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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 GDKKEY(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.

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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

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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.

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