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Subject: Re: Floating base widget  
Posted by [Daniel Peduzzi](#) on Fri, 19 Nov 1999 08:00:00 GMT  
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David Fanning wrote in message ...

> Daniel Peduzzi (peduzzi@mediaone.net) writes:

>

>> I guess what I'm trying to simulate is what happens when  
>> a user right-mouse-clicks on a bare desktop in a Microsoft  
>> environment (or close enough.)

>

> Yes, I've tried from time to time to come up with this  
> kind of design, too. But I've pretty much given up  
> on it. It just seems more trouble than it is worth.

I \*think\* I've got it working the way I would like it to work  
(again...close enough!)

Within Microsoft environments, if the user right-mouse-clicks on an icon, the bare desktop, a window title bar, etc., a context-sensitive menu list appears. The user can either select one of the items in the list, or left-mouse-click anywhere else to dismiss the menu.

I've done something similar by creating my pop-up menu with `tlb_frame_attr=31` and enabling `/kbrd_focus_events` for the top-level base. In the pop-up's event loop, I look for a `WIDGET_KBRD_FOCUS` event and check the "enter" field of the event structure for 0. If that happens, I simply destroy the top-level base. Otherwise, I wait for the user to select an item from the menu and process the selection accordingly.

Not as pretty as a Microsoft application, but it seems to meet my needs for what I'm doing.

Thanks,

Dan Peduzzi  
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