



Forum: WD 10

Topic: Champ menu d'une fenêtre

Subject: Re: Champ menu d'une fenêtre

Posté par: Anonyme

Contribution le : 7/7/2006 9:44:47

WM_MENUCOMMAND = 294

//A mettre dans la partie déclarations globales de votre fenêtre
gnhMain is int = Handle()

WM_MENUCOMMAND Notification

The WM_MENUCOMMAND message is sent when the user makes a selection from a menu.

Syntax

WM_MENUCOMMAND

WPARAM wParam
LPARAM lParam;

Parameters

wParam

Specifies the zero-based index of the item selected.

Windows 98/Me: The high word is the zero-based index of the item selected. The low word is the item ID.

lParam

Handle to the menu for the item selected.

Return Value

No return value.

Remarks

The WM_MENUCOMMAND message gives you a handle to the menu--so you can access the menu data in the **MENUINFO** structure--and also gives you the index of the selected item, which is typically what applications need. In contrast, the WM_COMMAND message gives you the menu item identifier.

The WM_MENUCOMMAND message is sent only for menus that are defined with the MNS_NOTIFYBYPOS flag set in the dwStyle member of the MENUINFO structure.

Pour modifier MENUINFO utilisez l'API

SetMenuInfo

Pour obtenir le handle de votre menu utilisez l'API **GetMenu** de la façon suivante :

hMenu is int = API("User32", "GetMenu", gnhMain)