CHARACTER MESSAGES

Character messages are messages that represent characters typed by the user. There are four types of character messages:

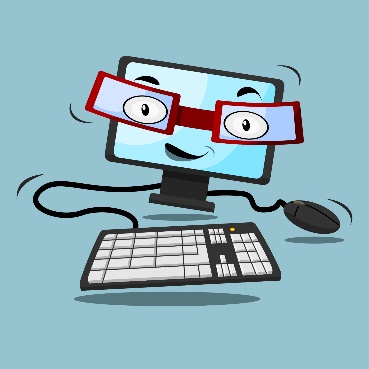
WM\_CHAR: This message is sent to the window procedure of the active window when a character is typed. The lParam parameter of this message is the same as the lParam parameter of the WM\_KEYDOWN message that generated the character code. The wParam parameter is an ANSI or Unicode character code.



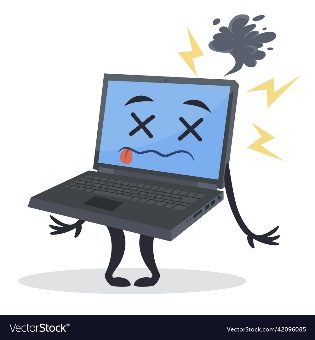
WM\_DEADCHAR: This message is sent to the window procedure of the active window before a character is displayed. The lParam parameter of this message is the same as the lParam parameter of the WM\_KEYDOWN message that generated the character code. The wParam parameter is an ANSI or Unicode character code.



WM\_SYSCHAR: This message is sent to the window procedure of the active window when a system character is typed. A system character is a character that is not displayed, but that can be used to control the window, such as the Alt key or the Escape key. The lParam parameter of this message is the same as the lParam parameter of the WM\_SYSKEYDOWN message that generated the system character code. The wParam parameter is an ANSI or Unicode character code.



WM\_SYSDEADCHAR: This message is sent to the window procedure of the active window before a system character is displayed. The lParam parameter of this message is the same as the lParam parameter of the WM\_SYSKEYDOWN message that generated the system character code. The wParam parameter is an ANSI or Unicode character code.



Dead Characters

A dead character is a character that requires additional input before it can be displayed. For example, the character é is a dead character because it requires the user to type the accent mark (`) after the e. Dead characters are sent to the window procedure as WM\_DEADCHAR messages. The window procedure can then decide whether to display the dead character or wait for additional input.



Nonsystem Characters vs. System Characters

Nonsystem characters are characters that are not used to control the window, such as letters, numbers, and punctuation marks. System characters are characters that are used to control the window, such as the Alt key and the Escape key.

ANSI vs. Unicode

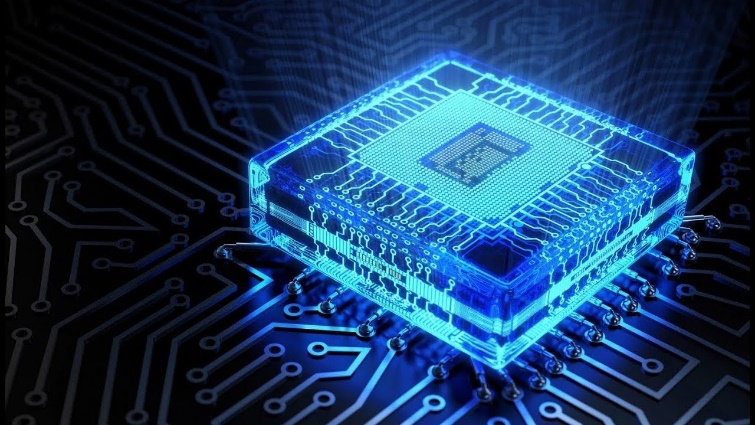
ANSI is an 8-bit character encoding that can represent 256 characters.

Unicode is a 16-bit character encoding that can represent over 1 million characters. Windows programs can use either ANSI or Unicode character codes.



How to Process Character Messages

In most cases, Windows programs can process the WM\_CHAR message while ignoring the other three character messages. The lParam parameter of the four character messages is the same as the lParam parameter for the keystroke message that generated the character code message. However, the wParam parameter is not a virtual key code. Instead, it is an ANSI or Unicode character code.



