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, the TextWidget, /INPUT\_FOCUS
- > but this piece of code does nothing at all:
- > WIDGET\_CONTROL, the DrawWidget, /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-inflamatories are causing hallucinations again. :-(

Cheers,

## David

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