Subject: Simulate a button click
Posted by Mircode on Sun, 07 Oct 2012 18:18:50 GMT

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Hi there!

My application shows a keyboard made of pusher-buttons. If the user clicks a button with the mouse, the keystroke gets simulated. On the other hand, if the user physically presses a key on his keyboard, the pusher has to look pushed as long as the user holds the key.

How can I do that?

PseudoPush almost does the trick, except it releases immediately. I dont know if the KeyPush() method would help, but its protected.

Ah, and I dont want to assign a hotkey to the pusher or something like that, I want to be able to make the button look pushed from anywhere in my code.

Thanks for help in advance!

Greetings,
 Mirko

Subject: Re: Simulate a button click
Posted by Mircode on Wed, 10 Oct 2012 20:13:30 GMT

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Inspired by this http://www.ultimatepp.org/forum/index.php?t=msg&th=6949& amp;start=0& I found a way:

The PseudoPush method is defined in Button.cpp and is actually very simple.

```
void Pusher::PseudoPush() {
 if(IsReadOnly() || !IsEnabled()) return;
 KeyPush();
 Sync();
 Sleep(50);
 FinishPush();
}
```

Now I created my own class, which offers the PseudoDown and the PseudoUp method.

```
class MyButton:public Button{
public:
    MyButton() {}
    ~MyButton() {}
```

```
void PseudoDown(){
 if(IsReadOnly() || !IsEnabled()) return;
 KeyPush();
 Sync();
}
void PseudoUp(){
 FinishPush();
}
};
```

Works fine

Subject: Re: Simulate a button click
Posted by Mindtraveller on Wed, 10 Oct 2012 23:34:59 GMT
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Cool, thanks!