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:	D١	/er	Lvt	le	wro	ote:
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> 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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