



Help for MouseWheel

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Description

Add IntelliMouse support to your 32-bit applications with the Mabry MouseWheel control. The wheel is supported in Microsoft Office 97 and now it can be supported in your applications.

MouseWheel is a VB5 ActiveX control that allows your programs to take advantage of the powerful scrolling capabilities of the new IntelliMouse by Microsoft. Your users can easily scroll and select data without removing their hand from the mouse.

Uses:

- Select radio buttons and toggle checkboxes.
- Quickly scroll through large amounts of text.
- Set the value of a spin control.
- Provide for both horizontal and vertical scrolling.
- Perfect for any object that utilizes scrolling, such as list boxes, spreadsheets, File and Directory lists, etc.
- Scrolling is handled automatically.

Features:

- Since event notifications occur both before and after the user moves the wheel, your application can intercept the wheel movement to enhance or override scrolling.
- Events indicate which mouse button is pressed so your application actions can be tailored for different combinations of wheel movement and button selection.
- A property allows you to specify whether the mouse coordinates are relative to the object that the mouse is over or relative to the entire screen.
- Another property determines whether events are fired for the control under the mousepointer or the control with focus.

MouseWheel can be used in any 32-bit development environment that supports ActiveX controls.

File Name

MWHEEL.OCX

ActiveX Compatibility

VB 4.0 (32-bit), 5.0 and 6.0

ActiveX Built With

Microsoft Visual Basic v5

ActiveX - Required DLLs

VB 5.0 Run-Time DLLs
MSVBVM50.DLL

Distribution Note When you develop and distribute an application that uses this control, you should install the control file into the user's Windows SYSTEM directory. The control file has version information built into it. So, during installation, you should ensure that you are not overwriting a newer

version.

Close

MouseWheel Properties

Properties that have special meaning for this control or that only apply to this control are marked with an asterisk (*).

***CoordType** Property

***hWndNotify** Property

***Present** Property

***ScrollLines** Property

***ScrollWhich** Property

Close

MouseWheel Events

Events that have special meaning for this control or that only apply to this control are marked with an asterisk (*).

*AfterMouseWheel Event

*BeforeMouseWheel Event

Close

MouseWheel Methods

Methods that have special meaning for this control or that only apply to this control are marked with an asterisk (*).

***HorzScroll** Method

***Refresh** Method

Close

Frequently Asked Questions

General Questions

I've installed Mousewheel, but when I attempt to bring up the Custom Control dialog box in VB4 I get a "Object server not correctly registered" message. What's wrong and will this cause problems?

I've installed Mousewheel, but when I attempt to bring up the Custom Control dialog box in VB4 I get a "Object server not correctly registered" message. What's wrong and will this cause problems?

[Frequently Asked Questions](#)

This is a known Microsoft problem. ActiveX controls created in VB5 will install a registry key that VB4 doesn't recognize. Each time VB4 (or Access95) searches the registry to display the valid controls it finds this key that it doesn't recognize and shows the message box. You can either ignore this message or go to Microsoft's KnowledgeBase and look up Article ID: Q161827 for instructions on editing the registry to correct this.

How To Buy This Software

CREDITS

MouseWheel was written by Karl Peterson.

CONTACT INFORMATION

Orders, inquiries, technical support, questions, comments, etc. can be sent to mabry@mabry.com on the Internet. Our mailing address/contact information is:

Mabry Software, Inc.
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Stanwood, WA 98292

Sales: 1-800-99-MABRY (U.S. Only)

Voice: 360-629-9278

Fax: 360-629-9278

Web: <http://www.mabry.com>

COST

The price of MouseWheel (control only) is US\$25 (US\$30 for International orders). The cost of MouseWheel and the Visual Basic source code (of the control itself) is US\$75 (US\$80 for International orders).

Prices are subject to change without notice.

Printed manuals are available at US\$12.50 per copy.

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Here is the information you need regarding our account for a wire funds transfer:

Bank Name:	SeaFirst - Stone Way Branch
Bank Address:	3601 Stone Way North Seattle, WA 98103
Bank Phone:	206-585-4951
Account Name:	Mabry Software, Inc.
Routing Number:	12000024
Account Number:	16311706

If you are paying with a wire transfer of funds, please add US\$25.00 to your order. This is the fee that SeaFirst Bank charges Mabry Software. Also, please ADD ANY ADDITIONAL FEES THAT YOUR BANK MAY CHARGE for wire transfer service. If you are paying with a wire transfer, we must have full payment deposited to our account before we can ship your order.

