

Re: User input to native application

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2006-12/msg00009.htm>

- *From:* "Doron Holan [MS]" <doronh@xxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 28 Nov 2006 19:59:20 -0800
-

good point, I don't know if all the necessary UM services are running yet. I know you can enumerate the interfaces in KM at this time though, so the info is somewhere in the system ;)

d

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"Jeremy Boschen" <[jboschen\[at\]mutexed\[dot\]com](mailto:jboschen[at]mutexed[dot]com)> wrote in message news:urr3QXxEHHA.1748@xxxxxxxxxxxxxxxxxxxxxxxx

Can you do this in a native app with the SetupDiXxx functions?

– Jeremy Boschen

"Doron Holan [MS]" <doronh@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in message [news:eS%23\\$1rEHHA.4464@xxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:eS%23$1rEHHA.4464@xxxxxxxxxxxxxxxxxxxxxxxx)

do not use the hardcoded names \Device\KeyboardClassX ... there may be holes in the namespace. Instead, enumerate the keyboard device interface GUID_DEVINTERFACE_KEYBOARD and open each instance reported.

d

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"Jeremy B" <jeremyb@xxxxxxxx> wrote in message [news:ui6\\$7RnEHHA.5028@xxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:ui6$7RnEHHA.5028@xxxxxxxxxxxxxxxxxxxxxxxx)

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There are some issues with doing this, but for what you want it's fine I think. Basically you can't be sure there will even be a keyboard attached, so requiring input may be impossible.

In a nutshell...

- 1) Open \\Device\\KeyboardClassX where X=0-?, via NtCreateFile. Open either the first or all until it fails
- 2) Create an event to wait on, for each device opened
- 3) Read from each device via NtReadFile with KEYBOARD_INPUT_DATA as your input buffer
- 4) If the read is pending, wait on the events or for a timeout. To get the progress you'll have to wait in intervals and post output to the screen.

There are some examples floating around on the web.

– Jeremy Boschen

"Mickey Lane" <none@xxxxxxxx> wrote in message news:eE8yGijEHHA.4680@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hi Don,

The app is built and invoked in the same manner as chkdisk.

I want to provide an option in test & debug situations where the user can say "Skip this for now" by allowing 10 seconds for them to hit any key.

In normal situations, the program would do its thing. ('Normal' in this case is – like chkdisk – not very often.)

Mickey.

"Don Burn" <burn@xxxxxxxxxxxxxxxxxxxx> wrote in message news:%23bhobRjEHHA.3396@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

I will give you the standard warning here, don't expect a user to be

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present, so rather than
"Strike any key to abort"
unless you really are
benign it should be strike
any key to proceed, and of
course have a
timeout to allow the boot to
proceed anyway.

Are you asking about
forcing the display and
input, or are you asking
about writing a native
application?

--

Don Burn (MVP, Windows
DDK)
Windows 2k/XP/2k3
Filesystem and Driver
Consulting
<http://www.windrvr.com>
Remove StopSpam from the
email to reply

"Mickey Lane"

<none@xxxxxxxx> wrote
in message

news:ORYdmHjEHHA.4952@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

I need to
update a
native
application
(runs
pre-boot
like chkdsk)
with
something
that lets the
user 'strike
any key to
abort...'

Any clues
on
keywords I
can use to
search for

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something
on this?

Other hints?

Thanks,
Mickey.