
Subject: Menu Question

Posted by [Eric Hudson](#) on Sun, 12 Jul 2009 23:37:36 GMT

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Hi,

I am having issues with menus and am hoping someone has a suggestion. Basically, I want a context menu look and functionality, with the ability to have accelerators (any idea why accelerators are forbidden for context menus?)

I've tried just making a button group where each button spawns a pulldown menu (like what you get with CW_PDMENU) but it seems that the top level buttons can't have accelerators (while any button in the pulldown menus can).

So then I thought I'd be clever and have a single top level button which I then programmatically 'push' in order to automatically drop down the menu. That is, I capture the right click on the draw window which says "time for a menu" then I show the top level base of my menu, with one button in it, and then tell the button to 'drop down your menu' without forcing the user to make the extra mouse click. But I can't figure out how to programmatically push the button -- send event doesn't seem to do it.

Any suggestions?

On a related note, I wrote an extension to CW_PDMENU which allows the setting of accelerators and checked_menus for each menu item (rather than having the string 'code / menuitem name / handler' I just appended ' / accelerator / checked?'. It works fine (except not for context menus and not for the top level buttons), but this seems like such an obvious thing to do I was wondering if it had been implemented elsewhere and I just missed it.

Thanks,
Eric
