U++ - Feature #736
MouseWheel should also work on EditorBar

04/05/2014 12:44 PM - Zbigniew Rebacz

Status:	Approved		**Start date:**	04/05/2014
Priority:	Normal		**Due date:**	
Assignee:	Miroslav Fidler		**% Done:**	100%
Category:	CodeEditor		**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

In current version of U++ EditorBar (Part of Code Editor) doesn't recognize mouse wheel event. I think that we should change this behavior, because it is not friendly for users.

So, what should "MouseWheel" method do in EditorBar? It should call exactly the same event in the code editor.

Implementation (CodeEditor/EditorBar.cpp):

```
void EditorBar::MouseWheel(Point p, int zdelta, dword keyflags)
{
    if(editor)
        editor->MouseWheel(p, zdelta, keyflags);
}
```

History

#1 - 04/05/2014 12:45 PM - Zbigniew Rebacz

- Status changed from New to Patch ready

#2 - 04/23/2014 09:59 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Thanks

Files

CodeEditor.h	16.3 KB	04/05/2014		Zbigniew Rebacz
EditorBar.cpp	11.5 KB	04/05/2014		Zbigniew Rebacz