
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

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

Posted by [Klugier](#) on Fri, 07 Jan 2022 18:44:43 GMT

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Hello Mezise,

I totally agree with the change in TreeCtrl - it should be done for consistency. Please create PR for Upp GitHub repo that contains only that change. Also, there is less risky that proposed change will be forgotten.

In context of ArrayCtrl, it should be done separately. I think Mirek, will probably have some clues about it - he is the author of this Ctrl.

Klugier

Subject: Re: [FEATURE] Common horizontal scroll on Shift+mouse wheel
Posted by [mirek](#) on Tue, 17 May 2022 13:31:42 GMT
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(now done for ArrayCtrl)
