
Subject: Re: XMLMenu

Posted by [mirek](#) on Fri, 07 May 2021 12:27:21 GMT

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This works in Win32, but not yet in Gtk/Macos:

```
struct DragTest : TopWindow {
    Rect r;
    bool dragging = false;
    void Layout() override {
        r = GetRect();
    };

    void Paint(Draw& w) override {
        w.DrawRect(GetSize(), White());
        w.DrawText(100, 100, AsString(r));
        if(dragging)
            w.DrawText(100, 130, "Dragging");
    }
}
```

TimeCallback tm;

```
DragTest() {
    tm.Set(-10, [=] {
        Rect rr = GetRect();
        if(r != rr) {
            r = rr;
            if(GetMouseLeft())
                dragging = true;
            Refresh();
        }
        if(!GetMouseLeft()) {
            if(dragging) {
                dragging = false;
                Refresh();
            }
        }
    });
};
```

But the problem is only that GetMouseLeft is not properly updated for timer proc; I think I can fix that and actually SHOULD fix that anyway.

I believe that above functionality is all that you need.

