Using Mouse Inputs

Code

```
orxSTATUS orxFASTCALL Init()
{
  orxClock_Register(orxClock_FindFirst(orx2F(-1.0f), orxCLOCK_TYPE_CORE),
Update, orxNULL, orxMODULE_ID_MAIN, orxCLOCK_PRIORITY_NORMAL);
...
```

```
void orxFASTCALL Update(const orxCLOCK_INFO *_pstClockInfo, void *_pContext)
{
    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");
    }
}
...
```

Config

```
[KeysForInput]
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**

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https://www.orx-project.org/wiki/en/examples/input/mouse_input?rev=1518598064

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