
Subject: Re: how to catch CodeEditor keys?
Posted by [mirek](#) on Sat, 24 Jun 2017 13:07:16 GMT
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luoganda wrote on Wed, 19 April 2017 18:22default subclassing, eg:

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

This looks fine. If it does not get called, problem is probably elsewhere. Testcase would help to identify it.

Quote:

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?

[/quote]

Not sure if that will answer your question, but you can definitely use e.g. K_SHIFT|K_2.

Maybe the confusing part is that Key receives both 'translated characters' and 'key codes'. So if user presses '2', Key gets K_2 and '2' (order is not specified).
