Mouse Events

For mouseDown and mouseUp events, *theEvent* ->message is undefined. As in all cases, *theEvent* ->where is the position in GLOBAL coordinates where *theEvent* took place. Use **FindWindow** to see the part of the screen where it occurred and then process the request (i.e., call **MenuSelect**, **SelectWindow**, **DragWindow**, **LClick**, etc.).

The modifiers field of the EventRecord is significant if you are checking for shift-, command-, control-, or option-clicks.

In most cases, you can ignore mouseUp events. But if you need to check for a double click, keep track of *theEvent* ->when. If a mouseDown, a mouseUp, and another mouseDown occur within the number of ticks in the global variable DoubleTime, and within, for example, five pixels of each other, then it's a double click. See **GetDblTime** for an example.