

Off-Line Documentation template: Mouse Down support

1) Operational Goals

To have the application respond to Mouse events correctly.

2) Fundamental, "key", or cornerstone architectural requirements (POSTMORTEM)

- Need to be able to decode the mouse down event with respect to where the mouse down happened, and do the right thing if it happens in
 - the menu bar
 - a window other than the front window
 - in the front window
 - in window's drag bar, grow box, or scroll bars if present

3) Model of the implementation fulfilling these key requirements (POSTMORTEM)

- Have the 1st cracker DApplication::MouseDown decode the event to the extent that it can and pass the event on to the window to decode at higher levels of granularity.

4) Impact/scope of the implementation on the existing body of code (POSTMORTEM)

- DApplication:: MouseDown handles selecting windows, decoding menu bar stuff, and sending the event to fTarget for higher resolution decoding.
- DWindow decodes drags, grows, contentclicks, and scroll clicks.

5) Coding notes (gotchas, warnings, process thoughts, items to revisited later...)

6) Testing notes(bug types, what made a bug hard to fix, what could have been done to catch it sooner....)

7) Process notes (what process did you follow, could it be improved)