Subject: Re: REAL menues or just "button menues"
Posted by sclaflin on Sun, 07 Apr 1996 08:00:00 GMT
View Forum Message <> Reply to Message

Harald Schoenfeld (hs@undine.physik.uni-erlangen.de) wrote:

: when I look at the widget builder, there are objects called
: "pull down menues" that can be used like the menues that usually
: come at the top of every normal windows program.

: But while in real windows programs the menues are white, just with
: the text to select with the mouse, the "menues" in the widget builder
: are grey buttons. Know what I mean?

: Are these strange things the only type of "menues" you can
: do with the builder or idl?
:
: The main demo program has a real menue. Is that perhaps done with
: normal Win 3.11 code?

You may have found by now that to get "normal" menus, you need to
use the MBAR keyword on the base widget. This is not an option in
WIDED, so it is necessary to edit WIDED-generated procedures.

: Btw, anybody using idl not with a workstation but with win 3.11 at all?

Yes. A warning: There are a number of widget bugs in the Windows
version of IDL. Some are in RSI's software and some are caused by
graphics card drivers. In particular, if you use a menu bar under
Windows, you may find that 1) Two resize events are generated when the
widget is realized, and 2) Text or draw widgets placed below the menu bar
will not be positioned correctly (this can be compensated for with
negative padding and a "spacer" base widget).

Also, when I recently switched from Windows for Workgroups to Windows 95,
three new bugs appeared (and one went away).

   --Scott Claflin