
Subject: Re: Keyboard Events on Windows

Posted by [David Fanning](#) on Wed, 28 Apr 2004 12:01:30 GMT

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Nuno Oliveira writes:

> You don't have any problems on processing keyboard events? I have an
> application that uses keyboard and I think that my application processes two
> events instead of one? Have this happened to you?

Oh, my goodness, yes. I am *inundated* with events!!
With draw widgets capturing keyboard events you get
one event on the press and another (nearly identical)
one on the release. They are flying at you! :-)

I'm usually only interested in an keyboard event if
it comes from a press action, not a release action,
so I have to screen the darn things out:

```
; Only keyboard events, please.  
IF event.type LT 5 THEN RETURN
```

```
; Only PRESS events, please.  
IF event.release GT 0 THEN RETURN
```

Now, finally, I have the events I want to deal with. It's
only a question now of screening out the individual key
presses, from the multiple key presses, from the inadvertent
key presses, etc. I'd tell you how to do this, but I've only
been working on this for a week, and ... uh, that's today's
assignment. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
