
Subject: Re: cannot open menu by key?

Posted by [mirek](#) on Sun, 03 Feb 2008 09:19:53 GMT

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bonami wrote on Sun, 03 February 2008 02:29: class Bonjour : public

WithBonjourLayout<TopWindow> {

```
...
MenuBar menu;
...};

void Bonjour::Menu(Bar& bar)
{
    menu.Add("File", THISBACK(FileMenu));
    /* This is the top level menu. i cannot open File menu by Alt+F, though the menu name shows an
    underlined F.
    if i implement this using bool HotKey(dword), i still cannot activate all menus by Alt, which is
    Window's windows' behavior */
    menu.GapRight();
    menu.Add("Help", THISBACK(HelpMenu));
}
```

Do you overload "HotKey"? If yes, do you call TopWindow::HotKey at the end?

If either is not true, send a testcase, can be anything...

(FYI, just tested with UWord, it works -> problem likely is not with U++....)

Mirek
