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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 couldn't 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.

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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.

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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 15:39 Using 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.

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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`