

Doomsday Engine - Bug #1909

Mouse wheel events (pixel scroll vs. angle)

2014-11-23 11:43 - skyjake

Status:	Closed	Start date:	2014-11-23
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	1.15		
Description			
At least on the Mac, Qt 5 mouse wheel events need to separately handle pixel and angle deltas.			

Associated revisions

Revision eab05238 - 2014-11-23 12:21 - skyjake

Fixed|Input|Client|libgui: Handling mouse wheel events (Qt 5)

In Qt 5, the pixel and angle deltas are provided separately. The former is for trackpads while the latter is for actual wheels.

Also fixed how the wheel steps are passed to the game's input handling, so that only wheel step events are handled and not the pixel based scrolling.

IssueID #1909

History

#1 - 2014-11-23 12:22 - skyjake

- Status changed from *In Progress* to *Resolved*

- % Done changed from 0 to 100

#2 - 2014-11-23 20:53 - skyjake

- Status changed from *Resolved* to *Closed*