

## VisIt - Bug # 1251: Zooming when in zoom mode by moving vertically with the middle mouse button down is broken in 2D.

<b>Status:</b>	Pending	<b>Priority:</b>	High
<b>Author:</b>	Eric Brugger	<b>Category:</b>	
<b>Created:</b>	11/26/2012	<b>Assigned to:</b>	
<b>Updated:</b>	01/15/2013	<b>Due date:</b>	
<b>Likelihood:</b>	3 - Occasional		
<b>Severity:</b>	2 - Minor Irritation		
<b>Found in Version:</b>	trunk		
<b>OS:</b>	All		
<b>Support Group:</b>	Any		
<b>Subject:</b>	Zooming when in zoom mode by moving vertically with the middle mouse button down is broken in 2D.		
<b>Description:</b>	<p>This is a new bug on the trunk that was not present in 2.5.2. When you hold down the middle mouse button and move vertically the image should zoom when in zoom mode in 2D. It did this in 2.5.2, but doesn't on the trunk. It works properly in 3D. The bug was introduced with revision 18899 by Allen Sanderson. A new OnTimer method was added and he copied the one from the Navigate 2D interactor and he should have probably started with the OnTimer method from the Zoom3D interactor.</p> <p>The faulty file is avt/VisWindow/Interactors/Zoom2D.C</p>		

### History

**11/28/2012 12:09 pm - Eric Brugger**

- Status changed from New to Pending

**01/15/2013 03:01 pm - Eric Brugger**

- Target version changed from 2.6.1 to 2.6.2