## Subject: Can I include key press events in my event loop?
Posted by fredrick on Sat, 19 Feb 1994 21:52:24 GMT

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I'm beginning to learn about IDL and it's widgets and have successfully
created a program with an event loop and different types of widgets (starting
with 'xnothing' as a model.

What I'd like to do is include key-press events in the following event
loop.  How can I do it?  For example, I might like to just press the "Q"
key to cause my program to quit.  Here is the event loop I'm working with
which I mostly lifted from xnothing:

```
PRO md_control_event, ev
; ************************************************************ ************
;
; *  Event loop for the 'md_control' program.                    **
; ************************************************************ ************
;
widget_control, ev.id, get_uvalue=value    ; Realize manage & control widgets
if (n_elements(value) eq 0) then value=''
name=strmid(tag_names(ev, /structure_name), 7, 1000)
print,"DEBUG name=",name
case (name) of
"BUTTON": BEGIN
      IF (value eq "DONE") then begin
         WIDGET_CONTROL, /destroy, ev.top
    return
         ENDIF
      ENDCASE
"TEXT":   BEGIN
  widget_control, ev.id, get_value=value, set_value=''
      END
else:
ENDCASE
```

Thanks in advance.

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