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Subject: Push button by keystroke (without ALT)  
Posted by [zeiler](#) on Tue, 30 Nov 2010 08:49:20 GMT  
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Hello,

I'm new to the forum (and the UPP-Framework). I really like both Nice work, the people are friendly, the answers helpful. I already searched the forum for my problem but didn't find the exact problem I have. Now here's my problem: I need the ability to push a button or executing the corresponding button callback when a key is pressed (without the ALT key).

My current solution is to derive a class from Upp::Button calling it MyButton and adding a function to that class which returns the protected Button-variable accesskey. Then I overwrite the main Windows Key()-function and add call button.PseudoPush when the access key is pressed.

Well, maybe I'll better show you the code:

In the header file I have the following:

```
class MyButton : public Button {  
public:  
    dword GetAccessKey();  
};
```

```
dword MyButton::GetAccessKey()  
{  
    return ToLower((wchar)accesskey);  
}
```

In the main Windows class declaration I add the button:

```
MyButton button;
```

In the main Windows constructor:

```
button.SetLabel("E&xit");
```

And finally in the overwritten Key()-function of the main Window:

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

Now here's my question:

Is there a better, cleaner, more elegant solution to this problem?

Best regards,  
Julian

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Subject: Re: Push button by keystroke (without ALT)  
Posted by [dolik.rce](#) on Tue, 30 Nov 2010 10:31:54 GMT  
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Hi Julian,  
welcome here

You can trigger the button action from a Key() handler of your application. Have a look at its description in Ctrl reference.

A simple example would be:  
`#include <CtrlLib/CtrlLib.h>`  
`using namespace Upp;`

```
class Win: public TopWindow{
    typedef Win CLASSNAME;
public:
    Button b;
    Win(){
        Add(b.HCenterPos().VCenterPos());
        b.SetLabel("Close");
        b<<=THISBACK(OnPush);
    }
    void OnPush(){
        Exclamation("Button pushed, exiting...");
        Close();
    }
    bool Key(dword key,int){
        if(key=='q'){
            b.Action();
            return true;
        }
        return false;
    }
};
```

```
GUI_APP_MAIN{
    Win().Run();
}
```

Another possible solution could use InstallKeyHook() which works for entire app, not only one window. It is documented in the same document.

Best regards,  
Honza

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Subject: Re: Push button by keystroke (without ALT)  
Posted by [koldo](#) on Tue, 30 Nov 2010 10:47:00 GMT

Or this?

```
class MyButton : public Button {  
private:  
virtual void LeftDown(Point p, dword key) {  
    Button::LeftDown(p, key);  
    if (key & K_ALT)  
        PromptOK("Done");  
}  
};
```

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Subject: Re: Push button by keystroke (without ALT)  
Posted by [mirek](#) on Wed, 01 Dec 2010 16:55:51 GMT  
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dolik.rce wrote on Tue, 30 November 2010 05:31Hi Julian,  
welcome here

You can trigger the button action from a Key() handler of your application. Have a look at its description in Ctrl reference.

There is even the nice method "PseudoPush" that makes push animation...

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Subject: Re: Push button by keystroke (without ALT)  
Posted by [zeiler](#) on Mon, 06 Dec 2010 08:05:04 GMT  
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Thank you all for your help and sorry for replying so late.

Julian

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