
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 Thelde handles it's key mapping, and thought I'd try the same method in my application. It doesn't seem to be 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 Thelde 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 Thelde keys are then accessed with code such as:

`IdeKeys::CUTLINE().keybut` in my example case the code

`ExampleKeys::KEY1().key` doesn't compile (`KEY1` is not a member of `ExampleKeys`) unless I change it to:

`ExampleKeys::COMBINE(AK_, KEY1()).key` which is obviously not very pretty. I cannot find 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 392 times
