

For this example, we will assume there is a button on a device that has a “Call” button. After running getConfig.exe to generate an ini, no “Call” button shows up in the ini file.

An example of a CALL key is just like the examples of the other hardware keys. For example, when I run GetConfig on a Droid2, I see the following lines:

```
'----Start Hardware Keys----  
Key141=BACK,158,CODE  
Key142=ENDCALL,62,CODE  
Key143=SEARCH,217,CODE  
Key144=HOME,231,CODE  
'----End Hardware Keys----
```

The number of devices that show up in the “Hardware Keys” section depends on the device. GetConfig tries to find all of the available Hardware keys. If this is a device that has true hardware keys (not using LCD buttons), then the CALL key should have shown up in the “Hardware Keys” section.

If the CALL key doesn’t show up there, then follow these instructions to add it.

Use DumpTools

- Use DumpTools to generate the 3 batch files”
- http://testquest.custhelp.com/app/answers/detail/a_id/987

4 txt files will be created

- allKeylayouts.txt
- DEVICENAME_Events.txt
- DEVICENAME_props.txt
- DEVICENAME_sholes-keypad.txt

Look in the allKeylayouts.txt file

- For this example, we’ll use a Droid2 and look for the “CALL” button
- look for an instance of the “CALL” in the allKeylayouts.txt file
- If there are multiple “CALL” entries listed, you will need to do this procedure for each listing

Example of HOME in
allkeylayouts file

- /system/usr/keylayout/cdma_droid2-keypad.kl
key 108 DPAD_DOWN WAKE_DROPPED
key 103 DPAD_UP WAKE_DROPPED
key 102 CALL WAKE

Convert 102 to
Hexadecimal.

- Convert 102 from Decimal to Hexadecimal. (Decimal 102 converts to 66 in Hexadecimal)

Lookup 66 in
Events.txt

- This looks like the section you might find 66. The part we're looking for is in Red. This is the driver where the button is located.
- add device 5: **/dev/input/event3**
name: "qtouch-touchscreen"
events:
SYN (0000): 0000 0001 0003
KEY (0001): 0066* 008b* 009e* 00d9 0102* 014a*

