
Subject: Windows 11 - Menubar issues

Posted by [Klugier](#) on Sat, 02 Jul 2022 23:00:05 GMT

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Hello,

Finally, I had a time to install Windows 11 and play with it. I just noticed that we are using "legacy" menu bars and we are rendering them wrongly in comparison to other Microsoft applications that are using them. Our hover state is wrong. The font should be white not black in this case for light them. Screenshot below:

The same problem in other applications like Libre Office or GIMP.

In the long term, we should have better menu bars. We should migrate to more modern approach and our menu bars should be more similar to that used in new File Explorer (Excluding "Show more options...") or Edge. I just noticed that Firefox or Thunderbird has pretty nice menu bars. They are a little bit different to that present in Microsoft applications, but they look good. The problem with legacy menu bars is that it doesn't look good and selected entry is very small which is visually confusing.

IMO, the legacy amount in Windows 11 is huge. Two menu bars style in one applications is too much for example File Explorer has modern menu bars, but when you click "Show more options.." then the legacy menu bar is shown. The same is true for Desktop...

Klugier

File Attachments

1) [Screenshot \(1\).png](#), downloaded 499 times

GUI | CLANGx64 Debug

asm # ide.h

```

1 #ifndef IDE_H
2 #define IDE_H
3
4 #include <ide/Common/Common.h>
5
6 #include <RichEdit/RichEdit.h>
7
8 #include <Report/Report.h>
9
10 #include <ide/Browser/Browser.h>
11 #include <TabBar/TabBar.h>
12 #include <CodeEditor/CodeEditor.h>
13 #include <ide/IconDes/IconDes.h>
14 #include <ide/Java/Java.h>
15 #include <ide/LayDes/LayDes.h>
16 #include <ide/Debuggers/Debuggers.h>
17 #include <TextDiffCtrl/TextDiffCtrl.h>
18 #include <ide/Designers/Designers.h>
19 #include <ide/Android/Android.h>
20 #include <plugin/md/Markdown.h>
21
22 #include "About.h"
23 #include "MethodsCtrls.
24
25 #define LAYOUTFILE <ide
26 #include <CtrlCore/lay.
27
28 #define IMAGECLASS IdeI
29 #define IMAGEFILE <ide
30 #include <Draw/iml_head
31
32 #define KEYGROUPNAME "I
33 #define KEYNAMESPACE Id
34 #define KEYFILE <i
35 #include <C
36
37 #include "version.h"
38
39 #include <plugin/astyle
40
41 #include <ide/Builders/
42
43 const char *FindTag(con
44 const char *FindAfter(const char *txt, const char *tag);
45 int IdeLocateLine(String old_file, int old_line, String new_file);
46
47 #include "UppDlg.h"
48

```

Insert

- Insert #include
- Advanced
- Search on Google Alt+G
- Search on the official site.. Alt+Shift+G
- Search on...
- Compare with clipboard..
- Undo Ctrl+Z
- Redo Ctrl+Shift+Z
- Cut Ctrl+X
- Copy Ctrl+C
- Paste Ctrl+V
- Paste in column Alt+Shift+V
- Sort
- Erase Delete
- Select all Ctrl+A

Insert color..

- ide.lay include
- ide.iml include
- app.tpp include
- urepo.iml include
- urepo.lay include
- Insert file path..
- Insert file path as C string
- Insert clipboard as..
- Insert file as..

Subject: Re: Windows 11 - Menubar issues
Posted by [mirek](#) on Thu, 07 Jul 2022 18:46:21 GMT
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Klugier wrote on Sun, 03 July 2022 01:00Hello,

Finally, I had a time to install Windows 11 and play with it. I just noticed that we are using "legacy" menu bars and we are rendering them wrongly in comparison to other Microsoft applications that are using them. Our hover state is wrong. The font should be white not black in this case for light them. Screenshot below:

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Klugier

Well, we are not using legacy menu bars, but we are using legacy styling api... Anyway, definitely something to fix, great.

Mirek
