
Subject: Re: Generating events while a button is pressed

Posted by [rivers](#) on Mon, 13 May 1996 07:00:00 GMT

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In article <31973A26.167E@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:

> I hope someone out there can give me a hand with this one.

>

> I want to have a widget_button that generates events while the button

> remains pressed (sorta like the action of DRAG on a widget_slider) so

> that I can scroll through a stack of data, say.

I can think of one way to do it:

1) Detect button press event, program enters "scroll mode"

2) Set a timer widget for a fraction of a second. On every timer widget event do your "scroll" action, and set the timer widget again.

3) On button release event, cancel timer event and exit "scroll mode".

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