
Subject: Re: Changing WIDGET_BUTTON behaviour

Posted by [Spon](#) on Tue, 09 Sep 2008 15:57:00 GMT

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On Sep 9, 3:16 pm, Thiago Biscaro <tsbisc...@gmail.com> wrote:

- > There's 2 ways of pressing a button created by the WIDGET_BUTTON
- > method: pressing spacebar, or clicking with any mouse button.
- >
- > Is there a way to activate the button using the enter (carriage
- > return) key? It's really annoying and counterintuitive not have this
- > functionality implemented.

Short of building your own 'pseudobuttons' out of draw widgets, I don't see a simple way of implementing this, as button widgets do not accept the Keyboard_Events keyword.

After having prodded it myself for a while, I had a trawl through David's site and it threw up this:
http://www.dfanning.com/widget_tips/keyboard_events.html
which may be more useful.

Regards,
Chris

```
; Here's how I went about it:
PRO PSEUDOBUTTON_PRESS
  PRINT, 'Button has been pressed!'
END
```

```
PRO PSEUDOBUTTON_EVENT, Event
  ; Mouse click press
  IF Event.Type EQ 0 $
    ; Keyboard event
    OR (Event.Type EQ 5 $
      ; Enter key
      AND Event.Ch EQ 13 $
      ; Pressed, not released
      AND Event.Press) $
    THEN PSEUDOBUTTON_PRESS
  END
```

```
PRO PSEUDOBUTTON
  TLB = WIDGET_BASE(COLUMN = 1)
  BTN = WIDGET_DRAW(TLB, /BUTTON_EVENTS, $
    KEYBOARD_EVENTS = 1)
  WIDGET_CONTROL, TLB, /REALIZE
  WIDGET_CONTROL, BTN, GET_VALUE = WIndex
  WSET, WIndex
```

```
XYOUTS, 0.1, 0.1, 'Button'  
XMANAGER, 'PSEUDOBUTTON', TLB  
END
```
