Subject: things without window
Posted by qwerty on Mon, 21 Aug 2006 20:03:34 GMT
View Forum Message <> Reply to Message

hello, sorry, if I am posting wrong here...

I have a upp application. window is created using 3d party manager. I am interested in catching keyboard/mouse by upp functions(getcapslock, scanninh keyboard etc) and to define callbacks for keypress, releases etc. is it possible some common way ? (I know uncommon ways well )

Subject: Re: things without window
Posted by mirek on Mon, 21 Aug 2006 22:01:33 GMT
View Forum Message <> Reply to Message

qwerty wrote on Mon, 21 August 2006 16:03hello, sorry, if I am posting wrong here...

I have a upp application. window is created using 3d party manager. I am interested in catching keyboard/mouse by upp functions(getcapslock, scanninh keyboard etc) and to define callbacks for keypress, releases etc. is it possible some common way ? (I know uncommon ways well )

What is 3rd party manager?

Anyway, callbacks are independent of GUI. Perhaps the way to go is to create your own encapsulation / interface. Alternatively, use Ctrl interfaces without U++ GUI.

Mirek

Subject: Re: things without window
Posted by qwerty on Tue, 22 Aug 2006 19:25:29 GMT
View Forum Message <> Reply to Message

this I tried to avoid... nevermind; good point with interfaces...

thank you

Subject: Re: things without window
Posted by mirek on Tue, 22 Aug 2006 22:17:17 GMT
View Forum Message <> Reply to Message

qwerty wrote on Tue, 22 August 2006 15:25this I tried to avoid... nevermind;

You give too little information to give better advice

Mirek

Subject: Re: things without window
Posted by qwerty on Mon, 11 Sep 2006 00:16:32 GMT
View Forum Message <> Reply to Message

hmm, in ONE project... I am using just the Core package of upp. this manage everything I want here. as a windows, there is Ogre 3D engine, which create windows etc. it has some 'getkey' funcs in house, but it is marked as 'deprecated' in a future. so, some func type 'getStateOfKet(key)' would come handy. state here is thought as PRESSSED, RELEASED, OFF, ON(not just pressed last 'tick') or whathewer to monitor keys without need control. but I don't know anathomy of upp in detail yet.