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

Posted by [davidf](#) on Tue, 02 Mar 1999 08:00:00 GMT

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David Foster (foster@bial1.ucsd.edu) writes:

> David -

>

> I agree that creating pulldown menus using the /MENU keyword to
> WIDGET_BUTTON() calls is very easy, and makes your code easier
> to read and maintain (especially your event handler!).

>

> But all of the limitations of CW_PDMENU mentioned above can be
> overcome by using the IDS= keyword to return a vector of the
> widget IDs for the buttons, and then using WIDGET_CONTROL to
> manage these widgets (eg. make insensitive, assign an event-handler,
> set the uvalue, etc.).

I don't dispute this. I just argue that using the button IDs like this will make the code significantly harder to extend and maintain over time. Since I'm not so bright that I think of everything I need in a program at the time I write it, extendability and maintainability is something I prize highly. :-)

Adding a menu item as a button, assigning an event handler for it, and writing the new event handler can be done in a matter of minutes, as opposed to re-ordering my index numbers in a large event handler, making several mistakes that introduce other errors, etc. When it comes to programming, I need all the help I can get.

Cheers,

David

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