
Subject: Re: How to add accelerator keys to menus

Posted by [jibe](#) on Fri, 09 Mar 2012 08:57:25 GMT

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Hi,

andrei_natanael wrote on Wed, 23 June 2010 15:33 Item::Key() is for that. Bar::Add() return a reference to Item. Here is an example.

```
bar.Add("Quit", THISBACK(Quit)).Key(K_CTRL | K_Q);
```

Yes, this works well !

But this way, I can have the SHIFT+CTRL combination, but others like CTRL+ALT or SHIFT+ALT give a compilation error :

What is wrong ? Is there a simple way (without .key file) to have this working ?