
Subject: dynamic pull down menus, removing items

Posted by [btt](#) on Tue, 13 Jul 2004 16:15:44 GMT

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Hello All,

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.)

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.

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.

Thanks,
Ben
