
Subject: events from keyboard???

Posted by [meo](#) on Fri, 02 Aug 1996 07:00:00 GMT

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It's Fern. I has been a while.

I'm writing an interface using widgets and widget events.

However, I would like to read event coming from the keyboard also.

GET_KBRD(1) does not work since the main command window must be active in order for it to work. The program also must poll through routines therefore the program must not "freeze" at one function. I once developped a user interface of a simulator using C+ and it had the capability of reading the keyboard buffer. Is there something similar in IDL?

I thank you in advance.

Many Regards, Fern...
