

---

Subject: processing keyboard events in X  
Posted by [Aviv Gladman](#) on Mon, 11 Aug 1997 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Writing a GUI in IDL 5 (SunOS 5) and would like to be able to process keyboard interrupts from any window (as opposed to from stdin). Such an operation would be trivial in C/C++, but I can't seem to find any way of getting IDL to recognize that a key has been pressed while the mouse focus is on a draw widget, for example. Being unable to create widget hotkeys is, IMO, a ridiculous limitation, so I'm sure there must be a way to do it. Any ideas? Please respond via e-mail, if possible (mail reader is *\*very\** slow).

Thanks,

Aviv S. Gladman, MASc

---