

Re: Key-press detection

Source: <http://coding.derkeiler.com/Archive/General/comp.programming/2007-08/msg00401.html>

- *From:* "Jim Langston" <tazmaster@xxxxxxxxxxxxxx>
 - *Date:* Thu, 30 Aug 2007 18:26:26 -0700
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"David Sweeney" <David.Sweeney8@xxxxxxxxxxxxxx> wrote in message news:jpOdnTVFOADhErbnZ2dneKdnZydnZ2d@xxxxxxxxxx

"user923005" <dcorbit@xxxxxxxxxx> wrote in message news:1188350784.789790.29510@xx

On Aug 28, 9:35 am, "David Sweeney"
<David.Sween...@xxxxxxxxxxxxxx>
wrote:

I am using C++ (with the Visual C++ compiler) on Windows XP, and I am hoping to develop a simple computer game. I would like to know if there is a way to detect which key the user is pressing, eg, if the user is pressing 'a', can that be transferred into a character? Can you write:

```
char c = GetKeyPress();
```

or something similar?

This is from the chess game OliThink:

```
#ifndef WIN32

int bioskey(void)
{
    fd_set readfds;

    FD_ZERO(&readfds);
    FD_SET(fileno(stdin), &readfds);
    tv.tv_sec = 0;
    tv.tv_usec = 0;
```

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```
select(16, &readfds, 0, 0, &tv);

return (FD_ISSET(fileno(stdin), &readfds));
}

#else

#include <windows.h>
#include <conio.h>
int bioskey(void)
{
int i;
static int init = 0,
pipe;
static HANDLE inh;
DWORD dw;

#if defined(FILE_CNT)
if (stdin->_cnt > 0)
return stdin->_cnt;
#endif
if (!init) {
init = 1;
inh = GetStdHandle(STD_INPUT_HANDLE);
pipe = !GetConsoleMode(inh, &dw);
if (!pipe) {
SetConsoleMode(inh, dw & ~(ENABLE_MOUSE_INPUT |
ENABLE_WINDOW_INPUT));
FlushConsoleInputBuffer(inh);
}
}
if (pipe) {
if (!PeekNamedPipe(inh, NULL, 0, NULL, &dw, NULL)) {
return 1;
}
return dw;
} else {
GetNumberOfConsoleInputEvents(inh, &dw);
return dw <= 1 ? 0 : dw;
}
}
#endif
```

Thanks to everyone for their help. However, I am having trouble getting any of these techniques to work. I am writing a program that displays a window, and then when a key is pressed, the corresponding character should be displayed inside the window. But I'll keep trying until it works...

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What type of window? win32 window? The problem may be in your output, not sure. Perhaps you should put a breakpoint on where you assign the key pressed and run the program and examine the contents afterward.