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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 (seemingly asynchronous) callback functions?

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