Subject: Re: Horizontal Mouse Wheel support request
Posted by Tom1 on Wed, 24 Jan 2024 12:51:02 GMT

Hi Again,

Due to the fact that with a regular mouse the horizontal wheel scrolling is commonly simulated through 'Shift + Mouse Wheel' I decided to introduce a simpler lightweight implementation for Horizontal Mouse Wheel support in Windows. It requires only minimal changes in CtrlCore/Win32Proc.cpp, which you can find attached. (No changes at all in CtrlCore.h or CtrlMouse.cpp, like in the previous solution.)

So, there is no added MouseWheelHor() method, but instead the horizontal wheel comes in through regular MouseWheel() with keyflags |= K_SHIFT, which is the common horizontal wheel simulation solution anyway. Therefore, both simulated and real horizontal wheel events become available in MouseWheel().

NOTE: The attached CtrlCore/Win32Proc.cpp also attempts to fix a touch screen issue with Pen aware apps by slightly adjusting the Pen detection mask. This is based on pen/touch differentiation as per:

   https://learn.microsoft.com/en-us/windows/win32/tablet/syste
m-events-and-mouse-messages?redirectedfrom=MSDN

Best regards,

Tom

File Attachments
1) Win32Proc.cpp, downloaded 1335 times