

Menu Editor Window

▶ Accessible Using

1. First check the "Menu Bar" field in the "Dialog Attributes" window, then double-click on the dummy menu bar in the dialog; or
 2. "Dialog > Menu Bar" or by selecting 'Menu Bar...' from the menu bar's context menu or
 3. CTRL+ALT+M.
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Entries

Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
Menu:	
Name	Handle name of the menu (may be overwritten with another name).
Submenus	Lists the menu's handle name and all of the menu items of MENU-ITEM-TYPE attribute "Submenu" defined so far. This list is indented, that is, the menu structure becomes visible. If you select an entry, its <i>children</i> menu items or submenu controls appear in the "Selected Submenu" group frame.
Selected submenu:	Displays the STRING attribute values of the menu items or submenu controls which have been created as child of the "Submenus". You can edit the attributes of the currently "Selected Submenu" in the "Selected Menu Item" group frame. The entries marked ">" are submenus. (You can also select several menu items for cutting and pasting.)
Cool menu	Enables the display of bitmaps within a menu. If not checked, no menu bitmaps will be displayed, even if the menu items themselves have a bitmap assigned to them.
Image width	The width of images to be displayed alongside the menu items. Menu item bitmaps with a different width will be scaled, or truncated or extended (in the background color) to fit, depending on the value of the menu item's 'scaled' attribute.
Image height	The height of images to be displayed alongside the menu items. Menu item bitmaps with a different height will be scaled, or truncated or extended (in the background color) to fit, depending on the value of the menu item's 'scaled' attribute. The specified image height may determine the menu item height if larger than the standard menu item height will allow.
Menu items:	Displays the STRING attribute values of the menu items or submenu controls which have been created as child of the "Submenus". You can edit the attributes of the currently "Selected Submenu" in the "Selected Menu Item" group frame. The entries marked ">" are submenus. (You can also select several menu items for cutting and pasting.)

Entry in Attributes Window	Represents
<< Parent menu Submenu >>	When you are creating a menu hierarchy, these two push buttons enable you to navigate to the next higher level (<< Parent Menu) or the next lower level (Submenu >>) of the existing branches.
Selected menu item:	Displays the attribute values of the selected submenu for editing. For editing, it is necessary that one menu item be selected.
Name	Handle name of the menu item or submenu control (may be overwritten with another name starting with the # sign).
Type	MENU-ITEM-TYPE attribute value for the selected menu item. If the type is "Submenu" or "Window submenu", this item is automatically changed into a submenu control.
Same as	SAME-AS attribute value (only available for MENU-ITEM-TYPE attribute "Normal"); the selection box displays the signals available. If this field is filled, the fields for the attributes which are inherited from the referenced signal are disabled, and can only be re-enabled if the link is broken again by deleting the "Same as" field contents.
OLE	MENU-ITEM-OLE attribute value. If a dialog has a menu bar and an OLE container control is being edited in-place, this attribute decides whether a top-level menu item or a submenu control is not an OLE menu item, or whether it is an item that represents the OLE Container or File or Window group.
String	STRING attribute value.
...	Dialog box for determining sources of STRING attribute values.
Bitmap	BITMAP-FILE-NAME attribute value.
...	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
DIL text	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
Accelerator	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
Command ID	CLIENT-KEY attribute value (used in this context for associating a command ID).
Background Color:	
Selection box	BACKGROUND-COLOUR-NAME attribute value to be used for display of the menu item's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
...	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
State:	
Enabled	ENABLED attribute value.

Entry in Attributes Window	Represents
Shared	SHARED attribute value. CLICK events for this menu item will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
Checked	CHECKED attribute value (not applicable to submenu controls).
Style:	
Scaled	STYLE attribute value: scale the menu item's bitmap to fit the image height and width specified for the submenu.
Transparent	STYLE attribute value: menu item bitmap pixels in the background color do not change the state of the screen.
Default	<p>STYLE attribute value: menu item text is drawn using a bold font.</p> <p>Note: This style is only available for menu items within context menus and submenus. Furthermore, selecting this style for a menu item implicitly deselects the style for all other menu items in the same menu.</p>
Events	Dialog box for editing event handlers; may only be used with the appropriate "Type" field.
New	Creates a new submenu control or menu item. If you change the type in the "Type" field of the "Selected Menu Item" group frame, it creates a menu item with a corresponding MENU-ITEM-TYPE attribute value. Within a submenu, it creates a menu item.
Cut	Cuts the selected menu item(s) and copies it (them) to the clipboard.
Copy	Copies the selected menu item(s) to the clipboard.
Paste	<p>Pastes menu item(s) from the clipboard.</p> <p>Note: The "New" and "Paste" entries insert menu items behind the currently selected item, or, if no items are selected, at the top of the list. You deselect items by holding down CTRL while selecting the selected items.</p>
OK	Save settings and exit the window.
Cancel	Exit the window without saving the settings.
Help	Provides online help on the attributes window.