
Subject: Re: Dynamic menus on base widget using MBAR

Posted by [davidf](#) on Thu, 10 Aug 2000 07:00:00 GMT

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Ricardo Fonseca (zamb@physics.ucla.edu) writes:

> Is there a way to dynamically change the menu on a base widget? When I begin
> my program I create a menu using the MBAR keyword on the WIDGET_BASE
> function. While it is running, and depending on user input, I'd like to
> change the menu to a completely different one.
>
> So far I've attempted to destroy the old button widgets and regenerating the
> menu, but it's not working.

I wrote an article about how to do this and put it on my
web page:

http://www.dfanning.com/tips/dynamic_menus.html

Cheers,

David

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