```
1 #include "pch.h"
 2 #include "CTextHandler.h"
 4 // Public constructors
 5 CTextHandler::CTextHandler()
 6 {
 7
       this->shft = FALSE;
8 }
9 CTextHandler::~CTextHandler()
10 {
11 }
12
13 // Public commands
14 CString CTextHandler::RecieveText()
15 {
16
       CString temp = this->text;
       this->text = "";
17
18
       return temp;
19 }
20 void CTextHandler::DestroyText()
21 {
22
       this->text = "";
23 }
24
25 // Public message handlers
26 BOOL CTextHandler::OnKeyDown (UINT nChar, UINT nRepCnt, UINT nFlags)
27 {
       BOOL caps = GetKeyState(VK CAPITAL);
28
29
30
       switch (nChar) {
31
32
       case VK SPACE:
33
           this->text.Append(L" ");
34
           break;
35
36
       case VK SHIFT:
           this->shft = TRUE;
37
38
           break;
39
40
       case 0x30:
41
           if (this->shft) {
42
               this->text.Append(L")");
43
           }
44
           else {
45
               this->text.Append(L"0");
46
47
           break;
48
49
      case 0x31:
50
          if (this->shft) {
51
               this->text.Append(L"!");
52
           }
53
           else {
54
               this->text.Append(L"1");
55
           }
56
           break;
```

```
57
 58
        case 0x32:
 59
            if (this->shft) {
 60
                this->text.Append(L"\"");
 61
            }
 62
            else {
 63
               this->text.Append(L"2");
 64
            }
 65
            break;
 66
 67
       case 0x33:
 68
            if (this->shft) {
 69
                this->text.Append(L"f");
 70
            }
 71
            else {
 72
                this->text.Append(L"3");
 73
 74
            break;
 75
 76
       case 0x34:
 77
            if (this->shft) {
 78
                this->text.Append(L"$");
 79
            }
 80
            else {
 81
                this->text.Append(L"4");
 82
            }
 83
            break;
 84
 85
       case 0x35:
 86
            if (this->shft) {
 87
                this->text.Append(L"%");
 88
            }
 89
            else {
 90
                this->text.Append(L"5");
 91
            }
 92
            break;
 93
       case 0x36:
 94
 95
           if (this->shft) {
 96
                this->text.Append(L"^");
 97
            }
 98
            else {
 99
                this->text.Append(L"6");
100
            }
101
            break;
102
103
        case 0x37:
104
            if (this->shft) {
105
                this->text.Append(L"&");
106
            }
107
            else {
108
                this->text.Append(L"7");
109
110
            break;
111
112 case 0x38:
```

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
```

```
3
```

```
113
             if (this->shft) {
114
                 this->text.Append(L"*");
115
             }
116
             else {
117
                this->text.Append(L"8");
118
             }
119
             break;
120
121
        case 0x39:
122
             if (this->shft) {
123
                this->text.Append(L"(");
124
             }
125
             else {
126
                this->text.Append(L"9");
127
             }
128
            break;
129
130
        case 0x41:
131
             if (!(this->shft && caps) && (this->shft || caps)) {
132
                 this->text.Append(L"A");
133
             }
134
             else {
135
                 this->text.Append(L"a");
136
137
            break;
138
139
        case 0x42:
140
            if (!(this->shft && caps) && (this->shft || caps)) {
141
                 this->text.Append(L"B");
142
             }
143
             else {
144
                 this->text.Append(L"b");
145
             }
146
            break;
147
148
        case 0x43:
149
             if (!(this->shft && caps) && (this->shft || caps)) {
150
                 this->text.Append(L"C");
151
152
             else {
153
                this->text.Append(L"c");
154
             }
155
            break;
156
157
         case 0x44:
158
             if (!(this->shft && caps) && (this->shft || caps)) {
159
                 this->text.Append(L"D");
160
             }
161
             else {
162
                 this->text.Append(L"d");
163
             }
164
            break;
165
166
        case 0x45:
             if (!(this->shft && caps) && (this->shft || caps)) {
167
168
                 this->text.Append(L"E");
```

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
169
            }
170
             else {
171
                 this->text.Append(L"e");
172
             }
173
             break;
174
175
        case 0x46:
176
             if (!(this->shft && caps) && (this->shft || caps)) {
177
                this->text.Append(L"F");
178
179
             else {
180
                this->text.Append(L"f");
181
             }
182
            break;
183
184
        case 0x47:
185
             if (!(this->shft && caps) && (this->shft || caps)) {
186
                 this->text.Append(L"G");
187
             }
188
             else {
189
                 this->text.Append(L"g");
190
             }
191
            break;
192
193
        case 0x48:
194
             if (!(this->shft && caps) && (this->shft || caps)) {
195
                this->text.Append(L"H");
196
197
             else {
198
                 this->text.Append(L"h");
199
             }
200
            break;
201
202
        case 0x49:
203
             if (!(this->shft && caps) && (this->shft || caps)) {
204
                 this->text.Append(L"I");
205
             }
206
             else {
207
                 this->text.Append(L"i");
208
             }
209
             break;
210
211
         case 0x4A:
             if (!(this->shft && caps) && (this->shft || caps)) {
212
213
                 this->text.Append(L"J");
```