How the Window Procedure Knows Whether Character Data is ANSI or Unicode

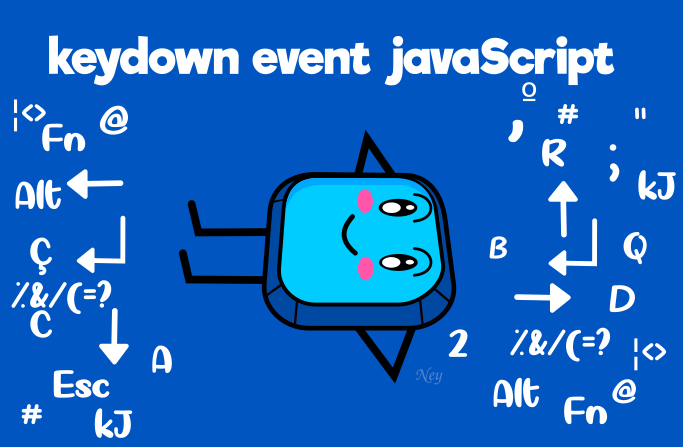
The window procedure knows whether character data is ANSI or Unicode by looking at the window class that the window procedure is associated with. If the window class was registered with RegisterClassA, then the character data is ANSI. If the window class was registered with RegisterClassW, then the character data is Unicode.



Character Messages and Keystroke Messages

Character messages are generated from keystroke messages by the TranslateMessage function. This means that character messages are always delivered to the window procedure sandwiched between keystroke messages. The order of messages is as follows:

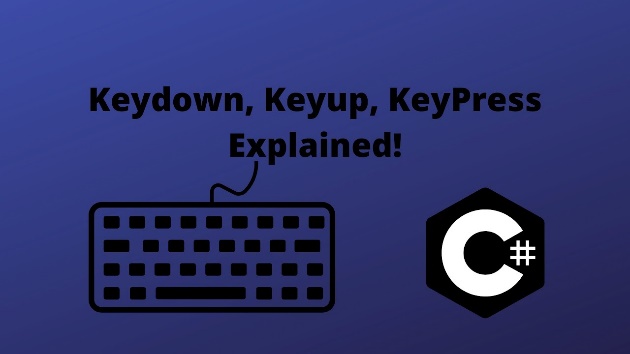
WM\_KEYDOWN: This message is sent when a key is pressed down. The wParam parameter contains the virtual key code of the key that was pressed. The lParam parameter contains additional information about the keystroke, such as the state of the shift and control keys.



WM\_CHAR (or WM\_DEADCHAR): If the keystroke produces a character, a character message is sent after the WM\_KEYDOWN message. The wParam parameter of the character message contains the ANSI or Unicode character code of the character. The lParam parameter is the same as the lParam parameter of the WM\_KEYDOWN message.



WM\_KEYUP: This message is sent when a key is released. The wParam parameter contains the virtual key code of the key that was released. The lParam parameter is the same as the lParam parameter of the WM\_KEYDOWN message.



Example: Typing the Letter "A"

If you type the letter "a" without pressing the Shift key, the following messages are sent to the window procedure:

* WM\_KEYDOWN: wParam = 0x41, lParam = 0
* WM\_CHAR: wParam = 0x61, lParam = 0
* WM\_KEYUP: wParam = 0x41, lParam = 0

Example: Typing the Letter "A" with Shift Key

If you type the letter "A" with the Shift key pressed, the following messages are sent to the window procedure:

* WM\_KEYDOWN: wParam = 0x10, lParam = 0x00000001
* WM\_KEYDOWN: wParam = 0x41, lParam = 0x00000001
* WM\_CHAR: wParam = 0x41, lParam = 0x0000000
* WM\_KEYUP: wParam = 0x41, lParam = 0x00000001
* WM\_KEYUP: wParam = 0x10, lParam = 0x00000001

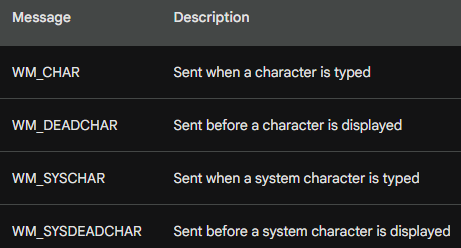
Handling Repeat Count

If you hold down a key so that the typematic action generates keystrokes, you will get a character message for each WM\_KEYDOWN message. The character message will have the same Repeat Count as the WM\_KEYDOWN message.

Determining ANSI or Unicode Character Codes

The window procedure can determine whether a character message is ANSI or Unicode by calling the IsWindowUnicode function. This function takes an HWND parameter and returns TRUE if the window procedure for that window receives Unicode messages.

