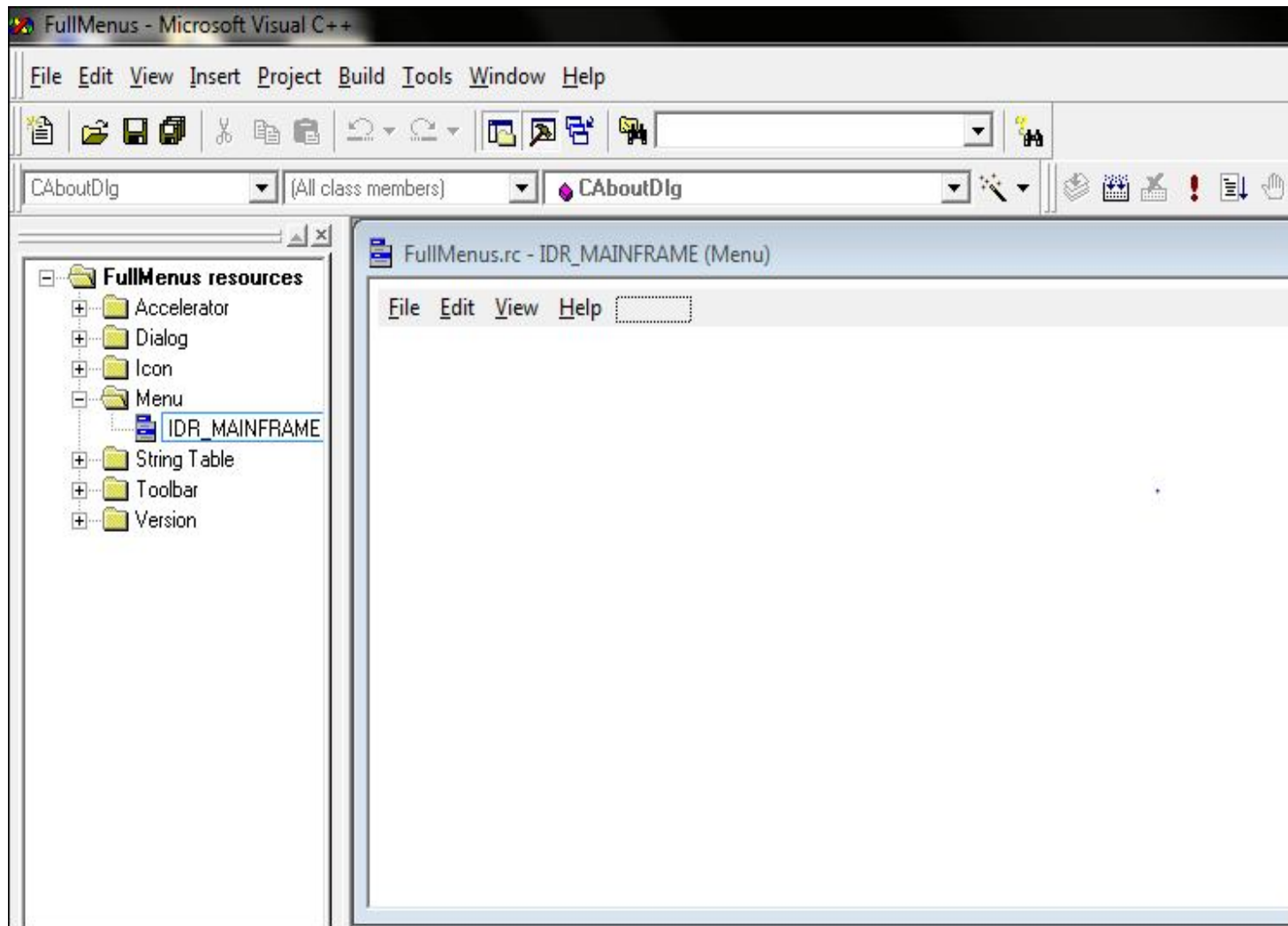
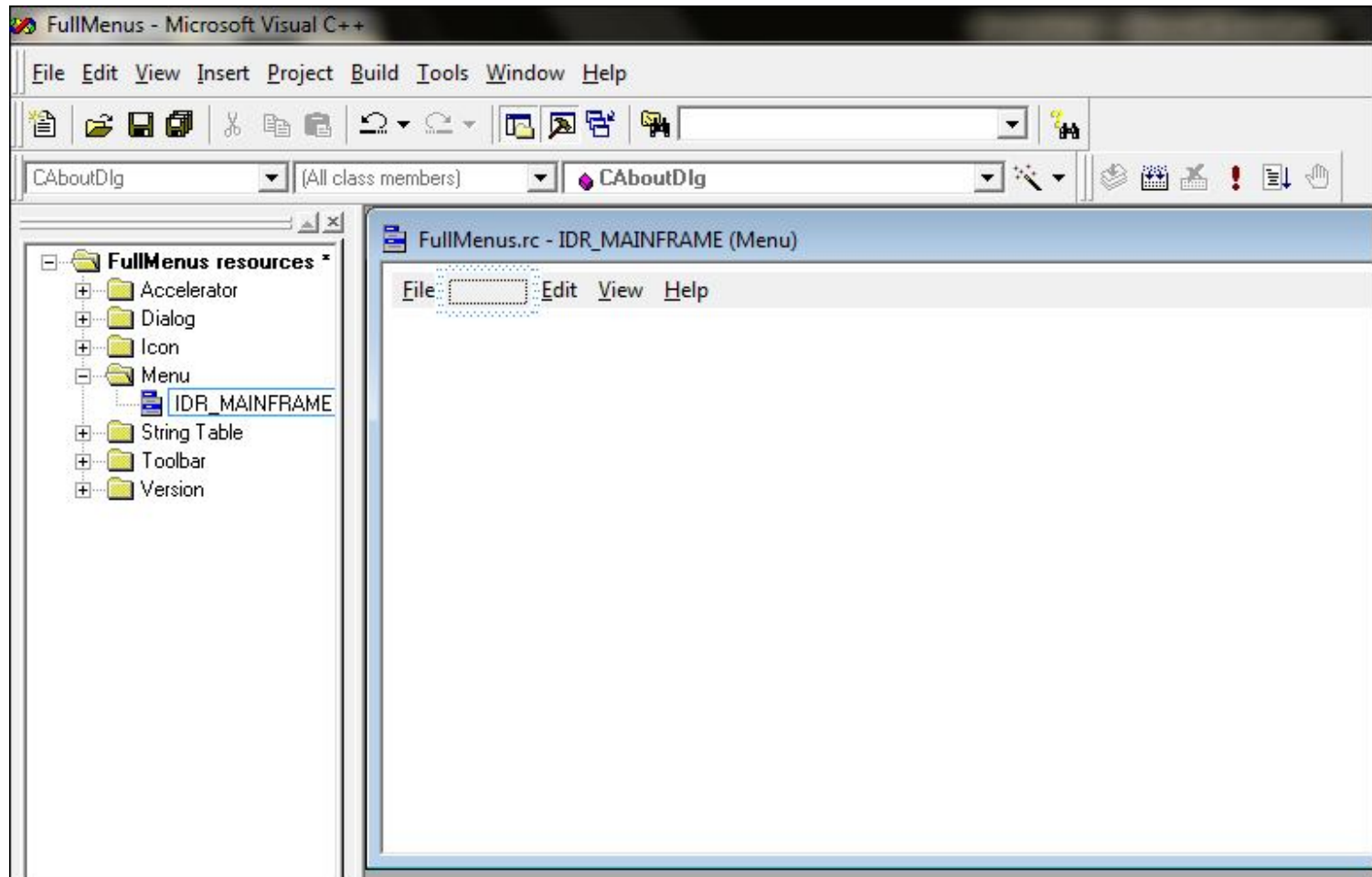


