

Kepler - Bug #3172

windows mouse wheel doesn't scroll canvas

03/11/2008 04:04 PM - Kevin Drury

Status:	New	Start date:	03/11/2008
Priority:	Normal	Due date:	
Assignee:	Derik Barseghian	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	2.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	3172		

Description

Kepler Version: Release Candidate 1
OS: Windows xp

I have a usb mouse. When a workflow exceeds the window size, vertical and horizontal scroll bars appear. It would be nice to be able to scroll the canvas using the wheel of the mouse. Is it easy to do? I believe it is the common user's basic expectation. While I'm on the subject, it would also make sense for the keyboard arrows to scroll the canvas.

History

#1 - 04/02/2008 09:13 AM - Chad Berkley

This should be fixed with the other ui bugs that are outstanding. pushing this to 1.1.

#2 - 04/02/2008 09:27 AM - Christopher Brooks

This is fixed in the ptll devel branch. See:
https://chess.eecs.berkeley.edu/bugzilla/show_bug.cgi?id=73

I believe the only change was to ptolemy/vergil/basic/BasicGraphFrame.java

I agree that this should wait until the next release, I intend to ship Ptolemy II 7.0.1 without this change.

#3 - 02/09/2010 04:19 PM - Derik Barseghian

Retargeting this bug to 2.X.Y.

Some related scrolling issues were brought up by Peter during yesterday's REAP call:

- 1) Should the mouse-wheel scroll instead of zoom? That's what he expects.
- 2) Does the mouse-wheel always zoom? He thought it might've scrolled sometimes too. (I can only get it to zoom at the moment)
- 3) When clicking in the channel of a scrollbar the thumb only moves a tiny bit, can we make it move a more reasonable amount?

We didn't realize you could alt + left mouse button to pan (although a nitpick here: I notice when doing that a selection box of varying size is still drawn, and when panning around this can sometimes select things).

#4 - 03/27/2013 02:22 PM - Redmine Admin

Original Bugzilla ID was 3172