
Subject: Re: Keyboard input from widgets
Posted by [David Fanning](#) on Wed, 13 Feb 2002 16:37:22 GMT
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Oleg Kornilov (to_oleg@mail.ru) writes:

> 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 ?

There are two problems with this design that come immediately to mind. One, there is no way to get keyboard input into a widget program without performing a severe hack. See, for example:

http://www.dfanning.com/widget_tips/keyboard_events.html

The other is that there is no way AFAIK to programmatically place the cursor at a particular location in a draw widget.

Other than that, this ought to be a piece of cake. :-)

Cheers,

David

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