
Subject: Re: CW_PDMENU, changing
Posted by [agrap](#)s on Fri, 09 May 1997 07:00:00 GMT
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"R. Bauer" <r.bauer@fz-juelich.de> writes:

- > I have created a fine pull down menu.
- > The * means that's the default.

- > I like to set the * to 'PS file' if that was choosen.

- > How can I do this?

It would be neat if there were a "checked" option of the menu items.
I manually check the UVALUE in my event loop and check and uncheck the menu items based on that. There's probably a fancier way.

But, here is an example of what I do manually with checking and unchecking menu items.

```
;Create Diagnostics Menu
switch_menu = WIDGET_BUTTON(bar_base, Value='Diagnostics', /Menu)
switch_btn3 = WIDGET_BUTTON(switch_menu, Value='*Time Simulation', $
Uvalue='*Time Simulation')
switch_btn4 = WIDGET_BUTTON(switch_menu, Value='*Beep When Done', $
Uvalue='*Beep When Done')
```

Then part of my event loop looks like:

CASE eventval OF

; These menu items act like a toggle switch using '*'

'*Time Simulation': BEGIN

WIDGET_CONTROL, event.id, set_value = 'Time Simulation', \$

set_uvalue = 'Time Simulation'

END ; '*Time Simulation'

'*Beep When Done': BEGIN

WIDGET_CONTROL, event.id, set_value = 'Beep When Done', \$

set_uvalue = 'Beep When Done'

END ; '*Beep When Done'

'Time Simulation': BEGIN

WIDGET_CONTROL, event.id, set_value = '*Time Simulation', \$

set_uvalue = '*Time Simulation'

END ; 'Time Simulation'

'Beep When Done': BEGIN

WIDGET_CONTROL, event.id, set_value = '*Beep When Done', \$

set_uvalue = '*Beep When Done'

END ; 'Beep When Done'
ENDCASE

viel Glueck!

Amara

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