Subject: Tree Widgets and COntext Menus
Posted by aric911 on Wed, 14 Mar 2007 13:33:41 GMT

I am trying to create a tree widget with context menus. I keep running into problems with the menu's base. To give you an idea of what i am doing I have a structure similar to the following:

base1 = WIDGET_BASE()

tree = WIDGET_TREE(base1)

menu = WIDGET_BASE(tree, /CONTEXT_MENU)
menuOpt = WIDGET_BUTTON(menu, VALUE='HELLO WORLD')
menuOpt1 = WIDGET_BUTTON(menu, VALUE='HELLO WORLD1')

If i do it that way then I get extra nodes in my tree....which are essentially the context menu widgets. If I make the parent of the menu base1 then the widget layout gets messed up. Does anybody have any ideas why I can't create a menu off tree or first base widget?

I have seen examples of where you have to do the following....
base1 = WIDGET_BASE()
base2 = WIDGET_BASE(base1)
tree = WIDGET_TREE(base1)

menu = WIDGET_BASE(base2, /CONTEXT_MENU)
menuOpt = WIDGET_BUTTON(menu, VALUE='HELLO WORLD')
menuOpt1 = WIDGET_BUTTON(menu, VALUE='HELLO WORLD1')

With this solution though you have to introduce an unnecessary base widget and I would like to avoid that.

Thanks,
Aric