

■Announcement about "SDK Version 1.00 for fx-9860G"

The "IsKeyDown" function in "fx-9860G SDK Libraries" has been deprecated and is now unsupported in "USB POWER GRAPHIC **2**" version of "fx-9860GII(SD)", "GRAPH75(95)" and "fx-9860G AU PLUS".

Instead of "IsKeyDown", please use "GetKey" or "Bkey_GetKeyWait"(new function) according to the use cases illustrated below.

The following use cases are only examples, "GetKey" and "Bkey_GetKeyWait" are not guaranteed to perform identically to "IsKeyDown".

Case1: Poll key state until a particular key is pressed

- Code example (using "IsKeyDown")

```
while (1){  
    if (IsKeyDown(KEY_CHAR_0)) break;  
}
```

- Code example (using "GetKey" instead of "IsKeyDown")

```
unsigned int key;  
while (1){  
    GetKey(&key);  
    if (KEY_CHAR_0 == key) break;  
}
```

Case2: Check to see if a key is pressed (with an optional wait/timeout)

- Code example (using "IsKeyDown")

```
int flag0 = 0;  
if (IsKeyDown(KEY_CHAR_0))  
    flag0 = 1;
```

- Code example (using "Bkey_GetKeyWait" instead of "IsKeyDown")

```
int kcode1 = 0, kcode2 = 0, flag0 = 0;  
short unused = 0;  
if (Bkey_GetKeyWait(&kcode1, &kcode2, KEYWAIT_HALTOFF_TIMEROFF, 0,  
                    1, &unused)==KEYREP_KEYEVENT) {  
    if ((kcode1==7)&&(kcode2==2)) flag0 = 1;  
}
```

Bkey_GetKeyWait

The Bkey_GetKeyWait function performs a key wait and returns a value indicating the pressed key.

```
int Bkey_GetKeyWait(  
    int *code1; // key code part 1  
    int *code2; // key code part 2  
    int wait_type; // wait type  
    int time; // time out period  
    int menu; // operation of menu key  
    short *unused; // not used  
);
```

Parameters

code1, *code 2*

code1 and *code2* correspond to keys as follows.

	code1	code2						
				4	4		2	7
	7	2		3	4		6	8
	7	3		3	2		5	8
	6	3		4	5		4	8
	5	3		1	1		7	9
	7	4		7	6		7	8
	6	4		6	6		6	9
	5	4		5	6		5	9
	7	5		4	6		4	9
	6	5		3	6		2	9
	5	5		2	6		3	8
	6	2		7	7		3	9
	5	2		6	7		2	8
	4	2		5	7		7	10
	4	3		4	7		6	10
	3	3		3	7		5	10

	4	10
	3	10
	2	10

wait_type

This parameter specifies the wait type used. The following definitions are in `keybios.h`.

KEYWAIT_HALTON_TIMEROFF	If there are no characters in the key buffer, this function waits until a character arrives and then returns immediately.
KEYWAIT_HALTOFF_TIMEROFF	If there are no characters in the key buffer, this function returns immediately.
KEYWAIT_HALTON_TIMERON	If no character arrives within the time specified by the <i>time</i> parameter, this function times out.

time

This is the time out period in seconds. This parameter is used only when the first parameter is `KEYWAIT_HALTON_TIMERON`.

menu

If you set 0 to the *menu*, the menu key performs Main-Menu.

If you set 1 to the *menu*, the menu key returns the key code.

unused

This is not used.

Return Values

The function will return the following values. The following definitions are declared in `keybios.h`.

KEYREP_NOEVENT	Because there are no characters in the key buffer, this function returned immediately.
KEYREP_KEYEVENT	Key code will be set.
KEYREP_TIMEREVENT	This function returned because <i>time</i> seconds passed.