Subject: Creating sub menus without callback functions
Posted by prog13 on Mon, 23 Oct 2006 22:38:44 GMT
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Hi, I've stumbled across U++ some days ago while searching for an alternative GUI framework because of some issues I have with wxWidgets - and all in all I really liked what I saw. Now after beginning to port an application that reads in it's user interface layout from a text file I've got stuck on menu creation. The layout parser of that application needs to create the menu structure in standard depth-first-order or else some kind of overly complicated menu structure buffer would need to be implemented.
So what I'd need is instead of adding a sub menu with "bar.Add(caption, callback);" something like "bar.Add(caption, submenu);". But this doesn't seem to work with 'submenu' beeing of type MenuBar.
So is something like that possible? Or any method not using (seemlingly asynchronous) callback functions?