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Subject: Re: Can't set input focus to draw widget  
Posted by [David Fanning](#) on Thu, 15 May 2003 17:47:11 GMT  
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James Rioux (jamesriouxctm@hotmail.com) writes:

> I'm trying to use a draw widget to capture keyboard events in IDL 5.6  
> for Macintosh OS X. The code I have written works fine on a PC but  
> when I move it over to the Macintosh I can't get the draw widget to  
> receive input focus programmatically, even though a text widget on the  
> same base can get focus.  
>  
> Specifically, the follow piece of code works properly:  
> WIDGET\_CONTROL, theTextWidget, /INPUT\_FOCUS  
> but this piece of code does nothing at all:  
> WIDGET\_CONTROL, theDrawWidget, /INPUT\_FOCUS  
>  
> The draw widget itself is defined as follows:  
> WIDGET\_DRAW(base, XSIZE=512, YSIZE=512, BUTTON\_EVENTS=1,  
> KEYBOARD\_EVENTS=1, RETAIN=2)  
> so it should be receiving input focus, and indeed, it is on a PC.  
>  
> I can give the draw widget focus by hitting Tab repeatedly, of course,  
> but I'd rather not make the user Tab through all of the controls on  
> the screen every time they want to use the keyboard for something.  
>  
> I am aware of JD's hidden text widget hack, but since I'd like to  
> catch arrow and control keys, I don't believe that will work the way I  
> want it to.  
>  
> Any suggestions or comments? Does Mac OS X not support keyboard input  
> focus for draw widgets?

Wasn't this reported as a bug just a couple of weeks ago!?  
A couple of brain cells seem to be firing, but I can't tell  
if I am remembering something or if the anti-inflammatories  
are causing hallucinations again. :-(

Cheers,

David

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