Subject: how to catch CodeEditor keys?
Posted by luoganda on Wed, 19 Apr 2017 16:22:31 GMT
View Forum Message <> Reply to Message

default subclassing,eg:

```
virtual bool Key(dword key,int count){
  return CodeEditor::Key(key,count);
}
```

doesn't seem to work-it's not called, or am i missing something?
for now i am using some hokus-pokus...

By the way, is there an easy way to convert key characters<65536 into virtualKeyCode,
so that Shift/Ctrl/Alt can be used/known independently - eg, when 2 is pressed to check if Shift was pressed too?
like Ctrl-2 or Shift-2, some kind of translation table or something?