
Subject: catching of wheel button / wheel scroll events?

Posted by [stef](#) on Thu, 15 Apr 2004 23:27:15 GMT

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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?

Help is greatly appreciated!

Regards,
Stefan

PS> The ButtonMask

Bitmask Mouse Button

1 Left

2 Middle

4 Right

has no other documented options....
