

Hello All!

I was implemented an interesting method for get key state:

The code like this:

```
bool get_key_state(dword p_k){
#ifdef PLATFORM_WIN32
    //... Here need to optimize
    if(p_k & 0xffff)
        return (((char)::GetKeyState(p_k & 0xffff)) & 128);

    if(p_k & K_ALT)
        return GetAlt();

    if(p_k & K_SHIFT)
        return GetShift();

    if(p_k & K_CTRL)
        return GetCtrl();
#elif PLATFORM_X11
    char key_map_stat[32];
    XQueryKeymap(Xdisplay, key_map_stat);

    if(p_k & 0xffff){
        KeyCode k_code = XKeysymToKeycode(Xdisplay, p_k & 0xffff);
        return ((key_map_stat[k_code >> 3] >> (k_code & 7)) & 1);
    }

    if(p_k & K_ALT){
        const KeyCode alt_l = XKeysymToKeycode(Xdisplay,XK_Alt_L);
        const KeyCode alt_r = XKeysymToKeycode(Xdisplay,XK_Alt_R);

        return (((key_map_stat[alt_l >> 3] >> (alt_l & 7)) & 1)
            ||((key_map_stat[alt_r >> 3] >> (alt_r & 7)) & 1));
    }

    if(p_k & K_SHIFT){
        const KeyCode shift_l = XKeysymToKeycode(Xdisplay,XK_Shift_L);
        const KeyCode shift_r = XKeysymToKeycode(Xdisplay,XK_Shift_R);

        return (((key_map_stat[shift_l >> 3] >> (shift_l & 7)) & 1)
            ||((key_map_stat[shift_r >> 3] >> (shift_r & 7)) & 1));
    }

    if(p_k & K_CTRL){
```

```
const KeyCode control_l = XKeysymToKeycode(Xdisplay,XK_Control_L);
const KeyCode control_r = XKeysymToKeycode(Xdisplay,XK_Control_R);

return (((key_map_stat[control_l >> 3] >> (control_l & 7)) & 1)
        ||((key_map_stat[control_r >> 3] >> (control_r & 7)) & 1));
}
#else
//ASSERT_(false, "Get key state is not implemented for this plathform")
#endif
return false;
}
```

It is first variant for get key state.
This method is missing in U++.
Any comments are welcome.
