
Subject: Re: Look of MenuBar dependent on position of calls

Posted by [mirek](#) on Thu, 17 Jan 2008 19:59:47 GMT

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cbpporter wrote on Thu, 17 January 2008 09:08I 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 such 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);  
}
```

Well, I am afraid we have to call this a feature for now...

The thing is that the kind of menu items is decided based on whether menu is child or not. If not, popup menu is created, if it is child, the result is menu-bar.

Mirek
