
Subject: mbar and event handlers

Posted by [Runar Jjrgensen](#) on Wed, 06 Dec 1995 08:00:00 GMT

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

I'm having some problems with eventhandlers and mbar. I'll illustrate with some sample code:

First the event handler. Then the widget creating routine.

```
PRO menu_base_Event, Event
widget_control, Event.Id, GET_UVALUE=Ev
```

```
.
.
end
```

```
PRO root
ROOT = widget_base(mbar=menu_base,...)
HelpMenuDesc = [...]
HelpMenu = cw_pdmnu(menu_base, /mbar, HelpMenuDesc,...)
```

```
widget_control, root, /realize
xmanager, 'menu_base', menu_base
end
```

This works fine, but then I want to add a couple of new buttons in a sub_base of ROOT. This is were everything goes wrong.

```
sub_base = widget_base(ROOT)
button=widget_button(sub_base,...)
```

The button does not recognize sub_base nor ROOT. Do I need an additional eventhandler for these buttons?

Runar Jxrgensen

```
-----
Runar Jorgensen      ||
University of Oslo   || Phone: +47 2285 5663
Department of Physics || Telefax: +47 2285 5671
P.O.Box 1048 Blindern || email: runar.jorgensen@fys.uio.no
0313 Oslo; Norway    ||
-----
```

Subject: Re: mbar and event handlers

Posted by [Ken Knighton](#) on Fri, 08 Dec 1995 08:00:00 GMT

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

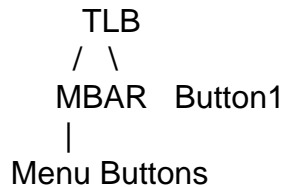
Runar Jørgensen <runar.jorgensen@fys.uio.no> wrote:

>>> This is because you are telling xmanager to assign the event handler
>>> to the menu bar base instead of the top level base.

>

> Not quite. The menu bar base is the top (or main, root) base.

Yes, quite. No, it is not. The widget created by the MBAR keyword is the first child of the top level base widget. The menu bar buttons created under the menu bar id are grandchildren of the top level base. The button you were creating in your previous post is the second child of the top level base.



In order to see this, create the widgets and realize them, but do not call the xmanager. Then use `widget_info(id, /child)`, `widget_info(id, /name)`, and `widget_info(id, /sibling)` to see what types of widgets that you get and who is related to whom.

Now, as far as handling the events, when xmanager is called with a name, and a widget id, it tacks the string `'_event'` onto the end of the name and then uses `widget_control`, `widget_id`, `event_pro=name` to assign this procedure name as the event handler for `widget_id`. All events that occur in widgets underneath this `widget_id` trickle up the widget hierarchy until they reach `widget_id` and are then handled by this event handler. If `widget_id` is not the top level base id (root in your original post) but instead is a child of the top level base, then there is no event processing being done for the top level base widget and any of its children that do not have an event handler assigned. As far as the event handler name goes, this can be made anything by using the `event_handler='...'` keyword to xmanager.

My response to your original post fixed the problems with your code as listed.

>

> My point is that unless the event handler routine is named according
> to the menu bar base it will not respond to events generated by any
> item in the menu bar. But it is responding fine to events generated by e.g.
> a button (child widget of top level base).

My point is that you do not know what you are talking about. I have written numerous widget applications using MBAR and they all work. Yours does not. Hmmmmm. I suggest that you look at some code that works and see what

it does and emulate it. I also suggest=
that you read the IDL documentation. A little experimentation might also be helpful.

>
> But if the event handler routine is named after the menu bar name, it will
> respond to menu bar events but not to e.g. button widgets even if they are
> child of the same base.

I told you why this is in my first post and explained it a little more above.

> BTW, the base of a button can not be the name of
> the menu bar. I've tried.

Hmmmm. Just like it says in the manual. This must mean that a menu bar base is not the top level base as you were saying earlier.

Ken Knighton knighton@gav.gat.com knighton@cts.com
Fusion Division
General Atomics
San Diego CA

Subject: Re: MBAR
Posted by [btt](#) on Tue, 24 Apr 2001 12:24:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

I'm not sure that it is possible to have the Menu Bar have non-menu buttons.
The online help states that, 'This widget ID can then be used to fill
the menubar with pulldown menus.'

You can modify the code slightly (shown below) to make a mock menu bar.
I just tried the following on a MAC; it looks slightly different than
the typical menu bar (created by the top level widget base) but it
performs as you wish.

Ben

;-----START HERE

pro my_menu_event, ev

 widget_control, ev.id, get_uvalue=uval

 case uval of

 'OPEN' : print, uval

```

    'PRINT' : print, uval
    'DONE' : widget_control, ev.top, /destroy
    else :
endcase

end

pro my_menu
;create the base widget without retrieving a menu bar widget.
base = WIDGET_BASE(TITLE = 'My Menu')

;create your own base widget to serves as the menu bar
bar = WIDGET_BASE(base, ROW = 1)

f_menu = WIDGET_BUTTON(bar, VALUE='File', /MENU)
file_open = WIDGET_BUTTON(f_menu, VALUE='Open', UVALUE='OPEN')
file_print = WIDGET_BUTTON(f_menu, VALUE='Print', UVALUE='PRINT')
file_done = WIDGET_BUTTON(f_menu, VALUE='Done', UVALUE='DONE')

btn1=WIDGET_BUTTON(bar, VALUE='Done',UVALUE='DONE')

widget_control, base, /realize
xmanager, 'my_menu', base

end
;-----END HERE

```

Ben

"Dominic R. Scales" wrote:

```

>
> Hi all,
>
> I have a question regarding MBAR:
>   is it possible to have an entry at the main level of mbar
>   acting as simple button and not as start of a menu?
>   or
>   How do I make the 'Done'-button btn1 do what it is supposed to?
>
> Cheers,
>   Dominic
>
> P.S. and..., oh yes, /MENU seems to be the default

```

--

Ben Tupper
Bigelow Laboratory for Ocean Sciences

180 McKown Point Rd.
W. Boothbay Harbor, ME 04575
btupper@bigelow.org

Subject: Re: MBAR
Posted by [Dominic R. Scales](#) on Tue, 24 Apr 2001 14:16:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ben Tupper wrote:

>
> Hello,
>
> I'm not sure that it is possible to have the Menu Bar have non-menu buttons.
> The online help states that, 'This widget ID can then be used to fill
> the menubar with pulldown menus.'
>
> You can modify the code slightly (shown below) to make a mock menu bar.
> I just tried the following on a MAC; it looks slightly different than
> the typical menu bar (created by the top level widget base) but it
> performs as you wish.
>
> Ben
> ...
> --
> Ben Tupper
> Bigelow Laboratory for Ocean Sciences
> 180 McKown Point Rd.
> W. Boothbay Harbor, ME 04575
> btupper@bigelow.org

Hi Ben,
thanks very much for your solution. It's a VERY close approximation
to what I want.

Anybody have ideas how to make the highlighting around the buttons
disappear, so that the user can't tell the difference to a proper mbar?

Cheers,
Dominic

--

Dipl. Phys. Dominic R. Scales | Aero-Sensing Radarsysteme GmbH
Tel: +49 (0)8153-90 88 90 | c/o DLR Oberpfaffenhofen
Fax: +49 (0)8153-908 700 | 82234 Wessling, Germany
WWW: aerosensing.de | email: Dominic.Scales@aerosensing.de
