Subject: Re: Ctrl-C keyboard event missing Posted by markservetus on Thu, 20 Mar 2003 12:47:05 GMT View Forum Message <> Reply to Message

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