Add entry into ini file

- Key[fill in available number here]=HARDWARE_CALL,102,CODE,/dev/input/event3

Explanation of the entry into the ini file

Key[fill in available number here]=HARDWARE_CALL,102,CODE,/dev/input/event3

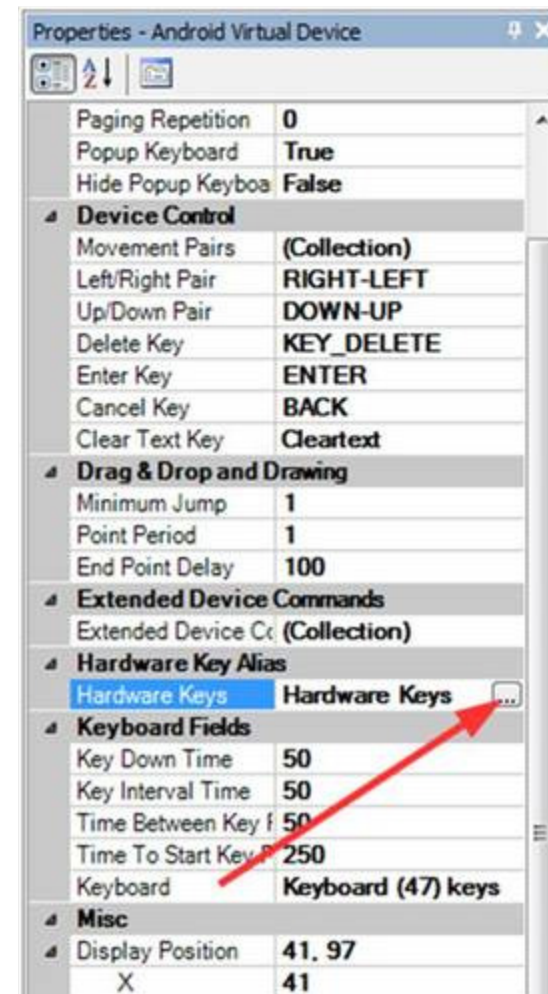
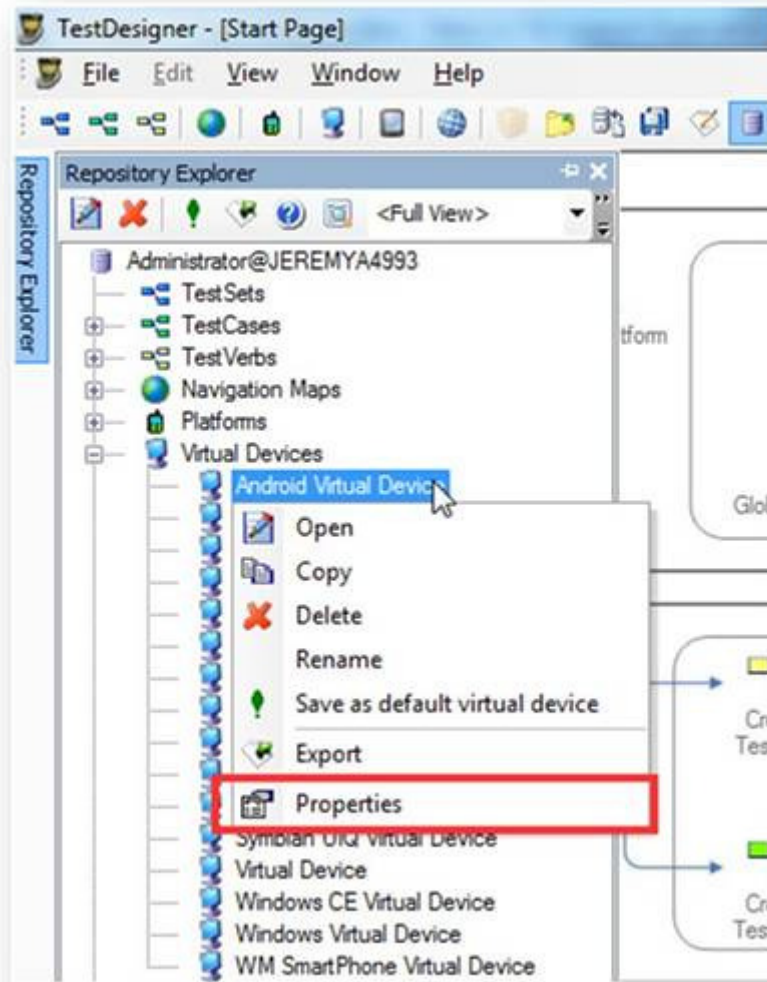
```
'----Start Hardware Keys----  
Key141=BACK,158,CODE  
Key142=ENDCALL,62,CODE  
Key143=SEARCH,217,CODE  
Key144=CALL,102,CODE,/dev/input/event3  
'----End Hardware Keys---
```

