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Subject: Simulate a button click

Posted by [Mircode](#) on Sun, 07 Oct 2012 18:18:50 GMT

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Hi there!

My application shows a keyboard made of pusher-buttons. If the user clicks a button with the mouse, the keystroke gets simulated. On the other hand, if the user physically presses a key on his keyboard, the pusher has to look pushed as long as the user holds the key.

How can I do that?

PseudoPush almost does the trick, except it releases immediately. I dont know if the KeyPush() method would help, but its protected.

Ah, and I dont want to assign a hotkey to the pusher or something like that, I want to be able to make the button look pushed from anywhere in my code.

Thanks for help in advance!

Greetings,  
Mirko

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