■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
0	7	2
1	7	3
2	6	3
3	5	3
4	7	4
5	6	4
6	5	4
7	7	5
8	6	5
9	5	5
.	6	2
EXP	5	2
(−)	4	2
+	4	3
−	3	3

×	4	4
÷	3	4
EXE	3	2
DEL	4	5
AC/ON	1	1
$a\frac{b}{c}$	7	6
F↔D	6	6
(	5	6
)	4	6
,	3	6
→	2	6
X,θ,T	7	7
log	6	7
ln	5	7
sin	4	7
cos	3	7

tan	2	7
x^2	6	8
^	5	8
EXIT	4	8
SHIFT	7	9
ALPHA	7	8
OPTN	6	9
VARS	5	9
MENU	4	9
▲	2	9
▼	3	8
◀	3	9
▶	2	8
F1	7	10
F2	6	10
F3	5	10

F4	4	10
F5	3	10
F6	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 *time* 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 *time* seconds passed.