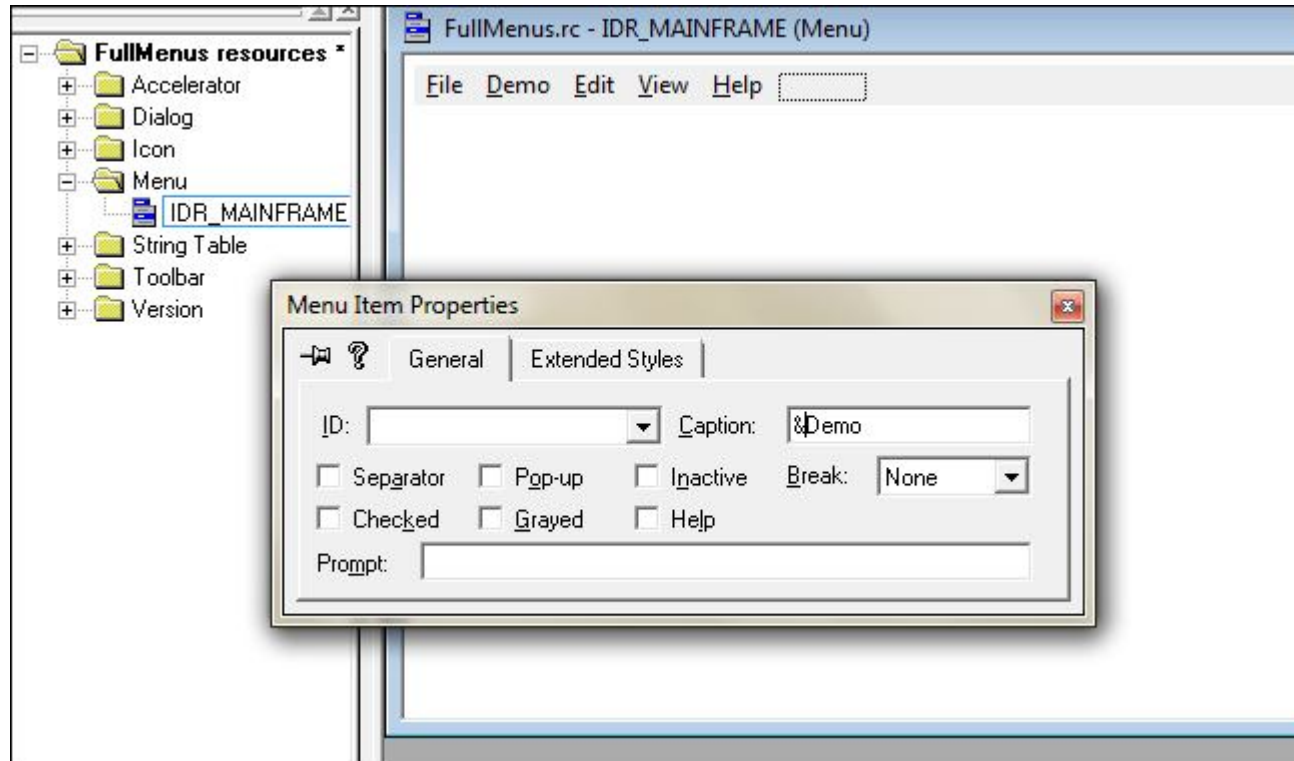
# Rapid Application Development Full Menus

