
Subject: CURSOR skips a few beats :-(
Posted by [cgguido](#) on Wed, 27 Jan 2010 21:07:27 GMT
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Hi all,

when I use CURSOR in a while loop to keep track of where the mouse has been, if I move the mouse fast enough, I end up missing a bunch of pixels that I know I visited. When I plot it it looks like a dotted line rather than a continuous line.

Is there a way to be sure to capture *every* single coordinate that the mouse visits? in direct graphics if possible?

Many thanks,
Gianguido

Subject: Re: CURSOR skips a few beats :-(
Posted by [Paul Van Delst\[1\]](#) on Mon, 01 Feb 2010 17:35:35 GMT
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David Fanning wrote:

> Gianguido Cianci writes:

>

>> David and paulv - Why do widgets act as anti-hatered shields?

>

> I can't speak for Paul, but I can tell you it is difficult, (nay,
> impossible!) to write a procedural program that acts like a user-driven
> one. Users will expect functionality that you can't deliver (like
> recovering from a cursor that goes out of the window).

Oh, no, it's possible. The only caveat is that the programmer is also part of the software delivery *and* he/she must be willing to submit to endless "now make it do this" requests and code rewrites from the user.

:o)

I don't really know what an "anti-hatered" shield is.

cheers,

paulv
