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Subject: Re: draw widget + keyboard events

Posted by [Rick Towler](#) on Mon, 17 Jun 2002 18:37:25 GMT

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"Ken Mankoff" <mankoff@I.HATE.SPAM.cs.colorado.edu> wrote in message  
news:Pine.LNX.4.44.0206070852280.17631-100000@snoe.colorado.edu...

>

> On Fri, 7 Jun 2002, Ken Mankoff wrote:

>> I have a draw widget, and I want to be able to respond to keyboard

>> events in the widget. Is this possible? I see a /MOTION\_EVENT and

>> /BUTTON\_EVENT flag for the draw widget, but no /KEY\_EVENT

>

> OK, nevermind... sorry for not checking google first.

> The answer is "no", but you can hack it by hiding a text widget behind

> the draw widget. How to get the location of the mouse at the time of

> the keypress is another issue...

What platform?

If it is windows I have a .dlm that can poll keyboard, mouse and joystick  
states. You generally would run it inside of a timer event and it provides  
far better response than the text widget trick. Downside is that like the  
text widget hack you can only read a single keypress at a time (although you  
can simultaneously get keyboard, mouse and joystick states) and it is  
windows only.

-Rick

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