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Subject: Keyboard-events

Posted by [Markku Lappalainen](#) on Tue, 20 Oct 1998 07:00:00 GMT

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How I can add keyboard-events on my IDL-program?

get\_kbrd()-function can be used but that seems to work only if keyboard-focus is on my IDL-DE. Problem is to receive keyboards button pressing on my widgets.. I have window with some buttons, sliders, droplists etc and I need to control my UI also from keyboard so by pressing e.g. key 'b' would have the same same effect as pressing some button from my UI with mouse.

I have timer-event and I could add get\_kbrd(0) function inside it to check if any buttons has been pressed from keyboard. Now get\_kbrd returns always 0 unless I activate my IDL-DE and press it then. Do I need to 'keyboard-focus' on my widget or what?

Yours, Markku

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Subject: Re: Keyboard-events

Posted by [davidf](#) on Sat, 24 Oct 1998 07:00:00 GMT

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Markku Lappalainen (mtlappa@ee.oulu.fi.no.spam) writes:

> How I can add keyboard-events on my IDL-program?  
>  
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> keyboard-focus is on my IDL-DE. Problem is to receive keyboards button  
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> etc and I need to control my UI also from keyboard so by pressing e.g. key  
> 'b' would have the same same effect as pressing some button from my UI with  
> mouse.

You are trying to mix apples and oranges here. The proper way to get user input into a program with a GUI (i.e., a widget program) is to provide a widget to accept it. In this case you need a text widget to accept user input. The IDLDE is a good example of a proper widget program. It provides a command line to accept user input. Your programs should use this as an example.

If you are running your program ONLY on Windows machines you can add keyboard accelerators to Button widgets by putting the "&" character in front of the letter in the button value you wish to be the accelerator. For example:

```
fileID = Widget_Button(tlb, Value='&File')
```

This will ONLY work on Windows machines.

Cheers,

David

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