
Subject: Re: Creating sub menus without callback functions

Posted by [mirek](#) on Tue, 24 Oct 2006 00:32:42 GMT

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No, current menu is designed to use callback.

BUT callbacks are quite versatile. This problem can be easily solved by passing additional parameter in the callback.

E.g. like this: (very barebone skeleton, just to get the idea):

```
struct MyApp {
    typedef MyApp CLASSNAME;

    Vector<String> top;
    Vector< Vector<String> > submenu;

    void Action(int top, int i) { /* some action */ }

    void SubMenu(Bar& bar, int top) {
        const Vector<String>& sm = submenu[top];
        for(int i = 0; i < sm.GetCount(); i++)
            bar.Add(sm[i], THISBACK2(Action, top, i));
    }

    void MainMenu(Bar& bar) {
        for(int i = 0; i < top.GetCount(); i++)
            bar.Add(top[i], THISBACK1(SubMenu, i));
    }

    ....
};
```