Subject: Dynamic windows & widgets
Posted by normvcr on Sat, 31 Oct 2015 09:46:54 GMT
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The examples I have seen show menus and toolbars as data members of top-level windows. Can a top-level window be created with menus and toolbars, without being pre-defined as a class with these objects as data members? i.e. something like this:
window = new Window;
window->add(new Menu);
Thank you