Subject: AK example and/or key_source bug?
Posted by rainbowsally on Fri, 19 Dec 2014 14:04:34 GMT
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Using Linux.

In the AK demo/example where we input new key bindings for the menu selections, when I enter Ctrl-1 for the key to trigger the first menu item using the top row keys on my keyboard the code isn't right. When I use the '1' on the keypad it is.

The demo works, but the encoding doesn't.

Number '2' encodes and decodes correctly in the top row keys. I could'nt see where the problem was coming from -- just guessing it's a key table.

Sorry if this has been addressed already. There's a LOT of material here.

Also, when I change the language to Czech, only the second menu item changes.

[Edited...]

I see now that this is (apparently?) intentional.

KEY(FN1, "First function", K_CTRL_M)

KEY(FN2, t_("Second function"), K_CTRL_W)

KEY(EXIT, t_("Exit"), K_CTRL_Q)

FN1 doesn't get translated.

Good hacking exercise. But the key encoding.. that's a bit advanced.

Subject: Re: AK example and/or key_source bug?
Posted by ManfredHerr on Fri, 19 Dec 2014 14:39:15 GMT
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Using LINUX. But also using GTK or X11 pure?
My finding on UBUNTU 14.04 is that key encoding is different.

Subject: Re: AK example and/or key_source bug?
Posted by rainbowsally on Sun, 21 Dec 2014 10:40:58 GMT
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Hi Manfred.

ManfredHerr wrote on Fri, 19 December 2014 15:39Using LINUX. But also using GTK or X11 pure?
My finding on UBUNTU 14.04 is that key encoding is different.

[Edited..]

Forget what I wrote below. I now think the key encoding works, but the decoding to output the key names isn't working right all the time.

I'm using KDE at this time. But what we use should not matter.

Our main event loop in UPP calls X11 functions directly and receives X11 events directly from the X server.

The key defs should also be X11 defs or accurate translations of those to VK_<name> and key masks without any duplicates.

The X11 key definitions are in

/usr/include/X11/keysymdef.h