
Subject: Re: ^_^Keyboard Events question!
Posted by [Vince Hradil](#) on Fri, 06 Jul 2007 14:37:54 GMT
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On Jul 5, 11:53 pm, airy.ji...@gmail.com wrote:

- > Hi,everyone!!'m come back again.
- > Thanks for David and Michel's help.I've solved many problem now.Lately
- > I'll release a demo of our new achieve,it's very interesting.But now I
- > still got a question.
- > The widget_draw object can respose the keyboard events as we know,but
- > I've found it just can catch only one key pressdown at a same time.I
- > pressed two key like "a" and "w" at the same time,which represents the
- > moving to the westnorth (like the first person angle game
- > CounterStrike and Quake3),but the IDL just record the key "a".If I
- > wanna move to the westnorth that using the keyboard in my program,I
- > just can press "a" to the west first,then press "w" to the north.
- > Is there a nice way to solve this problem?Waiting for your
- > participate!!!
- > A strage question again?^_*

Use 'q' ?

Subject: Re: ^_^Keyboard Events question!
Posted by [Rick Towler](#) on Fri, 06 Jul 2007 17:01:01 GMT
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<sigh>

My directInput dlm accepts multiple key presses and you can poll it faster than IDL receives input events so you get smoother input response. I wrote it for this very exact interface spec. Keyboard and mouse fly thru navigation.

You're posting from a windows machine. Is your development target windows only?

-Rick

airy.jiang@gmail.com wrote:

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>

Subject: Re: ^_^Keyboard Events question!
Posted by jschwab@gmail.com on Sun, 08 Jul 2007 03:03:22 GMT
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On Jul 6, 10:37 am, hradilv <hrad...@yahoo.com> wrote:

> On Jul 5, 11:53 pm, airy.ji...@gmail.com wrote:
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>
> Use 'q' ?

No, 'q' is to switch to the previous weapon.

Apologies,
Josiah
