
Subject: what is dword?

Posted by [281264](#) on Sun, 27 Jun 2010 13:35:36 GMT

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I am seeing that dword is used in many methods, such as:

virtual void MouseMove(Point p, dword keyflags)

I am not able to find any reference to dword in the help.

Talking about the quoted function: what is expected to be in Point? And in dword? How these parameters are passed as arguments?

Thanks,

Javier

Subject: Re: what is dword?

Posted by [sergeynikitin](#) on Sun, 27 Jun 2010 14:02:32 GMT

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DWORD is not a C++ type, it's defined in <windows.h>.

dword - bit field like unsigned int.

Subject: Re: what is dword?

Posted by [dolik.rce](#) on Sun, 27 Jun 2010 14:40:55 GMT

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281264 wrote on Sun, 27 June 2010 15:35: I am seeing that dword is used in many methods, such as:

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Thanks,

Javier

Hi,

As Sergey said already, dword is just 32bit integer. It originates in windows, but U++ defines it on other platforms as well.

The meaning of this function is also simple. U++ internals call it every time when mouse changes position. Point is a simple struct with two members, x and y, which tell you the position of the mouse pointer. The second argument, keyflags, tells you what special keys are pressed and/or if the mouse buttons are pressed. Each bit in the dword corresponds to one key/button. Most of the bits can be checked easily using enumerated values defined in CtrlCore.h and simple logic operations (e.g. `if(keyflags&(K_MOUSELEFT|K_SHIFT)){...}`)

The whole idea behind is this: If you write your own class, you just override the MouseMove, Left/RightUp/Down, MouseEnter/Leave, MouseWheel, Key etc. Inside those functions, you can put the code that controls the interaction of your Ctrl/dialog with user input events. The arguments tell you the relevant information.

Have a look at reference/Events, many of the input related functions is shown there.

Bye,
Honza
