Subject: [FEATURE] Horizontal scroll on Shift+mouse wheel
Posted by dolik.rce on Mon, 06 Sep 2010 13:38:41 GMT
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Hi everyone!

I have a little proposal. It is pretty standard behavior, at least on Linux, that mouse wheel scrolls the window horizontally when holding the shift key. I am quite used to this so I often use this scrolling, especially in theide code editor (I have really small screen...), just to find out over and over again that it doesn't work

I would be very happy, if LineEdit::MouseWheel() could be changed to allow this behaviour. The code: void LineEdit::MouseWheel(Point, int zdelta, dword keyflags) {
 if(keyflags&K_SHIFT)
  sb.WheelX(zdelta);
 else
  sb.WheelY(zdelta);
}

Thank you,
Honza