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Subject: idl draw widgets

Posted by [Brian J Soher](#) on Tue, 04 Jun 1996 07:00:00 GMT

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Is there a way to make idl draw widgets generate an event when the mouse is in the draw widget canvas, and a keyboard button is pressed? EG. to make a box be drawn at the mouse location by hitting the 'b' key while the mouse provides the (x,y) location?

Thanks for any comments!

BJs

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