Subject: Re: How to monitor key release event?
Posted by ManfredHerr on Thu, 12 Feb 2015 19:58:39 GMT

Hi,
thank you for responding, I hardly can believe it! :twisted:
To make it clear: I don't want to have a key-logger! I just want to monitor the keyboard events then when my application has the input focus, with key press and key release info in the proper time. It seems that this is possible in a portable way despite of security issues. But how you do it in UPP? In the meantime, I decided to go back to FLTK that provides better support on that, and claims to be portable too. Sorry.
My intent is, to assign a particular function to a set of keys of the keyboard, that can be invoked independent and in parallel, as long as the key is pressed. This function has nothing to do with text. To give an example: In former days there were games for two players. Each of the two controlled an object (his object), one of them with the cursor keys and the other with the keys 'A','W','D','X'. I see, that nowadays both players have a computer of their own and play over the network. So, that every one has his keyboard and cursor keys available. However, it's an example only.

Regards
Manfred