
Subject: Strange key event handling when too many events accumulate

Posted by [Oliver](#) on Wed, 28 Oct 2009 16:57:03 GMT

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Hi all,

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?

Thanks!

Oliver
