Subject: Re: System Key Board Action Capturing
Posted by koldo on Fri, 21 Jun 2024 09:50:15 GMT

Hello Nikitha_k

If you are in Windows, you can try to call directly RegisterHotKey(). You can see how to call it in the U++ function Ctrl::RegisterSystemHotKey().
The Windows function has a MOD_NOREPEAT option, so it seems that by default this function has to capture continuous key press.
Additional details about using this function can be found here.