New Menu Support

REALbasic 5.0 now supports the ability to have multiple menu bars with in your project, and this document will explain how to use this new feature.

Adding New Menu bars:

To add a new menu bar to your project, you simple need to select the New MenuBar command from the File menu, and you will see a new Menu object appear in your project window.

Working With Menu bars:

To select a particular menu bar to be associated with a window, select the window in question in the project window, and scroll down to the MenuBar property in the properties window. Here you can select any of the menus that are currently in your project. You can also set the menu bar in code by saying Window.MenuBar = Menu1

How Menu bars Work:

On the Mac, there is only one menu bar for the system, called the Global Menu Bar. If your application has two windows with two different menu bars, then the Global Menu Bar will change depending on what window is currently front-most. If one of your windows does not have a menu bar associated with it, then the Application's menu bar is used.

On Windows, every window can have a menu bar attached to it. The menu bar you see on your application depends on the menu bar you have selected for the window. If you have selected no menu bar for a window, then the window will not have a menu bar in your built application. If you are developing an MDI application, the MDI frame's menu bar is the Application's menu bar. Individual document windows cannot have a menu bar, but this is due to a limitation built into Windows. However, floating windows can have a menu bar, and so those windows will display the menu bar you specify for them.