

capturing CmdKey input to floating windows from within the main form.

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Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-05/msg03125.html>

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Hi,

I have an IDE style editor based on the WeifenLuo.WinFormsUI.Docking code, wich I must say seems realy good.

Im trying to activate drop down menus and such from various special command key such as the windows apps key, and then do something like build up a context menu using reflection and picking items in the chain of windows and parent windows wich have a member with my custom ContextMenuAttribute with the aproprate key setting. im already using the mouse right key for something else. (its used to pan the 3d scene with mouse movement)

a quick skeleton test works fine, the main Form ProcessCmdKey function fires when the apps key is presed in any window and can build and display a short test menu, however when I make one of the windows floating this function in the main form no longer fires.

does anyone know how to intercept such events in one place so it captures cmd key input from any window floating or not ?

Or maybe theres a better way to acheive what im doing ?

basically I want to be able apply an attribute to any member in a class associated with a window or its parent and have that item show up in a menu when specified input occurs. this might be a bool or an editbale type or another menu etc.

I cant very easily make all my window classes inherit a custom class wich then inherits Control, as im using this windows from this library wich have many layers before they inherit control.

I could modify the source but id rather not if neccessary.

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Colin =^.=

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