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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 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:

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

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

ExampleKeys::COMBINE(AK\_, KEY1)().keywhich is obviously not very pretty. I cannot find any 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.

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#### File Attachments

1) [Keys.zip](#), downloaded 371 times

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Subject: Re: Problem with key mapping using key\_header & key\_source

Posted by [mirek](#) on Fri, 02 Mar 2007 12:42:59 GMT

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James Thomas wrote on Thu, 01 March 2007 10:08

In Thelde keys are then accessed with code such as:

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

No, it is ldeKeys::AK\_CUTLINE().

reference/AK is quite a good demonstration of AK stuff...

Quote:

ExampleKeys::COMBINE(AK\_, KEY1)().key

Fortunately, there is need for COMBINE here....

Quote:

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.

Example is there, however, documentation would be nice. Especially if you would manage to do it in Topic++ so that I can directly put it into the uppsrc.

Mirek

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