
Subject: Re: Context Menu ib widget_tree
Posted by [klet Jegou](#) on Wed, 29 Nov 2017 10:20:55 GMT
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Hi,

Maybe have you find the answer to your question since, but if not, this is a way to do what you want.

I have found the explanation to do it on this two pages in Harris documentation:

http://www.harrisgeospatial.com/docs/Creating_Menus.html
https://www.harrisgeospatial.com/docs/widget_tree.html

You have also access to several examples in examples/doc/widgets subdirectory.

;-----;

```
; Manage context_menu event
pro context_event_Handler, event
  WIDGET_CONTROL, event.ID, get_value=value
  case value of
    'button1': BEGIN
      print,'button1'
    END

    'button2': BEGIN
      print,'button2'
    END
  endcase
end

; Manage classical event from the widget
pro test_treecontext_event, event

; Test for context menu events
IF (TAG_NAMES(event, /STRUCTURE_NAME) EQ 'WIDGET_CONTEXT') $
  THEN BEGIN
    ; Obtain the widget ID of the context menu base.
    contextBase = WIDGET_INFO(event.ID, $
      FIND_BY_UNAME = 'contextMenu')
    ; Display the context menu and send its events to the
    ; other event handler routines.
    WIDGET_DISPLAYCONTEXTMENU, event.ID, event.X, $
      event.Y, contextBase
  ENDIF

end
```

pro test_treecontext

```
tlb= widget_base(/column)
tre_bs= widget_tree(tlb, /no_bitmaps, /expanded, /CONTEXT_EVENTS)
```

```
tre_fo= widget_tree(tre_bs, /folder)
tre_s1= widget_tree(tre_fo, value='Size 1') ;need context Menu
tre_s2= widget_tree(tre_fo, value='Size 2') ;need context Menu
tre_s3= widget_tree(tre_fo, value='Size 3') ;need context Menu
```

```
contextMenuB = WIDGET_BASE(tre_bs, /CONTEXT_MENU, $
  UNAME="contextMenu")
button1 = WIDGET_BUTTON(contextMenuB, value='button1', $
  event_pro='context_event_Handler')
button2 = WIDGET_BUTTON(contextMenuB, value='button2', $
  event_pro='context_event_Handler')
```

widget_control, tlb, /realize

; Handle the events from the GUI.

XMANAGER, 'test_treecontext', tlb, /NO_BLOCK

End

;-----;

Klet
