
Subject: Re: Button behaviour (action during the click action)
Posted by [Michael Galloy](#) on Sat, 01 May 2010 02:35:50 GMT
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On 4/30/10 8:11 pm, nata wrote:

- > Hi guys,
- >
- > I need a button with the following behaviour: The user will click the
- > button and an event has to be created during the click action. When
- > the mouse click is released, the event has to finish.
- >
- > I'm trying to do that with CW_BGROU**P** and WIDGET_BUTTON but I realize
- > that the events are produced when the button release so I can't
- > control the event as I want.
- >
- > Do you know how can I implement this kind of events ? I want to do
- > something while the button is pressed. When the click action finishes,
- > my action will stop.
- >
- > Suggestions ?
- > Thanks in advance,

I don't think this is not as simple as it might sound. Check the PUSHBUTTON_EVENTS keyword to WIDGET_BUTTON. This will allow two events to be generated: one for the press and one for the release.

But if you just start some event handler after the button push, you will not receive the button release event until the event handler is finished (which would be bad since the event handler doesn't want to finish until the release happens). One way around this is to have some timer based strategy where the event handler sets a timer when the button is pressed: every time the timer goes off an event handler is called (checking first to make sure the button has not been released yet), a little bit of work is done, and then the event handler exits.

Mike

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www.michaelgalloy.com
Research Mathematician
Tech-X Corporation

Subject: Re: Button behaviour (action during the click action)
Posted by [natha](#) on Sun, 02 May 2010 16:14:29 GMT
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Thank you Michael,

PUSHBUTTON_EVENTS keyword is perfect for me. I just need to change a value when the button is pressed and change it again when the button release.

I will not have problems with the CPU, I mean, the event handler will be finished and available to receive the release event.

I think it should work !

nata
