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Subject: Lack of KeyMods parameter in the ::MouseUp function call -> Feature request

Posted by [Helder Marchetto](#) on Wed, 30 Dec 2015 23:25:01 GMT

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Hi,

I'm intensively using the FG event handler class. In doing so, I've come to a problem where I would like the ::MouseUp function to include information about the current keyMods. Currently, the functions ::MouseDown, ::MouseMove and ::MouseWheel have it...

Let me explain why I think this is useful.

I have a polygon on an image. I would like to add a point to the polygon. To distinguish from the translation case, I use the "alt" key to identify modifications (or alterations) to the polygon.

Therefore, pressing the alt-key and the left mouse button results in an added point. Since I'm not always good with my hand, I would like to be able to:

- 1) press down alt-key
- 2) press down left mouse button (a point is added)
- 3) move mouse (and see the added point moving with the mouse)
- 4) release the left mouse button
- 5) release the alt-key

Besides being useful, it is also "cool".

However, if I would like to "cancel" the add point operation if the alt-key is released \*before\* the release of the left mouse button. In other words, the following sequence should delete the point after step 4):

- 1) press down alt-key
- 2) press down left mouse button (a point is added)
- 3) move mouse (and see the added point moving with the mouse)
- 4) release the alt-key (the previously added point is deleted)
- 5) release the left mouse button

Since I cannot detect if alt is pressed when releasing the button, I cannot do this.

Can this please be added? I don't think that it is that much of an effort..

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