
Subject: CW_PDMENU

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

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Hi all,

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?

Thank you,

Pavel
