
Subject: keybaord input

Posted by [Rob MacLeod](#) on Thu, 24 Sep 1998 07:00:00 GMT

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Folks,

Simple, beginners questions, but I want to have some very basic control over a program via the keyboard. For example, viewing a set of images and use "n" for next image "p" for previous, etc. Widgets are overkill and more time than I am willing to commit. But instead a command that waits for keyboard input, returns the value entered, which I then process inside the program. Braindead stuff in any other language I have used but I cannot seem to find it in IDL (maybe it's me who is braindead on this one (-:).

If this matters, I need this for the Mac implementation of IDL 5

Thanks,

Rob

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