

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)
{
    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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