
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

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 seems that the solution is to use `NSEvent.charactersIgnoringModifiers` instead of `NSEvent.keyCode`.

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.

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 speaking, those codes do not need to be kVK_ANSI_*... They can be whatever is defined in CocoKeys.h.

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
