
Subject: Menu, SubMenu and Icons [ADDED]
Posted by [unodgs](#) on Mon, 10 Apr 2006 08:21:08 GMT
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Consider this piece of code:

```
void App::CreateSubMenu(Bar &bar) {...}
```

```
App:App()
{
    MenuBar bar;
    bar.Add("Submenu", Nicelmg(), THISBACK(CreateMoveRecordMenu));
}
```

The bar.Add(..) wont work... I have to write..

```
bar.Add("Submenu", THISBACK(CreateMoveRecordMenu));
```

...but then submenu is without icon.

I'm not sure what is better - submenu with or without icon, but IMO there should be ability to create submenu with icon.

Subject: Re: Menu
Posted by [mirek](#) on Mon, 10 Apr 2006 08:58:13 GMT
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unodgs wrote on Mon, 10 April 2006 04:21 Consider this piece of code:

```
void App::CreateSubMenu(Bar &bar) {...}
```

```
App:App()
{
    MenuBar bar;
    bar.Add("Submenu", Nicelmg(), THISBACK(CreateMoveRecordMenu));
}
```

The bar.Add(..) wont work... I have to write..

```
bar.Add("Submenu", THISBACK(CreateMoveRecordMenu));
```

...but then submenu is without icon.

I'm not sure what is better - submenu with or without icon, but IMO there should be ability to create submenu with icon.

```
bar.Add("Submenu", THISBACK(CreateMoveRecordMenu)).Image(Nicelmg())
```

But maybe you are right anyway... added.

Mirek
