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HyperCard: MouseDown in Palettes (7/92)

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TOPIC -----

In some circumstance a user might want to create a button on a palette that performs a constant action while the mouse button is down: for example, a video disc control with a fast-forward button that fast forwards as the button is down, then resumes playing at normal speed when the mouse is up.

DISCUSSION -----

- 1) If you make sure the "Remain Hilited" check is checked, the palette button will be activated on a mouseDown. This does mean we have to do some additional work to make sure that the button hilite is set to false later, but you will see this in just a second.
- 2) Create a one-line script, in the button, that will repeat through the fast-forward (or whatever) XCMD. The line should look something like this:

```
do("repeat until the mouse is up" & return & "beep" & return & "end repeat"-  
& return & "set hilitedButton of window bob to 0")
```

This script uses a beep instead of a fast forward, but replacing the two would create the desired results.

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