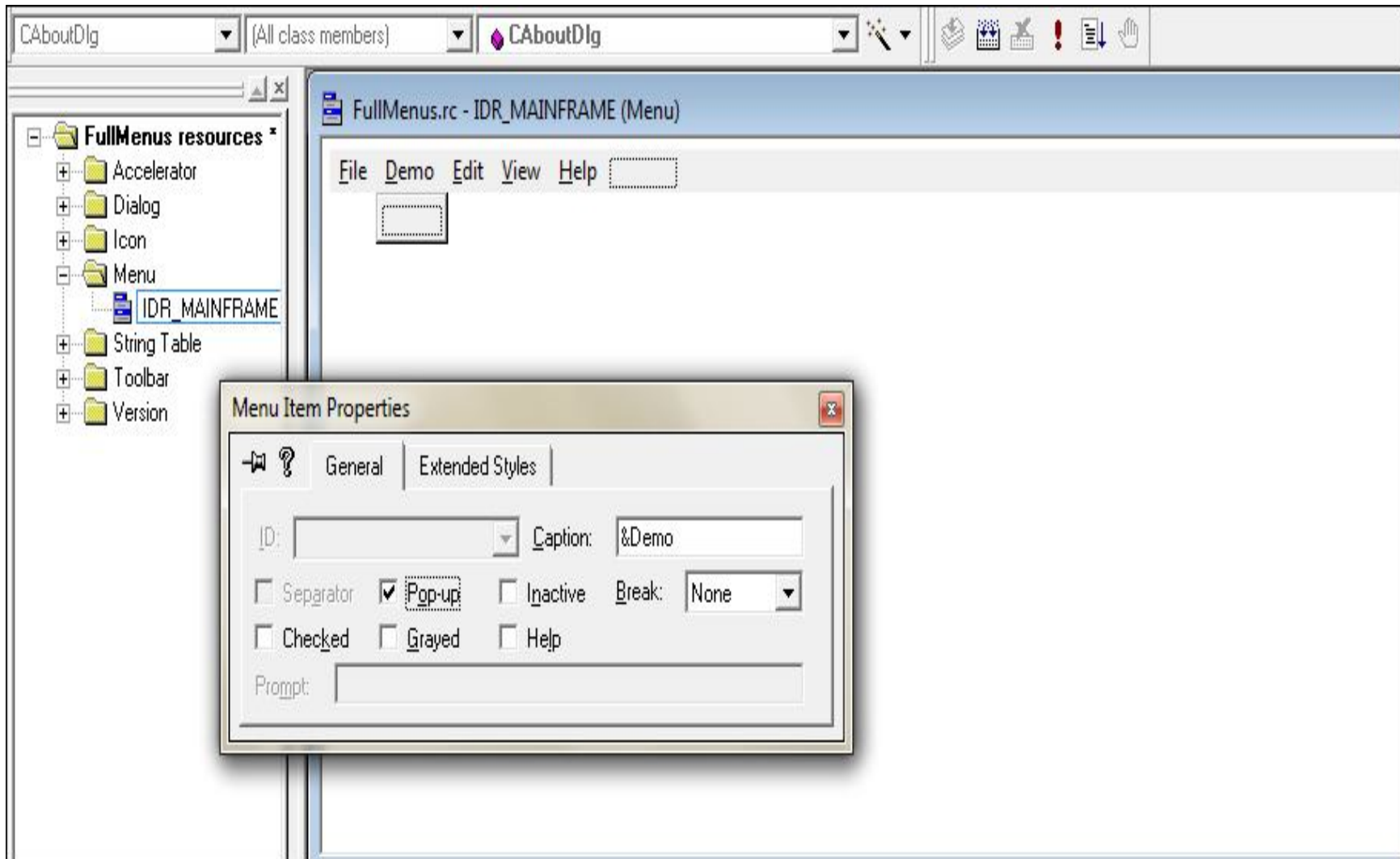
# Steps to create Full Menus

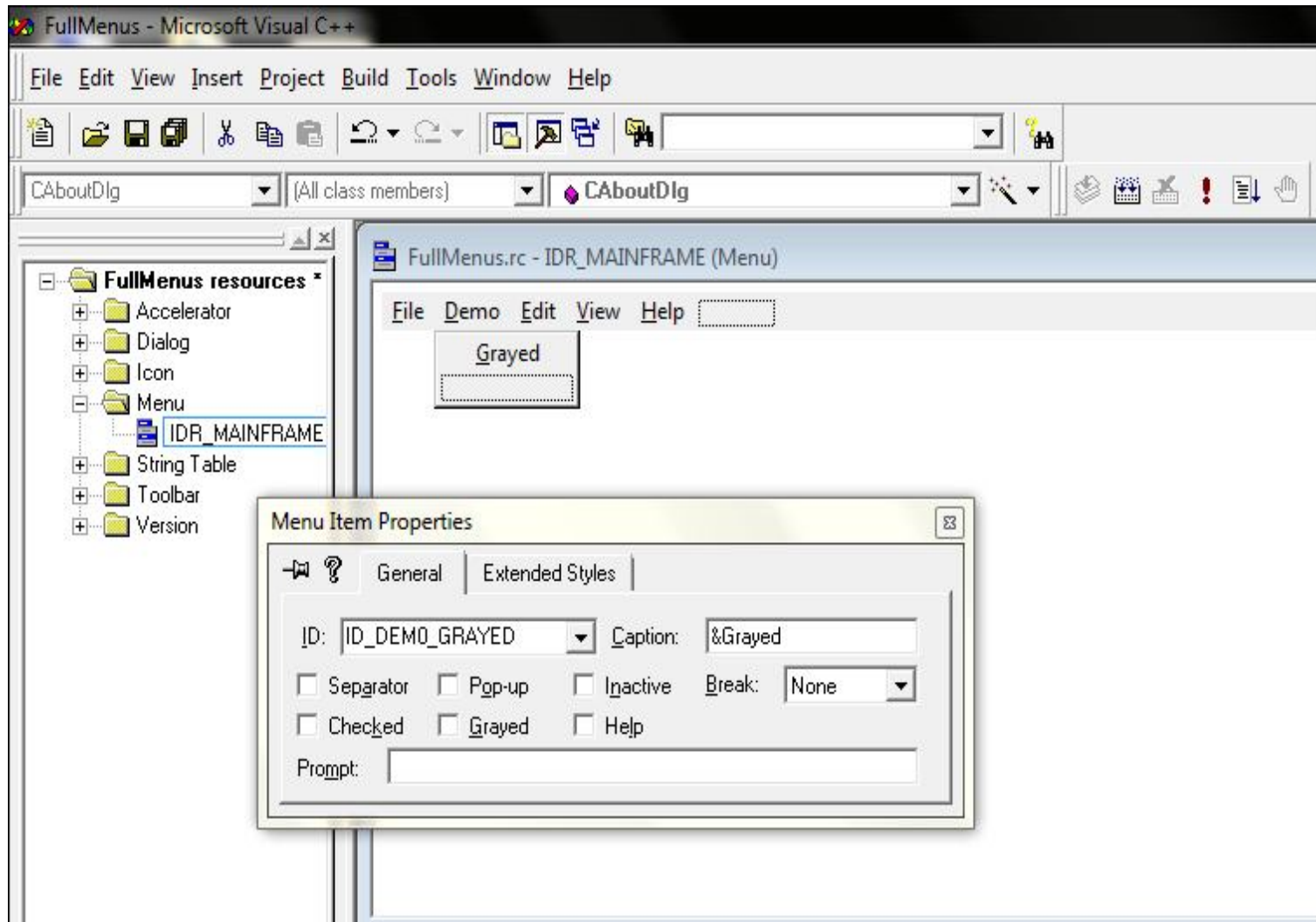
- Create this program using AppWizard making it an SDI program.
- Give it the names "Fullmenus" in the visual C++ project name.
- Click the resource tab in the visual C++ viewer window.
- Find the folder marked Menus and open it .
- Double click on that folder ,**IDR\_MAINFRAME** , opening the menu editor.

