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Subject: Re: GLCtrl don't have Key() method wokring

Posted by [mirek](#) on Mon, 13 Jan 2020 14:06:28 GMT

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Xemuth wrote on Fri, 20 December 2019 20:50Hello community,

I know it's probably not a bug and it work as intended but the overwrite of virtual key method on GLCtrl inheriteds class don't work !

Instead, to manage keyboard input event on the GLCtrl I need to install keyhook like that :

```
{
//Constructor of my GLCtrl inherited class
InstallKeyHook(&OpenGLExample::CtrlKeyHook); //Activate KeyEvent

}

//Static method of my class
static bool CtrlKeyHook(Ctrl* ctrl, dword key, int count)
LOG("A key have been pressed !");
return true;
}
```

But, since all mouse event can be properly overwritten in GLCtrl inherited class, why those key method can't be ?

Thanks in advance

Xemuth

Does it have a focus?

Mirek

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