Subject: Reading keystrokes from graphics window
Posted by Will on Sat, 05 Jun 2004 19:18:31 GMT

I have a PV Wave program which continuously reads the mouse position in the
graphics window, using it like a joystick. It needs to do this without
waiting for a buttonclick, using the CURSOR, cx, cy, 0 command. While this
works perfectly well, it makes the graphics window active (as if I'd clicked
on it), meaning that keystrokes I'd also like to respond to (using
GET_KBRD(0)) don't get read by the Wave text window.

I used to work in VMS, & this wasn't a problem -- DECterm text window would
be active & would respond to keystrokes, while the graphics window was also
visible and responding to mouse positions. Now I'm running under windows
(XP) I can only use the mouse.

Is there any way around this? E.g. another way of detecting keystrokes
other than GET_KBRD, that works when the graphics window is enabled?

Cheers,

Will.