Subject: Using InstallKeyHook
Posted by malaugh on Wed, 04 Jul 2007 17:27:58 GMT

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

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 requrement 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 familier 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 Utlimate++.

Thanks

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## 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 contructor

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

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