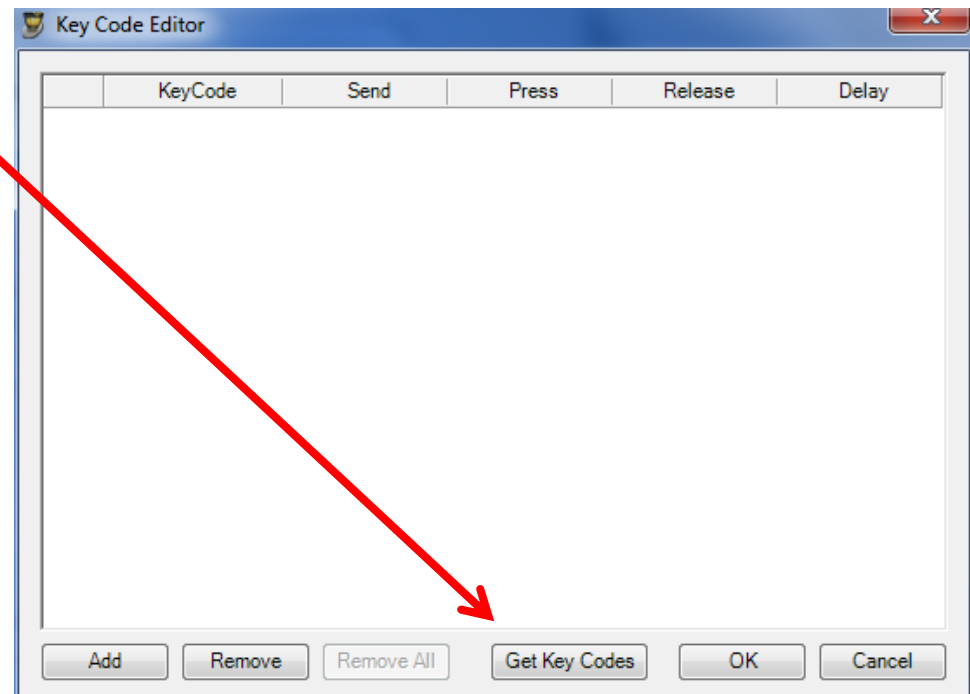
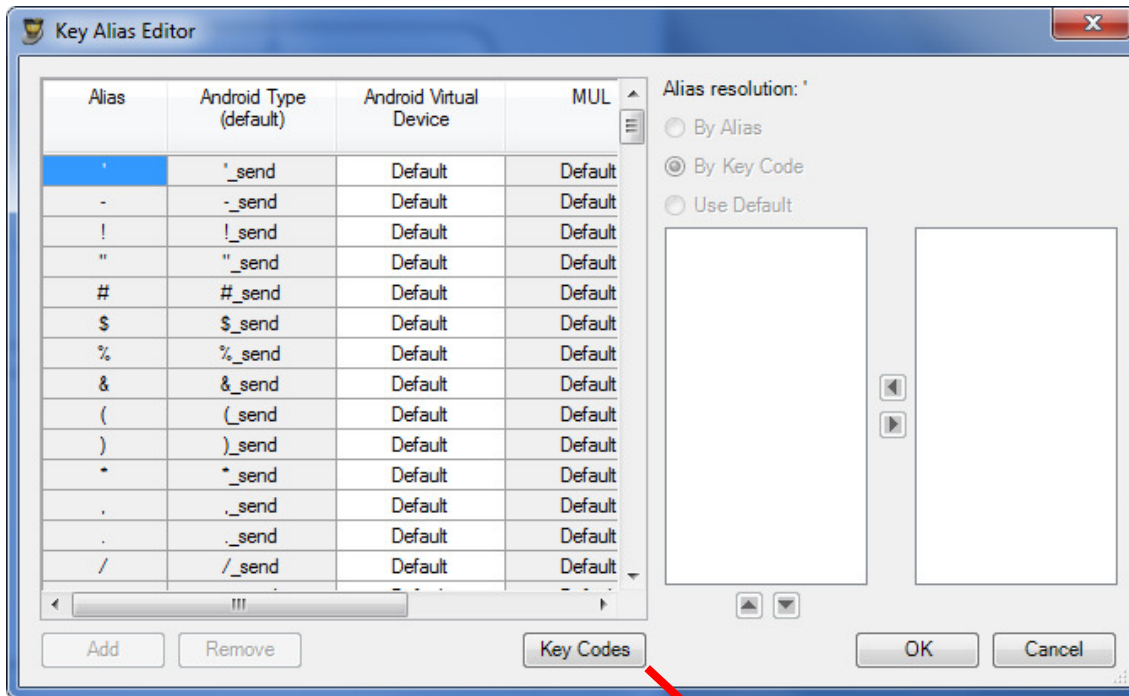
This needs to be the code (Decimal) you found allKeylayouts.txt file.
Next should be CODE.

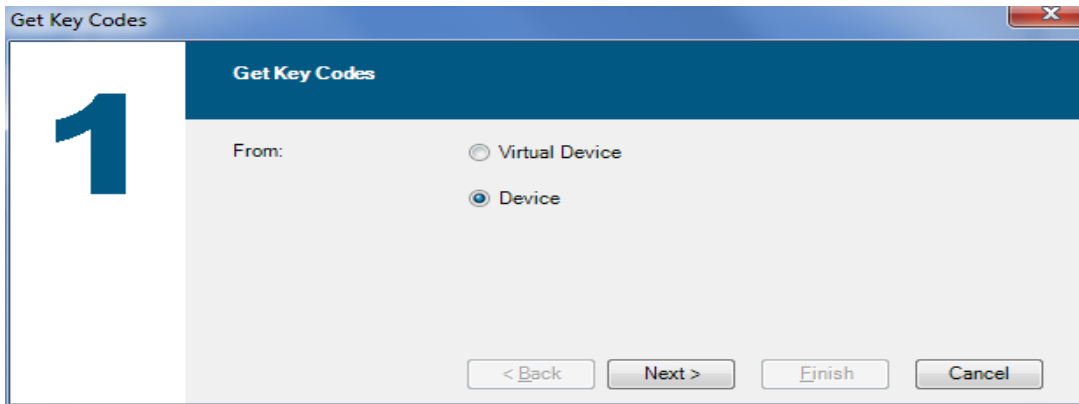
For this example I've used "HARDWARE_CALL", you can name this what ever you want such as "HARDWARE_CALL"

This is the section in Red from the Events.txt in the previous steps.

