Subject: Look of MenuBar dependent on position of calls
Posted by cbpporter on Thu, 17 Jan 2008 14:08:53 GMT
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I noticed something strange: when creating a menu, if you change the order of MenuBar::Set and TopWindow::AddFrame, the menu looks differently. If it has a submenu it even looks nice, so I guess this is intentional.

But if it doesn't have a submenu, the text is not centered.

I think suck things should not be dependent on the order of calls. To see what I mean, run Gui07 and edit:

```
MyAppWindow() {
 Title("My application with menu").Sizeable();

 menu.Set(THISBACK(MainMenu)); // this was after the next one
 AddFrame(menu);
}
```

Subject: Re: Look of MenuBar dependent on position of calls
Posted by mirek on Thu, 17 Jan 2008 19:59:47 GMT
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cbpporter wrote on Thu, 17 January 2008 09:08I noticed something strange: when creating a menu, if you change the order of MenuBar::Set and TopWindow::AddFrame, the menu looks differently. If it has a submenu it even looks nice, so I guess this is intentional.

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Well, I am afraid we have to call this a feature for now...

The thing is that the kind of menu items is decided based on whether menu is child or not. If not, popup menu is created, if it is child, the result is menu-bar.

Mirek

Subject: Re: Look of MenuBar dependent on position of calls
Posted by cbpporter on Fri, 18 Jan 2008 08:17:46 GMT
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Quote:Well, I am afraid we have to call this a feature for now...
Oh well, I can live with that.

Another thing related to bar is that after the new Chameleon style that was introduced lately, if you use ToolButton outside of a ToolBar, it has a different look. It border is a lot thicker. A little diversity doesn't hurt, but during my summer hollyday, I installed U++ on a computer, where these borders where extremely thick. No other application had such thick buttons, so I don't think it was related directly to some custom windows skin. I'm sorry, but I forgot about the issue back then, and I didn't take a screenshot.