Subject: Look of MenuBar dependent on position of calls
Posted by cbpporter on Thu, 17 Jan 2008 14:08:53 GMT
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I noticed something strange: when creating a menu, if you change the order of MenuBar::Set and TopWindow::AddFrame, the menu looks differently. If it has a submenu it even looks nice, so I guess this is intentional.

But if it doesn't have a submenu, the text is not centered.

I think suck things should not be dependent on the order of calls. To see what I mean, run Gui07 and edit:

```
MyAppWindow() {
 Title("My application with menu").Sizeable();

 menu.Set(THISBACK(MainMenu)); // this was after the next one
 AddFrame(menu);
}
```