

## Re: dynamic menu question

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-02/msg00547.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxx)>
  - *Date:* Sat, 04 Feb 2006 21:55:22 -0500
- 

There are again two answers:

- (a) Create a popup menu at runtime and insert it into your existing menu system in the right place
- (b) Create a menu at design time and load it dynamically, then put it where needed

Note that in case (a), no menu ID is needed because a menu ID is only required to retrieve a menu from the resource segment. If you are using `CreatePopupMenu` at runtime, there's no menu to retrieve, hence, no need for a menu ID. Note that this doesn't solve the problem of how you assign menu IDs to the items of that popup menu, which is what I was answering.  
joe

On Sat, 4 Feb 2006 20:24:04 -0600, "Asser" <[as@xxxxxxxx](mailto:as@xxxxxxxx)> wrote:

probably we didn't understand each other correctly,  
I'm trying to add dynamically completely new menu,(not an item in menu)  
so I guess there is a way to created menu without righting in resource editor.

"Joseph M. Newcomer" <[newcomer@xxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxx)> wrote in message  
[news:aolau1hb4et0nf82aqed8nja3cpdq8mm82@xxxxxxxx](mailto:news:aolau1hb4et0nf82aqed8nja3cpdq8mm82@xxxxxxxx)

Well, 1234 is probably a bad choice of range because it can overlap with the range of other controls.

Where you put it is up to you. It's just a #define.

The example is meaningless. If you define `IDR_DYNA` in the resource editor, it will be there; if you do the #define of a menu item by hand, there's no menu of that ID there, so it won't do anything. This does not correspond to anything you were suggesting you needed to do; you were asking how to create menu items; `LoadMenu` does not load individual menu items, it loads entire menus  
joe

## Re: dynamic menu question

On Sat, 4 Feb 2006 01:43:08 -0600, "Asser" <as@xxxxxxxx> wrote:

Joe,  
I tried the #define method you described like this:  
#define IDR\_DYNA 1234  
but where I actually load this resource?  
in this fails -> LoadMenu(NULL,  
MAKEINTRESOURCE(IDR\_DYNA))  
.thanks

"Joseph M. Newcomer" <newcomer@xxxxxxxxxxxx> wrote  
in message  
[news:pva8u15oeni5lqm6aa2notrqsehtv4n6bh@xxxxxxxx](mailto:news:pva8u15oeni5lqm6aa2notrqsehtv4n6bh@xxxxxxxx)

There are several questions here.

First, how do you add new IDs? Well, the  
method I've found simplest in  
a  
lot of cases is  
to create the ID in the dialog editor and add  
the menu item at design  
time. Then at  
runtime, delete all the items you don't need.  
The other solution,  
particularly when you  
need some open-ended (more or less) set of  
values not computable until  
runtime, such as a  
list of options which are computed based on  
data, environment, or  
whatever, pick a range  
of integers, e.g.,  
#define IDR\_MYMENU\_FIRST 11000  
#define IDR\_MYMENU\_LAST 11100

then as you add menu items, you just start  
with IDR\_MYMENU\_FIRST and  
increment until you  
get to IDR\_MYMENU\_LAST (at which  
point you have some serious decisions  
to  
make). If items  
can go in and out, you have a set of elements  
indexed by the count,  
increment it in a  
circular fashion. When you add a menu item,  
add it to the set (e.g.,  
CMap, or std::map),

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and when you delete one, delete it from the map. An integer value is valid if it is not already in the map. Typically, the map would map the integer to the information required to interpret the item.

Next, the question is how do you respond to menu item selection for runtime-created menus. Use ON\_COMMAND\_RANGE in your message map, and the UINT delivered to the handler is the index into the map.

Finally, how do you maintain a menu? Note that whenever you change views in MDI, a new menu is reloaded from the MENU resource, thus clobbering your menu, which you will have to rebuild. I think OnActivateFrame is where you need to do this (note that you don't just add items; they may still be present, so you need to deal with that. What I did was delete all the dynamic menu items in the range IDR\_MYMENU\_FIRST..IDR\_MYMENU\_LAST and then add them back in).  
joe

On Fri, 3 Feb 2006 18:48:54 -0500, "Derek" <der@xxxxxxxx> wrote:

hi, AfxGetMainWnd gets me the main window menu, but I'm creating new menu.  
I just need find a way to give that menu IDR\_ identifier somehow...

Re: dynamic menu question

"Tom Serface"

<tserface@xxxxxxx> wrote

in message

[news:eb6lZpRKGHA.1848@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:eb6lZpRKGHA.1848@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

You have to  
get the  
menu item  
with code  
like:

```
CMenu*  
pMenu =  
AfxGetMainWnd()->GetMenu();
```

Then you  
modify the  
menu  
dynamically.

If you want  
change a  
menu you  
can use  
LoadMenu()  
to replace  
any menu  
with  
one from  
your  
resources.

If you  
trying to  
pop down a  
menu from  
a button this  
code might  
help  
you:

<http://www.codeproject.com/buttonctrl/pushmenubutton.asp>

Tom

"Asser"

<ass@xxxxxxxx>

wrote in  
message

Re: dynamic menu question

news:%2337MgXRKGHA.1848@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello,  
this  
code  
below  
works  
if  
I  
have  
static  
menu  
created  
in  
resource  
editor  
with  
some  
IDR\_  
but  
when  
I  
create  
menu  
dynamically  
how  
do  
I  
attach  
new  
IDR\_  
value  
to  
it?

```
HMENU  
m_wDynaMenu;  
m_wDynaMenu  
=  
::CreateMenu();  
AppendMenu(m_wDynaMenu,  
MF_STRING,  
IDR_DYNAMENU,  
_T("first  
entry"));  
m_Button.SetMenu(IDR_DYNAMENU,  
CWnd::GetSafeHwnd()  
);
```

how  
to

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associate  
IDR\_DYNAMENU  
with  
this  
menu?  
probably  
I'm  
doing  
something  
stupid  
here  
:)  
thanks

Joseph M. Newcomer [MVP]  
email: newcomer@xxxxxxxxxxxxx  
Web: <http://www.flounder.com>  
MVP Tips:  
[http://www.flounder.com/mvp\\_tips.htm](http://www.flounder.com/mvp_tips.htm)

Joseph M. Newcomer [MVP]  
email: newcomer@xxxxxxxxxxxxx  
Web: <http://www.flounder.com>  
MVP Tips: [http://www.flounder.com/mvp\\_tips.htm](http://www.flounder.com/mvp_tips.htm)

Joseph M. Newcomer [MVP]  
email: newcomer@xxxxxxxxxxxxx  
Web: <http://www.flounder.com>  
MVP Tips: [http://www.flounder.com/mvp\\_tips.htm](http://www.flounder.com/mvp_tips.htm)  
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