Subject: How to assign Fn-Key to button?
Posted by zaurus on Wed, 05 Nov 2008 06:25:48 GMT
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Hi!

How can I assign a Fn-Key, for example F5 on the keyboard, to a button in a dialog box? I want that the user can either press the button with the mouse or the corresponding Fn-Key.

I can assign accelerators with '&' in the label text, but I want to use Fn-Keys. I looked in the documentation, but couldn't find the right thing.

Any small hint is welcome.

Thanks

Zaurus

Subject: Re: How to assign Fn-Key to button?
Posted by mrjt on Wed, 05 Nov 2008 09:33:26 GMT
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I don't think there is a direct way of doing this. What you do is overload the parent window's Key handler:

```
bool Key(dword key, int count) {
  if (key == K_F5) {
    button.PseudoPush();
    return true;
  }
  return TopWindow::Key(key, count);
}
```

Doing it this way also permits user-defined keys. I suggest you look at the reference/AK package or how to do this with very little effort. You basically just have to defined the keys then replace F5 with AK_whatever.

Subject: Re: How to assign Fn-Key to button?
Posted by zaurus on Wed, 05 Nov 2008 11:14:33 GMT
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Thanks a lot. I was looking in references and examples, but I think due to staring to much at the screen did not see the AK reference.

So far I don't need to have it user-defined as I'm the only user. Just a small tool for my own use. But might be a good feature for some bigger applications.