Subject: Minor crash with Menu... [FIXED]
Posted by gprentice on Wed, 05 Apr 2006 08:32:52 GMT
View Forum Message <> Reply to Message

Hi

I've encountered a minor crash situation. In the menu reference example, I changed the code as shown below so that when the menu was clicked, there were no items added to the popup menu. With or without the PromptOK line, clicking on "Menu" then pressing down arrow crashes the app.

```
void Menu(Bar& bar)
{
 PromptOK(AsString(234));
 /********
 bar.Add("Enable numbers", THISBACK(EnableNumbers))
    .Check(numbers_enabled);
 bar.Add(numbers_enabled, "Numbers", THISBACK(SubMenu));
 bar.Add("Exit", THISBACK(Exit))
    .Key(K_CTRL_E);
    **********/
}
```

I was trying to understand how the menus work and why a sub-menu appears when the Numbers item is clicked - i.e. when the callback to SubMenu occurs, the "calling" code has no idea whether the callback function is going to populate a submenu or not - so the "bar" passed to SubMenu must be a different bar than the one passed to Menu, otherwise the bar.Add in submenu would add on to the original menu instead of creating a new sub-menu.

It seems like every menu callback function has a "bar" passed to it in case it wants to create a sub-menu - is there any other reason for passing bar in the callback?

Anyways, no need for long explanation. It's just a subtlety I'm trying to get my head round.

Graeme

Subject: Re: Minor crash with Menu
Posted by mirek on Wed, 05 Apr 2006 09:09:38 GMT
View Forum Message <> Reply to Message

What a nasty thing you have done to Menu

Now fixed.

And yes, obviously, when submeny pulls, it is another Bar.

MenuBar is derived from Bar and can serve both as toplevel or popup. Popup of submenu is handled in fact by SubmenuBase / SubMenuItem classes and that another MenuBar they have as member...

See MenuBar.cpp, lines 412, 438.

Mirek
