
Subject: Re: WIDGET_DRAW event.press/release values for mouse wheel events..undocumented?

Posted by [David Fanning](#) on Thu, 16 Aug 2007 14:18:04 GMT

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Paul van Delst writes:

> Now, I have one of those mice where the middle "button" is also a wheel. Being a
> fat-fingered type, sometimes when I press the middle button in my apps, I sometimes also
> move the wheel up or down. For those cases the event.press/release values are:
>
> press/release value
> roll up 8
> roll down 16
>
> and the event.type values are still 0 or 1 (for mouse button press and release) even
> though I'm not depressing the wheel/button (event.clicks always remains 0)
>
> Is this behaviour documented anywhere?

I don't think it is documented. I think this is one of those lovely aberrations of IDL that is always "discovered," usually in the middle of a critical demo. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
