
Subject: Dynamic menus on base widget using MBAR
Posted by [Ricardo Fonseca](#) on Thu, 10 Aug 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi All

Is there a way to dynamically change the menu on a base widget? When I begin my program I create a menu using the MBAR keyword on the WIDGET_BASE function. While it is running, and depending on user input, I'd like to change the menu to a completely different one.

So far I've attempted to destroy the old button widgets and regenerating the menu, but it's not working.

Any Ideas?

Thanks in advance, Ricardo
