

---

Subject: Re: How to simulate keyboard (and without focus)?

Posted by [WebChaot](#) on Tue, 28 Nov 2006 22:24:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

>>> I see. Yes, it is OK. However, maybe even moving focus would be OK - virtual keyboard is mouse thing, I would just left focus processing as it is and simply send virtual keyboard events to GetFocusCtrl()->Key

I have to play around tomorrow. I want to let the edit cursor (does it have a name - the line which is blinking) stay visible. Therefore I thought, that the editfield should be focused all the time.

>>> More actually, that app sounds interesting. Keep us informed

Sure! As I wrote you some weeks ago, we are new in Ultimate++ and we decide to develop all our new applications with it. So now we started with our new version of a touchscreen application. We will send you more information and some screenshots, when there is something interesting to show. At the time we do some base development (touchscreen elements, advanced array control and much more).

Do you like to get technical feedback? Because we try to let U++ source as it is and only to create and / or overwrite our own classes (to be able to update U++ development releases without much work). But in some cases (3 times I think) we had to change U++ sources (very small changes!). Maybe it is possible to include this changes in next releases, because they are useful for others too?

Thanks,

WebChaot

---