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Subject: Re: keyboard events with WIDGET\_DRAW  
Posted by [davidf](#) on Tue, 22 Jun 1999 07:00:00 GMT  
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David Mattes (dmattes@u.washington.edu) writes:

> does anyone know how to capture keyboard events when a draw widget has  
> focus??? i'd like to be able to use keypresses as shortcuts when someone  
> is using the mouse inside the draw widget.

This is not the sort of thing that can usually be done with widgets. However, J.D. Smith came up with a clever hack that works surprisingly well. I wrote an article about it that you can find here:

[http://www.dfanning.com/tips/keyboard\\_events.html](http://www.dfanning.com/tips/keyboard_events.html)

Cheers,

David

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Subject: Re: keyboard events with WIDGET\_DRAW  
Posted by [Liam Gumley](#) on Tue, 22 Jun 1999 07:00:00 GMT  
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"D. Mattes" wrote:

> does anyone know how to capture keyboard events when a draw widget has  
> focus??? i'd like to be able to use keypresses as shortcuts when someone  
> is using the mouse inside the draw widget.

I don't think that you can capture keyboard events while a draw widget has focus. The workaround suggested in this group (I don't recall who it was) is to create a hidden text widget behind the draw widget, and then set the input focus to the text widget whenever you want to capture keyboard events. The following untested code snippet gives an example:

;- Create widgets

```
tlb = widget_base()  
text = widget_text(tlb, scr_xsize=1, scr_ysize=1, /all, uvalue='Hidden')  
draw = widget_draw(tlb, scr_xsize=256, scr_ysize=256, uvalue='Draw')
```

```
widget_control, tlb, /realize
```

;- Set input focus to hidden text widget to capture keyboard events

```
widget_control, text, input_focus=1
```

As long as the text widget has focus, you should capture text events. The event structure item EVENT.CH will contain the ASCII code of the pressed key. Unfortunately IDL doesn't seem to understand the difference between Control-`{key}` and `{key}`.

Cheers,  
Liam.

PS Notice how my example does not use pointers.....

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