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Subject: Issue with access keys positions

Posted by [cbporter](#) on Sat, 21 Mar 2009 04:10:39 GMT

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One of the first real issues I discovered in U++ that hasn't been fixed yet was the fact that you can't specify the position of an access key: "Zoom &Out" will highlight the first "o" in the text, not the third one.

Here is a possible fix for it. Not exactly the way I wanted it, but I did it this way so that only controls who specify a manual access key get affected by modified code and I also wanted to maintain backward compatibility.

Here is the general mechanism to implement access key positioning:

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#### File Attachments

- 1) [LabelBase.h](#), downloaded 487 times
- 2) [LabelBase.cpp](#), downloaded 445 times
- 3) [Draw.h](#), downloaded 456 times
- 4) [DrawTextUtil.cpp](#), downloaded 418 times

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