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Subject: Re: floating menu bar

Posted by [Juggernaut](#) on Wed, 15 Apr 2009 10:56:37 GMT

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On Apr 14, 1:48 pm, David Fanning <n...@dfanning.com> wrote:

> 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](http://www.dfanning.com))

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

I was actually meaning making a gray background to a draw widget and then putting movable objects all over it...kind of like the "select\_objects" program you have on your webpage but a whole lot more complicated. Seems like you would just move to Java w/ Swing or C++ w/ Qt before you'd spend all your time making something like I've just described though. Crazy idea...but I may have to try it one day.

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