
Subject: GLCtrl don't have Key() method wokring
Posted by [Xemuth](#) on Fri, 20 Dec 2019 19:50:35 GMT
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Hello community,

I know it's probably not a bug and it work as intended but the overwrite of virtual key method on GLCtrl inheriteds class don't work !

Instead, to manage keyboard input event on the GLCtrl I need to install keyhook like that :

```
{
//Constructor of my GLCtrl inherited class
InstallKeyHook(&OpenGLExample::CtrlKeyHook); //Activate KeyEvent

}

//Static method of my class
static bool CtrlKeyHook(Ctrl* ctrl, dword key, int count)
LOG("A key have been pressed !");
return true;
}
```

But, since all mouse event can be properly overwritten in GLCtrl inherited class, why those key method can't be ?

Thanks in advance

Xemuth

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [mirek](#) on Mon, 13 Jan 2020 14:06:28 GMT
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Xemuth wrote on Fri, 20 December 2019 20:50Hello community,

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Instead, to manage keyboard input event on the GLCtrl I need to install keyhook like that :

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But, since all mouse event can be properly overwritten in GLCtrl inherited class, why those key method can't be ?

Thanks in advance

Xemuth

Does it have a focus?

Mirek

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [Xemuth](#) on Tue, 14 Jan 2020 13:29:23 GMT
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Hello Mirek,

In my opinion yes since all MouseMove is triggered.
To try it from your side, open "OpenGL" exemple in reference and add this method in OpenGLExample class :

```
virtual bool Key(dword key, int count) override{
    Cout() << "Key Pressed !" << EOL;
    return false;
}
```

you will see it wont work.

Xemuth

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [mirek](#) on Tue, 21 Jan 2020 13:41:09 GMT
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Xemuth wrote on Tue, 14 January 2020 14:29Hello Mirek,

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virtual bool Key(dword key, int count) override{
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}
```

you will see it wont work.

Xemuth

Because it does not have focus. Try

```
GUI_APP_MAIN
{
    Ctrl::GlobalBackPaint();
    TopWindow win;
    OpenGLExample gl;
    gl.SetFrame(InsetFrame());
    win.Add(gl.HSizePos(10, 10).VSizePos(10, 10));
    win.Sizeable().Zoomable();
    win.ActiveFocus(gl);
    win.Open();
    win.Run();
}
```

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [Xemuth](#) on Tue, 28 Jan 2020 10:45:25 GMT
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Thanks Mirek for having solve my problem,

Another quick question, if the Ctrl didn't had focus before, why mouse event where working fine ?
Isn't Mouseevent supposed to require focus ?

Thanks in advance,
Best Regard.

Xemuth

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [mirek](#) on Tue, 28 Jan 2020 11:37:06 GMT

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Xemuth wrote on Tue, 28 January 2020 11:45 Thanks Mirek for having solve my problem,

Another quick question, if the Ctrl didn't had focus before, why mouse event where working fine ?
Isn't Mouseevent supposed to require focus ?

Thanks in advance,
Best Regard.

Xemuth

No, focus is just for keyboard.

BTW, things were a little bit complicated, the real reason why your code was not working outright was NoWantFocus flag in GLCtrl. That prevented TopWindow to assign focus to it on open. I had decided to remove this flag, so your original code would work as is.

Subject: Re: GLCtrl don't have Key() method wokring
Posted by [Xemuth](#) on Tue, 28 Jan 2020 15:50:16 GMT
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Ok Thanks Mirek, have a good day
