Subject: keyboard mapping in nedit, on a Mac
Posted by Mark Quigley on Wed, 23 Jun 2010 15:22:56 GMT

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This is a bit off topic so I apologize in advance but it might be of interest to other IDL users.

I use nedit as my text editor, mainly for IDL, on a Mac. The keyboard commands for copying, cutting, and pasting in nedit are ctrl-c, ctrl-x, and ctrl-v, which is pretty standard, of course. My problem is that the crtl key on my laptop has gotten really squirrely and these key commands often don't work. Replacing the keyboard unit hasn't helped. The people at the genius bar at the Apple store say it's some strange software problem. Perhaps it is.....

Anyway, I came across what might be a fix for this. Putting the following lines in my .Xdefaults file supposedly maps the cut, copy, and paste functions to the ctrl-x,c,and v keys. I was hoping this would help, but it doesn't....

nedit*editMenu.cut.accelerator:Ctrl<Key>x
nedit*editMenu.cut.acceleratorText:Ctrl+X

nedit*editMenu.copy.accelerator:Ctrl<Key>c
nedit*editMenu.copy.acceleratorText:Ctrl+C

nedit*editMenu.paste.accelerator:Ctrl<Key>v
nedit*editMenu.paste.acceleratorText:Ctrl+V

So then I thought I'd try the same thing with the command key. That would work fine for me, not least of all because I broke my left little finger a long time ago and it doesn't have much range of motion, making the ctrl key a literal pain for me to use (I don't want to permanently map the command key to the ctrl key as can be done by changing the Preferences).

nedit*editMenu.cut.accelerator:Command<Key>x
nedit*editMenu.cut.acceleratorText:Command+X

nedit*editMenu.copy.accelerator:Command<Key>c
nedit*editMenu.copy.acceleratorText:Command+C

nedit*editMenu.paste.accelerator:Command<Key>v
nedit*editMenu.paste.acceleratorText:Command+V

However, when I start x-windows I get the error:

Unknown modifier name: Command

Does a Mac person anywhere have any ideas what the problem is? It seems nedit doesn't recognize that the command key on a mac exists.....

Thanks in advance,

Mark