Subject: RegisterSystemHotKey() only inside a program
Posted by koldo on Thu, 26 Apr 2012 09:36:22 GMT
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Hello all

RegisterSystemHotKey() permits to call a function when pushing a key while the program is running.

The problem is that this is system wide so, if the program has got for example the F5, Firefox will not update using F5.

Do you know if there is some similar function but valid only if your program window is on top?

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by Lance on Thu, 26 Apr 2012 13:20:55 GMT
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Hi koldo:

Interesting question. I don't have an answer but you should be able to find it easily. I assume there is a mechanism in EventLoop or similar things to dispatch keyboard event to appropriate Ctrls, you may examine code in that part to see if an opportunity has been offered (eg, by way of Callback) to library user to intercept the keyboard event. If not, you can do a little hack there

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by Lance on Thu, 26 Apr 2012 13:40:19 GMT
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Hi koldo:

I examined some relevant upp source, chance is there is no such facilities provided currently.

eg, for Win32

$(uppsrc)/CtrlCore/Win32Wnd.cpp

```
void Ctrl::sProcessMSG(MSG& msg)
{
 if (msg.message == WM_HOTKEY) {
  if(msg.wParam >= 0 && (int)msg.wParam < Ctrl::hotkey.GetCount())
   Ctrl::hotkey[(int)msg.wParam]();
  return;
```

```
 }
 if(msg.message != WM_SYSKEYDOWN && msg.message != WM_SYSKEYUP
 || PassWindowsKey((dword)msg.wParam) || msg.wParam == VK_MENU) //17.11 Mirek - fix to
get windows menu invoked on Alt+Space
  TranslateMessage(&msg); // 04/09/07: TRC fix to make barcode reader going better

       // Code can be inserted here to add the required facility IMHO

 if(IsWindowUnicode(msg.hwnd))
  DispatchMessageW(&msg);
 else
  DispatchMessage(&msg);
}
```

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by dolik.rce on Thu, 26 Apr 2012 13:53:07 GMT
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Hi Koldo,

Why so complicated? I think that the functionality you want can be achieved simply by overriding Key() method in your main class, am I right? If the focused Ctrl doesn't accept the key, the event "bubbles" up the ctrl tree, until it reaches the main class, which would handle it the way you want.

Are we talking about GUI app? Or is there something I'm missing?

Best regards,
Honza

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by koldo on Thu, 26 Apr 2012 14:27:15 GMT
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Thank you Honza

It is as simple as that.

Thank you too Lance .

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by Lance on Thu, 26 Apr 2012 17:19:14 GMT

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Simple, smart and it should work in most situations and in particular it works in your situation.

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by mirek on Fri, 27 Apr 2012 07:39:01 GMT
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dolik.rce wrote on Thu, 26 April 2012 09:53Hi Koldo,

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Are we talking about GUI app? Or is there something I'm missing?

Best regards,
Honza

That is true and obvious, but there is one more usage scenario not covered (or not easily): this works only for single top-level window.

Anyway, you can also InstallKeyHook, which is application-wide.

Subject: Re: RegisterSystemHotKey() only inside a program
Posted by koldo on Fri, 27 Apr 2012 10:43:31 GMT
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Very interesting. And there are:
- MouseHook
- KeyHook
- StateHook