Subject: Mouse wheel and TopWindow
Posted by atmks on Thu, 12 Oct 2006 16:04:23 GMT
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hi all

how can i catch mousewheel event
outside topwindow (platform WinXp)?

pressing of mousebutton is simply with GetAsyncKeyState function,
but mousewheel...

bye
atmks

Subject: Re: Mouse wheel and TopWindow
Posted by mirek on Fri, 13 Oct 2006 03:59:27 GMT
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atmks wrote on Thu, 12 October 2006 12:04hi all

how can i catch mousewheel event
outside topwindow (platform WinXp)?

pressing of mousebutton is simply with GetAsyncKeyState function,
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bye
atmks

Actually, I did not even knew you can detect mouse button (and you might not be able to do so in Linux). Looks like it is very platform specific, if you really need to have this, digg Windows documentation and maybe some Win related forums (and inform us about the result

Mirek

Subject: Re: Mouse wheel and TopWindow
Posted by atmks on Fri, 24 Nov 2006 00:34:52 GMT
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hi, i finded the solution
i used a dll hook technology:

dll source:
hook.h

```
#ifndef _hook_hook_h
#define _hook_hook_h

#define DllImport extern "C" __declspec(dllimport)
#define DllExport extern "C" __declspec(dllexport)

#ifdef flagDLL
 #define DLLIMPORT __declspec(dllexport)
#else
 #define DLLIMPORT __declspec(dllimport)
#endif

void DLLIMPORT SetHooks(HHOOK hk,HWND hwnd);
LRESULT DLLIMPORT CALLBACK MouseProc(int nCode, WPARAM wParam, LPARAM
lParam);


#endif
```

hook.cpp

```
#include <windows.h>
#include <stdio.h>
#include "hook.h"

HHOOK hMouseHook = NULL;
HWND mHwnd = 0;
HWND cur_hwnd = 0;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason,  LPVOID lpReserved) {
 switch (reason) {
  case DLL_PROCESS_ATTACH:
   break;
  case DLL_PROCESS_DETACH:
   break;
  case DLL_THREAD_ATTACH:
   break;
  case DLL_THREAD_DETACH:
   break;
 }
 return TRUE;
```

```
}


void DLLIMPORT SetHooks(HHOOK hk,HWND hwnd) {
 hMouseHook = hk;
 mHwnd = hwnd;
}

LRESULT DLLIMPORT CALLBACK MouseProc(int nCode, WPARAM wParam, LPARAM lParam)
{
 HWND hwnd_spion = FindWindow("spion",0);
 PostMessage(hwnd_spion,nCode,wParam,lParam);
 return CallNextHookEx(hMouseHook,nCode,wParam,lParam);
}
```

application source
main.cpp:

```
int WM_MYMOUSEWHEEL;
HMODULE hMod;
HHOOK hHk;
...
LRESULT CALLBACK WndProc (HWND hwnd, UINT message, WPARAM wParam, LPARAM
lParam) {
 if(message==WM_MYMOUSEWHEEL) {
  //mousewheel event
 }
...
}

GUI_APP_MAIN() {

 WNDCLASS wndclass ;
 ...
 wndclass.lpszClassName = TEXT("spion") ;
 ...

 hMod = LoadLibrary("hook.dll");

 if(hMod == NULL)
  LOG("LoadLibrary failed");

 hHk = SetWindowsHookEx(14,&MouseProc,hMod,0);
 if(hHk == NULL)
  LOG("SetWindowsHookEx failed");

 SetHooks(hHk,hwnd);
```

```
 WM_MYMOUSEWHEEL = RegisterWindowMessage("mouse_wheel_rulez");

 ...
}
```

---