
Subject: Re: how to catch CodeEditor keys?

Posted by [luoganda](#) on Thu, 29 Jun 2017 15:19:00 GMT

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I'm not into this right now, but:

1)>>

Default subclassing:

this is probably more or less because i'm inserting 'layout' window into layout window,
is there an easy way to use this, so default subclassing works as expected?

2)>>

It turned out it was easier to use like it is, without any translation tables - just directly (if
keyCh<65536...),

but that 'keys used independently' may come handy sometimes,
aha, for confusing part and K_SHIFT|K_2
