

HI_RegKeyHandler

%HI_RegKeyHandler function

Function	Control function for defining keyboard shortcuts								
Declaration	<pre>%HI_RegKeyHandler(IN INT _VKCode, IN BOOL _bCtrl, IN BOOL _bShift, IN BOOL _bAlt)</pre>								
Parameters	<table><tr><td>_VKCode</td><td>Code of the pressed key.</td></tr><tr><td>_bCtrl</td><td>Attribute of the CTRL key state when the key _VKCode is pressed.</td></tr><tr><td>_bShift</td><td>Attribute of the SHIFT key state when the key _VKCode is pressed.</td></tr><tr><td>_bAlt</td><td>Attribute of the ALT key state when the key _VKCode is pressed.</td></tr></table>	_VKCode	Code of the pressed key.	_bCtrl	Attribute of the CTRL key state when the key _VKCode is pressed.	_bShift	Attribute of the SHIFT key state when the key _VKCode is pressed.	_bAlt	Attribute of the ALT key state when the key _VKCode is pressed.
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Description	<p>The control function defines keyboard shortcuts, the pressing of which generates an OnKeyDown event. Unlike ENTRY OnKeyPress, this event is called even if the picture does not handle user input (has no focus) or is hidden (invisible). From the point of view of the user input operator, the event is called asynchronously and therefore has only an informative character - "the user pressed a defined key combination". The event is called even if there is a collision between system and application-defined keyboard shortcuts. If there are several pictures open at the same time in the HI process that serve the input, they operate independently of each other and are not affected in any way.</p>								
Example	<pre>; Shortcut ALT + a ALT+a %HI_RegKeyHandler(61, @FALSE, @FALSE, @TRUE)</pre>								



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