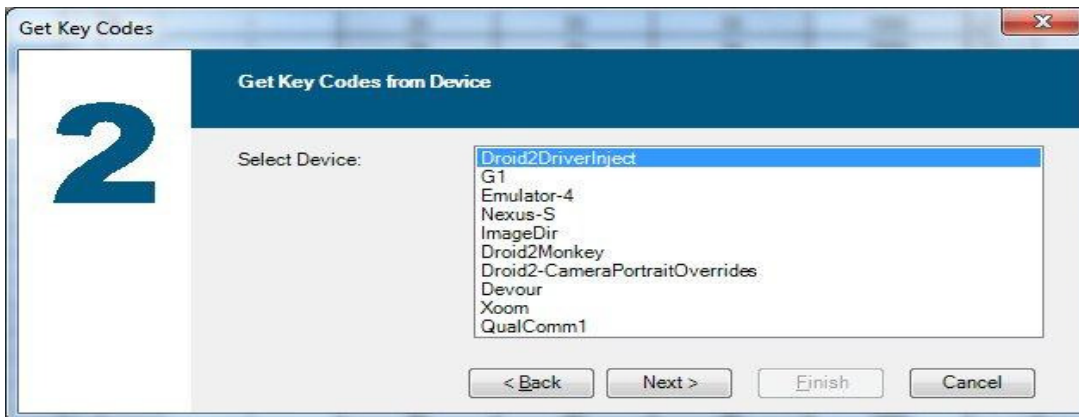
Now we'll need to map that key to the Virtual device associated with this device.



