Subject: Re: ^_^Keyboard Events question!
Posted by jschwab@gmail.com on Sun, 08 Jul 2007 03:03:22 GMT

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On Jul 6, 10:37 am, hradilv <hrad...@yahoo.com> wrote:
> On Jul 5, 11:53 pm, airy.ji...@gmail.com wrote:
>
>> Hi,everyone!I'm come back again.
>> Thanks for David and Michel's help.I've solved many problem now.Lately
>> I'll release a demo of our new achieve,it's very interesting.But now I
>> still got a question.
>> The widget_draw object can respose the keyboard events as we know,but
>> I've found it just can catch only one key pressdown at a same time.I
>> pressed two key like "a" and "w" at the same time,which represents the
>> moving to the westnorth (like the first person angle game
>> CounterStrike and Quake3),but the IDL just record the key "a".If I
>> wanna move to the westnorth that using the keyboard in my program,I
>> just can press "a" to the west first,then press "w" to the north.
>> Is there a nice way to solve this problem?Waiting for your
>> participate!!!
>> A strage question again?^_*
>
> Use 'q' ?

No, 'q' is to switch to the previous weapon.

Apologies,
Josiah