
Subject: Re: Ctrl-C keyboard event missing
Posted by [JD Smith](#) on Tue, 18 Mar 2003 17:14:18 GMT
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On Tue, 18 Mar 2003 07:23:12 -0700, Mark Servetus wrote:

- > I'm using IDL 5.6 and have used `KEYBOARD_EVENTS` at both 1 and 2 on my
- > `WIDGET_DRAW`. I can catch all control key combinations except for Ctrl-c.
- > That appears to not even create an event.
- >
- > Anyone know why this is or how I may be able to capture the Ctrl-c?
- >
- > Any opinions on 5.6 keyboard handling compared to the various clever
- > workarounds?

You can get C-c with the "clever workaround" you mention (the ugly `WIDGET_TEXT` hack I can't believe still exists), but probably not in a platform independent way. Here's what I've used before with my hack to trap control key combos directly:

```
if ev.ch ge 1b AND ev.ch le 26b then str='C-'+string(ev.ch+96b) else $
    str=string(ev.ch)
```

E.g., you'd have "C-c" for Control-C.

Had `KEYBOARD_EVENTS` been written as a `WIDGET_BASE` functionality, such that you could catch events no matter where in the application they occur (except in input forms), it would have made a big difference. As it exists on `WIDGET_DRAW`, you still need to set focus explicitly to the draw widget, if you hope to catch key events while "outside" your draw widget. Key statement from the manual: "The method by which a widget receives the keyboard focus is dependent on the window manager in use."

The nice thing about the `WIDGET_DRAW` key-event support is it's presumably platform independent, and it can dish out keyboard events at a much higher rate (e.g. for holding down the arrow key). Also, in principle, you could hide a very small `WIDGET_DRAW` behind other elements of a drawless widget-app, in the same way you hide a `widget_text` with the original hack.

JD
