Subject: Problem with some keyboard keys
Posted by koldo on Tue, 11 Nov 2014 15:49:48 GMT
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In addition to this, I would substitute GuiPlatformGetKeyDesc() hexadecimal codes with real defines like VK_OEM_PLUS in Windows or GDKEY(plus) in Linux, and include all GuiPlatformGetKeyDesc() in GetKeyDesc().

For example in Windows version of GuiPlatformGetKeyDesc(), it appears {0x100bb, "[=]"}. However it corresponds to VK_OEM_PLUS that is '+' key.

Mirek, if you want I can propose an implementation.

Subject: Re: Problem with some keyboard keys
Posted by mirek on Wed, 12 Nov 2014 10:20:06 GMT
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OK. The only problem: GDK/Win are not the only supported platforms. At least we would need raw X11, ideally also SDL (currently in rainbow) and Turtle.

Mirek

Subject: Re: Problem with some keyboard keys
Posted by koldo on Wed, 12 Nov 2014 11:47:03 GMT
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Perfect. Added in Redmine here.