
Subject: Re: Menubar with ticks ??

Posted by [Pavel A. Romashkin](#) on Mon, 12 Mar 2001 16:33:07 GMT

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I think David had answered this a long time ago. He recommended simply starting the names of menu items with a space (' '), then, on an event, replacing that space with a check mark ('v' or whatever). There may even be code on David's site (<http://www.dfanning.com>)

Sorry David, you seem not to be here at this time of the morning? Or maybe my news reader is in the time lapse mode again. I replied for you. I am not taking any credit, though :-)

Pavel

Sean Heukels wrote:

>
> Does IDL have this ??
>
> I mean people who use Windows will know.
> An option in a meny bar that ism toggled by re-selecting.
> ON it has a V (tick) before its name and OFF it doesn't
>
> I have some things that can be toggled in a program and the problem
> I am encountering is that I run out of space and would like
> to move some things to the menubar
>
> Thanx Seansan

Subject: Re: Menubar with ticks ??

Posted by [davidf](#) on Mon, 12 Mar 2001 16:33:12 GMT

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Sean Heukels (sean77=cuthere=@dds.nl) writes:

> Does IDL have this ??
>
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> I am encountering is that I run out of space and would like
> to move some things to the menubar

No, IDL has nothing like this. Here is a piece of code that shows you how you might fake it, however:

```
PRO Example_Button_Events, event
Widget_Control, event.id, Get_Value=buttonValue, Get_UValue=buttonUValue
Widget_Control, event.id, Set_Value=buttonUValue, Set_UValue=buttonValue
END
```

PRO EXAMPLE

```
tlb = Widget_Base(Column=1, Title='Make a Choice...')
selectID = Widget_Button(tlb, Value='Animal Selections...', /Menu, $
    Event_Pro='Example_Button_Events', Scr_XSize=200)
choice1 = Widget_Button(selectID, Value='Choose Dogs', /Menu)
button = Widget_Button(choice1, Value='Retriever', UValue='* Retriever')
button = Widget_Button(choice1, Value='Boxer', UValue='* Boxer')
button = Widget_Button(choice1, Value='Great Dane', UValue='* Great Dane')

choice2 = Widget_Button(selectID, Value='Choose Cows', /Menu)
button = Widget_Button(choice2, Value='Holstein', UValue='* Holstein')
button = Widget_Button(choice2, Value='Angus', UValue='* Angus')
button = Widget_Button(choice2, Value='Jersey', UValue='* Jersey')
```

```
Widget_Control, tlb, /Realize
XManager, 'example', tlb, /No_Block
END
```

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Menubar with ticks ??
Posted by [davidf](#) on Mon, 12 Mar 2001 16:46:31 GMT
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Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> Sorry David, you seem not to be here at this time of the morning? Or
> maybe my news reader is in the time lapse mode again. I replied for you.

> I am not taking any credit, though :-)

Normally I spend the morning hovering over my newsreader, looking for the least sign of life. But this morning I actually have some work to do. :-(

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

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