
Subject: Re: Rick Towler please come in again! I can't send a email to you?!
Posted by [Rick Towler](#) on Wed, 05 Sep 2007 16:44:46 GMT
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airy.jiang wrote:

- > First, normally, I can use the `directInput.dlm` access the keyboard and
- > mouse, but sometimes, when I set timer of the `Widget_Base` (maybe the top
- > base), it doesn't work. I don't know why. I've read the doc, and tried
- > the way that set the keyword "Exclusive" equal 1 of the function
- > "`DI_AcquiredKeyboard`", but I failed to control the function to get the
- > mouse or keyboard from the right widget. Why?

I'm not sure I fully understand your question. Do you have multiple windows where you are acquiring input? When you say you can't get keyboard input from the right widget, do you ever get it from the right widget? If not, and you do have multiple windows, the issue may be that the `directInput.dlm` isn't getting the correct handle to the "right" widget.

Officially, IDL doesn't give you access to the underlying OS's reference to a window object. `directInput` needs this reference, and at the time the best workaround was to get the active window handle which is why I stress in the docs that you must acquire the devices immediately after you realize your widget hierarchy.

The latest version of `directInput.dlm` (the one you have downloaded) has an undocumented keyword that takes advantage of an undocumented function in IDL. You can get the underlying OS window handle of a widget element thusly:

```
DEVICE, widget_id=tlb, GET_WIDGET_HANDLE=hWin
```

and you can pass that to the `di_acquire*` functions:

```
diID = di_InitInterface()  
diKeyboardID = di_acquireKeyboard(diID, WINHANDLE=hWin)
```

This will ensure that the `di` objects are associated with the windows you want them to be associated with. As always, use at your own risk, the interface may change or ITT may remove the feature.

- > Second, is that necessary to set the timer at the beginning and after
- > the event processing? Why should it refresh every 0.2 second to get
- > the information of the mouse or keyboard? Can't I use the function
- > "`DI_PollMouse`" to get the mouse or keyboard whenever?

At the beginning of what? If you mean setting it at the end of the main function and after the timer event processing then no, it isn't. But

you need to start the timer at some point and that seems as good a point as any.

There are lots of reasons to poll much faster than even 5 Hz. The slower you poll and the slower you re-draw the more "rough" the interface will become. The directInput dlm is not buffering any of the input so "what you poll is what you get" so you may lose keystrokes. I use this structure mainly because I am generating animations and much is going on even if the user isn't interacting with the keyboard and mouse.

Lastly, if you structure your event properly, there is very little overhead in processing the event so there really isn't a penalty.

-Rick
