

# Re: Key-press detection

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- *From:* "Jim Langston" <[tazmaster@xxxxxxxxxxxxxx](mailto:tazmaster@xxxxxxxxxxxxxx)>
  - *Date:* Fri, 31 Aug 2007 15:55:59 -0700
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"David Sweeney" <[David.Sweeney8@xxxxxxxxxxxxxx](mailto:David.Sweeney8@xxxxxxxxxxxxxx)> wrote in message <news:IO2dndFi3tJa4ErbnZ2dneKdnZydnZ2d@xxxxxxxxxx>

"Jim Langston" <[tazmaster@xxxxxxxxxxxxxx](mailto:tazmaster@xxxxxxxxxxxxxx)> wrote in message [news:n7KBi.43\\$d57.11@xxxxxxxxxxxxxx](news:n7KBi.43$d57.11@xxxxxxxxxxxxxx)

"David Sweeney" <[David.Sweeney8@xxxxxxxxxxxxxx](mailto:David.Sweeney8@xxxxxxxxxxxxxx)> wrote in message <news:jpOdnTVFQOAdhErbnZ2dneKdnZydnZ2d@xxxxxxxxxx>

"user923005" <[dcorbit@xxxxxxxxxx](mailto:dcorbit@xxxxxxxxxx)> wrote in message <news:1188350784.789790.29510@xx>

On Aug 28, 9:35 am, "David Sweeney" <[David.Sween...@xxxxxxxxxxxxxx](mailto: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:

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```
#ifndef WIN32

int bioskey(void)
{
    fd_set readfds;

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

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```
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...

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.

Guess what? I have managed to make it work! If anyone's interested, here is the code for the method:

```
void CKeyPressView::OnKeyDown(UINT nChar, UINT nRepCnt, UINT nFlags)  
{  
    // Deal with key press  
    char k = (char) nChar;  
  
    CClientDC dc(this);  
    CString s;  
    s.Format("You pressed %c ", k);  
    dc.TextOut(10, 420, s);  
  
    CView::OnKeyDown(nChar, nRepCnt, nFlags);  
}
```

I think the trick was: to create a project with a single-document window, and not have a timer. The actual method is very simple, as you can see.

Ahh, you're using MFC. That was yet another way I didn't specify cause I really don't use MFC. But, yeah, that'll work too.