
Subject: Re: Menubar with ticks ??
Posted by [davidf](#) on Mon, 12 Mar 2001 16:33:12 GMT
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Sean Heukels (sean77=cuthere=@dds.nl) writes:

- > Does IDL have this ??
- >
- > I mean people who use Windows will know.
- > An option in a meny bar that ism toggled by re-selecting.
- > ON it has a V (tick) before its name and OFF it doesn't
- >
- > I have some things that can be toggled in a program and the problem
- > I am encountering is that I run out of space and would like
- > to move some things to the menubar

No, IDL has nothing like this. Here is a piece of code that shows you how you might fake it, however:

```
PRO Example_Button_Events, event
Widget_Control, event.id, Get_Value=buttonValue, Get_UValue=buttonUValue
Widget_Control, event.id, Set_Value=buttonUValue, Set_UValue=buttonValue
END
```

PRO EXAMPLE

```
tlb = Widget_Base(Column=1, Title='Make a Choice...')
selectID = Widget_Button(tlb, Value='Animal Selections...', /Menu, $
    Event_Pro='Example_Button_Events', Scr_XSize=200)
choice1 = Widget_Button(selectID, Value='Choose Dogs', /Menu)
button = Widget_Button(choice1, Value='Retriever', UValue='* Retriever')
button = Widget_Button(choice1, Value='Boxer', UValue='* Boxer')
button = Widget_Button(choice1, Value='Great Dane', UValue='* Great Dane')
```

```
choice2 = Widget_Button(selectID, Value='Choose Cows', /Menu)
button = Widget_Button(choice2, Value='Holstein', UValue='* Holstein')
button = Widget_Button(choice2, Value='Angus', UValue='* Angus')
button = Widget_Button(choice2, Value='Jersey', UValue='* Jersey')
```

```
Widget_Control, tlb, /Realize
XManager, 'example', tlb, /No_Block
END
```

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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