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settargetfield API

letterkey API

hangul

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hangul xframe5.js ENGINEURL /ext/lib (:
C:/xframe5/xf5/ext/lib/hangul.min.js).

: /HTML5/COMPONENT/KEYBOARD/keyboard_basic

- [keyboard_basic.xml](#)
- [keyboard_basic.js](#)
- [keyboard_basic.js](#)

```
function screen_on_load()
{
    var i, btn_length;

    //
    this.keyboard.settargetfield("fld");

    //
    btn_length = this.btn.length;
    for (i = 0; i < btn_length; i++) {
        this.btn[i].registerevent("on_mouseup", "btn_on_mouseup(objInst)");
    }
}

function btn_on_mouseup(objInst, index)
{
    var btn_length, i;

    //
    this.fld.setfocus();

    //
}
```

```
btn_length = this.btn.length;

switch (index) {
    case 13: // Backspace
        this.keyboard.backspacekey();
        break;
    case 27: // Delete
        this.keyboard.deletekey();
        break;
    case 28: //   /
        //   /   가   (   )
        if (objInst.getstatuspush()) {
            // Shift   가
            if (this.btn[40].getstatuspush()) {
                for (i = 0; i < btn_length; i++) {
                    this.btn[i].setText(this.keyboard.getshiftchar(this.btn[i].getText()));
                    this.btn[i].setText(this.keyboard.getengchar(this.btn[i].getText()));
                    this.btn[i].setText(this.keyboard.getshiftchar(this.btn[i].getText()));
                }
            }
            else {
                for (i = 0; i < btn_length; i++) {
                    this.btn[i].setText(this.keyboard.getengchar(this.btn[i].getText()));
                }
            }

            //   /   false
            objInst.setstatuspush(false);
        }
        //
        else {
            // Shift   가
            if (this.btn[40].getstatuspush()) {
                for (i = 0; i < btn_length; i++) {
                    this.btn[i].setText(this.keyboard.getshiftchar(this.btn[i].getText()));
                    this.btn[i].setText(this.keyboard.getengchar(this.btn[i].getText()));
                    this.btn[i].setText(this.keyboard.getshiftchar(this.btn[i].getText()));
                }
            }
            else {
                for (i = 0; i < btn_length; i++) {
                    this.btn[i].setText(this.keyboard.getengchar(this.btn[i].getText()));
                }
            }

            //   /
            objInst.setstatuspush(true);
        }
        break;
    case 40: // Shift
    case 51:
        //
```

```
        if (objInst.getstatuspush()) {
            this.btn[40].setstatuspush(false);
            this.btn[51].setstatuspush(false);
        }
        else {
            this.btn[40].setstatuspush(true);
            this.btn[51].setstatuspush(true);
        }

        // Shift
        for (i = 0; i < btn_length; i++) {
this.btn[i].settext(this.keyboard.getshiftchar(this.btn[i].gettext()));
        }
        break;
    case 52: //
        this.fld.settext("");
        break;
    default: //
        this.keyboard.letterkey(objInst.gettext());
        break;
}
}
```

From:

<https://technet.softbase.co.kr/wiki/> - **xFrame5 TechNet**

Permanent link:

https://technet.softbase.co.kr/wiki/guide/component/keyboard/keyboard_basic



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