
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 the 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
