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

Posted by [mirek](#) on Sun, 08 Feb 2009 07:18:18 GMT

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IMO you can start here:

```
dword Switch::GetAccessKeys() const
{
    dword keys = 0;
    for(int i = 0; i < cs.GetCount(); i++)
        keys |= AccessKeyBit(cs[i].accesskey);
    return keys;
}

void Switch::AssignAccessKeys(dword used)
{
    for(int i = 0; i < cs.GetCount(); i++) {
        Case& v = cs[i];
        if(!v.accesskey) {
            v.accesskey = ChooseAccessKey(v.label, used);
            if(v.accesskey) Refresh();
            used |= AccessKeyBit(v.accesskey);
        }
    }
    Ctrl::AssignAccessKeys(used);
}
```

Note that U++ normally assigns hotkeys automatically, but you can override that using venerable "&" (ChooseAccessKey takes care about all of that).

Mirek