214

215

216

217

218

219 220

221222

223

224

}

}

case 0x4B:

}

else {

break;

else {

this->text.Append(L"j");

this->text.Append(L"K");

if (!(this->shft && caps) && (this->shft || caps)) {

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
```

```
225
                this->text.Append(L"k");
226
             }
227
            break;
228
229
       case 0x4C:
230
            if (!(this->shft && caps) && (this->shft || caps)) {
231
                 this->text.Append(L"L");
232
             }
233
             else {
234
                 this->text.Append(L"1");
235
             }
236
            break;
237
238
        case 0x4D:
239
             if (!(this->shft && caps) && (this->shft || caps)) {
240
                this->text.Append(L"M");
241
             }
242
             else {
                 this->text.Append(L"m");
243
244
             }
245
            break;
246
247
        case 0x4E:
            if (!(this->shft && caps) && (this->shft || caps)) {
248
249
                 this->text.Append(L"N");
250
             }
251
             else {
252
                this->text.Append(L"n");
253
             }
254
            break;
255
256
        case 0x4F:
             if (!(this->shft && caps) && (this->shft || caps)) {
257
258
                 this->text.Append(L"O");
259
             }
260
             else {
261
                 this->text.Append(L"o");
262
263
            break;
264
265
        case 0x50:
266
            if (!(this->shft && caps) && (this->shft || caps)) {
267
                this->text.Append(L"P");
268
             }
269
             else {
270
                this->text.Append(L"p");
271
             }
272
            break;
273
274
        case 0x51:
275
             if (!(this->shft && caps) && (this->shft || caps)) {
276
                 this->text.Append(L"Q");
277
             }
278
             else {
279
                this->text.Append(L"q");
280
             }
```

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
```

```
281
            break;
282
283
        case 0x52:
284
             if (!(this->shft && caps) && (this->shft || caps)) {
285
                 this->text.Append(L"R");
286
             }
287
             else {
288
                 this->text.Append(L"r");
289
290
            break;
291
292
        case 0x53:
293
            if (!(this->shft && caps) && (this->shft || caps)) {
294
                this->text.Append(L"S");
295
             }
296
             else {
297
                 this->text.Append(L"s");
298
             }
299
            break;
300
301
        case 0x54:
302
             if (!(this->shft && caps) && (this->shft || caps)) {
303
                 this->text.Append(L"T");
304
305
             else {
306
                this->text.Append(L"t");
307
             }
308
            break;
309
310
        case 0x55:
311
             if (!(this->shft && caps) && (this->shft || caps)) {
312
                 this->text.Append(L"U");
313
             }
314
             else {
315
                this->text.Append(L"u");
316
317
            break;
318
        case 0x56:
319
320
             if (!(this->shft && caps) && (this->shft || caps)) {
321
                this->text.Append(L"V");
322
             }
323
             else {
324
                this->text.Append(L"v");
325
             }
326
            break;
327
328
        case 0x57:
             if (!(this->shft && caps) && (this->shft || caps)) {
329
330
                 this->text.Append(L"W");
331
             }
332
            else {
333
                this->text.Append(L"w");
334
335
            break;
336
```

