Subject: Re: keayboard events in draw widgets
Posted by Rick Towler on Mon, 19 Aug 2002 15:45:58 GMT
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> "David Fanning" <david@dfanning.com> wrote:

>> lyubo (lzagorch@cs.wright.edu) writes:
>> Besides using a hidden text widget is there any other way of catching
>> keyboard events in draw widgets?

> No.

Always the pessimist....

I am working on finishing up a win32 only dlm that provides access to
keyboard, mouse and gameport devices using direct input. The only drawback
is that you poll the devices. I run most all of my GUI apps with a timer so
this is exactly what I want but it probably isn't the way most people
structure their apps. I should be finished with it by the end of the week.

This does bring us to a question I was mulling. If I wanted to enable
device input to trigger events in IDL, how does a dlm callback into IDL?

-Rick