
Subject: Re: Can I make entries in CW_PDMENU insensitive?

Posted by [davidf](#) on Wed, 24 Feb 1999 08:00:00 GMT

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Steffen Luesse (luesse@rad.uni-kiel.de) writes:

> I am using IDL 5.2 on solaris 2.6. I want to use the CW_PDMENU routine
> to create a pull-down menu in my widget programs. In principle,
> everything works well. However, I am wondering if it is possible to make
> some menu entries insensitive like I can do it with buttons or sliders
> when they should not be used. I did not find any information about my
> problem in the IDL documentation and would appreciate if anybody could
> give me a hint.

CW_PDMENU sounds like a good idea until you actually start writing a widget program. Then you find you want to make a button insensitive, or you want to assign a special event handler to a button, or you want to put something in the user value of a button, or whatever it is, and CW_PDMENU doesn't let you do it.

At this point you can either hack the CW_PDMENU code (ugh!), or you can do what I do and use the trivially easy solution of setting the MENU keyword on button widgets to create your own pull-down menus.

With the newfangled cut and paste capability found on most modern computers, it's even easy to build a whole stack of buttons quickly and easily. :-)

```
lev1 = Widget_Button(tlb, Value='Pull Down Menu', /Menu)
button = Widget_Button(lev1, Value='Level 1a')
button = Widget_Button(lev1, Value='Level 1b')
lev2 = Widget_Button(menuID, Value='Level 1c', /Menu)
button = Widget_Button(lev2, Value='Level 2a')
button = Widget_Button(lev2, Value='Level 2b')
```

Cheers,

David

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