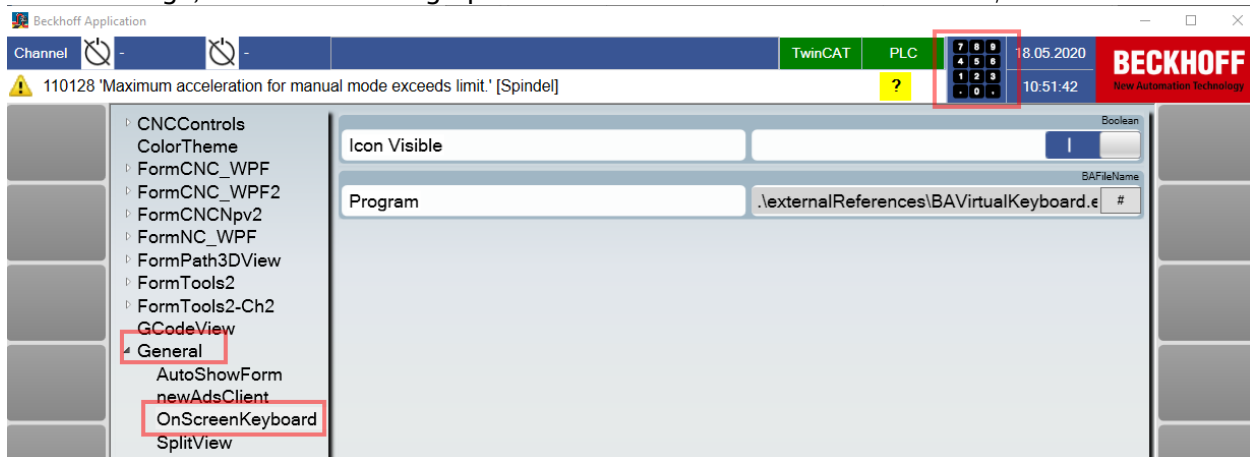


Letzte Änderung: 8.10.2020

OnScreenKeyboard

In the settings, an icon for calling up an on-screen function can be enabled / disabled:



The keyboard entered in "Program" is switched on / off when you "click" on the icon.
A long "click" (> 500ms) and "release" on the icon switches the function keys to the second (ALT) assignment, so that this can also be reached using a touchscreen.
The keyboard from "external references" looks like this:



The "A / N" button switches between numeric and alphanumeric display.
The "transparency" can be regulated with the slider.



The keyboard can be called up within the application using the event aggregator. Screen coordinates can be specified.

To do this, you “publish” an event of the “BAOnScreenKeyboardEvent” type.
(_eventAgg is from Interface IBAEventAggregator)

Example:

```
private void textBox1_Enter(object sender, EventArgs e)
{
    _subOnscreenKbdEvent = _eventAgg.GetEvent<BAOnScreenKeyboardEvent>();
    var tb = sender as Control;
    int x = -1;
    int y = -1;
    if (tb != null)
    {
        var pos = this.PointToScreen(tb.Location);
        x = pos.X + tb.Width;
        y = pos.Y;
    }
    _subOnscreenKbdEvent.Publish(new BAOnScreenKbd(true, x, y));
}
```

BAOnScreenKbd can be constructed as follows:

- BAOnScreenKbd(**true**, x, y) // Show keyboard at position x, y (x, y are optional)
- BAOnScreenKbd(**“show”**, x, y) // Show keyboard at position x, y (x, y are optional)
- BAOnScreenKbd(**false**) // hide keyboard
- BAOnScreenKbd(**“hide”**) // hide keyboard
- BAOnScreenKbd(**“toggle”**) // Keyboard on /off