
Subject: Re: keyboard events in draw widgets

Posted by [David Fanning](#) on Sun, 18 Aug 2002 15:39:33 GMT

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lyubo (lzagorch@cs.wright.edu) writes:

- > Besides using a hidden text widget is there any other way of catching
- > keyboard events in draw widgets?

No.

Cheers,

David

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David W. Fanning, Ph.D.

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

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Subject: Re: keyboard events in draw widgets

Posted by [Rick Towler](#) on Mon, 19 Aug 2002 15:45:58 GMT

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> "David Fanning" <david@dfanning.com> wrote:

>> lyubo (lzagorch@cs.wright.edu) writes:

- >> Besides using a hidden text widget is there any other way of catching
- >> keyboard events in draw widgets?

> No.

Always the pessimist....

I am working on finishing up a win32 only dlm that provides access to keyboard, mouse and gameport devices using direct input. The only drawback is that you poll the devices. I run most all of my GUI apps with a timer so this is exactly what I want but it probably isn't the way most people structure their apps. I should be finished with it by the end of the week.

This does bring us to a question I was mulling. If I wanted to enable device input to trigger events in IDL, how does a dlm callback into IDL?

-Rick

Subject: Re: keybaord events in draw widgets
Posted by [David Fanning](#) on Mon, 19 Aug 2002 16:14:55 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

>>> lyubo (lzagorch@cs.wright.edu) writes:
>>> Besides using a hidden text widget is there any other way of catching
>>> keyboard events in draw widgets?
>
>> No.
>
>
> Always the pessimist....

As it happens, the correct answer is probably, "No, not in any *current* version of IDL." :-)

Cheers,

David

P.S. Let's just say if you absolutely need this capability you may want to be sure your maintenance contract is up to date. :-)

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