

Notes to self

```
. Exploring the Keys attached property
. You attach it to components that wouldn't know how to
  handle key events otherwise

. Handle digits without modifiers :
.   Keys.onDigit1Pressed
.   Keys.onDigit5Pressed: //Specific handlers
.   Keys.onPressed: function(event){
.       if ( event.key ===Qt.Key_1)
.       {
.           console.log("General Signal :Pressed on Key 1")
.       }
.   }

. Then this : // Gneral handlers
  Keys.onPressed: function(event){
    if ( event.key ===Qt.Key_1)
    {
        console.log("General Signal :Pressed on Key 1")
    }

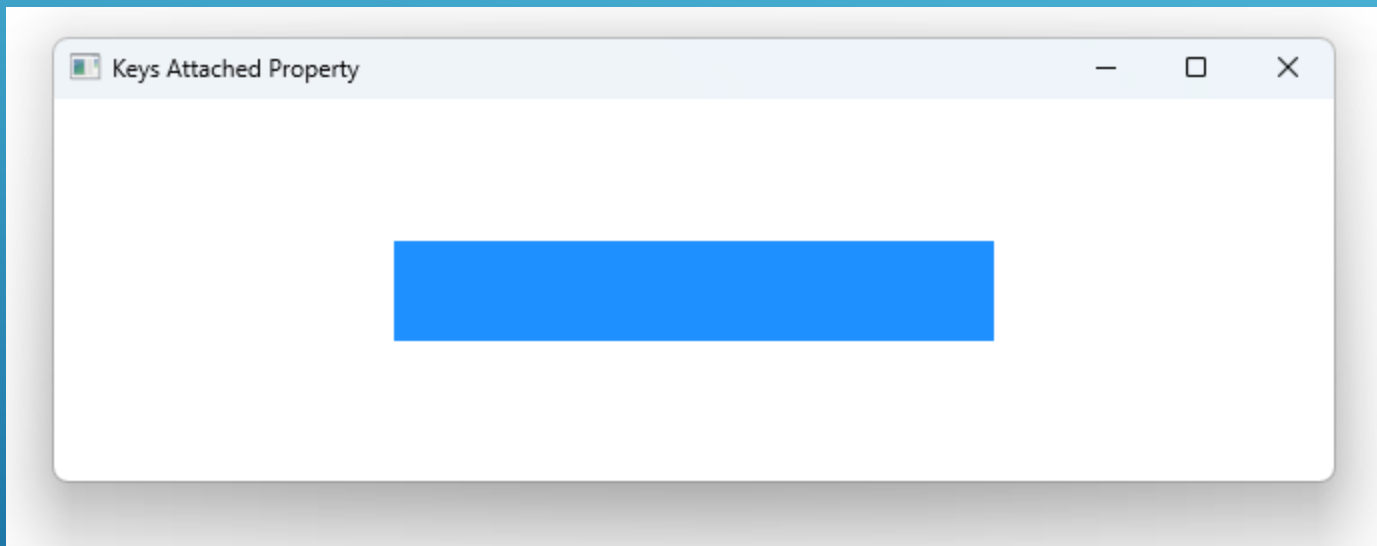
    if ((event.key === Qt.Key_5) && (event.modifiers & Qt.ControlModifier)){
        console.log("Pressed Control + 5")
    }
  }

. If both specific and general handlers are in, qml favors the specific ones.
  If you want the general one to also get a chance, you can set event.accepted to false.
  which is what we talk about in the next point

. accepting or rejecting events :
. in
  Keys.onDigit5Pressed:function(event) {
    console.log("Specific Signal : Pressed on Key 5")
    event.accepted = true
  }
  if accepted is set to true, it means that the event has been fully handled
  by this handler and no other handler will get a chance. If you want other handlers
  to get a chance, you set this to false.

. Then talk about modifiers and add them in the code you already have
. Do this first :
  Keys.onDigit5Pressed:function(event) {
    if ( event.modifiers === Qt.ControlModifier)
    {
        console.log("Pressed Control + 5")
    }else{
        console.log("Pressed regular 5")
    }
  }
}
```

Keys Attached Property



Handling specific Keys

```
Rectangle {  
    id : containedRect  
    anchors.centerIn: parent  
    width : 300  
    height: 50  
    color: "dodgerblue"  
    focus: true // The rectangle needs focus for key events to fire properly  
  
    Keys.onDigit5Pressed:function(event) {  
        console.log("Specific Signal : Pressed on Key 5")  
        event.accepted = true  
    }  
}
```

Specific Keys with Modifiers

```
Rectangle {
    id : containedRect
    anchors.centerIn: parent
    width : 300
    height: 50
    color: "dodgerblue"
    focus: true // The rectangle needs focus for key events to fire properly

    Keys.onDigit5Pressed:function(event) {
        if ( event.modifiers === Qt.ControlModifier)
        {
            console.log("Pressed Control + 5")
        }else{
            console.log("Pressed regular 5")
        }
    }
}
```

General Keys (+ with Modifiers)

```
Rectangle {
    id : containedRect
    anchors.centerIn: parent
    width : 300
    height: 50
    color: "dodgerblue"
    focus: true // The rectangle needs focus for key events to fire properly

    Keys.onPressed: function(event){
        if ( event.key ===Qt.Key_5)
        {
            console.log("General Signal :Pressed on Key 5")
        }
        if ((event.key === Qt.Key_5) && (event.modifiers & Qt.ControlModifier)){
            console.log("Pressed Control + 5")
        }
    }
}
```