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See Also

BeforeMouseWheel Event

See Also

[AfterMouseWheel Event](#)

[HorzScroll Method](#)

See Also

[AfterMouseWheel Event](#)

[BeforeMouseWheel Event](#)

See Also

BeforeMouseWheel Event

See Also

[AfterMouseWheel Event](#)

[BeforeMouseWheel Event](#)

[HorzScroll Method](#)

See Also

Refresh Method

ScrollLines Property

See Also

Present Property

ScrollLines Property

See Also

[AfterMouseWheel Event](#)

[BeforeMouseWheel Event](#)

[Present Property](#)

[Refresh Method](#)

See Also

[AfterMouseWheel Event](#)

[BeforeMouseWheel Event](#)

AfterMouseWheel Event

[See Also](#)

[Frequently Asked Questions](#)

Description

Event fires immediately after the wheel has been turned. Scrolling has already occurred, if the control supports scrolling and if scrolling has not been cancelled in the [BeforeMouseWheel event](#).

Syntax

Sub *object* **AfterMouseWheel**(*[index As Integer,]* *hWnd As Long*, *delta As Long*, *shift As Long*, *button As Long*, *X As Long*, *Y As Long*)

The syntax of the **AfterMouseWheel** event has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.
<i>index</i>	An integer that identifies a control if it's in a control array.
<i>hWnd</i>	A long integer representing the hWnd property of the form or control receiving notification.
<i>delta</i>	A long integer indicating direction and magnitude of mouse wheel event. This value is either 120 or -120 (Microsoft's documentation notes that they may change this in future releases of the Intellimouse). Positive indicates the wheel was turned forward; negative means the wheel was turned backward.
<i>shift</i>	A long integer that corresponds to the state of the SHIFT, CTRL, and ALT keys at the time of the event. The shift argument is a bit field with the least-significant bits corresponding to the SHIFT key (bit 0), the CTRL key (bit 1), and the ALT key (bit 2). These bits correspond to the values 1, 2, and 4, respectively. Some, all, or none of the bits can be set, indicating that some, all, or none of the keys are pressed. For example, if both CTRL and ALT are pressed, the value of shift is 6.
<i>button</i>	A long integer that identifies the state of the mouse buttons when the wheel was turned. The button argument is a bit field with bits corresponding to the left button (bit 0), right button (bit 1), and middle or wheel button (bit 2). These bits correspond to the values 1, 2, and 4, respectively.
<i>X</i>	A long integer that specifies the current horizontal location of the mouse pointer. The value is always expressed in pixels, and is either relative to the screen or the notified control, based on the setting of the CoordType property.
<i>Y</i>	A long integer that specifies the current vertical location of the mouse pointer. The value is always expressed in pixels, and is either relative to the screen or the notified control, based on the setting of the CoordType property.

Remarks

The AfterMouseWheel event is most useful when you need to add "scrolling" capabilities to controls that aren't generally used in this manner. For example, to allow users to toggle a checkbox or flip between option buttons with their mouse wheel, use:

```
Private Sub MouseWheel1_AfterMouseWheel(ByVal hWnd As Long, ByVal Delta As Long, ByVal Shift As Long, ByVal Button As Long, ByVal X As Long, ByVal Y As Long)
    Dim i As Long
    Select Case hWnd
        Case Check1.hWnd
            Check1.Value = Abs(Not CBool(Check1.Value))
        Case Option1(0).hWnd, Option1(1).hWnd, Option1(2).hWnd
            For i = 0 To 2
                Option(i).Value = (Option(i).hWnd = hWnd)
            Next i
    End Select
```

End Sub

BeforeMouseWheel Event

[See Also](#)

[Frequently Asked Questions](#)

Description

Event fires immediately after the wheel has turned, but before scrolling occurs.

