
Subject: How to add accelerator keys to menus
Posted by [281264](#) on Tue, 22 Jun 2010 20:38:04 GMT
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Hi,

I am unable to find this topic covered in the manuals. Is there any place in the web supplied information where this topic is explained?

I would appreciate a quick explanation about the subject.

Many thanks.

Subject: Re: How to add accelerator keys to menus
Posted by [andrei_natanael](#) on Wed, 23 Jun 2010 13:33:41 GMT
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Item::Key() is for that. Bar::Add() return a reference to Item. Here is an example.
`bar.Add("Quit", THISBACK(Quit)).Key(K_CTRL | K_Q);`

Andrei

Subject: Re: How to add accelerator keys to menus
Posted by [mrjt](#) on Wed, 23 Jun 2010 14:22:58 GMT
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A better way is to use a .key file where you define your keys.

Then you can use the shortcut in multiple places with one definition. As a bonus there is a key editing dialog (for the user) that you can use very easily:

The reference project called AK shows this.

Subject: Re: How to add accelerator keys to menus
Posted by [281264](#) on Fri, 25 Jun 2010 14:25:22 GMT
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Thanks. How can a key file be generated and used?

Subject: Re: How to add accelerator keys to menus
Posted by [andrei_natanael](#) on Fri, 25 Jun 2010 21:03:01 GMT
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Hi,

You write the file by hand. I think AK example explain very clear how to use it. Add it to your project, then define KEYFILE macro to *.key file, include key_*. * based on location (header or source). KEYGROUPNAME is to separate key definitions in dialog where you change key bindings.

Andrei

Subject: Re: How to add accelerator keys to menus

Posted by [jibe](#) on Fri, 09 Mar 2012 08:57:25 GMT

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Hi,

andrei_natanael wrote on Wed, 23 June 2010 15:33Item::Key() is for that. Bar::Add() return a reference to Item. Here is an example.

```
bar.Add("Quit", THISBACK(Quit)).Key(K_CTRL | K_Q);
```

Yes, this works well !

But this way, I can have the SHIFT+CTRL combination, but others like CTRL+ALT or SHIFT+ALT give a compilation error :

What is wrong ? Is there a simple way (without .key file) to have this working ?

Subject: Re: How to add accelerator keys to menus

Posted by [Lance](#) on Fri, 13 Apr 2012 02:21:18 GMT

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Quote:

try

```
K_CTRL | K_ALT | K_E
```

instead.

K_CTRL, K_ALT, K_SHIFT each occupies a unique bit, and can be bit-or'ed together with other keys.
