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

Posted by [mirek](#) on Tue, 28 Nov 2006 22:29:01 GMT

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WebChaot wrote on Tue, 28 November 2006 17:24>>> 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.

Well, the terminology names that blinking thing a "caret". Anyway, that is exactly the reason to keep normal focus processing and make your virtual keyboard "NoWantFocus". (Now thinking about it, maybe that is exactly what you wanted to do

Quote:

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?

Of course! Actually, U++ develops fast, I hope you do not want to patch each single version

Of course, the reasons for patches have to be stated (and sometimes discussed).

Mirek

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