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Subject: Keyboard input from widgets

Posted by [to\\_oleg](#) on Wed, 13 Feb 2002 16:22:09 GMT

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Hi,

I have draw widget and I use mouse events in it (cursor moving and buttons). I need to know also what key on keyboard was pressed (for example, for precision moving of mouse cursor). Problem that base\_widget doesn't generate events for keyboard and draw\_widget switches into stdin (IDL command line). Probably I can use timer events and get\_kbrd() to check keyboard buffer.

Is there another way ?

Thank you.

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Subject: Re: Keyboard input from widgets

Posted by [alt](#) on Fri, 15 Feb 2002 09:43:11 GMT

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I use for this purpose widget\_text trick

(it's visible because there are situations when focus nevertheless become lost) and TVCRS to position cursor on widget\_draw. The only inconvenience is widget\_text does not catch arrow keys and one should use some text keys.

I would recommend "ASDW" keys - standard direction keys in games (a pair hours of Quake and you'll forget about arrows :-))

Probably it can be overcome if use widget\_table instead of widget\_text. Table cell selection events catch arrow keys and edit cell mode catch text keys. But I didn't check it.

Altyntsev Dmitriy,  
Remote Sensing Center  
Irkutsk, Russia  
<http://ckm.iszf.irk.ru>

to\_oleg@mail.ru (Oleg Kornilov) wrote in message  
news:<820c611d.0202130822.7806e3dc@posting.google.com>...

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Subject: Re: Keyboard input from widgets  
Posted by [JD Smith](#) on Thu, 21 Feb 2002 03:42:10 GMT  
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Alttyntsev Dmitriy wrote:

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I posted an update to my widget\_text trick a long while back which in fact traps arrow keys too. It is even more of a hack:

```
widget_control, self.wHid,/INPUT_FOCUS,set_value=['..','..','..'], $  
SET_TEXT_SELECT=self.base_pos
```

You can then detect arrow keys using WIDGET\_TEXT\_SEL events, and the TEXT\_OFFSET\_TO\_XY keyword to widget\_info(). Highly hackish, works poorly on some systems, but overall, fun to use.

You can read more about it here:

<http://groups.google.com/groups?selm=392B1991.CB765706%40ast.ro.cornell.edu>

I have a general purpose keyboard processing object which is part of a large framework of image tools I'm hoping to release "real soon now". Watch this space.

JD

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