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

Posted by [tojocky](#) on Thu, 01 Oct 2009 12:11:36 GMT

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Hello Mirek!

I found the interesting situation about Global Hotekey:

I want to register global hotkey for Ctrl+C+C and get from clickboard copied data.

I did so:

1. Register system hotkey Ctrl+C

```
TranslateHotKeyId = Ctrl::RegisterSystemHotKey(K_CTRL_C,  
THISBACK(GlobalShortCutHandle));
```

2. in my callback I wrote:

```
void GoogleTranslatorDemo::GlobalShortCutHandle(){  
    if(!AtomicRead(test_test)){  
        AtomicWrite(test_test,1);  
  
        bool need_translate = false;  
  
        if(shortcut_stage==0){  
            shortcut_stage = 1; // first Ctrl+C  
            time_stop_shortcut.Reset();  
        }  
        else if (time_stop_shortcut.Elapsed()<600){  
            need_translate = true;  
            shortcut_stage = 0;  
        }  
        else {  
            shortcut_stage = 1; // first Ctrl+C  
            time_stop_shortcut.Reset();  
        }  
  
        if(need_translate){  
            WString cur_text = ReadClipboardUnicodeText();  
  
            if(cur_text.GetLength()){  
                inputwindow.textedit.Set(cur_text);  
                TranslateTextInBaloon();  
            }  
        }  
        AtomicWrite(test_test,0);  
    }  
}
```

On the second press Ctrl+C start translating.

The problem:

When I press Ctrl+C from the other application the standard command (copy text) do not react. In other words did not coping the selected text.

How can I do this?
