
Scroll Mouse?

Posted by gfb - 2003/11/25 16:24

In version 2.0 I was able to use a scroll mouse in the Windows client for both Solaris and Linux hosts. Now with version 2.1 this feature has gone away. Is there any way to get it back?

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Re: Scroll Mouse?

Posted by troym - 2003/12/01 17:57

Support for wheel mice was disabled to resolve other problems for the release of v2.1. We do plan to reenale it in the v2.1.1 release.

Troy

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Scroll Mouse/Wheel Mouse

Posted by Tim - 2004/11/30 09:21

Question - in what version **are** you planning to reinstall support for a wheel mouse? That thing is so handy in Windows applications!

If you don't know what to do, just send up and down arrow key commands when the wheel goes up and down. That would work for me...

Thanks,
Tim

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Re: Scroll Mouse?

Posted by troym - 2004/12/11 21:24

Support for the wheel mouse (as an option in the client preferences) was added in version 2.1.1.

Currently, the support is implemented as a cursor-up and cursor-down arrow keypress, though it is likely we will consider adding an option to use the wheel as mouse buttons 4 and 5 (as it usually is on the console) in the future.

Troy

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Wheel Mouse

Posted by smswinarski - 2005/04/14 16:07

Having the mouse wheel mapped to buttons 4 and 5 would be best. This would allow the user to setup their wheel to scroll by line, half page, or full page. With the current setup, you are stuck scrolling line by line.

Any idea when this could be implemented?

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Re:Scroll Mouse?

Posted by Thom - 2008/05/15 01:44

Is the mouse wheel mapping onto buttons 4 and 5 implemented in the newest client (for unix)?

Or is there still only support for cursor-up and cursor-down arrow keypress for the wheel events?

Thom

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Re:Scroll Mouse?

Posted by troym - 2008/05/15 09:14

GO-Global for UNIX v2.2.0 and later have support for using the mouse-wheel as both Button4/Button5 and CursorUp/CursorDown. Whether the wheel is supported or not is still a client preference, but if the client is configured to support it, then each session has a property to define how the wheel events are treated.

Troy

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