
Subject: Re: Scatter: new zoom and scroll mechanism!
Posted by [tojocky](#) on Wed, 08 Sep 2010 05:48:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your method is more universal!

It is a good idea because will be possibility to change the shortcut by users!

koldo wrote on Wed, 08 September 2010 01:00Hello Ion

I am not sure which is the best mouse behavior.

This is like the cooling system in an office. Nobody agrees and everyone is frozen or sweating.

I propose you another option. To have a list of keys, mouse buttons and actions. It is more complicated but everybody would agree.

Just a draft:

```
enum MouseActions {NO_ACTION, SCROLL_H_POS, SCROLL_H_NEG, SCROLL_V_POS,  
SCROLL_V_NEG, ZOOM_H_ENL, ZOOM_H_RED, ZOOM_V_ENL, ZOOM_V_RED,  
SHOW_INFO};
```

```
struct MouseBehaviour = {  
    bool ctrl;  
    bool alt;  
    bool shift;  
    bool left;  
    bool middle;  
    int middleWheel;  
    bool right;  
    int action;  
};
```

Some of your proposals would be like these:

```
MouseBehaviour ionMap[] {  
    {false, false, false, false, false, 1, false, SCROLL_H_POS},  
    {false, false, false, false, false, -1, false, SCROLL_H_NEG},  
    {false, true, false, false, false, 1, false, SCROLL_V_POS},  
    {false, true, false, false, false, -1, false, SCROLL_V_NEG},  
    {false, false, false, false, false, 0, false, NO_ACTION}};
```