
Subject: Re: Scatter: new zoom and scroll mechanism!

Posted by [koldo](#) on Fri, 22 Oct 2010 10:54:21 GMT

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Hello Ion

Sorry for the delay. I am so involved in the other package you know that I do not spend almost any time in other subjects.

It is just implemented and documented (this evening in SVN).

The main function is:

`bool SetMouseBehavior(MouseBehaviour *_mouseBehavior);`
that sets the array of mouse conditions and due actions.

The MouseBehaviour struct contains these elements:

```
struct MouseBehaviour {  
    bool ctrl; // Conditions  
    bool alt;  
    bool shift;  
    bool left;  
    bool middle;  
    int middleWheel;  
    bool right;  
    MouseAction action; // Action  
};
```

The default array is:

```
Scatter::MouseBehaviour defaultMouse[] = {  
    {false, false, false, true, false, 0, false, Scatter::SHOW_INFO},  
    {false, false, false, false, true, 0, false, Scatter::SCROLL},  
    {false, false, false, false, false, 1, false, Scatter::ZOOM_H_RED},  
    {false, false, false, false, false, 1, false, Scatter::ZOOM_V_RED},  
    {false, false, false, false, false, -1, false, Scatter::ZOOM_H_ENL},  
    {false, false, false, false, false, -1, false, Scatter::ZOOM_V_ENL},  
    {false, false, false, false, false, 0, false, Scatter::NO_ACTION}};
```
