
Subject: Re: Ctrl-C keyboard event missing
Posted by [markservetus](#) on Thu, 20 Mar 2003 12:47:05 GMT
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It looks like I'll stick with the WIDGET_DRAW keyboard events, since I would like the speed and platform independence. I'm using object graphics with just one draw widget. The niceness of a Ctrl-c to which I respond by placing the scene into the clipboard is hard to give up.

> Key statement from the manual: "The method by which a
> widget receives the keyboard focus is dependent on the window manager
> in use."

I do find it hard to believe that of all the keyboard combinations, the window manager is withholding the Ctrl-c (if it is the window manager and not some other IDL glitch that is blocking it).

Of course, it could be a bug on my platform, Win XP. Hmm... And maybe it's just when running from IDLDE. Any more information out there?

Mark

JD Smith <jdsmith@as.arizona.edu> wrote in message
news:<pan.2003.03.18.17.14.18.437273.31090@as.arizona.edu>...

> 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
