

# SFlashCharEvent

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Char event sent to flash. [More...](#)

```
#include <IFlashPlayer.h>
```

## Public Member Functions

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**SFlashCharEvent** (uint32 wCharCode, uint8 keyboardIndex=0)

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## Public Attributes

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uint32 **m\_wCharCode**

uint8 **m\_keyboardIndex**

The index of the physical keyboard controller.

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## Detailed Description

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Char event sent to flash.