
Subject: how to define hot-keys not associated with any menu?

Posted by [White_Owl](#) on Wed, 28 Jan 2009 21:53:50 GMT

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I have my own widget(s) inside TopWindow, this widget should react to hot-keys. Only widget itself knows what these keys are.

So I am trying to do:

```
class MainWindow: public TopWindow {  
    BaseWidget widget*;  
};  
void MainWindow::ChooseWidget() {  
    widget = WidgetFactory(widget_id);  
    this.Add(&*widget);  
    widget->SetupHotKeys(this);  
}  
Widgets are defined like this:  
class BaseWidget: public Ctrl {  
public:  
    virtual void SetupHotKeys(TopWindow &tw) = 0;  
};  
class RealWidget: public BaseWidget {  
    void foo1();  
    void foo2();  
    void SetupHotKeys(TopWindow &tw) {  
        tw.SomeKindOfAssignKey(K_A, THISBACK(foo1));  
        tw.SomeKindOfAssignKey(K_SHIFT_A, THISBACK(foo2));  
    }  
};
```

So the question is what is the name of the function which does actual key assignments? Am I going in the right direction? Any tutorial or examples with similar functionality?
