Subject: [PATCH] SDL2GUI (virtualgui) key handling improvements.
Posted by Oblivion on Sat, 29 May 2021 10:13:35 GMT
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Hi,

Sdl2Gui works but the key handling has some problems:

not in the key map. (In keydown/up events)
2) Backspace is not handled correctly.
3) Numpad "Enter" key is not implemented.
4) Cosmetics issue: The keymap is somewhat awkward. It has the value-key order instead of key-value order.
5) tab, return and space characters are handled in the fbKEYtoK function, not via the map. (What is the rationale for this behavior?)

This patch aims to "fix" these issues.

Note on 4: I reversed the order of map, and moved it to a VectorMap.

Please review.

Best regards,
Oblivion

File Attachments
1) sdl2gui_key.patch, downloaded 205 times