
Subject: Re: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [omari](#) on Fri, 20 Sep 2019 17:42:23 GMT

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this modified function handle A,Q, Z and W correctly.

```
static bool KeyEvent(Upp::Ctrl *ctrl, NSEvent *e, int up) {
    Flags(e);
    if(!ctrl->IsEnabled())
        return false;
    Upp::dword k = e.keyCode;
    WString x = ToWString((CFStringRef)(e.charactersIgnoringModifiers));

    if(x.GetCount() == 1)
    {
        int c = ToUpper(x[0]);
        switch(c)
        {
            case 'A' : k = kVK_ANSI_A; break;
            case 'Q' : k = kVK_ANSI_Q; break;
            case 'Z' : k = kVK_ANSI_Z; break;
            case 'W' : k = kVK_ANSI_W; break;
            // ... need to map all characters
        }
    }

    k = (k == kVK_ANSI_KeypadEnter ? K_ENTER : k)|K_DELTA|up;

    if(GetCtrl())
        k |= K_CTRL;
    if(GetShift())
        k |= K_SHIFT;
    if(GetAlt())
        k |= K_ALT;
    if(GetOption())
        k |= K_OPTION;

    if(e.keyCode == kVK_Help) // TODO: This is Insert key, but all this is dubious
        ctrl->DispatchKey(k & ~K_KEYUP, 1);

    LogNSEv(e);
    ctrl->DispatchKey(k, 1);
    if(!up && !(k & (K_CTRL|K_ALT))) {
        WString x = ToWString((CFStringRef)(e.characters));
        for(wchar c : x) {
            if(c < 0xF700 &&
                (c > 32 && c != 127 || c == 9 && !GetOption() || c == 32 && !GetShift()))
                ctrl->DispatchKey(c, 1);
        }
    }
}
```

```
}  
if(e.keyCode == kVK_ANSI_KeypadEnter && *x != 13)  
    ctrl->DispatchKey(13, 1);  
}  
return true;  
}
```

i will try to find the map for all keycodes later.
