
Subject: : Open Amiga

Topic: : Assigned: ReAction menu.class project

Re: Assigned: ReAction menu.class project

Author: : trixie

Date: : 2014/7/1 16:12:30

URL:

@broadblues

Thanks for your input, Andy!

Quote:

Looking at that I can't see the menu structure as easily as looking at the equivalent Gadtools code. Though that might be solved as simple as creating aliases for MENU_AddChild as in MENU_AddMenu MENU_AddSubMenu MENU_AddItem etc etc

That certainly is a possibility, and the alias macros a likely solution.

Quote:

Is an object deciding it's nature by it position in the heriachy not going to be bit of a headache coding wise?

Frankly, I don't know yet. Dynamic layouts can easily prove me wrong once I start the actual implementation 😞

You can be sure that something like the MENU_Type attribute is on my backburner, if it proves that my idea isn't going to work and that the objects need specific identification.

Still it's good to have realized that we can do all of this inside one class and not three.

Quote:

a menu object of type strip (however that is determined) could take an object od Window as an attribte then could handle attachment and removal transparently when methods modifying the menu are invoked.

Window interaction will be crucial. I'll give it a very good thought.