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Subject: Re: Support for mouse fw/bk buttons  
Posted by [Klugier](#) on Thu, 19 Nov 2020 23:24:53 GMT  
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Hello Mirek,

This is the perfect addition to people that has mouses with additional buttons (backward & forward). Thanks for implementing this? I am wonder if the mac implementation will respect back gesture on touchpad - would be great! For you that doesn't know how the mouses with this specific buttons looks like here is the link to google graphics.

I think the support for the controls you have mentioned are sufficient. The only thing I would change is to add buttons for backward and forward in file sel implementation. Limiting this functionality only to mouse owners is not optimal!

I also found some bugs in the current backward forward implementation inside CodeEditor and Help in TheIDE. It just adds additional entries for some reason in certain situation or opening .tpp file is not registered etc. It is issue not related to this change.

I think we should also add somewhere in documentation K\_MOUSE\_FORWARD and K\_MOUSE\_BACKWARD documentation. Do we have documentation for keys? In the enum below some entries are obvious, but some might need clarification (K\_DELTA):

```
enum {  
    K_DELTA      = 0x010000,  
  
    K_ALT        = 0x080000,  
    K_SHIFT      = 0x040000,  
    K_CTRL       = 0x020000,  
  
    K_KEYUP      = 0x100000,  
  
    K_MOUSEMIDDLE = 0x200000,  
    K_MOUSERIGHT  = 0x400000,  
    K_MOUSELEFT   = 0x800000,  
    K_MOUSEDDOUBLE = 0x1000000,  
    K_MOUSETRIPLE  = 0x2000000,  
  
    K_SHIFT_CTRL = K_SHIFT|K_CTRL,  
  
#ifdef PLATFORM_COCOA // NOT Sure this should be under ifdef - this is just definition...  
    K_OPTION      = 0x4000000,  
#endif  
  
    IK_DBL_CLICK  = 0x40000001, // this is just to get the info that the entry is equal to dbl-click to  
    the menu  
  
    K_MOUSE_FORWARD = 0x80000001,
```

```
K_MOUSE_BACKWARD = 0x80000002,  
};
```

Klugier

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