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Subject: how to catch CodeEditor keys?

Posted by [luoganda](#) on Wed, 19 Apr 2017 16:22:31 GMT

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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?

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