Subject: Strange widget question
Posted by Dyer Lytle on Fri, 18 Dec 1998 08:00:00 GMT

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