
Subject: Widgets

Posted by [Kenneth Mankoff](#) on Wed, 29 May 2002 17:49:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi group,

I am wondering if some widgets exist beyond what I can find in the standard IDL library distribution. I would like to add the following functionality to my program:

tabbed draw windows. I can see how this could be done quite easily with one WIDGET_DRAW (or multiple, each implementation has its own pros/cons), and a WIDGET_BUTTON with bitmap for each tab. But maybe this exists somewhere and I do not have to write it...

Another widget that would be nice is floating menus (i.e. right-click, or shift-click, or whatever anywhere in a WIDGET_DRAW window, and have a menu, with sub menus, etc. pop up).

Also, I am planning on doing this: Creating hyper-link functionality in a WIDGET_TABLE. One column will have 'links' (the text will be image names underlined or a different color), and if the user clicks on the text/field, the event handler will display the image. This sounds easy so far. Those of you with widget experience: Is it? Can you advise of a better way?

I am just getting into widget programming. I understand all of the IDL widgets, but they are fairly basic. I know of lots of IDL libraries. I am looking for a library of compound widgets that I do not yet know about. The Coyote library has 4 or 5 (I am using 2), and the rest seem to be "widget program examples" more than usable "compound widgets"

Thanks for any help,
Ken Mankoff
