Using Mouse Inputs

Code

```
orxSTATUS orxFASTCALL Init()
{
  orxClock_Register(orxClock_Get(orxCLOCK_KZ_CORE), Update, orxNULL,
orxMODULE_ID_MAIN, orxCLOCK_PRIORITY_NORMAL);
...
```

```
void orxFASTCALL Update(const orxCLOCK_INFO *_pstClockInfo, void *_pContext)
{
    orxInput_PushSet("MenuInputSet");

    if (orxInput_IsActive("MouseWheelUp") == orxTRUE){
        orxLOG("MouseWheelUp");
    }

    if (orxInput_IsActive("MouseWheelDown") == orxTRUE){
        orxLOG("MouseWheelDown");
    }

    if (orxInput_IsActive("LeftClick") == orxTRUE){
        orxLOG("LeftClick");
    }

    if (orxInput_IsActive("MiddleClick") == orxTRUE){
        orxLOG("MiddleClick");
    }

    orxInput_PopSet();
}
...
```

Config

```
[MenuInputSet]
KEY_ESCAPE       = Quit
MOUSE_LEFT  = LeftClick
MOUSE_MIDDLE    = MiddleClick
MOUSE_WHEEL_UP  = MouseWheelUp
MOUSE_WHEEL_DOWN = MouseWheelDown
```

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/input/mouse_input

Last update: **2025/09/30 17:26 (14 months ago)**