Keyboard Controls

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Overview

This widget is a resizable keyboard for use in client control panels.

Description

The keyboard can display the text as it is types either as plain text, password text or no display. The control can notify it's parent when a key is pressed and/or when return is pressed. The text field will get the hardware keyboard focus, but does not notify the user when this is used.

The keyboard_ctl is part of the bncs_ssmart.dll, this needs to be in the windows/lib/qt_plugins/designer directory of the current Colledia Control system, the following line also needs to be in config/vised/buttons.xml.

```
<param name="Keyboard" class="bncs_keyboard_ctrl" />
```

The control can be configured entirely at panel design time using bncs_vis_ed.exe, if you want to change the settings at run time, for instance change the display option, this can be done by sending the relevant command from a script.

The following table lists the commands that can be sent to the control using the textPut function in a script.

Settings	
reset	Resets the control to the default settings
Stylesheet=name	Sets the style sheet for the client buttons
showText=true	Show or hide the text input

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`showPassword=true`	The text is displayed in password mode
`notify.released=true`	Notify the parent when a character is released, the default is false. Note that this does not notify when keys are pressed on the hardware keyboard
`notify.return=true`	Notify the parent when return is released
`spacing=5`	Set the spacing between the buttons
`default=hello`	Sets the default text on the keyboard
`text=hello`	Set the current text
`exceptions=',.\`	The listed characters will not be allowed.
`setFocus`	The control will take the keyboard focus.
`Enable=1`	Enables the control, 0 will disable the control. – note that this is here for v4 compatibility, use the setEnabled() function in a v4.5 script.
`Transparent=1`	Sets the background to transparent, the default is not transparent.

Any commands that are not recognised are passed on to all the individual buttons, as these are BNCS controls these will act accordingly, to set this at design time these entries need to be made via a style sheet. See the BNCS control documentation for further details on the commands that these buttons accept.

Notifications

Parameter	
`Button.a=pressed`	The character 'a' has been pressed, 'a' may be replaced with space, back or tab as well as the other characters.
`Button.return=pressed`	Return has been pressed, this normally indicates that the user has finished inputting text.

V4 Notifications

V4 panels receive the notifications that are enabled as described above, but the slot offset will be as detailed in the following table.

String table Offset	
0	Return pressed.
1	Character pressed, S$ contains the character
2	Control key pressed, S$ contains the character, these are TAB,BACK

Versions

Version	Date	Reason
4.5.0.0	14/12/2004	Initial release
4.5.1.0	3/5/2005	Added v4 signals
4.5.2.1	21/6/2005	Keyboard grabbing & focus added