
Subject: Re: How to monitor key release event?
Posted by [Klugier](#) on Sun, 27 Apr 2014 13:33:02 GMT
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Hello Honza,

I have solved this problem. Thanks for tip Honza!

This is my code:

```
bool GameCtrl::Key(dword key, int count)
{
    if (key == K_RIGHT) {
        moveRight = true;
        return true;
    }
    else if (key == K_LEFT) {
        moveLeft = true;
        return true;
    }
    else if (key == K_SPACE) {
        jump = true;
        return true;
    }

    if (key & K_KEYUP) {
        dword keyUp = (key & ~K_KEYUP);

        if (keyUp == K_RIGHT) {
            moveRight = false;
            return true;
        }
        else if (keyUp == K_LEFT) {
            moveLeft = false;
            return true;
        }
        else if (keyUp == K_SPACE) {
            jump = false;
            return true;
        }
    }

    return false;
}
```

BTW, I think that U++ should offer following method "Ctrl::KeyUp(dword key, int count)". This will facilitate a few things...

Sincerely,
Klugier
