Subject: ^_^Keyboard Events question!
Posted by airy.jiang on Fri, 06 Jul 2007 04:53:37 GMT

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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?^_*