Subject: Re: catching of wheel button / wheel scroll events?
Posted by Rick Towler on Fri, 16 Apr 2004 18:28:53 GMT
View Forum Message <> Reply to Message

"Stefan Tuchschmid" wrote in message...
> Hi Guys
> For a medical application the client requested that he can scroll
> through a stack of images with a Logitech Wheel Mouse. Only one is
> shown at a given time. That means I'll have to come up with an
> solution to catch the wheel event. I have not found any documentation
> how this can be done in IDL.
>
> It might be possible to have an empty IDLgrWindow with scroll bars
> invisible in back of my Draw Object, and then catch the OnScroll
> Events. However, this seems to be a rather awkward solution.
>
> I know that there's a OS issue with that and all, but we're simply
> trying to make it as fast as possible for the radiologist.
>
> Solution anyone?

If you are using windows you can use my DirectInput .dlm. It is a windows
only .dlm which captures keyboard, mouse (including mouse Z, aka mouse
wheel), and joystick input. Unfortunately it isn't event driven, you need
to poll for input.

 http://www.acoustics.washington.edu/~towler/directInputDLM.h tml

-Rick