the friend function at 'C:\upp\uppsrc\Core/Topt.h(245)' : '<<=' [may be found via
argument-d
 ependent lookup]

C:\MyApps\NCase\main.cpp(134) : error C2676: binary '<<=' : 'Callback' does not define this
operator or
  a conversion to a type acceptable to the predefined operator
1 file(s) compiled in (0:01.01) 1016 msec/file

There were errors. (0:01.14)
```

??

Subject: Re: DoubleClick or RightClick
Posted by mirek on Sat, 11 Mar 2006 06:38:52 GMT

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Use "=" instead of "<<=".

Admitedly a bit confusing. The deal is that "<<=" is operator to assign WhenAction "basic" callback, defined in Ctrl (other overload BTW calls SetData, if the right side is Value or Value convertible).

Mirek

Subject: Re: DoubleClick or RightClick
Posted by Justin on Sun, 12 Mar 2006 01:19:49 GMT
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luzr wrote on Fri, 10 March 2006 18:35
However, this seems like you are interested in events going to your widget (Button?), so in fact Button is to handle these events. Standard Button does not react to right mouse clicks - you would need to derive and add virtuals (quite easy to do).

Do you have a tutorial or any documentation regarding virtuals? If not, is there a good reference or example with U++ that might point me in the right direction?

Thanks again

Subject: Re: DoubleClick or RightClick
Posted by Justin on Sun, 12 Mar 2006 03:56:41 GMT
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Nevermind. Figured it out.

Subject: Re: DoubleClick or RightClick
Posted by mirek on Sun, 12 Mar 2006 07:01:07 GMT
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Justin wrote on Sat, 11 March 2006 20:19luzr wrote on Fri, 10 March 2006 18:35
However, this seems like you are interested in events going to your widget (Button?), so in fact Button is to handle these events. Standard Button does not react to right mouse clicks - you would need to derive and add virtuals (quite easy to do).

Do you have a tutorial or any documentation regarding virtuals? If not, is there a good reference

or example with U++ that might point me in the right direction?

Thanks again

reference/Events

Mirek
