
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
