

# OnKeyDown

## OnKeyDown picture event

### Declaration

```
ENTRY OnKeyDown(IN INT _VKCode, IN BOOL _bCtrl, IN BOOL _bShift, IN BOOL
_bAlt)
; script actions
END OnKeyDown
```

### Parameters

|         |   |
|---------|---|
| _VKCode | Code of 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.   |

### Description

The picture event is being generated when any hot key defined by function %HI\_RegKeyHandler is pressed.

Unlike ENTRY OnKeyPress, an 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.

The value of the parameter *\_VKCode* uniquely identifies the pressed key. The next three parameters identifies the states of the CTRL, SHIFT and ALT keys. Codes assigned to keys are constants and they are defined by OS OS MS Windows.

### Example

The example contains en easy method to detect the values of the parameter *\_VKCode* for keys.

```
ENTRY OnKeyDown(IN INT _VKCode, IN BOOL _bCtrl, IN BOOL _bShift, IN
BOOL _bAlt)
TEXT _msg

_msg := "_VKCode = " + %IToStr(_VKCode)
IF _bCtrl THEN
_msg := _msg + " +CTRL"
ENDIF
IF _bAlt THEN
_msg := _msg + " +ALT"
ENDIF
IF _bShift THEN
_msg := _msg + " +SHIFT"
ENDIF
MESSAGE _msg ON _FROM_HIP
END OnKeyDown
```



#### Related pages:

- [Picture event handler](#)
- [Picture events](#)