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Subject: Re: processing keyboard events in X  
Posted by [davidf](#) on Mon, 11 Aug 1997 07:00:00 GMT  
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Aviv Gladman writes:

> 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.

One person's "ridiculous limitation" is often another person's  
"next to impossible task". This often asked for, but never seen  
(yet), capability is apparently extremely difficult to make work  
across the multiple platforms RSI supports. RSI tries (rightly,  
I think) not to be too aggressive at introducing features into  
IDL that work on one platform, but not on others.

I hear that this is "on the list" of things that they hope to  
do in the future.

Cheers,

David

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