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Subject: : Open Amiga

Topic: : BOOPSI Menu Class: first update

Re: BOOPSI Menu Class: first update

Author: : nbache

Date: : 2014/7/13 20:17:05

URL:

@trixie

Quote:

So in reaction to a toolbar event, the programmer can call

```
menu_func(NULL, menuObject, NULL);
```

and use the same function the Menu Class uses as callback.

Or maybe you could consider splitting things up once more, so you have a "function execution" layer in one class, in which you can define "things you want done", and those can be called by any "arbitration layer", be it a menu class or a toolbar class - well, something like that, anyway (if it makes any sense 😊).

Best regards,

Niels