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 196 times