
Subject: Re: wheel mouse Event

Posted by [Rick Towler](#) on Wed, 28 May 2003 18:49:30 GMT

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> Hello,
> I would like to know if it s possible to get mouse wheel Event in widget
> draw ?

No, it isn't possible, yet (and I don't even know if it is in the works).

I have a win32 specific .dlm which will poll mouse, keyboard, and joystick status via DirectX which will return the wheel position. It is limited in that you can only bind to one widget window (window in the Windows (TM) sense) at a time and you have to poll for the status. Aside from these limitations it works quite well in certain situations.

A description can be found here:

<http://www.acoustics.washington.edu/~towler/directInput.html>

The .dlm can be found here:

http://www.acoustics.washington.edu/~towler/programs/directInput_dlm.zip

-Rick
