
Subject: Re: GLCtrl don't have Key() method wokring
Posted by [Xemuth](#) on Tue, 14 Jan 2020 13:29:23 GMT
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Hello Mirek,

In my opinion yes since all MouseMove is triggered.
To try it from your side, open "OpenGL" exemple in reference and add this method in OpenGLExample class :

```
virtual bool Key(dword key, int count) override{  
    Cout() << "Key Pressed !" << EOL;  
    return false;  
}
```

you will see it wont work.

Xemuth
