
Subject: Re: Grabbing mouse events

Posted by [mirek](#) on Sun, 28 Jan 2007 18:12:17 GMT

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Next time please post the while package zipped so that we can test the solution.... ("a testcase"...)

I think this should help:

```
virtual void LeftDown(Point p, dword keyflags) {
    SetCapture();
    pprev = p;
}

virtual void MouseMove(Point p, dword keyflags) {
    if(IsCapture()) {
        int dx=p.x-pprev.x;
        int dy=p.y-pprev.y;
        x_angle_deg += dx;
        y_angle_deg += dy;
        pprev = p;
        this->Refresh();
    }
}
```

(LeftUp and bool mousedown are not necessary here)

Mirek