
Subject: Re: Dynamic menus on base widget using MBAR
Posted by [Ricardo Fonseca](#) on Fri, 11 Aug 2000 07:00:00 GMT
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I have read (your page is the first I usually go to...) but I haven't been able to make it work with the MBAR menu (or APP_MBAR on the Mac). In fact just destroying one of the buttons results in a spectacular system crash as soon as I use the menu (IDL 5.1.1, Mac). Any other suggestion?

Ricardo

> From: davidf@dfanning.com (David Fanning)
> Organization: Fanning Software Consulting
> Newsgroups: comp.lang.idl-pvwave
> Date: Thu, 10 Aug 2000 17:59:09 -0600
> Subject: Re: Dynamic menus on base widget using MBAR
>
> 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
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting
> Phone: 970-221-0438 E-Mail: davidf@dfanning.com
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155
