

Shortcuts

De Wiki

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It exists two kind of methods, corresponding to different needs :

- [setShortcut\(\)](#), useful to replace a mouse click
- [setAccelerator\(\)](#), used to directly go to a functionnality

Let us explain it with the following example where we will have a File Menu with sub items to Load or Save a file.

Using [setShortcut\(\)](#) will allow to replace the mouse clicks as is:

- **ALT+F** to access to the File Menu
- **ALT+L** to access to the Load item
- **ALT+S** to access to the Save item

So, to load a file, you will have to type **ALT+F** then **ALT+L** (as you would have been to click two times using the mouse).

Using [setAccelerator\(\)](#) will allow to access directly to a functionnality (it is actually a shortcut):

- **CTRL+L** to access directly to the Load item
- **CTRL+S** to access directly to the Save item

Here is how to proceed ...

```
// FileMenu initialization
fileMenu = new GMenu("File");
fileMenu.getJMenu().setMnemonic(KeyEvent.VK_F); // ALT+F to access to this
menu

// Moad Item initialization
itemLoad = new GMenuItem("Load ...");
// ALT+L to access to it when File menu is active
itemLoad.setShortcut(KeyEvent.VK_L);
// CTRL+L to access directly to it
itemLoad.setAccelerator(KeyEvent.VK_L, ActionEvent.CTRL_MASK);
fileMenu.add(itemLoad);

itemSave = new GMenuItem("Save ...");
// ALT+S to access to it when File menu is active
itemSave.setShortCut(KeyEvent.VK_S);
// CTRL+S to access directly to it
itemSave.setAccelerator(KeyEvent.VK_S, ActionEvent.CTRL_MASK);
fileMenu.add(itemSave);
```



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<input type="text"/>	<input type="button" value="Rechercher"/>	<input type="button" value="Lire"/>
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