
Subject: Re: Menu Question

Posted by [Eric Hudson](#) on Mon, 13 Jul 2009 06:13:01 GMT

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Thanks for the rapid response.

>

>> So then I thought I'd be clever and have a single top level button
>> which I then programmatically 'push' in order to automatically drop
>> down the menu. That is, I capture the right click on the draw window
>> which says "time for a menu" then I show the top level base of my
>> menu, with one button in it, and then tell the button to 'drop down
>> your menu' without forcing the user to make the extra mouse click.
>> But I can't figure out how to programmatically push the button -- send
>> event doesn't seem to do it.

>

> Did you try to use SEND_EVENT to put the event on the event queue?
> What if you just called your button event handler directly from
> your draw widget event handler, with an obviously fake "button"
> event?

>

SEND_EVENT seems to just pass the event along to the XMANAGER event handler for my menu, rather than opening up the pulldown menu. That is, it yields different results than physically clicking on the button. Maybe I'm sending the wrong event structure? Since I never see the menubutton push events (the ones that open submenus) I don't know what they look like. Interestingly (maybe) the event that I get in my menu handler is not the same as the one that I am sending to the button to try to "push it" -- the "handler" element is changed from my button ID to my base ID.

I'm not sure what you mean by 'call your button event handler directly from the draw widget event handler with an obviously fake "button" event' ... communication between these two handlers isn't an issue, instead I just don't know how to "push" the button and make it drop down its submenu.

On a probably completely unrelated item, is there a way to programmatically move the cursor around a draw window? I'd like to make arrow key presses move the cursor in a draw window (to more accurately move), and although I don't have a problem turning the keypresses into mouse motion events, I can't seem to actually move the cursor. Put the answers to these two questions together and you have a way of making demos for people, by programmatically moving the cursor up to menu items and then "pushing" them, to show the user what to do.

Thanks again,

