
Subject: Re: floating menu bar

Posted by [David Fanning](#) on Tue, 14 Apr 2009 12:31:44 GMT

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kongfucamel@gmail.com writes:

> is it possible to make a movable (floating) menu bar like arcgis using
> IDL? If yes, how?

I don't know what ArcGIS uses, but if you mean those tear-off menu bars that Photoshop uses, that you can "dock" and "undock", then probably not. But if you aren't looking for something that sophisticated, it is easy to make a floating menu or icon bar. Just stick the button widgets in their own top-level base widget.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: floating menu bar

Posted by [Juggernaut](#) on Tue, 14 Apr 2009 17:28:16 GMT

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On Apr 14, 8:31 am, David Fanning <n...@dfanning.com> wrote:

> kongfuca...@gmail.com writes:

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- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I think technically you could...but you'd have to make your entire program an object graphics window with multiple objects with all of your "widgets" in them. Sounds like fun, I know. But you could do it that way.

Subject: Re: floating menu bar

Posted by [David Fanning](#) on Tue, 14 Apr 2009 17:48:14 GMT

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Bennett writes:

- > I think technically you could...but you'd have to make your entire
- > program an object graphics window with multiple objects with all of
- > your "widgets" in them. Sounds like fun, I know. But you could do it
- > that way.

JD used to have a hack--I can't even remember now what it was for, maybe some kind of text widget-- that had a draw widget stacked up behind a normal widget so you could get button and movement events in an indirect way. I assume that is more or less what you mean.

I thought about it. I don't think this is what our guy meant when he asked the question. And if I were going to do I would have to be REALLY convinced it was needed. It sounds to me like a hell of a lot of work for very little chance of ultimate success. :-)

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: floating menu bar

Posted by [Juggernaut](#) on Wed, 15 Apr 2009 10:56:37 GMT

On Apr 14, 1:48 pm, David Fanning <n...@dfanning.com> wrote:

> Bennett writes:
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> --
> David Fanning, Ph.D.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I was actually meaning making a gray background to a draw widget and then putting movable objects all over it...kind of like the "select_objects" program you have on your webpage but a whole lot more complicated. Seems like you would just move to Java w/ Swing or C++ w/ Qt before you'd spend all your time making something like I've just described though. Crazy idea...but I may have to try it one day.
