

Re: SetCapture before mouse click is made

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- *From:* "Dave O." <nobody@xxxxxxxxxxx>
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One possible way would be to cheat

Create a borderless form the same size as the screen (you may need to muck about a bit where the task bar lives) on that form place a screen grab of the entire screen so you now have an inactive representation of the screen onto which you can draw anything you want. Once you have the coordinates kill the form and get on with whatever you have to do.

Regards
Dave O.

"Robert" <noone@xxxxxxxxxxx> wrote in message
<news:OfBXKpKtGHA.4140@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Hello all,

I am writing a little application that should allow the user to draw a lasso anywhere on the screen, and then receive the screen coordinates of the lasso.

To do this, I have a small form with a button. Once the user clicks the button, the mouse pointer should change to a crosshair, and I want to wait for the next mouse click, to start the lasso anywhere on the screen. Do get the mouse click anywhere, I use SetCapture.

Now MSDN states a limitation that "If the mouse cursor is over a window created by another thread, the system will direct mouse input to the specified window only if a mouse button is down."
That means my program works if the user start the lasso within my form, but not if he starts it anywhere else – in this case I simply get a MouseDown immediately followed by a MouseUp.

Any ideas how I could solve that?

Thanks!

Re: SetCapture before mouse click is made

Robert