
Subject: Re: floating menu bar

Posted by [David Fanning](#) on Tue, 14 Apr 2009 17:48:14 GMT

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Bennett writes:

> I think technically you could...but you'd have to make your entire
> program an object graphics window with multiple objects with all of
> your "widgets" in them. Sounds like fun, I know. But you could do it
> that way.

JD used to have a hack--I can't even remember now
what it was for, maybe some kind of text widget-- that
had a draw widget stacked up behind a normal widget
so you could get button and movement events in an
indirect way. I assume that is more or less what you
mean.

I thought about it. I don't think this is what
our guy meant when he asked the question. And if
I were going to do I would have to be REALLY
convinced it was needed. It sounds to me like a
hell of a lot of work for very little chance of
ultimate success. :-)

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
