Subject: Re: Pull Down Menus
Posted by Peter Mason on Sat, 01 Jun 1996 07:00:00 GMT

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> I was just wondering what the best way to do the following would be:
> I want a pull down menu from which I want to add and remove entries.
> Should I use cw_pdmenu or create my own?
> Can I do this w/o remapping the menu?
> How would my event handler keep up w/ this?
> Am I crazy or just insane?

I've hacked CW_PDMENU to do this - I can change button labels or increase /
decrease the number of buttons in the list by passing my routine a STRARR
of button names in a /SET_VALUE call.   Internally I destroy and recreate
the menu (from a base below the menu's main base) when the number of buttons
changes.   The only thing the calling program's event handler must allow
for is the change in the range of values the widget can return after it
is resized.

Under Unix the hack works OK, except that I normally wrap a menu resizing
call with WIDGET_CONTROL,UPDATE=0 and /UPDATE on the container base to speed
things up.
Under Windows 3.1x and 95 I've found that this sort of thing chews up
Windows "resources" really quickly.
I'll e-mail you a copy of my hacked CW_PDMENU if you like.

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