Subject: Re: question about menu
Posted by forlano on Tue, 28 Mar 2006 12:08:31 GMT

luzr wrote on Tue, 28 March 2006 03:29
....
 void MySelect() { .... }

 void Select(Bar& bar)
 {
  bar.Add("Select!", THISBACK(MySelect));
 }

 void MainBar(Bar& bar)
 {
  bar.Add("Menu", THISBACK(Menu));
  bar.Add("Select", THISBACK(Select));
 }
......

The difference between Bar and MenuBar is that "Bar" can mean ToolBar as well - you can share the same definition for both.

Mirek

Thank you very much!
This example and the next one are very useful (please let me suggest to add it in the documentation). Now I can realize all menu I desire.

Luigi