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Subject: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [omari](#) on Fri, 13 Sep 2019 10:43:24 GMT

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Hi,

and so.

but normal text work well : - when i press 'W', theide detect 'W'

System :

MacOS Mojave

10.14.6

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Subject: Re: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [omari](#) on Fri, 20 Sep 2019 17:19:59 GMT

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Hi,

after investigation, i found that :

we use NSEvent.keyCode as source of keyevent NSEvent.keyCode is layout independent.  
for example, the key that labeled 'Q' in a QWERTY keyboard send always the keyCode '0x0C', even in an AZERTY keyboard when this key is labeled 'A'.keyevent management is in the file CocoProc.mm, function

```
static bool KeyEvent(Upp::Ctrl *ctrl, NSEvent *e, int up) ;
```

it seam that the solution is to use NSEvent.charactersIgnoringModifiers instead of NSEvent.keyCode.

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Subject: Re: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [omari](#) on Fri, 20 Sep 2019 17:42:23 GMT

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this modified function handle A,Q, Z and W correctly.

```
static bool KeyEvent(Upp::Ctrl *ctrl, NSEvent *e, int up) {  
    Flags(e);  
    if(!ctrl->IsEnabled())  
        return false;  
    Upp::dword k = e.keyCode;
```

```
WString x = ToWString((CFStringRef)(e.charactersIgnoringModifiers));
```

```
if(x.GetCount() == 1)
{
int c = ToUpper(x[0]);
switch(c)
{
case 'A' : k = kVK_ANSI_A; break;
case 'Q' : k = kVK_ANSI_Q; break;
case 'Z' : k = kVK_ANSI_Z; break;
case 'W' : k = kVK_ANSI_W; break;
// ... need to map all characters
}
}
```

```
k = (k == kVK_ANSI_KeypadEnter ? K_ENTER : k)|K_DELTA|up;
```

```
if(GetCtrl())
k |= K_CTRL;
if(GetShift())
k |= K_SHIFT;
if(GetAlt())
k |= K_ALT;
if(GetOption())
k |= K_OPTION;
```

```
if(e.keyCode == kVK_Help) // TODO: This is Insert key, but all this is dubious
ctrl->DispatchKey(k & ~K_KEYUP, 1);
```

```
LogNSEv(e);
ctrl->DispatchKey(k, 1);
if(!up && !(k & (K_CTRL|K_ALT))) {
WString x = ToWString((CFStringRef)(e.characters));
for(wchar c : x) {
if(c < 0xF700 &&
(c > 32 && c != 127 || c == 9 && !GetOption() || c == 32 && !GetShift()))
ctrl->DispatchKey(c, 1);
}
if(e.keyCode == kVK_ANSI_KeypadEnter && *x != 13)
ctrl->DispatchKey(13, 1);
}
return true;
}
```

i will try to find the map for all keycodes later.

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Subject: Re: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [mirek](#) on Sat, 21 Sep 2019 18:24:28 GMT

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Technically speking, those codes do not need to be kVK\_ANSI\_\*... They can be whatever is defined in CocoKeys.h.

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Subject: Re: [BUG] keyboard shortcuts problem on an AZERTY keyboard

Posted by [mirek](#) on Fri, 27 Sep 2019 12:23:17 GMT

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I have expanded your fix to all keys (in rather primitive way) and committed to trunk. Thanks.

Mirek

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