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Subject: Re: User configurable menu system - XMLMenu - Help requested !

Posted by [koldo](#) on Mon, 17 Oct 2011 19:40:59 GMT

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Hello Massimo

It is almost finished.

There is a division by zero problem here, easily solved with added code:

```
void XMLBarsEditor::Layout(void)
{
    if (GetSize().cx == 0) //Added to avoid division between zero
        return;
    horzSplitter.SetPos(10000 * selectorSize.cx / GetSize().cx);
}
```

In window 3, the "Separator" creates a second level in the tree. However IMHO it would have to be just a separator:

Now the commands can be moved in window 3, but they cannot be moved from 1 to 3 or from 3 to 1 (or to "trash bin").

### File Attachments

1) [d.PNG](#), downloaded 1022 times

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