Subject: Re: Changing WIDGET_BUTTON behaviour
Posted by Spon on Tue, 09 Sep 2008 15:57:00 GMT

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On Sep 9, 3:16 pm, Thiago Biscaro <tsbisc...@gmail.com> wrote:
> There's 2 ways of pressing a button created by the WIDGET_BUTTON
> method: pressing spacebar, or clicking with any mouse button.
>
> Is there a way to activate the button using the enter (carriage
> return) key? It's really annoying and counterintuitive not have this
> functionality implemented.

Short of building your own 'pseudobuttons' out of draw widgets, I
don't see a simple way of implementing this, as button widgets do not
accept the Keyboard_Events keyword.

After having prodded it myself for a while, I had a trawl through
David's site and it threw up this:
http://www.dfanning.com/widget_tips/keyboard_events.html
which may be more useful.

Regards,
Chris

```
; Here's how I went about it:
PRO PSEUDOBUTTON_PRESS
  PRINT, 'Button has been pressed!'
END

PRO PSEUDOBUTTON_EVENT, Event
  ; Mouse click press
  IF Event.Type EQ 0 $
  ; Keyboard event
  OR (Event.Type EQ 5 $
    ; Enter key
    AND Event.Ch EQ 13 $
    ; Pressed, not released
    AND Event.Press) $
  THEN PSEUDOBUTTON_PRESS
END

PRO PSEUDOBUTTON
  TLB = WIDGET_BASE(COLUMN = 1)
  BTN = WIDGET_DRAW(TLB, /BUTTON_EVENTS, $
    KEYBOARD_EVENTS = 1)
  WIDGET_CONTROL, TLB, /REALIZE
  WIDGET_CONTROL, BTN, GET_VALUE = WIndex
  WSET, WIndex
```

```
XYOUTS, 0.1, 0.1, 'Button'
XMANAGER, 'PSEUDOBUTTON', TLB
END
```