Test the construction of guientry widgets

Synopsis
guientrytest(autodestruct, editable, allowunset, expand)

Returns
Boolean

Description
This function makes a frame and constructs a number of entry widgets inside the frame.

Arguments

autodestruct	*Destroy the frame immediately?* *Allowed: Boolean* *Default: T*
editable	*Make the entries editable?* *Allowed: Boolean* *Default: T*
allowunset	*Allow unset values?* *Allowed: Boolean* *Default: T*
expand	*Expand policy* *Allowed: 'x'—'y'—'both'—'none'* *Default: 'none'*

1.4.17 helpmenu - Tool

Package display
Module widgets

Tk widget for a Help menu with the standard AIPS++ help items.
include "helpmenu.g"

Constructors

helpmenu	*Construct a "Help" menu*

Functions

done	*Destroy the Help menu*

reset	*Reset the Help menu*

Description

A helpmenu is a "Help" menu inserted into an already existing frame. The menu contains any help items the user designates though the helpmenu arguments followed by all of the items required by the AIPS++ GUI Guidelines.

helpmenu - Constructor

Package	**display**
Module	**widgets**
Tool	**helpmenu**

Construct a "Help" menu

Synopsis

helpmenu(parent, menuitems, refmanitems, callback, helpitems, widgetset)

Arguments

parent	*Parent of the menu* *Allowed: Tk frame*
menuitems	*User defined help items* *Allowed: string vector* *Default: unset*
refmanitems	*Reference manual locations for each menuitems* *Allowed: string vector* *Default: unset*
callback	*Callback function for non-reference manual menuitems* *Allowed: function* *Default: unset*
helpitems	*Additional popup help items* *Allowed: string vector* *Default: unset*
widgetset	*Widget set to use* *Allowed: A widgetserver closure tool* *Default: dws*

Returns

helpmenu widget

Description

Constructs a helpmenu according to the specified construction arguments and returns a ref to the widget. The "Help" menu will begin with each of the items in menuitems. These are followed by the standard AIPS++ help items as recommended by the GUI Guidelines. If menuitems is unset, then only these standard help items will appear in the menu. If there are menuitems, then there must be an equivalent number of refmanitems. Each refman item is either a string which is used as an argument to help or it is a zero-length string. If a refman item has zero-length, then the callback function is called when the corresponding menu item button is pressed. This callback function takes a single argument. When called, that argument will be the menu item which was pressed. Finally, you can specify any additional popup help text items. These are prepended to the standard popup help items. Each item appears as a separate line in the resulting popup help with the text "Help Menu" being both the short help and the label at the top of the long help containing the individual items.

Example

```
include 'helpmenu.g'
f := frame();
cb := function(whichItem) {
    print 'help callback called :',whichItem;
}
r := helpmenu(f, menuitems=['Dish','PGPlotter','Special help'],
              refmanitems=['Refman:dish','Refman:pgplotter',''],
              helpitems=['About Dish','AboutPGPlotter', 'Special help'],
      callback=cb);
```

When the "Dish" button is pressed in this example, the users browser will be directed to the dish entry in the Reference Manual. Similarly, selecting the "PGPlotter" button will display the pgplotter entry in the Reference Manual. However, when the "Special help" item is selected the cb function will be called and whichItem will have the value "Special help".

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helpmenu.reset - Function

Package	**display**
Module	**widgets**
Tool	**helpmenu**

Reset the Help menu

Synopsis
reset(parent, menuitems, refmanitems, callback, helpitems, widgetset)

Returns
boolean

Arguments

parent	*Parent of the menu* *Allowed: Tk frame*
menuitems	*User defined help items* *Allowed: string vector* *Default: unset*
refmanitems	*Reference manual locations for each menuitems* *Allowed: string vector* *Default: unset*
callback	*Callback function for non-reference manual menuitems* *Allowed: function* *Default: unset*
helpitems	*Additional popup help text* *Allowed: string vector* *Default: unset*
widgetset	*Widget set to use* *Allowed: A widgetserver closure tool* *Default: dws*

Description
This has the same syntax as the constructor. It is intended to be used when there is a need to change the contents of the user-set portion of the "Help" menu after the menu has been made.

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helpmenu.done - Function

Package	**display**
Module	**widgets**
Tool	**helpmenu**

Destroy the Help menu

Synopsis
done()