

## MouseWheelInputEvent Object extends

### MouseEvent

- `type` `string` - The type of the event, can be `mouseWheel` .
- `deltaX` `Integer` (optional)
- `deltaY` `Integer` (optional)
- `wheelTicksX` `Integer` (optional)
- `wheelTicksY` `Integer` (optional)
- `accelerationRatioX` `Integer` (optional)
- `accelerationRatioY` `Integer` (optional)
- `hasPreciseScrollingDeltas` `boolean` (optional)
- `canScroll` `boolean` (optional)