
Subject: Re: REAL menues or just "button menues"
Posted by [hahn](#) on Mon, 01 Apr 1996 08:00:00 GMT
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Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> wrote:

> Hi,

> when I look at the widget builder, there are objects called
> "pull down menues" that can be used like the menues that usually
> come at the top of every normal windows program.

> But while in real windows programs the menues are white, just with
> the text to select with the mouse, the "menues" in the widget builder
> are grey buttons. Know what I mean?

When I look at my news reader which I currently use to write this
reply it has the same grey button that look exactly like those
the WIDED presents. I do this running both IDL and the news
reader from MS Windows 3.1.

> Are these strange things the only type of "menues" you can
> do with the builder or idl?

The WIDED is limited in its capabilities, however, the IDL windows
toolkit has its limitations: As all widgets should run on every
windowings system (OSF Motif, MS Windows (different flavours!),
Mac) there are either several restrictions you have to live with
or you must pay a lot of money for a GUI buider.

>

> The main demo program has a real menu. Is that perhaps done with
> normal Win 3.11 code?

The demo program is written in IDL and the source code comes
with IDL. Actually, it is interpreted each time you activate it. Thus,
if you like parts of I you can copy that part to your local disk and
modify it. I did so several times to gain performance. All programs
are well documented and provide a good entry for beginners.
In order to make the programs better readable some tricky code
to speed up performance was avoided...

BTW the demo programs are stored in c:\rsi\idl40\examples\general

> Btw, anybody using idl not with a workstation but with win 3.11 at all?

Sure, what's your problem ?

There is a German www page for IDL on our webserver:

http://wwwpc.hrz.th-darmstadt.de/prog/grafik/idl-4_0.htm

with a couple of links to other web and ftp servers.

Hope this helps
Norbert

Subject: Re: REAL menues or just "button menues"
Posted by [sclaflin](#) on Sun, 07 Apr 1996 08:00:00 GMT
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Harald Schoenfeld (hs@undine.physik.uni-erlangen.de) wrote:

: when I look at the widget builder, there are objects called
: "pull down menues" that can be used like the menues that usually
: come at the top of every normal windows program.

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:
: The main demo program has a real menu. Is that perhaps done with
: normal Win 3.11 code?

You may have found by now that to get "normal" menus, you need to use the MBAR keyword on the base widget. This is not an option in WIDED, so it is necessary to edit WIDED-generated procedures.

: Btw, anybody using idl not with a workstation but with win 3.11 at all?

Yes. A warning: There are a number of widget bugs in the Windows version of IDL. Some are in RSI's software and some are caused by graphics card drivers. In particular, if you use a menu bar under Windows, you may find that 1) Two resize events are generated when the widget is realized, and 2) Text or draw widgets placed below the menu bar will not be positioned correctly (this can be compensated for with negative padding and a "spacer" base widget).

Also, when I recently switched from Windows for Workgroups to Windows 95, three new bugs appeared (and one went away).

--Scott Claflin
