Subject: Re: draw widget + keyboard events
Posted by JD Smith on Wed, 12 Jun 2002 23:56:10 GMT

On Fri, 07 Jun 2002 07:53:56 -0700, Ken Mankoff wrote:

> 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...
>
>
Well, I always set the input focus in the event callback by doing
something like:

    widget_control, self.wHid,/INPUT_FOCUS,set_value=['..','..','..'], $
            SET_TEXT_SELECT=self.base_pos

where self.wHid is the hidden text widget. This is done preferrably on
every button click of the draw window (motion events don't change input
focus), incoming WIDGET_TRACKING and all hidden key events. You might
just set_value to '', but I've since developed a refinement to the hack
which allows you to detect arrow keypresses too (although not quite as
reliably as for normal keys), which requires more than one line of text.
I've also had success with certain control key combinations. I think
you'll find all this and more in posts of mine on the topic spread over
the last couple of years.

It's ugly, but it works. I've heard whisperings on the grapevine that a
real cross-platform key event mechanism might make it into some future
version of IDL. I would have voted for that over context menus any day
;).

Good luck,

JD