

## Ryzom - Bug # 941

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	kerval	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	05/26/2010	<b>Assignee:</b>	kerval
<b>Updated:</b>	07/28/2010	<b>Due date:</b>	
<b>Subject:</b>	Dead keys are not working on Linux		
<b>Description</b>			
Dead keys are keys like "^" when you press "^" and "e", it should display "ê" but we got "^e". For the moment, it displays all typed characters they are dead keys or not.			
It's specific to non-english keyboards where accents are used :)			

### History

#### #1 - 05/26/2010 10:44 pm - kerval

- Status changed from Validated to Assigned
- Assignee set to kerval

#### #2 - 05/27/2010 10:08 am - kerval

- % Done changed from 0 to 90

The last thing to do, is to be able to detect all key presses, even for dead keys (because they are filtered).

#### #3 - 05/27/2010 02:34 pm - kerval

- Status changed from Assigned to Resolved
- % Done changed from 90 to 100

Applied in changeset r228.

#### #4 - 05/27/2010 02:39 pm - kerval

- Target version set to Version 0.8.0

What I did to fix the last problem is :

- When an event is composed by XIM, returned keycode is 0 so we shouldn't send any key event here.
- When an event is filtered, the keycode is set to 0 so we need to save it before and don't retrieve any string (will be processed later).

#### #5 - 05/28/2010 01:24 am - rti

Works on Mac as well :)

#### #6 - 05/28/2010 09:09 am - kerval

Great :) Thanks for testing :)

**#7 - 05/28/2010 05:25 pm - vl**

- *Status changed from Resolved to Closed*

**#8 - 07/28/2010 10:15 am - kerval**

- *Category changed from NeL: General to OS: GNU/Linux*