
Subject: General Menu Construction

Posted by [Werner](#) on Sat, 13 May 2006 10:52:45 GMT

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So far I have found 5 different menu construction patterns. Reducing the code to the crucial parts and unifying it yields:

#1 The MenuSet variant

(Used in: Bombs, CodeMetric, Puzzle, Scribble2, Scribble3, UWord, GUI Tutorial Menu, GUI Tutorial Adding Images, GUI Tutorial Toolbar, GUI Tutorial StatusBar And Decorative Frames, Menu)

- MenuBar menu;
- AddFrame(menu);
- menu.Set(THISBACK(A_Function));
- bar.Add("a_name", THISBACK(Another_Function));

#2 The MenuAdd variant

(Used in: HelloWorld)

- MenuBar menu;
- AddFrame(menu);
- menu.Add("a_name", THISBACK(A_Function));
- bar.Add("a_name", THISBACK(Another_Function));

#3 The ContextMenu variant

(Used in: GUI Tutorial Context Menu)

- MenuBar menu;
- MenuBar::Execute(THISBACK(A_Function));
- bar.Add("a_name", THISBACK(Another_Function));

#4 The ContextMenu Alternative variant

(Used in: GUI Tutorial Context Menu Alternative And Using CallbackArgTarget, Some More Stuff About Callbacks)

- MenuBar menu;
- CallbackArgTarget<int> result;
- menu.Add(AsString(i), result[i]);
- menu.Execute();

#5 The Layout variant

(Used in: AddressBook, AddressBookXML)

- LAYOUT(AddressBookLayout, width, height) // MenuBar var;
- ITEM(MenuBar, menu, Position()) // parent.Add(layout.menu;)
- menu.Set(THISBACK(A_Function));
- bar.Add("a_name", THISBACK(Another_Function));

Are there even more patterns?

When should I use "menu.Set" (#1) and when "menu.Add" (#2)?

