
Subject: Re: Strange key event handling when too many events accumulate

Posted by [David Fanning](#) on Wed, 28 Oct 2009 17:04:41 GMT

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Oliver writes:

- > I'm observing the following behaviour with key events from
- > widget_draw:
- > E.g. widget_draw sends key events which are processed by a display
- > method which (say for the 'n'-key) displays the next position in an
- > image stack.
- > When I keep the 'n'-key pressed, the key-repetition will send events
- > faster than the display method can handle them (there's some
- > calculation stuff involved).
- > What happens is that when I release the 'n'-key, scrolling stops
- > immediately, but when I press it only once again, the display method
- > gets called another x times from key events that (my interpretation)
- > seem to have lived in some sort of buffer and had not yet been
- > processed.
- > Does anyone know this behaviour and is there some remedy against it?

You could try clearing your queued up events from
your draw widget:

```
Widget_Control, drawID, /Clear_Events
```

Cheers,

David

--

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Strange key event handling when too many events accumulate

Posted by [Oliver](#) on Wed, 28 Oct 2009 17:12:24 GMT

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Yup - that works.

Thanks!

Oliver

(wow, 7 minute response time - this feels almost like calling the

hotline, except that you're never put on hold ;-)

Subject: Re: Strange key event handling when too many events accumulate

Posted by [Oliver](#) on Wed, 28 Oct 2009 17:17:10 GMT

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ups - correction: it works sometimes...

I have to restrict it to key events, or the system will swallow button
release events which can be essential (in a press-potential_motion-
release sequence).

Cheers again

Oliver
