
Subject: [FEATURE] Common horizontal scroll on Shift+mouse wheel

Posted by [mezise](#) on Sun, 02 Jan 2022 17:09:19 GMT

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Hi everyone.

I am trying to add this feature to all relevant widgets.

It was added to LineEdit/CodeEditor on request from Honza:

[https:// www.ultimatepp.org/forums/index.php?t=msg&th=5499&go to=28547&#msg_28547](https://www.ultimatepp.org/forums/index.php?t=msg&th=5499&go to=28547&#msg_28547)

The same change can be applied to TreeCtrl:

```
void TreeCtrl::MouseWheel(Point, int zdelta, dword keyflags)
{
    if(keyflags & K_SHIFT)
        sb.WheelX(zdelta);
    else
        sb.WheelY(zdelta);
}
```

The next in line is ArrayCtrl which I use in "absolute" mode with horizontal scroll bar:

```
ArrayCtrl::HeaderObject().Absolute();
```

but ArrayCtrl is using ScrollBar class instead of ScrollBars (as in LineEdit/TreeCtrl) and does not have WheelX() method.

Could you point me to the method where I can control horizontal scroll bar in ArrayCtrl?

mezise
