Subject: How to monitor key release event?
Posted by Klugier on Sat, 26 Apr 2014 23:01:13 GMT
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Hello,

I am writing small platformer game with map editor and I would like to handle key release events. Is there any way to do this in current version of U++?

What I have spied is that Ctrl::Key(dword key, int count) returns two events(X11):

Key: 130897, 1 // <- Key press event.
Key: 1179475, 1 // <- Key release event.

Of course I can handle it manually (by absolute key value), but it isn't elegant solution and probably it isn't platform independent.

Sincerely,
Klugier