

Forum:[Hack Forums](#)

Thread: [C# Keypress and keysend](#)

Rinqt - April 30, 2017, 11:19 am

Hello, pretty new to c# so i wan wondering if i could get some help
basically what i would like to do is check for a key press lets say for example "i"
if "i" is pressed i want to then simulate a keypress(keysend) of another key for example "c".

Desired output would be
if i is pressed
simulate c is pressed aswell

Anyone got any idea's?

Zilog80 - April 30, 2017, 12:47 pm

No idea what are you trying to do, but this should work:

PHP Code

```
<?php
private void Form1_KeyPress(object sender, KeyPressEventArgs e)
{
    if (e.KeyCode == Keys.I)
    {
        //do something, for instance SendKeys.Send("C")
    }
}
```

Owl - April 30, 2017, 1:13 pm

I would map them to a dictionary<keys, char/string> instead of a huge if statement.

Finn. - April 30, 2017, 2:46 pm

Check keys in or outside the program?

Rinqt - April 30, 2017, 9:45 pm

(Apr 30, 2017 02:46 PM)Finn. Wrote: [\[CITE\]](#) Check keys in or outside the program?
a blanket check, pretty much not application specific.

(Apr 30, 2017 12:47 PM)Zilog80 Wrote: [\[CITE\]](#) No idea what are you trying to do, but this should work:

PHP Code

```
<?php
private void Form1_KeyPress(object sender, KeyPressEventArgs e)
{
    if (e.KeyCode == Keys.I)
    {
        //do something, for instance SendKeys.Send("C")
    }
}
```

}

thanks for the help, however i think i am going to use the `keybd_event` from `user32.dll`

mfqn - May 1, 2017, 1:45 am

try this ?

<https://hackforums.net/showthread.php?tid=5579335&pid=54386164#pid54386164>