
Subject: Re: CW_PDMENU

Posted by [davidf](#) on Tue, 13 Apr 1999 07:00:00 GMT

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Pavel Romashkin (pavel@terra.colorado.edu) writes:

- > Have you noticed that, when creating widget applications with top-level
- > pulldown menus, if you use CW_PDMENU for creating menus, then there's no
- > way to use the 1st child of the top base (which is the menu bar base) to
- > carry the widget STATE information, because UVAL of all CW_PDMENUs and
- > the menu bar are reset to the last CW_PDMENU's UVALUE? I have asked
- > RSInc about it and they said this is because CW_PDMENU uses the menu bar
- > as a base (since menu bar can only have buttons as children). They said
- > they are not likely to alter this behavior for the sake of backward
- > compatibility. I worked around this by using WIDGET_BUTTONS on the menu
- > bar, and populating them with CW_PDMENUs. How did you get around this?

I get around it by not using CW_PDMENU at all. I just create buttons. This gives me great flexibility in assigning event handlers, moving buttons around in my interface, adding new buttons, etc. If I want new functionality in my program I just create a new button, assign it an event handler, write the event handler and I am done with it. I don't have to worry about breaking code I've already written, etc.

If I want one event handler to handle all the button events in a pull-down menu, I just assign the event handler to the button at the top of the button hierarchy. The sub-button events "bubble up" to the correct event handler.

Cheers,

David

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