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Subject: Mouse and keyboard events in a draw widget  
Posted by [James Albert](#) on Wed, 17 Dec 1997 08:00:00 GMT  
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Hi

I'm new here, and fairly new to IDL programming. I have a problem, which probably has an easy solution, but I can't find any references to the problem area in the manuals. If anyone here can help me, I would be most appreciative

Here's the bzz:

I have a draw widget that I do a bunch of image/coastline plotting in. I am currently currently working on a tool that will let the user measure a target in the image, in pixels. The tool has a vernier which should open and close (imagine a C-clamp) and the tool should rotate. I have all the code in place with one exception; no user interface to the actions. I think I have two choices;

1) an additional base with four buttons on it: open, close, rotate clockwise, rotate counter clockwise.

This should be relatively easy to implement, but it's not my first choice

2) using the cursor keys to hook the actions. Unfortunately, I can't find any information on getting keyboard events in DrawWidgets - `get_kbrd()` just doesn't work until the widget is destroyed

Any ideas?

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