
Subject: Re: Some tricky prblems.....

Posted by [jmkimber](#) on Wed, 20 Jan 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Mon, 18 Jan 1999 22:15:19 -0700, davidf@dfanning.com (David Fanning) wrote:

> Philip Aldis (jmkimber@dera.gov.uk) writes:

>

>> 1. The next ability I would like to have for the compound widget is to
>> have popup menus when you click the right mouse button. e.g. You click
>> the right mouse button over a graph and a menu pops up which has move,
>> properties.. things like that. [...]
>> I just can't for the life think how to go about it, short of creating
>> from base building blocks.

>

> I've fooled around with this a bit. I can make the pull-down
> menu pop up under the cursor by using a bulletin board base
> and my mapping and unmapping my menu base after I change its
> offsets to position it under my cursor. The problem is that
> it takes *another* click to get the pull-down menu to come
> down, so the user has to click twice to select an item from
> the menu. I've given up on it because I just can't make it
> work in an "unclunky" fashion. :-(

>

Well nor could I, so I've also given up and resorted instead to double
click on one of the objects bringing up the properties box.

Phil Aldis
