
Subject: Re: dynamic pull down menus, removing items
Posted by [David Fanning](#) on Tue, 13 Jul 2004 16:50:25 GMT
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Ben Tupper writes:

- > I would like to have a 'Window' pull down menu item on my GUI's menu
- > bar. In theory, this 'Window' would contain a list of image window
- > names where the number and names of windows can change while the GUI is
- > running. This menu is simply a way to show what windows are available
- > and which is the 'current' window.
- >
- > The current selection is easy to show using the CHECKED_MENU option to
- > WIDGET_BUTTON (see http://www.dfanning.com/widget_tips/checkmarks.html)
- > (I must say, the check mark has an unexpected appearance on my Mac.)

Do you have a picture of this? JPEG maybe. I'll put it
in the article so people don't get completely frightened off. :-)

- > Now, I can add buttons as more windows are opened...
- > http://www.dfanning.com/widget_tips/dynamic_menus.html
- >
- > But how the heck to I get rid of an item if its window is closed?
- >
- > I have tried
- >
- > WIDGET_CONTROL, thisParticularButton, /Destroy
- >
- > but it doesn't update the pull down menu. The only way I can get it to
- > update as I would like is to kill the entire GUI and re-realize it. Yuck.

The *entire* GUI!? Wow. I wouldn't have thought that was
necessary. I think you are going to have to build the whole
pull-down menu again, but I'm surprised about taking down
the entire GUI. Do you really mean the *entire* GUI?

- > I had the whole shebang in a list widget, but i was hoping to save real
- > estate by moving the list to a pull down menu.

Do you have a test program? I'd be curious. :-)

Cheers,

David

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