
Subject: Re: Strange widget question

Posted by [Martin Schultz](#) on Mon, 21 Dec 1998 08:00:00 GMT

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Dyer Lytle wrote:

> Hi all,
>
> I am trying to use pull-down menus in a way for which they
> were never intended and am failing miserably. I have a draw
> widget containing text areas and I want the user to easily change
> the text in any particular area by clicking on that area and having
> a menu of possible values pop up any one of which could be selected
> by moving the mouse to it and releasing the mouse button.
>
> The way I tried to do this was to use a bulletin-board base with
> pull-down
> menu buttons hiding under the draw widget. Then when the user
> clicks on the draw widget, I catch the event, decide which pull-down
> menu I need and send an event to the appropriate button. I haven't
> been able to activate the menu this way. How do I tell a button to
> push itself? Any one have an alternative way to do this?
>
> I know I can just pop up a new widget with a list and have the user
> click on
> the value but I was hoping to make the user-interface as simple
> as possible.
>
> Thanks,
>
> -Dyer Lytle in Tucson

haven't tried it, but how about a list box instead of a dropdown menu?

Martin

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