Subject: DropList events
Posted by nixnixnix on Tue, 07 Aug 2012 19:45:34 GMT
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Hi,

I use a DropList to switch a dialog's data from one object to another. I use the following events

```
dropTower.WhenDrop = THISBACK(GetTower);
dropTower.WhenAction = THISBACK(SetTower);
```

to grab the current object's data from the dialog and then initialise it with the next chosen object and that all works fine.

My problem is that my users love the ability to scroll the mouse wheels to choose towers and this only generates the second event WhenAction.

My question is: is there are way to disable this mousewheel functionality for some DropLists or even better would be if I can still generate the two events and have it work like it does just now but with the mousewheel?

Thanks for any help or suggestions.

Nick