Submenu Control

This chapter covers the following topics:

- Description

- Attributes for Submenu Control

- Events

Description

A submenu control is a part of a complex menu structure. When the end user chooses a menu item of type submenu, the submenu control is pulled down, containing a vertical list of menu items.

You create a submenu control in the dialog editor by creating a menu item with the MENU-ITEM-TYPE of MT-SUBMENU or MT-WINDOWMENU. In Natural code, a submenu control is embedded into a menu structure by assigning its HANDLE to the MENU-HANDLE attribute of a menu item.

An MT-WINDOWMENU submenu control is used for MDI frame and MDI child windows. The windowing system adds the currently existing MDI child windows dynamically to such a submenu control.

The PARENT of a submenu control may be a dialog or NULL-HANDLE. If a dialog is the PARENT, the submenu control is private to the dialog and is deleted when the dialog is closed. If a NULL-HANDLE is the PARENT, the submenu control is free and will be deleted when the application is closed. A free submenu control can be shared among several menu structures in several dialogs if the handles are defined in a global data area rather than in a local data area.

Attributes for Submenu Control

Attribute Name	Query	Set/Modify	In Attr. Window
CLIENT-DATA	X	X/X	
CLIENT-HANDLE	X	X/X	
CLIENT-KEY	X	X/X	
CLIENT-VALUE	X	X/X	
FIRST-CHILD	X	-/-	
HELP-ID	X	X/X	
LAST-CHILD	X	-/-	
MENU-ITEM-OLE	X	X/X	
PARENT	X	X/-	
PREDECESSOR	X	-/-	
STYLE	X	X/-	
SUCCESSOR	X	-/-	
SUPPRESS-BEFORE-OPEN-EVENT	X	X/X	
TYPE	X	X/-	
VISIBLE	X	X/X	

Events

Before Open Event (may be suppressed).