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
```

```
337
        case 0x58:
338
             if (!(this->shft && caps) && (this->shft || caps)) {
339
                 this->text.Append(L"X");
340
             }
341
             else {
342
                 this->text.Append(L"x");
343
             }
344
            break;
345
346
        case 0x59:
347
            if (!(this->shft && caps) && (this->shft || caps)) {
348
                this->text.Append(L"Y");
349
350
             else {
351
                 this->text.Append(L"y");
352
             }
353
            break;
354
355
        case 0x5A:
356
            if (!(this->shft && caps) && (this->shft || caps)) {
357
                 this->text.Append(L"Z");
358
             }
359
             else {
360
                this->text.Append(L"z");
361
362
            break;
363
        case VK MULTIPLY:
364
365
            this->text.Append(L"*");
366
            break;
367
        case VK ADD:
368
369
            this->text.Append(L"+");
370
            break;
371
372
        case VK SUBTRACT:
373
            this->text.Append(L"-");
374
            break;
375
376
        case VK DIVIDE:
377
            this->text.Append(L"/");
378
            break;
379
        case VK OEM 1:
380
381
             if (this->shft) {
382
                 this->text.Append(L":");
383
             }
384
             else {
                 this->text.Append(L";");
385
386
             }
387
            break;
388
        case VK OEM PLUS:
389
390
            if (this->shft) {
                 this->text.Append(L"+");
391
392
             }
```

```
...\source\repos\DesignArk\DesignArk\CTextHandler.cpp
```

```
8
```

```
393
             else {
394
                 this->text.Append(L"=");
395
             }
396
             break;
397
398
         case VK OEM COMMA:
399
             if (this->shft) {
400
                 this->text.Append(L"<");</pre>
401
             }
402
             else {
403
                 this->text.Append(L",");
404
             }
405
             break;
406
407
         case VK OEM MINUS:
408
             if (this->shft) {
409
                 this->text.Append(L" ");
410
             }
411
             else {
412
                 this->text.Append(L"-");
413
             }
414
             break;
415
         case VK OEM PERIOD:
416
417
             if (this->shft)
418
                 this->text.Append(L">");
419
             }
420
             else {
421
                 this->text.Append(L".");
422
             }
423
             break;
424
425
         case VK OEM 2:
426
             if (this->shft) {
427
                 this->text.Append(L"?");
428
             }
429
             else {
430
                 this->text.Append(L"/");
431
432
             break;
433
434
         case VK OEM 3:
435
             if (this->shft) {
436
                 this->text.Append(L"@");
437
             }
438
             else {
439
                 this->text.Append(L"'");
440
             }
441
             break;
442
443
         case VK OEM 4:
444
             if (this->shft) {
445
                 this->text.Append(L"{");
446
447
             else {
448
                 this->text.Append(L"[");
```

```
\verb|....source| repos| \verb|DesignArk| CTextHandler.cpp| \\
```

```
9
```

```
449
           }
450
            break;
451
452
        case VK OEM 5:
453
           if (this->shft) {
454
                this->text.Append(L"|");
455
            }
456
            else {
457
               this->text.Append(L"\\");
458
459
            break;
460
461
       case VK OEM 6:
462
            if (this->shft) {
463
                this->text.Append(L")");
464
            }
465
            else {
466
                this->text.Append(L"]");
467
            }
468
            break;
469
470
       default:
471
           return FALSE;
472
473
        }
        return TRUE;
474
475 }
476 BOOL CTextHandler::OnKeyUp (UINT nChar, UINT nRepCnt, UINT nFlags)
477 {
        if (nChar == VK SHIFT) {
478
479
            this->shft = FALSE;
480
481
        return 0;
482 }
483
484
```