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Subject: Problem with key mapping using `key_header` & `key_source`

Posted by [James Thomas](#) on Thu, 01 Mar 2007 15:08:41 GMT

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I've stumbled across the way in which Thelde handles it's key mapping, and thought I'd try the same method in my application. It doesn't seem to documented anywhere though.

I think I've figured out how it all works (very clever, as usual ) but I'm having trouble making it work the way it does in Thelde source.

I've added the following code to my header and source file:

```
#define KEYGROUPNAME "Example Keys"
#define KEYNAMESPACE ExampleKeys
#define KEYFILE      <Keys/KeysExample.key>
#include             <CtrlLib/key_header.h> // replaced with key_source in source file
and my .key file looks like this:
KEY(KEY1, "Key assignment 1", K_CTRL_1)
```

In Thelde keys are then accessed with code such as:

`IdeKeys::CUTLINE().keybut` in my example case the code

`ExampleKeys::KEY1().key` doesn't compile (`KEY1` is not a member of `ExampleKeys`) unless I change it to:

`ExampleKeys::COMBINE(AK_, KEY1()).key` which is obviously not very pretty. I cannot find any any obvious difference between the two implementations, so what is the problem? A missing preprocessor directive? I've attached an example app to illustrate.

I also think this stuff needs documenting (unless I'm being thick and just can't find it), since it's a nice feature that would be useful in many apps. I'll do this myself if you like and perhaps flesh out my example as well.

Cheers.

## File Attachments

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1) [Keys.zip](#), downloaded 396 times

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