
Subject: Re: Bug with object graphics, app_scroll and the mouse in 6.1 under Windows.

Posted by [David Fanning](#) on Wed, 25 Aug 2004 16:52:52 GMT

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David Yip writes:

> That does help. I hadn't notice that the value was different during
> presses as opposed to releases. I tend to click really quickly and as
> you can see from my output, the good and bad values weren't 1 for 1.
> But following your posting, by clicking slowly it does appear the bad
> values are the presses and the good values are the releases. I should
> be able to work with that.

And if your event handler is not currently aware
of the difference between a button press and a
button release, you might want to fix that, too.
It will make your event handler twice as fast since
you will only execute it once and not twice. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
