



Learn Paradox 11 and ObjectPAL

Handling Keyboard Actions in Paradox 11 ObjectPAL

Example ObjectPAL Source Code

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The example source code below demonstrates how to handle keyboard actions in Paradox 11 ObjectPAL. The form code invokes the 'pushButton' event method on a button object based on specific key combinations.

```
method keyPhysical(var eventInfo KeyEvent)
```

```
  var
```

```
    keyPhysical String
```

```
    handled Logical
```

```
  endVar
```

```
  keyPhysical = eventInfo.vChar()
```

```
  handled = False
```

```
  if eventInfo.isControlKeyDown() and eventInfo.isAltKeyDown() then
```

```
    if keyPhysical = "E" and not handled then
```

```
      btnEdit.pushButton()
```

```
      handled = True
```

```
    else
```

```
      if keyPhysical = "A" and not handled then
```

```
        btnAdd.pushButton()
```

```
        handled = True
```

```
      else
```

```
        if keyPhysical = "D" and not handled then
```

```
          btnDelete.pushButton()
```

```
          handled = True
```

```
        else
```

```
          if keyPhysical = "P" and not handled then
```

```
            btnPrevious.pushButton()
```

```
            handled = True
```

```
          else
```

```
            if keyPhysical = "N" and not handled then
```

```
              btnNext.pushButton()
```

```
              handled = True
```

```
            endif
```

```
          endif
```

```
        endif
```

```
      endif
```

```
    endif
```

```
  endif
```

```
endMethod
```