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Subject: Re: things without window

Posted by [qwerty](#) on Mon, 11 Sep 2006 00:16:32 GMT

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hmm, in ONE project... I am using just the Core package of upp. this manage everything I want here. as a windows, there is Ogre 3D engine, which create windows etc. it has some 'getkey' funcs in house, but it is marked as 'deprecated' in a future. so, some func type 'getStateOfKet(key)' would come handy. state here is thought as PRESSSED, RELEASED, OFF, ON(not just pressed last 'tick') or whathever to monitor keys without need control. but I don't know anathomy of upp in detail yet.

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