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Subject: Re: Widget Button trigger through keypress?

Posted by [John-David T. Smith](#) on Tue, 14 Mar 2000 08:00:00 GMT

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Oliver Smith wrote:

>  
> In order to satisfy users of the previous version of the software I'm  
> developing, I'd like to be able to trigger a widget button by pressing a  
> designated key on the keyboard, whilst retaining the option to press buttons  
> with the mouse.  
>  
> I know the get\_kbrd function can be used to read a character from the  
> keyboard, which could be tested in a case statement and then the appropriate  
> procedure called; but this seems rather long-winded. Is there a simple way  
> to associate a keyboard button with a widget button?  
>

Get\_kbrd only works at the terminal (command input line), not within widgets, so that won't work (unless you tell your user to click back there and enter text, plus have a timer event loop running). What I usually do is have a graphical widget button which changes it's graphic depending on whether it is selected or not, and use a hidden text widget to capture relevant keyboard events, which then sets the graphics as if it had been pushed (I often use B&W bitmaps and XOR them with 255b to invert them -- you could obviously also use color bmp files). David refers you to the page which preserves this hidden text widget hackery for all time.

JD

P.S. has anyone found out how to set color bitmaps into button values without keeping them all in separate files?

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Subject: Re: Widget Button trigger through keypress?

Posted by [davidf](#) on Tue, 14 Mar 2000 08:00:00 GMT

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Oliver Smith ([osmith@dera.gov.uk](mailto:osmith@dera.gov.uk)) writes:

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- > designated key on the keyboard, whilst retaining the option to press buttons
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- > I know the `get_kbrd` function can be used to read a character from the
- > keyboard, which could be tested in a case statement and then the appropriate
- > procedure called; but this seems rather long-winded. Is there a simple way
- > to associate a keyboard button with a widget button?

You could probably figure out a way to incorporate a keyboard event into your widget program with `GET_KBRD`, but that will, I predict, be one sick puppy. I wouldn't be surprised if it had the intuitive usability characteristics of, say, the table widget. :-)

You would be better off spending the time convincing your users of the great NEW features of the program. Or, if you absolutely need the capability, investigating JD's neat hack for incorporating keyboard events into widget programs:

[http://www.dfanning.com/tips/keyboard\\_events.html](http://www.dfanning.com/tips/keyboard_events.html)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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