
Subject: Re: processing mouse dbl-clicks in IDL?

Posted by [J.D. Smith](#) on Mon, 21 Apr 1997 07:00:00 GMT

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David Fanning wrote:

- > Well, here is a piece of code that can reliably detect a double
- > click on a BUTTON widget, at least on my Mac and Windows NT machines.
- > I wrote this off the top of my head. I haven't tried to put this
- > into a real piece of code, so I don't know if it will be generally
- > useful. (My personal feeling is that I would test any code with
- > this kind of button strategy VERY carefully before I showed it to
- > anyone important!)
- >
- > Here is how it works. The first button click sets a "first" flag
- > and sends a TIMER event to the button. If a SECOND button click event
- > gets to the event handler BEFORE the TIMER event does, then this
- > is a DOUBLE CLICK event! A timer delay of 0.1 second works
- > perfectly on my Mac. I need a delay of 0.2 seconds on
- > my (much faster) Windows NT machine.
- >
- > Let me know how this works in a real piece of code. :-)

I'd like also to point out that widget_list returns double clicks in its events... so if you only need to detect double clicks on a list of text items, there's no work to do. Also, it's machine/OS independent.

JD
