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| Bochs Developers Guide | | |
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2.11. How to add keymapping in a GUI client

Christophe Bothamy, wrote the keymapping code for Bochs, provided these instructions to help developers to add keymapping to a GUI.

Bochs creates a bx\_keymap\_c object named bx\_keymap.  
This object allows you to :  
 - load the configuration specified keymap file  
 - get the translated BX\_KEY\_\* from your GUI key  
  
You have to provide a translation function from string to your Bit32u key  
constant. Casting will be necessary if your key constants are not Bit32u typed.  
The function must be "static Bit32u (\*)(const char \*)" typed, and must return  
BX\_KEYMAP\_UNKNOWN if it can not translate the parameter string.  
  
What you have to do is :  
 - call once "void loadKeymap(Bit32u (\*)(const char\*))",  
 providing your translation function, to load the keymap  
 - call "Bit32u getBXKey(Bit32u)" that returns the BX\_KEY\_\*  
 constant, for each key you want to map.  
  
The file gui/x.cc implements this architecture, so you can refer to it  
as an example.

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