**getwheeldelta**

Function of getting the amount of mouse wheel movement.

**Syntax:**

*s* = **getwheeldelta**;

**Arguments:**

None*.*

**Description:**

*getwheeldelta –* function of getting the amount of the last mouse wheel movement for active graphic window. After activation of the function, the amount of movement is automatically reset to 0.

**Result:**

*s –* amount of mouse wheel movement.

**Example:**

|  |  |
| --- | --- |
|  | //let us get mouse wheel movement  wdelta = **getwheeldelta**;  **var** fcirclepos = 0;  fcirclepos = fcirclepos + wdelta/10;  **move**((fcirclepos,0), FillCircle);  TextLabel.Text = "mouse wheel delta = " + **floattostr**(wdelta); |

In the example the amount of current mouse wheel movement is equated to variable *wdelta*. According to the movement obtained the X-axis coordinate of object *FillCircle* is calculated and the object is moved over X-axis. Amount of current mouse wheel movement is displayed in text output field *TextLabel*.