
Subject: Re: window menu / context menu

Posted by [davidf](#) on Tue, 30 Jan 2001 20:15:59 GMT

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Stephan (tbb0301@mail.lrz-muenchen.de) writes:

- > to the best of my knowledge, IDL does not support window/context menus.
- > However, I'm aware that using draw widgets and something like (ev.press EQ
- > 4) can be used to provide a similar functionality. Unfortunately, things
- > get complex with sub menus etc. Thus: does anybody has looked into this
- > in some detail and could point me to a solution ?

I've looked into it, and I strongly recommend you re-examine your design specifications. :-)

It's a lot of work, it rarely (if ever) works the way you hoped it would, and it is W-A-Y more frustration than you need. Take the boss down to the pub and convince her she will like it MUCH better this other way. :-(

Cheers,

David

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