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Subject: Re: Menus and Toolbars

Posted by [dolik.rce](#) on Sat, 06 Feb 2010 19:32:26 GMT

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You can of course do `Bar::Item& foo=bar.Add("Foo", THISBACK(DooFoo));`

`foo.Help(...);`

`foo.Tip(...);`

`foo.Text(...);`

`foo.Image(...);`

`foo.Check(...);`

`foo.Enable(...);`

`foo.Key(...);`

But it's ugly and it requires much more typing. The chaining concept is one of the big advantages of U++.

BTW: Another great source of information is reference assembly. Most of the packages there covers one topic only, but into greater detail than tutorials.

Quote: I think there is an example with this.

Yes, it is in Reference/Menu.

Honza

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