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Subject: Re: How to assign Fn-Key to button?

Posted by [mrjt](#) on Wed, 05 Nov 2008 09:33:26 GMT

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I don't think there is a direct way of doing this. What you do is overload the parent window's Key handler:

```
bool Key(dword key, int count) {  
    if (key == K_F5) {  
        button.PseudoPush();  
        return true;  
    }  
    return TopWindow::Key(key, count);  
}
```

Doing it this way also permits user-defined keys. I suggest you look at the reference/AK package or how to do this with very little effort. You basically just have to defined the keys then replace F5 with AK\_whatever.

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