Subject: Re: Bug with object graphics, app_scroll and the mouse in 6.1 under Windows.
Posted by dcw_yip on Wed, 25 Aug 2004 16:35:31 GMT

Haje:

  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.

thanks,
David

"Haje Korth" <noemail@address.com> wrote in message
news:<cggbsd$7mb$1@aplcore.jhuapl.edu>...
> I gave your code a quick try. I get different values for pressing and
> releasing. Does this help?
>
> Cheers,
> Haje
>
>