Subject: Problem with key mapping using key_header & key_source
Posted by James Thomas on Thu, 01 Mar 2007 15:08:41 GMT

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I've stumbled across the way in which TheIde handles it's key mapping, and thought I'd try the same method in my application. It doesn't seem to documented anywhere though.

I think I've figured out how it all works (very clever, as usual) but I'm having trouble making it work the way it does in TheIde source.

I've added the following code to my header and source file:
#define KEYGROUPNAME "Example Keys"
#define KEYNAMESPACE ExampleKeys
#define KEYFILE   <Keys/KeysExample.key>
#include   <CtrlLib/key_header.h> // replaced with key_source in source file
and my .key file looks like this:
KEY(KEY1, "Key assignment 1", K_CTRL_1)

In TheIde keys are then accessed with code such as:
IdeKeys::CUTLINE().keybut in my example case the code
ExampleKeys::KEY1().keydoesn't compile (KEY1 is not a member of ExampleKeys) unless I change it to:
ExampleKeys::COMBINE(AK_, KEY1)().keywhich is obviously not very pretty. I cannot find any any obvious difference between the two implementations, so what is the problem? A missing preprocessor directive? I've attached an example app to illustrate.

I also think this stuff needs documenting (unless I'm being thick and just can't find it), since it's a nice feature that would be useful in many apps. I'll do this myself if you like and perhaps flesh out my example as well.

Cheers.

File Attachments
1) Keys.zip, downloaded 368 times