Subject: Push button by keystroke (without ALT)
Posted by zeiler on Tue, 30 Nov 2010 08:49:20 GMT
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Hello,

I'm new to the forum (and the UPP-Framework). I really like both  Nice work, the people are friendly, the answers helpful. I already searched the forum for my problem but didn't find the exact problem I have. Now here's my problem: I need the ability to push a button or executing the corresponding button callback when a key is pressed (without the ALT key).

My current solution is to derive a class from Upp::Button calling it MyButton and adding a function to that class which returns the protected Button-variable accesskey. Then I overwrite the main Windows Key()-function and add call button.PseudoPush when the access key is pressed.

Well, maybe I'll better show you the code:
In the header file I have the following:

```
class MyButton : public Button {
public:
 dword GetAccessKey();
};

dword MyButton::GetAccessKey()
{
 return ToLower((wchar)accesskey);
}
```

In the main Windows class declaration I add the button:

```
MyButton button;
```

In the main Windows constructor:

```
button.SetLabel("E&xit");
```

And finally in the overwritten Key()-function of the main Window:

```
bool MyMainWindow::Key(dword key, int count)
{
 if ( button.GetAccessKey() == key )
 {
  button.PseudoPush();
  return true;
 }
 return TopWindow::Key(key, count);
}
```

Now here's my question:
Is there a better, cleaner, more elegant solution to this problem?

Best regards,
Julian