
Subject: Re: Keyboard input from widgets
Posted by [Rick Towler](#) on Wed, 13 Feb 2002 18:17:35 GMT
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David's link is a great place to start and probably is the best general solution for grabbing keyboard input in widgets.

The `get_kbrd()` function will probably not work. The problem with it is that it requires the IDL command prompt to have focus and your application and IDLDE can't share the focus which leads to a very awkward interface.

I tried writing some functions in C to read the keyboard but ran into the focus problem again. (I think that RSI was using the same windows functions to read keyboard input in their `get_kbrd()` function as I was in mine.) I'm sure there is a way to trap keystrokes before they get to the OS but the only method I know of to do this went out with Borland Turbo C 2.0 and DOS.

What I ended up with is a windows .dlm to read the accelerator keys (shift, alt, ctrl, etc.) and to get input from the gameport. It is a start. I hope to add extended mouse support soon. But as fun and exciting as this .dlm is, it isn't portable.

David also mentioned that from within IDL there isn't a way to manipulate anything more than the cursor icon. I'm sure some functions to manipulate mouse parameters (acceleration, speed) would be fairly easy in C but I think that would depend on your OS too.

-Rick

"Oleg Kornilov" <to_oleg@mail.ru> wrote in message
news:820c611d.0202130822.7806e3dc@posting.google.com...

> Hi,
> I have draw widget and I use mouse events in it (cursor moving and
> buttons). I need to know also what key on keyboard was pressed (for
> example, for precision moving of mouse cursor). Problem that
> base_widget doesn't generate events for keyboard and draw_widget
> switches into stdin (IDL command line). Probably I can use timer
> events and `get_kbrd()` to check keyboard buffer.
> Is there another way ?
> Thank you.
