

OK, thinking about the issue, maybe this patch might help:

```
case KeyPress:
    pressed = true;
    LLOG("event type:" << event->type << " state:" << event->xkey.state <<
        "keycode:" << event->xkey.keycode);
    for(;;) {
        XEvent ev1[1], ev2[1];
        bool hasev2 = false;
        if(!IsWaitingEvent()) break;
        do
            XNextEvent(Xdisplay, ev1);
        while(ev1->type == NoExpose && IsWaitingEvent());
        LLOG("ev1 type:" << ev1->type << " state:" << ev1->xkey.state <<
            "keycode:" << ev1->xkey.keycode);
        if(ev1->type == KeyPress)
            *ev2 = *ev1;
        else {
            if(ev1->type != KeyRelease ||
                ev1->xkey.state != event->xkey.state ||
                ev1->xkey.keycode != event->xkey.keycode ||
                !IsWaitingEvent()) {
                XPutBackEvent(Xdisplay, ev1);
                break;
            }
            do
                XNextEvent(Xdisplay, ev2);
            while(ev2->type == NoExpose && IsWaitingEvent());
            LLOG("ev2 type:" << ev2->type << " state:" << ev2->xkey.state <<
                "keycode:" << ev2->xkey.keycode);
            hasev2 = true;
        }
        if(ev2->type != KeyPress ||
            ev2->xkey.state != event->xkey.state ||
            ev2->xkey.keycode != event->xkey.keycode) {
            if(hasev2)
                XPutBackEvent(Xdisplay, ev2);
            XPutBackEvent(Xdisplay, ev1);
            break;
        }
        else {
            XFilterEvent(ev1, None);
            if(hasev2)
```

```
    XFilterEvent(ev2, None);  
}  
count++;  
}  
case KeyRelease: {
```

Please try. (It is on svn too).

Mirek