Syntax

Sub *object* **BeforeMouseWheel**(*[index As Integer,* *hWnd As Long, delta As Long, shift As Long, button As Long, X As Long, Y As Long, cancel As Boolean]*)

The syntax of the **BeforeMouseWheel** event has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.
<i>index</i>	An integer that identifies a control if it's in a control array.
<i>hWnd</i>	A long integer representing the hWnd property of the form or control receiving notification.
<i>delta</i>	A long integer indicating direction and magnitude of mouse wheel event. This value is either 120 or -120 (Microsoft's documentation notes that they may change this in future releases of the Intellimouse). Positive indicates the wheel was turned forward; negative means the wheel was turned backward.
<i>shift</i>	A long integer that corresponds to the state of the SHIFT, CTRL, and ALT keys at the time of the event. The shift argument is a bit field with the least-significant bits corresponding to the SHIFT key (bit 0), the CTRL key (bit 1), and the ALT key (bit 2). These bits correspond to the values 1, 2, and 4, respectively. Some, all, or none of the bits can be set, indicating that some, all, or none of the keys are pressed. For example, if both CTRL and ALT are pressed, the value of shift is 6.
<i>button</i>	A long integer that identifies the state of the mouse buttons when the wheel was turned. The button argument is a bit field with bits corresponding to the left button (bit 0), right button (bit 1), and middle or wheel button (bit 2). These bits correspond to the values 1, 2, and 4, respectively.
<i>X</i>	A long integer that specifies the current horizontal location of the mouse pointer. The value is always expressed in pixels, and is either relative to the screen or the notified control, based on the setting of the CoordType property.
<i>Y</i>	A long integer that specifies the current vertical location of the mouse pointer. The value is always expressed in pixels, and is either relative to the screen or the notified control, based on the setting of the CoordType property.
<i>cancel</i>	Setting this value to True will prevent any automated scrolling from occurring in the control referenced by the hWnd parameter.

Remarks

The BeforeMouseWheel event is most useful when you need to override or enhance the auto-scrolling capabilities that MouseWheel adds to your forms. For example, you may want to scroll horizontally if the user simultaneously presses and turns the mouse wheel:

```
Private Sub MouseWheel1_BeforeMouseWheel(ByVal hWnd As Long, ByVal Delta As Long, ByVal Shift As Long, ByVal Button As Long, ByVal X As Long, ByVal Y As Long, Cancel As Boolean)
    Select Case hWnd
        Case Text1.hWnd, ListView1.hWnd
            If Button = vbMiddleButton Then
                Call MouseWheel1.HorzScroll(hWnd, Delta)
                Cancel = True
            End If
        End Select
    End Sub
```

CoordType Property

[See Also](#)

[Frequently Asked Questions](#)

Description

Sets or returns whether coordinates are relative to the control or to the screen.

Syntax

object.**CoordType** [= *integer*]

The syntax of the **CoordType** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.
<i>integer</i>	An integer which determines the origin type of the coordinates.

Remarks

Returns or sets a value that determines whether mouse coordinates passed to the [BeforeMouseWheel](#) and [AfterMouseWheel](#) events are relative to the screen or relative to the control being notified.

This property can have one of two values:

<u>Constant</u>	<u>Value</u>	<u>Description</u>
ScreenRelative	0	Sets coordinate references relative to screen.
ControlRelative	1	Sets coordinate references relative to notified control.

Coordinates are always returned in pixels.

Data Type

Integer

HorzScroll Method

[See Also](#)

[Frequently Asked Questions](#)

Description

Method used to initiate horizontal scrolling rather than, or in addition to, the default vertical scrolling.

Syntax

object.**HorzScroll***hWnd,delta*

The syntax of the **HorzScroll** method has these parts:

Part	Description
<i>object</i>	Required. A MouseWheel control.
<i>hWnd</i>	Required. A long integer that specifies the window handle of the control with which to perform automatic horizontal scrolling. The control must support horizontal scrolling.
<i>delta</i>	Required. A long integer indicating direction and magnitude of mouse wheel event. This value is either 120 or -120 (Microsoft's documentation notes that they may change this in future releases of the Intellimouse). Positive indicates the wheel was turned forward; negative means the wheel was turned backward.

Remarks

Uses the same strategy as default vertical scrolling to scroll a window horizontally. May be used in addition to, or in place of, default scrolling. For example, you may want to scroll horizontally if the user simultaneously presses and turns the mouse wheel:

```
Private Sub MouseWheel1_BeforeMouseWheel(ByVal hWnd As Long, ByVal Delta As Long, ByVal Shift As Long, ByVal Button As Long, ByVal X As Long, ByVal Y As Long, Cancel As Boolean)
    Select Case hWnd
        Case Text1.hWnd, ListView1.hWnd
            If Button = vbMiddleButton Then
                Call MouseWheel1.HorzScroll(hWnd, Delta)
                Cancel = True
            End If
    End Select
End Sub
```


hWndNotify Property

[See Also](#)

[Frequently Asked Questions](#)

Description

Returns or sets window handle values which are to be monitored in order to insure notification of mouse wheel events. Setting this property for a control prevents an override of the event by the operating system.

