
Subject: Re: keyboard input

Posted by [J.D. Smith](#) on Thu, 24 Sep 1998 07:00:00 GMT

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Rob MacLeod wrote:

>
> Folks,
>
> Simple, beginners questions, but I want to have some very basic control
> over a program via the keyboard. For example, viewing a set of images and
> use "n" for next image "p" for previous, etc. Widgets are overkill and
> more time than I am willing to commit. But instead a command that waits
> for keyboard input, returns the value entered, which I then process inside
> the program. Braindead stuff in any other language I have used but I
> cannot seem to find it in IDL (maybe it's me who is braindead on this one
> (-:).
>
> If this matters, I need this for the Mac implementation of IDL 5
>
> Thanks,
>

How about:

```
repeat begin
    k=get_kbrd(1)
    print,'Got key '+k
endrep until k eq 'q'
```

Replace "Got key" with a case statement, or whatever you'd like to do with the key string in your program. Braindead enough? I think a 2nd grader could read this and understand what it means.

JD
