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 then tutorials.

Quote:I think there is an example with this.
Yes, it is in Reference/Menu.

Honza