

Client-side function

InjectBrowserMouseWheel

This function injects mouse wheel events.

Syntax

```
bool injectBrowserMouseWheel ( browser webBrowser, int verticalScroll, int horizontalScroll )
```

OOP Syntax Help! I don't understand this!

Method: *browser:injectMouseWheel(...)*
Counterpart: *injectBrowserMouseWheel*

Required arguments

- **webBrowser:** The web browser
- **verticalScroll:** Amount of units you want the browser to scroll along the Y-axis.
- **horizontalScroll:** Amount of units you want the browser to scroll along the X-axis.

Returns

Returns *true* if the mouse action was successfully injected, *false* otherwise.