
Subject: Re: Two questions

Posted by [Rick Towler](#) on Mon, 16 Dec 2002 22:24:04 GMT

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"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote

> Evgeny Turchin wrote:

>>

>> Question #2.

>> What IDL functions and procedures does one need to write a keyboard handler

>> which could handle events from

>> function keys and key combinations ? The keyboard handler is supposed to be

>> used in program with widget interface under

>> MS Windows ?

>

> Take a look here:

>

<http://groups.google.com/groups?hl=en&lr=&ie=ISO-8859-1&q=text+widget+trick&btnG=Google+Search&meta=group%3Dcomp.lang.idl-pvwave>

> HTH,

> Pavel

Better yet, take a look here:

<http://www.acoustics.washington.edu/~towler/>

(the trailing slash is *required*)

download the directInput.dlm package which is the successor to winInput.dlm referenced above by Pavel. This dlm is based on directX, is windows only, and provides an interface to poll keyboard, joystick and mouse states. I say poll, you still need to run this in a timer loop. It doesn't buffer input either so the event loop needs to be relatively quick. Usually this isn't a problem. I provide a simple example.

Also, 5.6 has some new keyboard events for draw widgets which may or may not work for you.

-Rick
