
Subject: Re: CW_PDMENU help
Posted by [Laura](#) on Wed, 18 Nov 2009 16:17:55 GMT
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On Nov 17, 2:17 pm, nata <bernat.puigdomen...@gmail.com> wrote:

```
> :S !!!!! help !!! XP
>
> menu_list=[ '1\Variable', '0\A', '0\B', '0\C', $
> '2\D', '1\Palette', '0\34', '0\35', '2\39']
>
> base = WIDGET_BASE()
> text = WIDGET_DRAW(base,XSIZE=300,YSIZE=300)
>
> WIDGET_CONTROL, base, /REALIZE
>
> context_base=WIDGET_BASE(base, /CONTEXT_MENU)
> menu = CW_PDMENU(context_base, menu_list, /CONTEXT_MENU, /COLUMN)
>
> WIDGET_DISPLAYCONTEXTMENU, text, 150, 150, context_base
```

I'm not an expert, but my understanding of the
"WIDGET_DISPLAYCONTEXTMENU" is you should call it from the procedure
handling your events. Since you have the draw widget, you need to add
"/button_events" in your widget_draw, and check if the right button is
clicked in the event handler using "if (event.release EQ 4)" and add
the "WIDGET_DISPLAYCONTEXTMENU" procedure in the if...then statement.

Laura
Laura
