

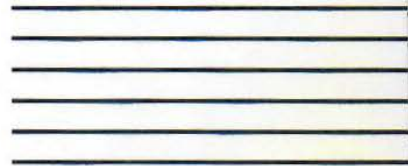
Microsoft®

# Windows™

## Guide to Programming



*New for Version 3*



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**For**

**The W**

```

while (GetMessage(&msg, NULL, NULL, NULL)) {
    ❶ if (!TranslateAccelerator(hWnd, hAccTable, &msg))
        {
            ❷ TranslateMessage(&msg);
              DispatchMessage(&msg);
        }
}

```

In this example:

- ❶ This statement checks each message to see whether it is an accelerator-key message. The window handle, hWnd, identifies the window whose messages are to be translated. The window handle must identify the window that contains the menu with the accelerators. The accelerator handle, hAccTable, specifies the accelerator table to use when translating the accelerators.

If the message was generated via an accelerator key, the **TranslateAccelerator** function converts the keystroke to a WM\_COMMAND message containing the appropriate menu ID, and sends that WM\_COMMAND message to the window function.

- ❷ If the message is not an accelerator-key message, the application processes it as usual, by using the **TranslateMessage** and **DispatchMessage** functions.

### 7.6.2 Using Cascading Menus

Windows lets you provide more than one level of pop-up menus. Such multilevel pop-up menus are called cascading menus. Such a menu structure can help minimize the number of commands on a single pop-up menu, without requiring a dialog box to let the user refine his or her choice.

Figure 7.1 shows an example of cascading menus.

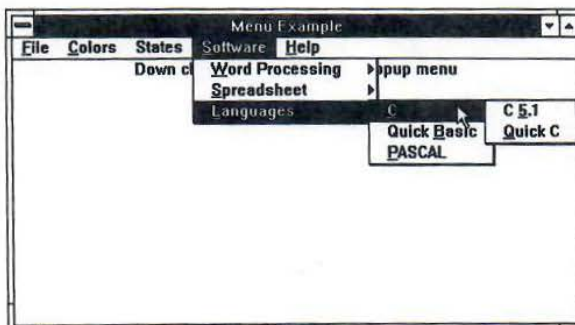


Figure 7.1 Cascading Menus