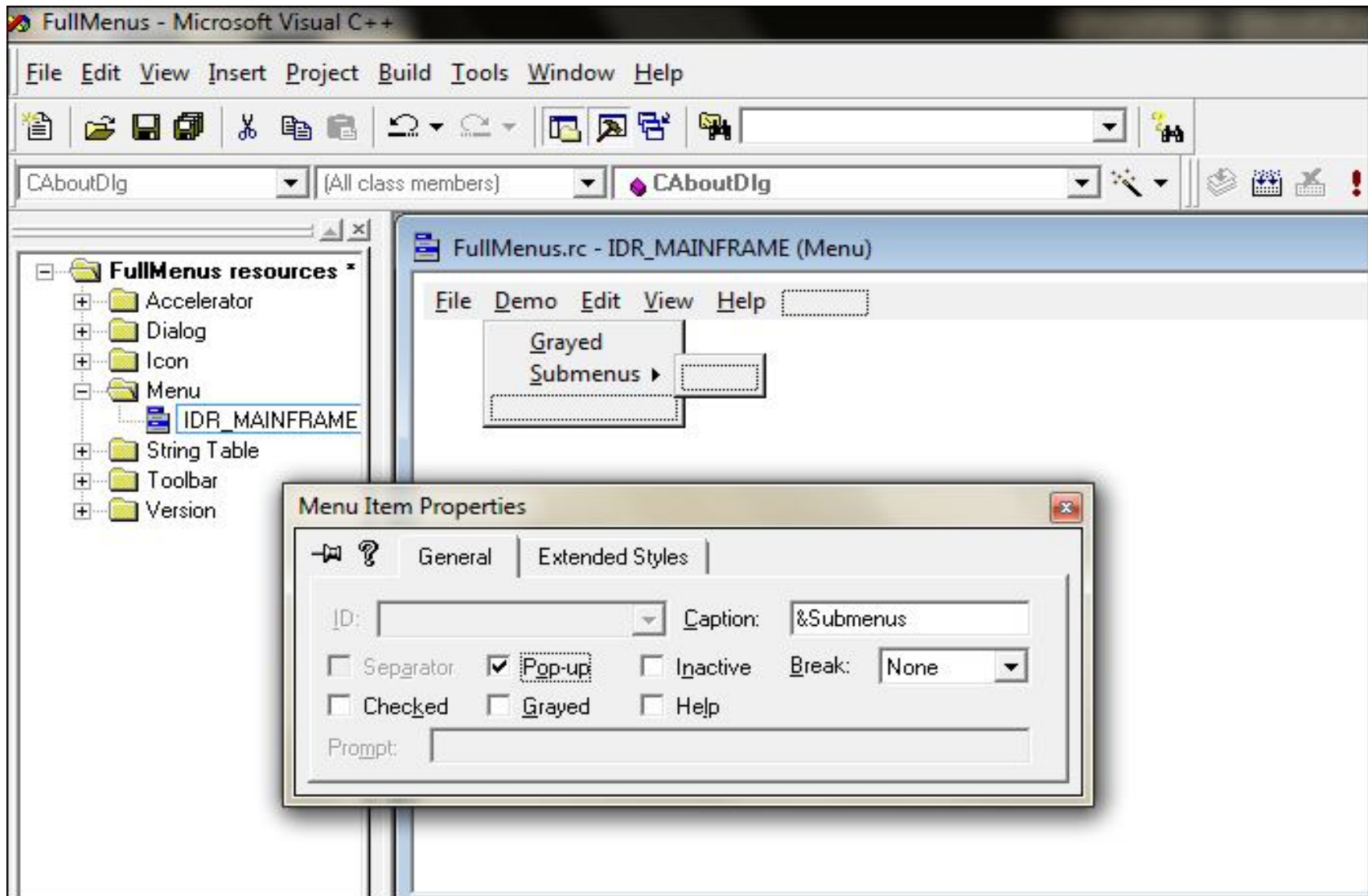




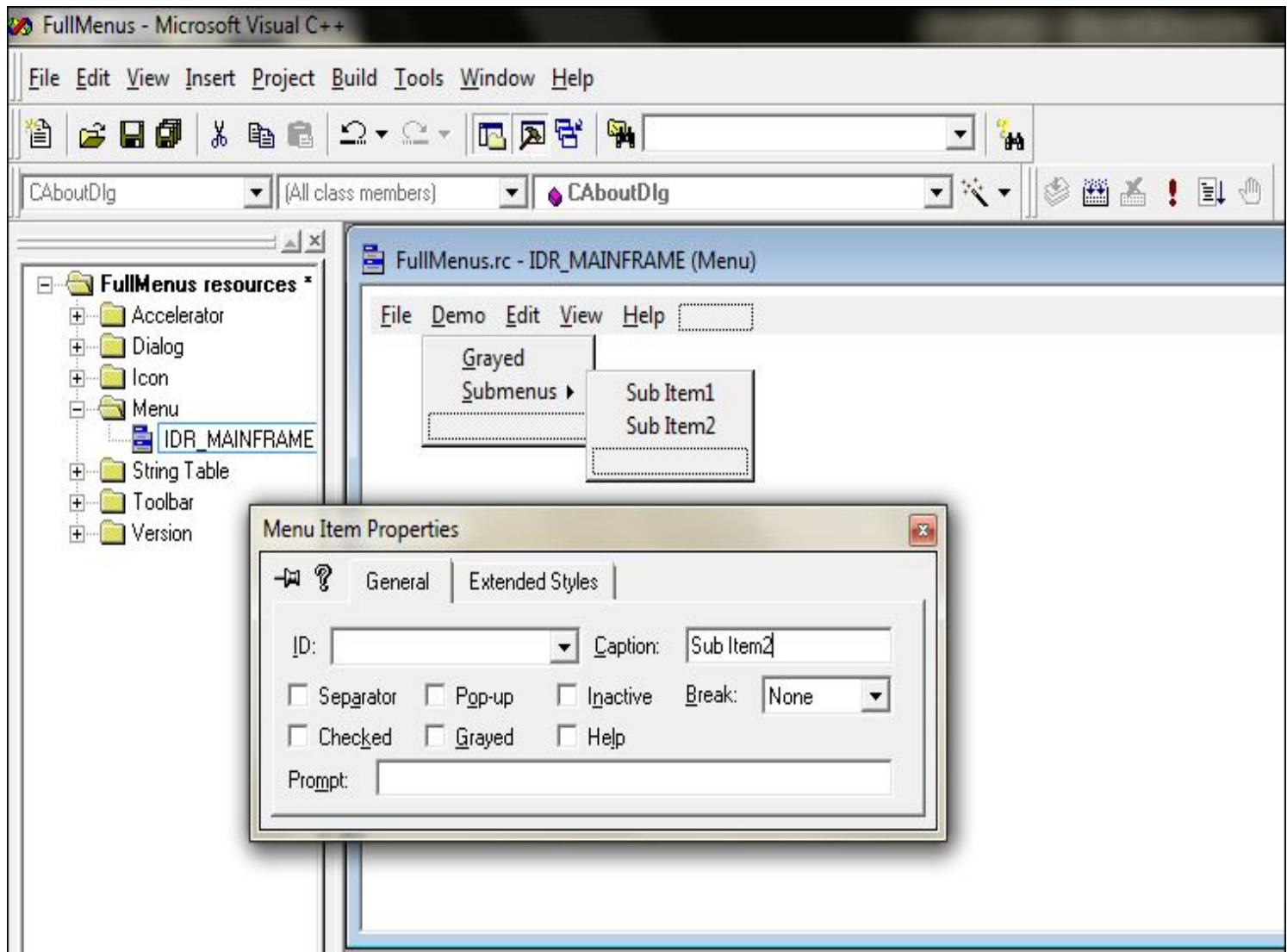


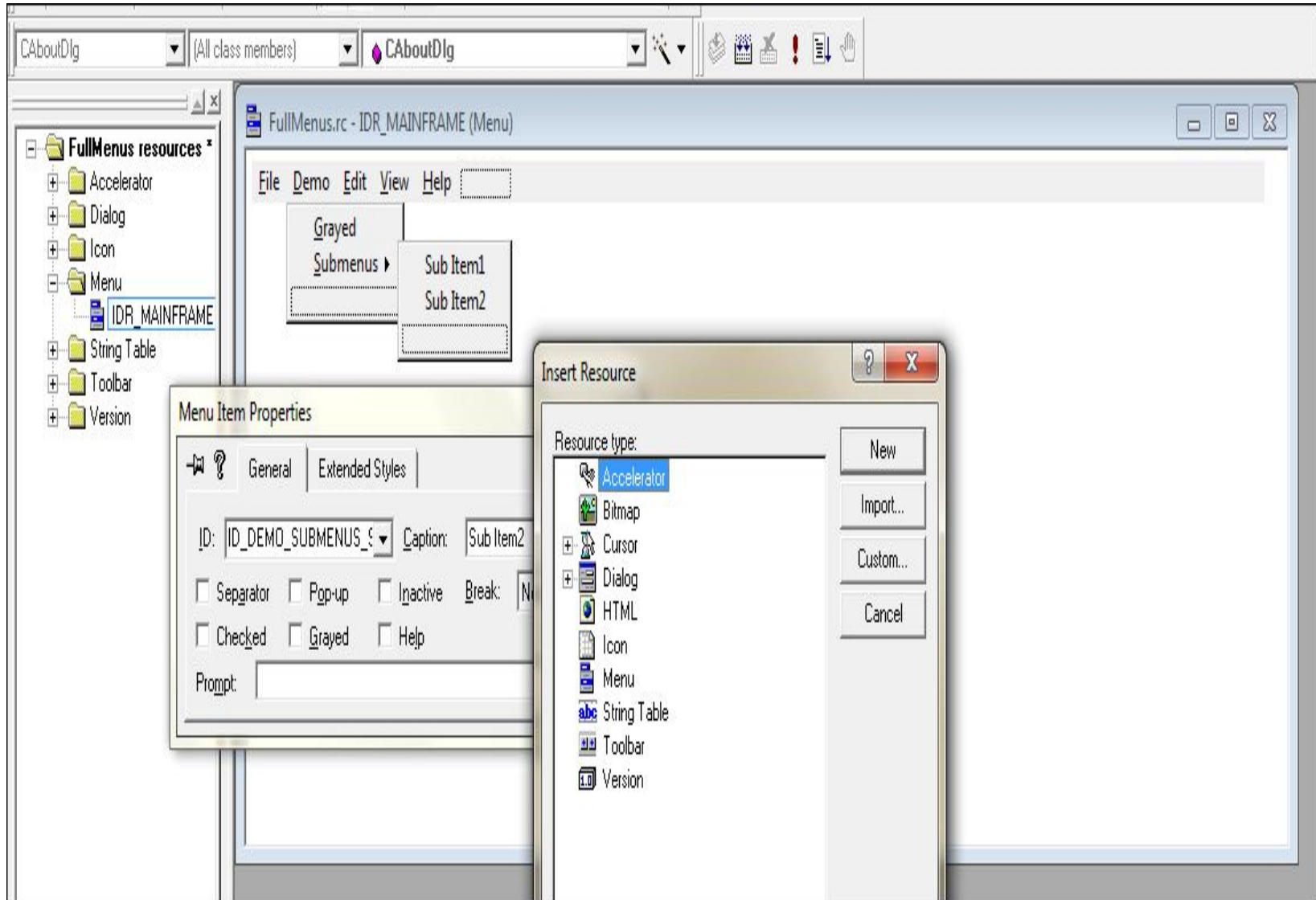












FullMenus - Microsoft Visual C++ - [FullMenus.rc - IDR\_MAINFRAME (Accelerator)]

