Subject: Menu callbacks
Posted by hojtsy on Fri, 13 Jan 2006 17:00:44 GMT
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I am trying to understand the Bombs example. What is not clear is that how the checkboxes next to the "Easy" "Medium" and "Difficult" level get updated. Is it possible that the Bombs::Game(Bar& menu) callback is invoked every time the game menu needs to be displayed?

Subject: Re: Menu callbacks
Posted by mirek on Fri, 13 Jan 2006 17:05:12 GMT
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Yes.

Actually, instead of displayed, more precise term here is "opened" (pulled down etc...).