
Subject: Re: images as menu

Posted by [mrjt](#) on Mon, 08 Dec 2008 16:31:26 GMT

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If you only want a button (no submenu) you can do it quite easily.

First, you need a custom ctrl to display the image and respond correctly to mouse events:

```
struct ImageBtn : public ImageCtrl
{
    ImageBtn() { IgnoreMouse(false); }
    virtual void LeftDown(Point p, dword keyflags) { Action(); }
    virtual void MouseEnter(Point p, dword keyflags) { Refresh(); }
    virtual void MouseLeave() { Refresh(); }
    virtual void Paint(Draw& draw) {
        if (HasMouse())
            draw.DrawRect(GetSize(), SColorHighlight());
        ImageCtrl::Paint(draw);
    }
};
```

And then add instances of this to your MenuBar:

```
void basicWindow::MenuMain(Bar &bar){
    bar.Add("Menu", Image::Arrow(), THISBACK(SubMenu));

    imagebtn1.SetImage(MyImages::layout1());
    imagebtn1 <=<= THISBACK(setLayout1);
    bar.Add(imagebtn1.Tip("Layout 1"), MyImages::layout1().GetSize());

    bar.Gap(4);

    imagebtn2.SetImage(MyImages::layout2());
    imagebtn2 <=<= THISBACK(setLayout2);
    bar.Add(imagebtn2.Tip("Layout 2"), MyImages::layout2().GetSize());
}
```

```
void basicWindow::SubMenu(Bar &bar)
{
    bar.Add("Item1", Callback());
    bar.Add("Item2", Callback());
    bar.Add("Item3", Callback());
}(I've also added a sub-menu to make the example clearer)
```

Hope that helps,
James