File Edit View Insert Project Build Tools Window Help

CAboutDlg (All class members) CAboutDlg

| ID            | Key               | Type    |
|---------------|-------------------|---------|
| ID_EDIT_COPY  | Ctrl + C          | VIRTKEY |
| ID_FILE_NEW   | Ctrl + N          | VIRTKEY |
| ID_FILE_OPEN  | Ctrl + O          | VIRTKEY |
| ID_FILE_PRINT | Ctrl + P          | VIRTKEY |
| ID_FILE_SAVE  | Ctrl + S          | VIRTKEY |
| ID_EDIT_PASTE | Ctrl + V          | VIRTKEY |
| ID_EDIT_UNDO  | Alt + VK_BACK     | VIRTKEY |
| ID_EDIT_CUT   | Shift + VK_DELETE | VIRTKEY |
| ID_NEXT_PANE  | VK_F6             | VIRTKEY |
| ID_PREV_PANE  | Shift + VK_F6     | VIRTKEY |
| ID_EDIT_COPY  | Ctrl + VK_INSERT  | VIRTKEY |
| ID_EDIT_PASTE | Shift + VK_INSERT | VIRTKEY |
| ID_EDIT_CUT   | Ctrl + X          | VIRTKEY |
| ID_EDIT_UNDO  | Ctrl + Z          | VIRTKEY |

FullMenus resources \*

- Accelerator
  - IDR\_ACCELERATI
  - IDR\_MAINFRAME
- Dialog
- Icon
- Menu
  - IDR\_MAINFRAME
- String Table
- Toolbar
- Version

