
Subject: Disabled menu item not disabled [FIXED]
Posted by [victorb](#) on Wed, 25 Jan 2006 10:39:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you open the "Menu" example you can see the following issue:
When "Numbers" is supposed to be disabled and the mouse come over this item, the sub-menu will pop-up.

This can be solved in MenuBar.cpp

```
void SubMenuItem::MouseEnter(Point, dword)
{
    SetFocus();
    Refresh();
    - if(!menu.IsOpen())
    + if(!menu.IsOpen() && isenabled)
        SetTimeCallback(400, THISBACK(Pull), TIMEID_PULL);
}
```

Victor
