
Subject: Using InstallKeyHook

Posted by [malaugh](#) on Wed, 04 Jul 2007 17:27:58 GMT

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I am trying to disable an entry field if the user types in another entry field. If the user enters data in the EditVakue control editVendData, then the EditValue control editVendLength, should be disabled. I thought I could do this with the Installkeyhook function. My basic logic is

- 1) Capture the key input for the application
- 2) In the key handler, if a key is hit when the user is in the editVendData, then disable editVendLength.

I have tried numerous methods, this is one of my attempts.

In the class

```
friend bool VendDataKeyHook(Ctrl *ctrl, dword key, int count);
```

In the constructor

```
InstallKeyHook(VendDataKeyHook);
```

The function

```
bool VendDataKeyHook(Ctrl *ctrl, dword key, int count)
```

```
{  
USBConsole *panel = (USBConsole *)ctrl;  
  
if(ctrl->GetFocusCtrl() == (Ctrl *)&(panel->editVendData))  
{  
    panel->editVendLength.Disable();  
}  
return(FALSE);  
}
```

The if statement is always FALSE, so editVendLength is never disabled. Also if I move the disable statement outside the if, the program crashes. What am I doing wrong?

I could not find any examples that use InstallKeyHook, is there one?

Subject: Re: Using InstallKeyHook

Posted by [mirek](#) on Wed, 04 Jul 2007 18:18:34 GMT

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This is very complicated approach for such simple task.

This is quite common situation. I usually solve that by adding Sync method that gets invoked on WhenAction of any widget that affects other widget. Usually, it is OK to setup every aspect there - it is not required to have special Sync for particular widget, just place all enable/disable logic into the single place (Sync) and get it invoked when user alters the widget (WhenAction).

Subject: Re: Using InstallKeyHook
Posted by [malaugh](#) on Thu, 05 Jul 2007 04:09:12 GMT
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I guess I did not explain the problem too well. When the user enters characters in the data field, the requirement is to first disable the length field, and then add 1 to the length field for every character the user types. The length field should be updated immediately, the user hits the key.

I am not familiar with the sync method you mention will it work in this case? Could you post a URL for the manual page, or even better, an example. I am new to Ultimate++.

Thanks

Subject: Re: Using InstallKeyHook
Posted by [mrjt](#) on Thu, 05 Jul 2007 09:39:39 GMT
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Something like this?

In window constructor

```
editVendData <<= THISBACK(SyncFields); // Sets WhenAction callback
```

Sync function:

```
SyncFields()  
{  
    if (editVendData.GetLength())  
        // Disable length field and set data to length of data field  
        editVendLength.Enable(false) <<= editVendData.GetLength();  
    else  
        editVendLength.Enable(true);  
}
```

James
