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Subject: Function key to Button

Posted by [Shwetha](#) on Thu, 02 Jul 2020 03:51:35 GMT

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Hi,

How to assign function key to button which is on the sub layouts

ie, for example in ScatterCtrlDemo we have tabctrls.

In Tab5Dynamic I need to invoke button action start, stop with fn keys..

please guide.

Thank you.

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Subject: Re: Function key to Button

Posted by [koldo](#) on Thu, 02 Jul 2020 20:18:53 GMT

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Hi Shwetha

You can capture virtual bool Key(), handle the key, and then call the parent window to handle the keys that your function doesn't. For example:

```
bool BtnTest::Key(dword key, int val) {  
    if(key == K_CTRL_S) {  
        btnEnter.DoAction();  
        return true;  
    } else  
        return TopWindow::Key(key, val);  
}
```

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Subject: Re: Function key to Button

Posted by [Shwetha](#) on Fri, 03 Jul 2020 04:52:47 GMT

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Hi kuldo,

still not clear.

I get the following error :

cannot call member function 'virtual bool Upp::TopWindow::Key(Upp::dword, int)' without object

```

bool Tab5_Dynamic::Key(dword key, int val)

{
    LOG("key");
    DUMP("KeyAction");

    if(key == K_CTRL_S) {
        bStart.Action();
        return true;
    } else
        return TopWindow::Key(key, val);
}

```

## File Attachments

1) [ScatterCtrl\\_Demo.7z](#), downloaded 317 times

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Subject: Re: Function key to Button  
 Posted by [Oblivion](#) on Fri, 03 Jul 2020 08:41:16 GMT  
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Hello Shwetha,

Quote:still not clear.

I get the following error :

cannot call member function 'virtual bool Upp::TopWindow::Key(Upp::dword, int)' without object

Koldo has shown the correct generic way: If your derived class is based on TopWindow, it will

derived from ScatterDemo. So you should call ScatterDemo::Key (or any other base class that derives from Upp::Ctrl, that is suitable), if you need to further process ScatterDemo keys (you'll probably need that in the future.)

Try this instead:

```

bool Tab5_Dynamic::Key(dword key, int val)

{
    LOG("key");
    DUMP("KeyAction");

    if(key == K_CTRL_S) {
        bStart.Action();
        return true;
    }
}

```

```
} else  
    return ScatterDemo::Key(key, val);  
}
```

Best regards,  
Oblivion

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Subject: Re: Function key to Button  
Posted by [Shwetha](#) on Tue, 07 Jul 2020 04:40:18 GMT  
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Hi Oblivion ,

yes true that. I need to define ScatterDemo keys instead Topwindow.  
I shall try! Thank You.

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