
Subject: Re: processing keyboard events in X
Posted by [davidf](#) on Wed, 13 Aug 1997 07:00:00 GMT
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J.D. Smith writes:

> As David points out, this functionality is not built in. But if you're
> willing to settle for a hack, I have come up with one. The mouse focus
> and keyboard focus are independent, which you can use to your
> advantage. It's very simple, really. All you need to do is hide a
> widget_text widget with all_events set *underneath* your draw widget,
> and ensure its input focus is set when appropriate in the event
> handler. I have simply set focus every time through, but a better
> technique would do so only when entering the window, or when a button on
> the draw window is clicked (motion events do not remove the input
> focus), etc. I've tested this on Linux IDL v5.0, but no guarantees are
> made for other platforms (it *should* work on any of them though).

I made the mistake of reading J.D.'s code before I ran his example
program and I thought, "Nah, it ain't gonna work!". Shows you what
I know about IDL. :-)

Nice work, J.D.

There are some days when I just *LOVE* IDL. I think this is going
to be one of them. :-)

Cheers,

David

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