*This table summarizes the four character messages:*

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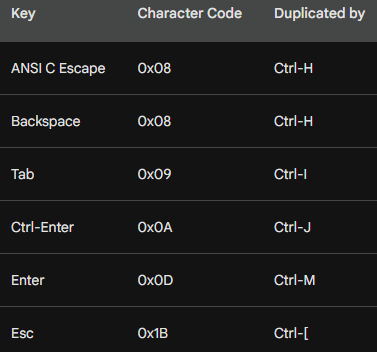
Ctrl Key Combinations and ASCII Control Characters

The Ctrl key, when combined with a letter key, generates ASCII control characters from 0x01 (Ctrl-A) through 0x1A (Ctrl-Z). These control characters are used to control various functions within a program or operating system.



Duplicate Control Characters

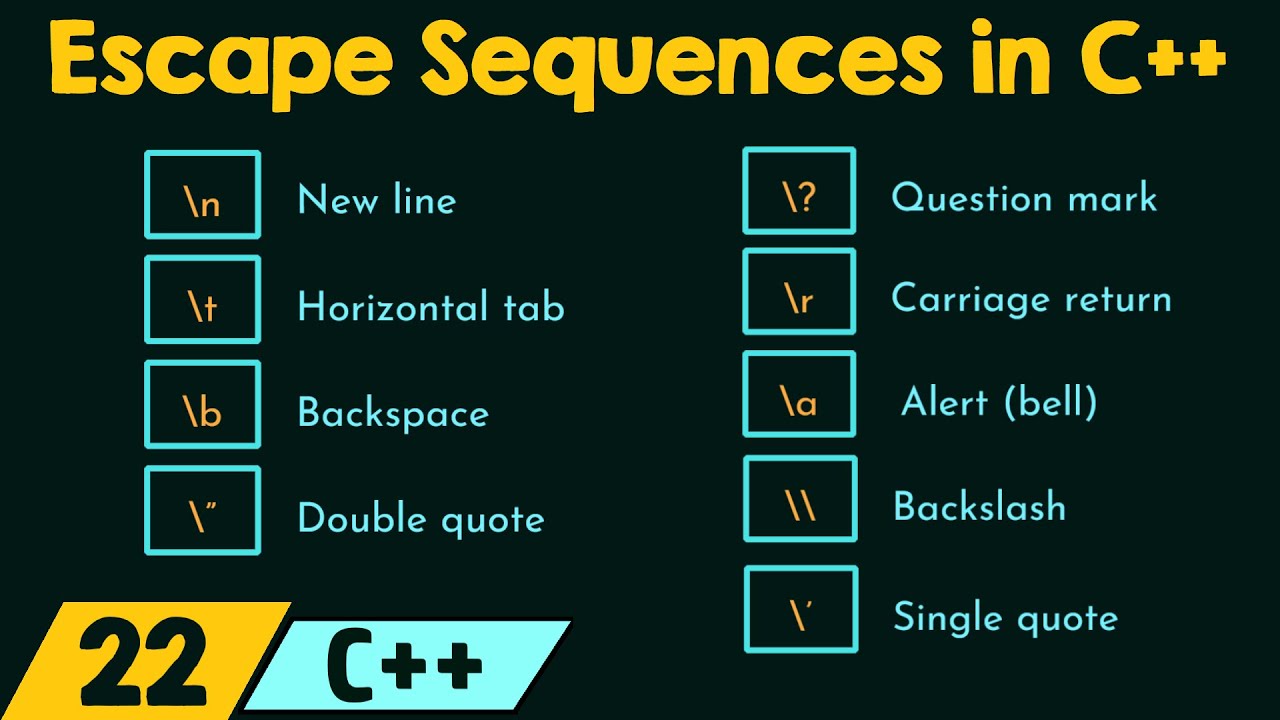
Several of these control characters are also generated by individual keys on the keyboard, as shown in the table below:



ANSI C Escape Codes

The rightmost column in the table shows the escape code defined in ANSI C to represent the character codes for these keys.

Escape codes are sequences of characters that start with the backslash () character, followed by one or more additional characters. They are used to represent non-printing characters, such as control characters.



Menu Accelerators

In Windows programs, the Ctrl key combination with letter keys is often used for menu accelerators. Menu accelerators are shortcuts that allow users to quickly access menu options using the keyboard.

For example, the Ctrl-O key combination might be used to open the Open File dialog box. In this case, the letter keys are not translated into character messages. Instead, they are interpreted as menu accelerator commands.