

Forum:[Hack Forums](#)

Thread: [MouseListener for all actions?](#)

Loses - September 8, 2017, 3:12 pm

Basically I want to make a quick program personally that uses hotkeys, so if I click mouse_3 I want it to type something specific. I don't want it to be bounded to any particular JFrame I want it to work if I was making a post like on here.

Any direction would be appreciated, from what I know about mouselisteners is that they're usually binded to a JFrame of some sorts.

clrlslwi - September 8, 2017, 5:56 pm

I don't think keyboard hooks are natively supported in the JVM.

https://en.wikipedia.org/wiki/Java_Native_Interface
[https://msdn.microsoft.com/en-us/library/windows/desktop/ms644990\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ms644990(v=vs.85).aspx)

Code WH_KEYBOARD_LL

nOrr - September 9, 2017, 4:21 am

Use a different language. Autolt comes to mind

matt - September 9, 2017, 5:30 pm

(Sep 9, 2017 04:21 AM)nOrr Wrote: [\[CITE\]](#) Use a different language. Autolt comes to mind This.

Or if you're keen on using Java, another alternative is using JNI/JNA and learn to write some C code :P

Dezzz - September 9, 2017, 6:49 pm

If you want to hook all input events without doing some sort of overlay or having the events register thru your program you're gonna need to use JNA

<https://github.com/java-native-access/jna>

You're much better off doing it in another language tho
It's just gonna be a bitch to work with native stuff in java like that

nOrr - September 10, 2017, 4:44 am

(Sep 9, 2017 05:30 PM)Midnight Blue™ Wrote: [\[CITE\]](#) This.

Or if you're keen on using Java, another alternative is using JNI/JNA and learn to write some C code :P

Why on earth would you want to even touch Java if you need C? >_>