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Subject: Re: How to set a global (system) keyboard hook?

Posted by [tojocky](#) on Fri, 18 Sep 2009 06:01:14 GMT

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luzr wrote on Fri, 18 September 2009 06:55

You have to use host platform API (Win32).

I guess this one is what you need:

<http://msdn.microsoft.com/en-us/library/ms646309%28VS.85%29.aspx?ppud=4>

Then put GetHWND of some of your TopWindows in there and override

```
virtual LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
```

(Do not forget to call TopWindow::WindowProc at the end).

Mirek

I'm interested in global(system)keyboard too.

but in linux how it can be realized? Is the standard method?

For X11 I found here:

```
int XGrabKey(Display *display, int keycode, unsigned int  
modifiers, Window grab_window, Bool owner_events, int pointer_mode, int keyboard_mode);
```

```
int XUngrabKey(Display *display, int keycode, unsigned int  
modifiers, Window grab_window);
```

Maybe it is time to add cross method in u++?

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