

Wt - Bug #4767

WPopupMenu in WTableView

02/25/2016 11:55 AM - Max Quatember

Status:	Closed	Start date:	02/25/2016
Priority:	Normal	Due date:	
Assignee:	Koen Deforche	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	3.3.6		
Description			
Hi Wt-Team,			
If i trigger a WPopupMenu from within mouseWentUp signal in WTableView I can trigger multiple menus.			
I think that the previous open should disappear after the second right-click.			
Please see attached testcase.			
If you right click on "0, 0" and then on "0, 1" then you get two "x".			
best regards,			
Max			

History

#1 - 03/01/2016 09:34 PM - Koen Deforche

- Status changed from New to InProgress

- Assignee set to Koen Deforche

#2 - 05/17/2016 06:19 PM - Stefano Martini

Hi Max,

You can make you code working by modifying the ShowPopupMenu method in this way:

```
void ShowPopupMenu( const Wt::WModelIndex& item, const Wt::WMouseEvent& e ) {  
    if (e.button() == WMouseEvent::RightButton) {  
        Wt::WPopupMenu* popup = new Wt::WPopupMenu;  
        popup->addItem( "x" );  
        popup->popup( e );  
    }  
}
```

Remember to destroy popup when you do not need it.

Hope this help

Stefano

#3 - 05/18/2016 09:53 AM - Max Quatember

- File screenshot.png added

Hi Stefano!

Thanks, but this does not change the fact, that you can trigger multiple WPopups within the WTableWidget.

To make it clearer I attached a screenshot.

Best regards,

Max

#4 - 05/19/2016 02:27 PM - Koen Deforche

- Target version set to 3.3.6

#5 - 05/24/2016 10:07 AM - Koen Deforche

- Status changed from InProgress to Implemented @Emweb

#6 - 07/13/2016 05:06 PM - Koen Deforche

- Status changed from Implemented @Emweb to Closed

Files

test.cpp	1.27 KB	02/25/2016	Max Quatember
screenshot.png	1.71 KB	05/18/2016	Max Quatember