GetDblTime Find max delay between clicks of a double click

#include <Events.h> **Event Manager**

unsigned long **GetDblTime( );**
returns suggested time between clicks

GetDblTime returns an interval of time, in ticks. If two mouseDown events occur within this interval and are close together, the combined events should be considered a double click.

Returns: a 32-bit long; the suggested maximum interval, in 1/60th-second ticks, between a mouse up and the following mouseDown, that should constitute a double click.

Notes: Another way to get this information is to access the global variable DoubleTime directly. The interval is adjustable by the user via the Control Panel DA.

If you compare the EventRecord.when and the EventRecord.where of any two mouseDown events and the second is less than DoubleTime ticks older than the first and the points of occurrence are within 5 pixels, it should be considered a double click. The following example illustrates how to detect a double click.

Example

```
#include <Events.h>
#include <stdlib.h>

void DoDoubleClick (EventRecord *theEvent);

long        lastWhen = 0;
Point       lastWhere = {0,0};
EventRecord theEvent;

while (TRUE) {
    GetNextEvent( everyEvent, &theEvent );
    if ( theEvent.what == mouseDown ) {
        if ( ( (theEvent.when - lastWhen) < DoubleTime )
        && ( abs(theEvent.where.h-lastWhere.h) < 5 )
        && ( abs(theEvent.where.v-lastWhere.v) < 5 ) )  {
            DoDoubleClick( &theEvent );      // process the double click
        }
        lastWhen = theEvent.when;
        lastWhere = theEvent.where;

        /*  ... handle other mouseDown events ... */

    }
    if (theEvent.what == keyDown) {
```

```
        /*  ... etc ...*/

    }
}
```