Subject: how to catch CodeEditor keys?
Posted by luoganda on Wed, 19 Apr 2017 16:22:31 GMT
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default subclassing,eg:

```
virtual bool Key(dword key,int count){
  return CodeEditor::Key(key,count);
}
```

doesn't seem to work-it's not called, or am i missing something?
for now i am using some hokus-pokus...

By the way, is there an easy way to convert key characters<65536 into virtualKeyCode,
so that Shift/Ctrl/Alt can be used/known independently - eg, when 2 is pressed to check if Shift
was pressed too?
like Ctrl-2 or Shift-2, some kind of translation table or something?

Subject: Re: how to catch CodeEditor keys?
Posted by mirek on Sat, 24 Jun 2017 13:07:16 GMT
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luoganda wrote on Wed, 19 April 2017 18:22default subclassing,eg:

```
virtual bool Key(dword key,int count){
  return CodeEditor::Key(key,count);
}
```

This looks fine. If it does not get called, problem is probably elsewhere. Testcase would help to
identify it.

Quote:
By the way, is there an easy way to convert key characters<65536 into virtualKeyCode,
so that Shift/Ctrl/Alt can be used/known independently - eg, when 2 is pressed to check if Shift
was pressed too?
like Ctrl-2 or Shift-2, some kind of translation table or something?
[/quote]

Not sure if that will answer your question, but you can definitely use e.g. K_SHIFT|K_2.

Maybe the confusing part is that Key recieves both 'translated characters' and 'key codes'. So if
user presses '2', Key gets K_2 and and '2' (order is not specified).

Subject: Re: how to catch CodeEditor keys?
Posted by luoganda on Thu, 29 Jun 2017 15:19:00 GMT

I'm not into this right now, but:

1)>>
Default subclassing:
  this is probably more or less because i'm inserting 'layout' window into layout window,
  is there an easy way to use this, so default subclassing works as expected?

2)>>
It turned out it was easier to use like it is,without any translation tables - just directly(if keyCh<65536...),
  but that 'keys used independently' may come handy sometimes,
  aha, for confusing part and K_SHIFT|K_2

Subject: Re: how to catch CodeEditor keys?
Posted by mirek on Fri, 30 Jun 2017 12:00:32 GMT

luoganda wrote on Thu, 29 June 2017 17:19[pre]
I'm not into this right now, but:

1)>>
Default subclassing:
  this is probably more or less because i'm inserting 'layout' window into layout window,
  is there an easy way to use this, so default subclassing works as expected?

Maybe your key is processed by some widget?

Mirek