
Subject: : Open Amiga

Topic: : BOOPSI Menu Class: first update

Re: BOOPSI Menu Class: first update

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Date: : 2014/7/12 23:28:30

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@trixie

The reason I changed from an event loop to using callbacks was, IIRC, because the switch-case section was getting unwieldy. It's much easier to manage a set of functions even if you have one per menu item, and you don't need to shunt things around when adding menus either (use enums, you say - that helps certainly, but when NewMenu is a flat array, and figuring out which menu item has been selected is hierarchal, well you see that that isn't necessarily ideal)

So I switched to callback functions, and in certain cases the callback for items is the same, but with different data in the h_Data field.

It's truckloads easier to manage, and I can insert and remove items with relative ease, even taking out items using #defines won't screw up the menu picking code.

How much more difficult is it to assign a callback for each menu, than pick the menu item in a switch-case section? In one case you have:

```
menu_func(struct Hook *hook etc) {  
do stuff here  
}
```

In the other you have:

```
switch {  
case ambiguous_menu_number:  
switch {  
case ambiguous_item_number:  
do stuff here  
break;  
}  
break;  
}
```

The top one is much more readable.

The menu class will solve the flat array to hierarchy translation so you might be able to automagically disambiguate the switch-case, but I still think the callbacks will be better, even in simple programs.