
Subject: Re: Menu Question

Posted by [David Fanning](#) on Sun, 12 Jul 2009 23:51:13 GMT

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Eric Hudson writes:

- > I am having issues with menus and am hoping someone has a suggestion.
- > Basically, I want a context menu look and functionality, with the
- > ability to have accelerators (any idea why accelerators are forbidden
- > for context menus?)

I think this is one of the 3 or 4 "Mysteries of the Universe",
if I'm not mistaken.

- > I've tried just making a button group where each button spawns a
- > pulldown menu (like what you get with CW_PDMENU) but it seems that the
- > top level buttons can't have accelerators (while any button in the
- > pulldown menus can).
- >
- > 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?

- > On a related note, I wrote an extension to CW_PDMENU which allows the
- > setting of accelerators and checked_menus for each menu item (rather
- > than having the string 'code / menuitem name / handler' I just
- > appended ' / accelerator / checked?' It works fine (except not for
- > context menus and not for the top level buttons), but this seems like
- > such an obvious thing to do I was wondering if it had been implemented
- > elsewhere and I just missed it.

The best ideas are always the obvious ones. :-)

Cheers,

David

P.S. Context menus are pretty weird. I've never been able to

make them really sing and dance exactly the way I wanted them
to. :-)

--

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