Subject: Disabled menu item not disabled [FIXED]
Posted by victorb on Wed, 25 Jan 2006 10:39:58 GMT
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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

Subject: Re: Disabled menu item not disabled
Posted by mirek on Wed, 25 Jan 2006 11:09:56 GMT
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Indeed! Thanks!

Mirek