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

Posted by [mirek](#) on Thu, 01 Oct 2009 18:55:04 GMT

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tojocky wrote on Thu, 01 October 2009 08:11Hello 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?

This cannot work. Once you register system hotkey, it gets "captured" by your application - that is the feature of both win32 and X11.

I suggest to use a little bit more exotic combos, like `K_ALT|K_CTRL|K_SHIFT|K_C`.

Mirek
