
Subject: Re: Scatter: new zoom and scroll mechanism!
Posted by [tojocky](#) on Wed, 08 Sep 2010 05:48:58 GMT
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Your method is more universal!

It is a good idea because will be possibility to change the shortcut by users!

koldo wrote on Wed, 08 September 2010 01:00Hello Ion

I am not sure which is the best mouse behavior.

This is like the cooling system in an office. Nobody agrees and everyone is frozen or sweating.

I propose you another option. To have a list of keys, mouse buttons and actions. It is more complicated but everybody would agree.

Just a draft:

```
enum MouseActions {NO_ACTION, SCROLL_H_POS, SCROLL_H_NEG, SCROLL_V_POS,
SCROLL_V_NEG, ZOOM_H_ENL, ZOOM_H_RED, ZOOM_V_ENL, ZOOM_V_RED,
SHOW_INFO};
```

```
struct MouseBehaviour = {
    bool ctrl;
    bool alt;
    bool shift;
    bool left;
    bool middle;
    int middleWheel;
    bool right;
    int action;
};
```

Some of your proposals would be like these:

```
MouseBehaviour ionMap[] {
    {false, false, false, false, false, 1, false, SCROLL_H_POS},
    {false, false, false, false, false, -1, false, SCROLL_H_NEG},
    {false, true, false, false, false, 1, false, SCROLL_V_POS},
    {false, true, false, false, false, -1, false, SCROLL_V_NEG},
    {false, false, false, false, false, 0, false, NO_ACTION}};
```