Syntax

object(hWndNotify(hWnd) [= boolean]

The syntax of the **hWndNotify** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.
<i>hWnd</i>	A long integer which contains the the .hWnd property of a control.
<i>boolean</i>	A boolean expression which indicates whether or not to monitor this control for mouse wheel events.

Remarks

In general, the MouseWheel control will automatically notify you, and attempt to scroll the appropriate window, whenever the user turns the mouse wheel. This ideal situation is complicated by the fact that Windows NT 4.0 now directly supports roller mice. Under Windows NT 4.0, this property must be set for controls that contain a scroll bar. By setting this property, you will guarantee that mouse wheel messages, for controls that contain scroll bars, will get through to your application. Again, this is only a factor for controls with scrollbars, such as multiline textboxes and listboxes.

The default handling by the operating system may be all you need or want. However, there may be times when notification is required. For example, if you want the ability to Cancel mouse wheel events in BeforeMouseWheel or issue a horizontal scroll in addition to or instead of the default vertical scroll, then you must set this property.

```
Private Sub Form_Load()  
    '  
    ' Turn on notification for these windows.  
    ' Only required in WinNT.  
    '  
    MouseWheel1(hWndNotify(Text1.hWnd) = CBool(Check1.Value)  
    MouseWheel1(hWndNotify(List1.hWnd) = CBool(Check1.Value)  
    MouseWheel1(hWndNotify(ListView1.hWnd) = CBool(Check1.Value)  
End Sub
```

Data Type

Boolean

Present Property

[See Also](#)

[Frequently Asked Questions](#)

Description

Returns a value indicating whether or not the mouse wheel is enabled.

Syntax

object.**Present**

The syntax of the **Present** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.

Remarks

This property will report True if the mouse wheel has been enabled in the user's Control Panel. This property will report False if the mouse wheel is not present or if the mouse wheel has not been enabled.

This property is read-only and only available at run-time

Data Type

Boolean

Refresh Method

[See Also](#)

[Frequently Asked Questions](#)

Description

Method used to refresh values returned by the [Present](#) and [ScrollLines](#) properties.

Syntax

object.**Refresh**

The syntax of the **Refresh** method has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	Required. A MouseWheel control.

Remarks

Users are free to change the number of lines to scroll and the enabled state of the mouse wheel at any time. These values are either stored in the registry or may be obtained directly from the driver, depending on the operating system. The Refresh method queries for the latest settings.

ScrollLines Property

[See Also](#)

[Frequently Asked Questions](#)

Description

Returns a value indicating how many "lines" to scroll with each turn of the wheel.

Syntax

object.**ScrollLines**

The syntax of the **ScrollLines** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.

Remarks

This value reflects the user's Control Panel setting for the number of "lines" (or records) to scroll with each turn of the mouse wheel.

If this value is -1, you should scroll an entire page of data (up or down).

This property is read-only and only available at run-time.

Data Type

Long

ScrollWhich Property

[See Also](#)

[Frequently Asked Questions](#)

Description

Returns or sets a value which determines whether the control with focus or the control under the mouse is scrolled as the user turns the mouse wheel.

Syntax

object.**ScrollWhich** [= *integer*]

The syntax of the **ScrollWhich** property has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	A MouseWheel control.
<i>integer</i>	An integer which determines which control receives notifications.

Remarks

Ordinarily, the control with focus receives notifications of scroll events. However, there are times when you may wish scrolling to follow the mouse. There is no set standard behavior, and use of this property is highly application specific.

If this property is set to ControlUnderMouse and the mouse pointer is not over any control, the form itself will receive notification of mouse wheel events.

This property can have one of two values:

<u>Constant</u>	<u>Value</u>	<u>Description</u>
ControlWithFocus	0	Notifications sent to the ActiveControl.
ControlUnderMouse	1	Notifications sent to the control under the mouse pointer.

Data Type

Integer

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