Subject: How does UPP classify keys
Posted by chivstyle on Mon, 17 Aug 2020 05:28:56 GMT
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Hi,

I'm developing our virtual terminal, but I'm confused about the key abstraction. I've read the manual book, still confused.

I tested these codes below, it worked well so far. Can anyone help me please ?

```
bool SerialConnVT::Key(dword key, int)
{
    bool processed = false;
    // split key and flags.
 dword flags = K_CTRL | K_ALT | K_SHIFT;
    dword d_key = key & ~(flags | K_KEYUP); // key with delta
    flags = key & flags;
    //
 if (d_key & K_DELTA) { // can't capture RETURN
     if (key & K_KEYUP) {
         processed = ProcessKeyUp(d_key, flags);
     } else {
         processed = ProcessKeyDown(d_key, flags);
     }
 } else {
     if (key < 0xffff) {
         processed = ProcessChar(d_key);
         ProcessKeyDown(d_key, flags);
     } else if (key & K_KEYUP) {
         // RETURN will reach here
         ProcessKeyUp(d_key, flags);
     }
 }
 if (processed) {
     mScrollToEnd = true;
 }
 return processed;
}
```