Subject: Re: Strange widget question

Posted by davidf on Sat, 19 Dec 1998 08:00:00 GMT

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Dyer Lytle (dyer@lpl.arizona.edu) writes:

- > I am trying to use pull-down menus in a way for which they
- > were never intended and am failing miserably. I have a draw
- > widget containing text areas and I want the user to easily change
- > the text in any particular area by clicking on that area and having
- > a menu of possible values pop up any one of which could be selected
- > by moving the mouse to it and releasing the mouse button.

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- > The way I tried to do this was to use a bulletin-board base with
- > pull-down
- > menu buttons hiding under the draw widget. Then when the user
- > clicks on the draw widget, I catch the event, decide which pull-down
- > menu I need and send an event to the appropriate button. I haven't
- > been able to activate the menu this way. How do I tell a button to
- > push itself? Any one have an alternative way to do this?

If I understand this question correctly you want to send an event to the root of the pull-down menu so that the pull-down menu is display (pulled down). Is that correct?

If so, I think you are completely out of luck. Menu buttons (any button in the menu bar or buttons with the MENU keyword set for them don't generate events and can't respond to events that are sent to them. (You can send events to widgets with WIDGET_CONTROL and the SEND_EVENT keyword.) The response of a pull-down menu button is entirely window manager driven and has nothing to do with anything you can control in IDL.

Of course, it is entirely possible to have a pull-down menu button *appear* when you click in the draw widget. But the user will have to click on the button to display the menu themselves. (I used to be fond of this "hidden menu" technique, but for some reason it's fallen out of favor with me. I used to like to pop-up the pull-down menu right under where the user clicked.)

Cheers,

David

P.S. Just as an aside, I am suppose to be in the

Tucson area in January teaching the programming techniques that I favor most *these* days. We have room for a few more people in this class, if you are interested. :-)

--

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Coyote's Guide to IDL Progamming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Strange widget question Posted by David Foster on Mon, 21 Dec 1998 08:00:00 GMT View Forum Message <> Reply to Message

Dyer Lytle wrote:

>

> Hi all,

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- > I know I can just pop up a new widget with a list and have the user
- > click on
- > the value but I was hoping to make the user-interface as simple
- > as possible.

>

> Thanks,

>

-Dyer Lytle in Tucson

I think an easy way to handle this is to map regions of the draw widget to your various lists (which you probably have already done). Then use the EVENT.X and EVENT.Y elements of the draw widget event structure to determine which list you want to pop up.

You can use POLYFILLV() to get lists of indices for the regions of the draw widget. In your event handler you can convert EVENT.X and EVENT.Y to a one-dimensional coordinate using:

index = (event.y * dimX) + event.x

and search the lists of indices for this index. (dimX is the X dimension of the draw widget)

For the lists, I would do as Martin Schultz suggests and use list widgets, and have the user select the appropriate element. If speed becomes an issue, you can create the list widgets at the start and unmap them, and just position-and-unmap them as needed.

Dave

--

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Subject: Re: Strange widget question
Posted by Martin Schultz on Mon, 21 Dec 1998 08:00:00 GMT
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> Thanks,

> -Dyer Lytle in Tucson

haven't tried it, but how about a list box instead of a dropdown menu?

Martin

Dr. Martin Schultz

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