Subject: Re: GLCtrl don't have Key() method wokring
Posted by mirek on Tue, 21 Jan 2020 13:41:09 GMT

Xemuth wrote on Tue, 14 January 2020 14:29Hello 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

Because it does not have focus. Try


```
GUI_APP_MAIN
{
 Ctrl::GlobalBackPaint();
 TopWindow win;
 OpenGLExample gl;
 gl.SetFrame(InsetFrame());
 win.Add(gl.HSizePos(10, 10).VSizePos(10, 10));
 win.Sizeable().Zoomable();
 win.ActiveFocus(gl);
 win.Open();
 win.Run();
}
```