Subject: Precisions on keyflags value in MouseMove
Posted by Didier on Sun, 01 Apr 2012 08:06:16 GMT
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Hi,

virtual void MouseMove(Point p, dword keyflags);

In the Ctrl:: help, keyflags is said to contain only SHIFT/TAB/CTRL flags. But when watching the value I noticed that it also contained the mouse buttons (which I was searching for).

Question:
- Is this behaviour OS dependant (I'm on linux).
- If not, then where are the defines/enums associated to the individal bits (mouse left=0x800000, mouse right=0x400000, ...). The ones defined int CtrlCore.h do not fit

Subject: Re: Precisions on keyflags value in MouseMove
Posted by mirek on Sun, 01 Apr 2012 14:39:45 GMT
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Didier wrote on Sun, 01 April 2012 04:06Hi,

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In the Ctrl:: help, keyflags is said to contain only SHIFT/TAB/CTRL flags. But when watching the value I noticed that it also contained the mouse buttons (which I was searching for).

Question:
- Is this behaviour OS dependant (I'm on linux).

Should work on both.

Quote:
- If not, then where are the defines/enums associated to the individal bits (mouse left=0x800000, mouse right=0x400000, ...). The ones defined int CtrlCore.h do not fit

That is interesting. The code for linux is based on this piece in CtrlCore/X11Proc.cpp:

```
bool GetMouseLeft() { GuiLock __; return sModState & Button1Mask; }
bool GetMouseRight() { GuiLock __; return sModState & (Ctrl::Xbuttons >= 3 ? Button3Mask : Button2Mask); }
bool GetMouseMiddle() { GuiLock __; return sModState & (Ctrl::Xbuttons >= 3 ? Button2Mask : 0); }
```

Subject: Re: Precisions on keyflags value in MouseMove
Posted by Didier on Sun, 01 Apr 2012 18:14:59 GMT
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Thank's

In fact what I was searching for is : K_MOUSELEFT, K_MOUSERIGHT, ...

I didn't see where just aside K_CTRL, K_SHIFT, ...
But thank's to you're reply, I found them

Maybe doc could be updated to explicit keyflags values (add a page for it)

Subject: Re: Precisions on keyflags value in MouseMove
Posted by mirek on Mon, 02 Apr 2012 16:42:34 GMT
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Didier wrote on Sun, 01 April 2012 14:14Thank's

In fact what I was searching for is : K_MOUSELEFT, K_MOUSERIGHT, ...

Ah, I just wanted to point out to the code that does actual reading of those key states; K_MOUSELEFT etc.. are set based on above routines. Just in case it does not work as supposed, as starting point to find a problem...