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Subject: Re: List of custom controls, how?

Posted by [dolik.rce](#) on Thu, 08 Nov 2012 09:07:50 GMT

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crydev wrote on Thu, 08 November 2012 09:29: There still is one thing that doesn't work that I would like to work. Using the mouse scrollwheel to scroll through the objects is not working. My guess is that this should be implemented in the `Key(dword key, int)` function. Is there maybe a builtin property or function to handle this? And which keys are being handled by the `Key(dword key, int)` function?

If you look at `reference/ScrollBar`, you'll see it can be done with the `MouseWheel` virtual function: `virtual void MouseWheel(Point, int zdelta, dword)`

```
{
    sb.Wheel(zdelta);
}
```

The only problem with this is that sometimes the wheel event is consumed by the `Ctrl` immediately under the cursor, so this `MouseWheel` is never invoked. I'm not really sure how this should be handled properly. Hopefully someone else will help us with that

Best regards,  
Honza

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