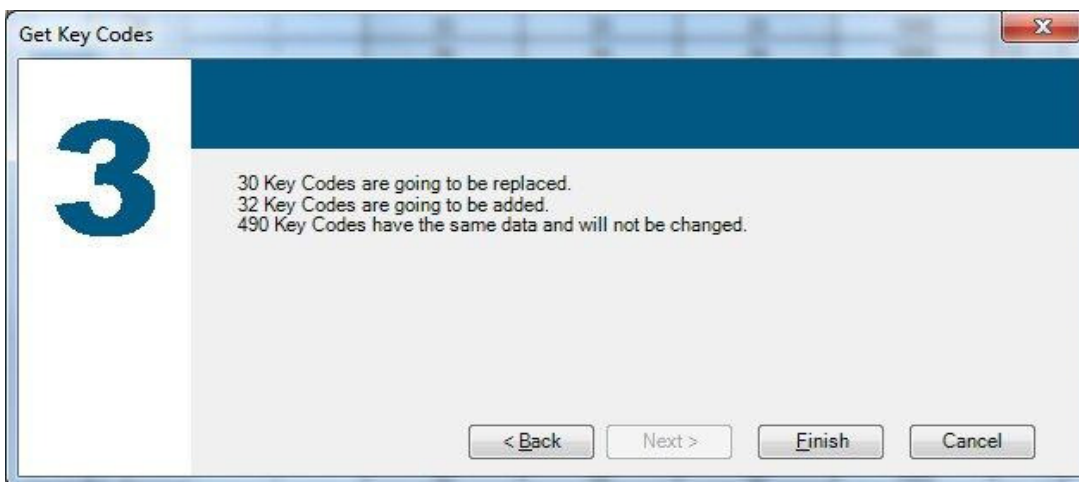




Choose device > Next

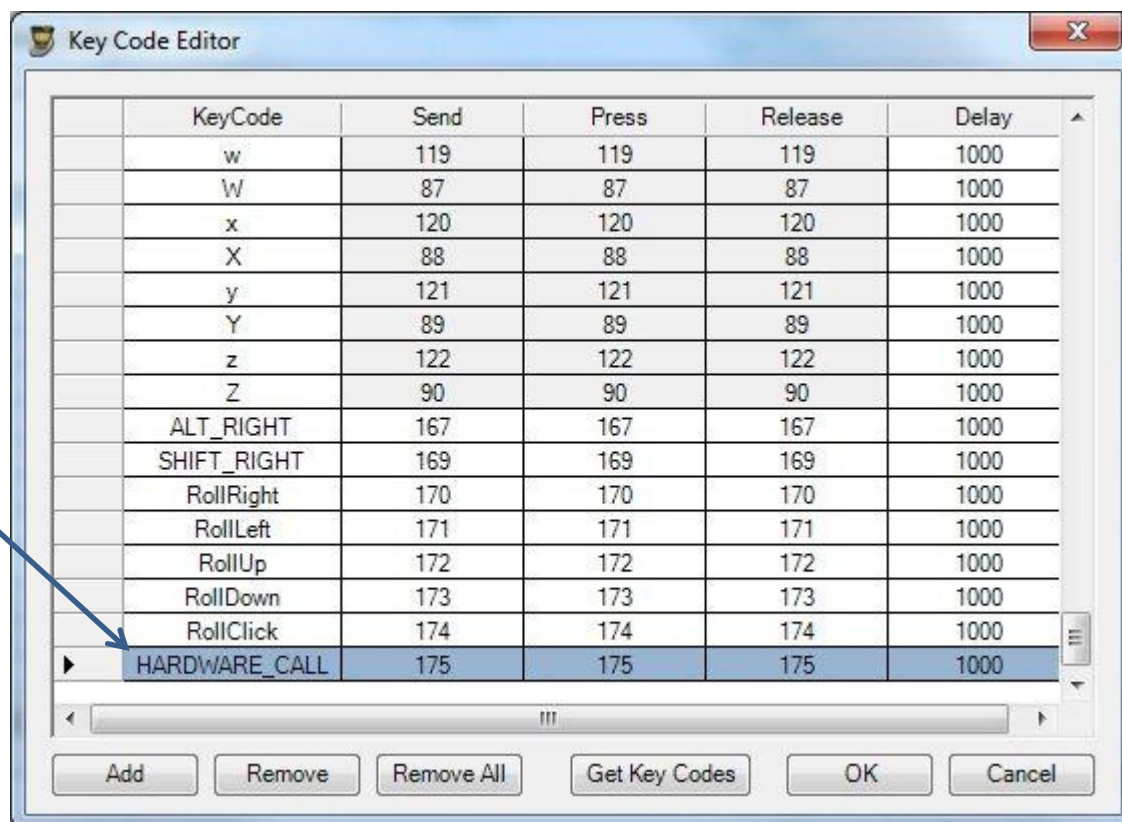


Choose your device > Next



Finish

Now you should see the
“Hardware_Call” you
added to your ini file.



KeyCode	Send	Press	Release	Delay
w	119	119	119	1000
W	87	87	87	1000
x	120	120	120	1000
X	88	88	88	1000
y	121	121	121	1000
Y	89	89	89	1000
z	122	122	122	1000
Z	90	90	90	1000
ALT_RIGHT	167	167	167	1000
SHIFT_RIGHT	169	169	169	1000
RollRight	170	170	170	1000
RollLeft	171	171	171	1000
RollUp	172	172	172	1000
RollDown	173	173	173	1000
RollClick	174	174	174	1000
HARDWARE_CALL	175	175	175	1000

Buttons: Add, Remove, Remove All, Get Key Codes, OK, Cancel

Key Code Editor

KeyCode	Send	Press	Release	Delay
w	119	119	119	1000
W	87	87	87	1000
x	120	120	120	1000
X	88	88	88	1000
y	121	121	121	1000
Y	89	89	89	1000
z	122	122	122	1000
Z	90	90	90	1000
ALT_RIGHT	167	167	167	1000
SHIFT_RIGHT	169	169	169	1000
RollRight	170	170	170	1000
RollLeft	171	171	171	1000
RollUp	172	172	172	1000
RollDown	173	173	173	1000
RollClick	174	174	174	1000
HARDWARE_CALL	175	175	175	1000

Add Remove Remove All Get Key Codes OK Cancel

Key Alias Editor

Alias	Android Type (default)	Android Virtual Device	MUL
'	'_send	Default	Default
-	-_send	Default	Default
!	!_send	Default	Default
"	"_send	Default	Default
#	#_send	Default	Default
\$	\$_send	Default	Default
%	%_send	Default	Default
&	&_send	Default	Default
((_send	Default	Default
))_send	Default	Default
*	*_send	Default	Default
.	._send	Default	Default
.	._send	Default	Default
/	/_send	Default	Default

Alias resolution: By Alias By Key Code Use Default

Key Codes

OK Cancel

