
Subject: Re: Keystrokes While IN a Graphics Window?
Posted by [Allan Whiteford](#) on Fri, 10 Nov 2006 11:39:16 GMT
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Tim,

It's more a window manager problem than an IDL issue.

Options you probably want to look for are things relating to whether your focus follows where you point or where you click. This will be within your window manager settings.

I don't use KDE personally (I'm perhaps one of the last remaining users on the planet of fvwm95) but the following page may be helpful:

<http://docs.kde.org/stable/en/kdebase/quickstart/working-with-windows.html>

it suggests you find an option called "Click To Focus" in your KDE control centre.

Of course, this will change your setting for everything, not just IDL.

Thanks,

Allan

Tim wrote:

> Hey there everybody,
>
> Way back in the day my desktop was a Solaris machine. And I vividly
> recall (I even have the programs that prove it) that I used to be able
> to have my cursor in an IDL graphics window and still have keystrokes
> register in the IDL terminal. So I could have my cursor sitting on a
> plot while typing "cursor, x, y, /nowait" and these characters would be
> printed out in the IDL terminal. This was neat because I could do
> things like check to see if a specific key was pressed using get_kbrd()
> OR a cursor button was clicked. Then I replaced my ancient Solaris
> box with a Linux box, which improved EVERYTHING about my life except my
> ability to have keystrokes register in the IDL terminal was lost. I've
> gotten by fine for the last few years, but I'm really itching to
> achieve this old behavior on my Linux box for a project I've just
> started. I'm imagining this is some kind of windows manager issue and
> there might be some way to tell KDE to allow me to get the behavior I'm
> seeking. Or there might be some way to tell IDL to behave the way I'd
> like it to. I thought I'd check here to see if anyone had any advice.
> I couldn't find anything obvious in the IDL help.
>
> Best -Tim.

>

Subject: Re: Keystrokes While IN a Graphics Window?

Posted by [Robi](#) on Sun, 12 Nov 2006 04:27:40 GMT

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> Options you probably want to look for are things relating to whether
> your focus follows where you point or where you click. This will be
> within your window manager settings.

Thank you kindly, Alan. That did indeed do the trick... I had the WM
set to Focus "Strictly" Follows Mouse and that caused the IDL graphics
window to become completely independent from the IDL text window.
