Subject: Re: Keyboard input from widgets
Posted by alt on Fri, 15 Feb 2002 09:43:11 GMT
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I use for this purpose widget_text trick
(it's visible because there are situations when focus nevertheless
become lost) and TVCRS to position cursor on widget_draw. The only
inconvenience is widget_text does not catch arrow keys and one should
use some text keys.
I would recommend "ASDW" keys - standard direction keys in games
(a pair hours of Quake and you'll forget about arrows :-))

Probably it can be overcome if use widget_table instead of
widget_text. Table cell selection events catch arrow keys and edit
cell mode catch text keys. But I didn't check it.

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to_oleg@mail.ru (Oleg Kornilov) 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 does'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.