

**KeyTrans**

Map virtual key codes to ASCII values

#include &lt;OSUtils.h&gt;

**Event Manager**

```

long      KeyTrans(transData, keycode, state );
const void *transData ;    pointer to a 'KCHR' resource
short     keycode ;        the key's virtual key code
long      *state ;          toolbox maintained value relating to 'KCHR'
returns    ASCII value(s) for a key

```

**KeyTrans** is a routine specific to the new 256K ROM and is used for converting the key codes that appear in keyboard events (virtual key codes) into ASCII values.

*transData* is a pointer to a 'KCHR' resource which is designed for mapping key codes into their ASCII equivalents. See the description of the **Resource Manager** for more information.

*keycode* is a 16-bit integer in which the first 7 bits (0-6) contain the keyboard event codes, bit 7 indicates whether the key was pressed down (0) or released (1). Bits 8 through 15 are the high byte of a modifier flag.

*state* is a Toolbox parameter that indicates the 'KCHR' resource. It should be reset to 0 if your application changes *transData* to point to a different 'KCHR'.

**Returns:** a 32-bit long containing four 8-bit bytes as follows(high byte first):

Reserved 1	Reserved for future "16-bit ASCII" for the ASCII 1 character
ASCII 1	the ASCII character code of the first letter the key represents
Reserved 2	Reserved for future "16-bit ASCII" for the ASCII 2 character
ASCII 2	the ASCII character code for the second letter the key generates, for example, a ~ over some characters in Spanish.

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Notes: Assembly programmers should call KeyTrans with the \_KeyTrans macro, with parameters passed on the stack.