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Subject: Re: Framebuffer backend compilation errors

Posted by [mirek](#) on Mon, 07 Jan 2019 00:13:35 GMT

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Zbych wrote on Sun, 06 January 2019 18:52I have one more question regarding translation of key (up/down) events.

How should I know when to send some key press as ascii value and when as K\_\* value?

For example when I call Ctrl::DoKeyFB with key 'a' as ascii code it is shown in Uword editor, but Ctrl+a won't work.

When I translate key 'a' to K\_A, Ctrl+a works, but letter 'a' won't show in the editor.

Maybe I should call Ctrl::DoKeyFB twice? One call with ascii code and second one with K\_\* value?

In the SDL backend there are two separated paths SDL\_TEXTINPUT and

SDL\_KEYDOWN/SDL\_KEYUP in HandleSDLEvent.

But from libinput I receive just key up/down events

Call it twice.

Mirek

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