
Subject: Re: How to get the position of mouse

Posted by [Roberto Monaco](#) on Tue, 05 Nov 2002 14:04:32 GMT

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(a) If you are within an event handler xxx (motion, or click events), the information you need is in the structure event:

PRO xxx, event

...

mouse_x = event.x

mouse_y = event.y

...

Look at event.press and event.release if you want to know which button was pressed - these are bitmaps (0=none motion-event, 1=left, 2=center, 4=right)

(b) if you call the function cursor, you pass two variables (x,y) that in return contain the position of the mouse - the structure !mouse.button contains the bitmap as above

Regards,
Roberto

"lily_zhang" <fengliza@sina.com> wrote in message

news:19870040.0211050436.2105e396@posting.google.com...

> I display an image on the screen first, and then intend to get the

> coordinate of mouse when I depress the left button of it. Would you

> tell me how to realize it?