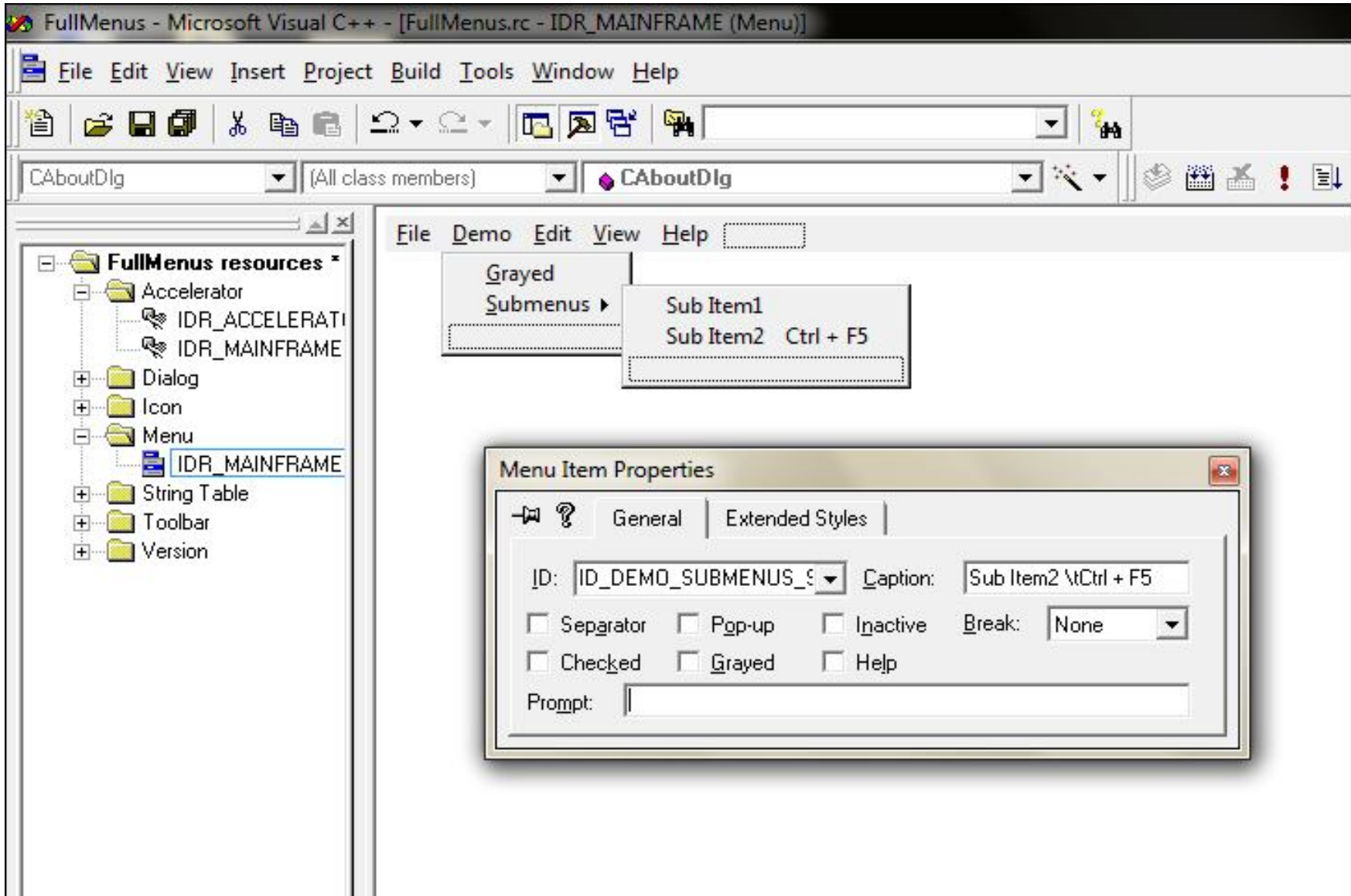
# Accelerator Keys

The screenshot shows the Microsoft Visual C++ IDE with the resource editor open. The resource list on the left shows a tree structure under 'FullMenus resources' with folders for Accelerator, Dialog, Icon, Menu, String Table, Toolbar, and Version. The 'Accelerator' folder is expanded, showing 'IDR\_ACCELERATI' and 'IDR\_MAINFRAME'. The main pane displays a table of accelerator keys.

| ID            | Key               | Type    |
|---------------|-------------------|---------|
| ID_EDIT_COPY  | Ctrl + C          | VIRTKEY |
| ID_FILE_NEW   | Ctrl + N          | VIRTKEY |
| ID_FILE_OPEN  | Ctrl + O          | VIRTKEY |
| ID_FILE_PRINT | Ctrl + P          | VIRTKEY |
| ID_FILE_SAVE  | Ctrl + S          | VIRTKEY |
| ID_EDIT_PASTE | Ctrl + V          | VIRTKEY |
| ID_EDIT_UNDO  | Alt + VK_BACK     | VIRTKEY |
| ID_EDIT_CUT   | Shift + VK_DELETE | VIRTKEY |
| ID_NEXT_PAGE  | VK_F5             | VIRTKEY |

An 'Accel Properties' dialog box is overlaid on the table. It has a 'General' tab and the following fields:

- ID: ID\_DEMO\_SUBMENUS\_5
- Key: VK\_F5
- Next Key Typed: [Empty]
- Modifiers:  Ctrl,  Alt,  Shift
- Type:  ASCII,  VirtKey



File Demo Edit View Help

MFC ClassWizard

Message Maps | Member Variables | Automation | ActiveX Events | Class Info

Project: FullMenus Class name: CFullMenuView Add Class...  
F:\FullMenus\FullMenuView.h, F:\FullMenus\FullMenuView.cpp Add Function  
Delete Function  
Edit Code

Object IDs: Messages: UPDATE\_COMMAND\_UI

- CFullMenuView
- ID\_APP\_ABOUT
- ID\_APP\_EXIT
- ID\_DEMO\_GRAYED
- ID\_DEMO\_SUBMENU\_SUBITEM1
- ID\_DEMO\_SUBMENU\_SUBITEM2
- ID\_EDIT\_COPY

Member functions: ON\_UPDATE\_DEMO\_GRAYED ON\_ID\_DEMO\_GRAYED:UPDATE\_COMMAND\_UI

- V OnDraw
- V OnEndPrinting
- V OnPreparePrinting
- W OnUpdateDem0Grayed ON\_ID\_DEMO\_GRAYED:UPDATE\_COMMAND\_UI
- V PreCreateWindow

Description: Callback for menu and button enabling/graying

OK Cancel

# FullMenuView.cpp

```
void CFullMenuView::OnUpdateDem0Grayed(CCmdUI*  
    pCmdUI)  
{  
    pCmdUI->Enable(false);  
    // TODO: Add your command update UI handler code  
    here  
  
}
```

# MenuView.cpp

```
Void CFullMenuView::OnUpdateDemoChecked(CCmdUI* pCmdUI)
{
    pCmdUI->Enable(true);
    pCmdUI->SetCheck(1);
    //TODO: Add your command update UI handler code here
}
```



```
void CFullMenuView::OnDemoSubmenuSubitem1()
{
    CFullMenuDoc* pDoc = Get Document();
    ASSERT_VALID(pDoc);
    pDoc-> StringData = "Sub menu item 1 clicked";
    Invalidate();

    // TODO: Add your command handler code here

}
```

```
void CFullMenuView::OnDraw(CDC* pDC)
{
    CFullMenuDoc* pDoc = GetDocument();
    ASSERT_VALID(pDoc);
    pDC->TextOut(0,0,pDoc->StringData);
    // TODO: add draw code for native data here
}
```

- Declare the variable "d" in MenuDoc.h as Cstring d;
- Intialize the variable in MenuDoc.cpp as  
d=" ";