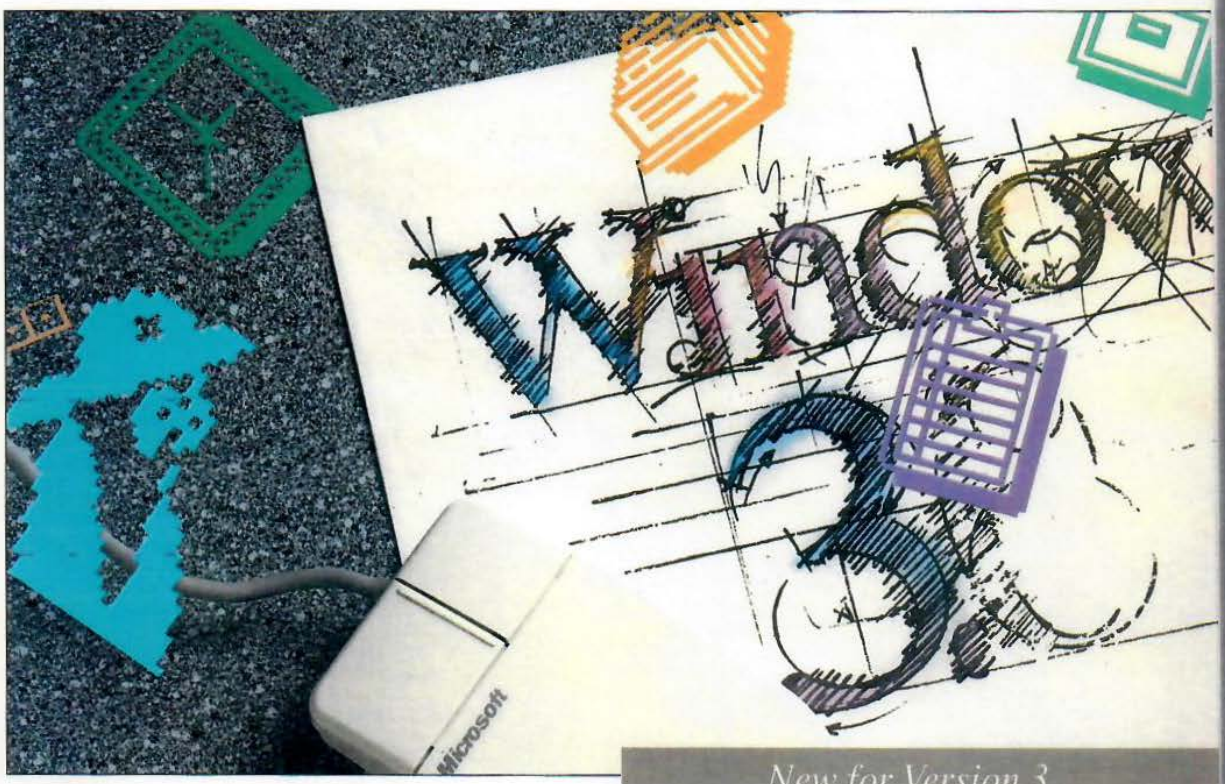
Microsoft® Windows™ Guide to Programming



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MICROSOFT® WINDOWS™
PROGRAMMER'S REFERENCE LIBRARY

PUBLISHED BY
Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way, Redmond, Washington 98052-6399

Library of Congress Cataloging-in-Publication Data

Microsoft Windows : a guide to programming / Microsoft Corporation.
p. cm. -- (Microsoft Windows programmer's reference library)
Includes index.
ISBN 1-55615-308-2
1. Microsoft Windows (Computer programs) I. Microsoft.
II. Series.
QA76.76.W56M53 1990
005.4'3--dc20 90-6035
CIP

Printed and bound in the United States of America.

2 3 4 5 6 7 8 9 FGFG 4 3 2 1 0

Distributed to the book trade in Canada by General Publishing Company, Ltd.
Distributed to the book trade outside the United States and Canada
by Penguin Books Ltd.
Penguin Books Ltd., Harmondsworth, Middlesex, England
Penguin Books Australia Ltd., Ringwood, Victoria, Australia
Penguin Books N.Z. Lyd., 182-190 Wairau Road, Auckland 10, New Zealand

Document No. SY03146-300-R00-1089

```
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.

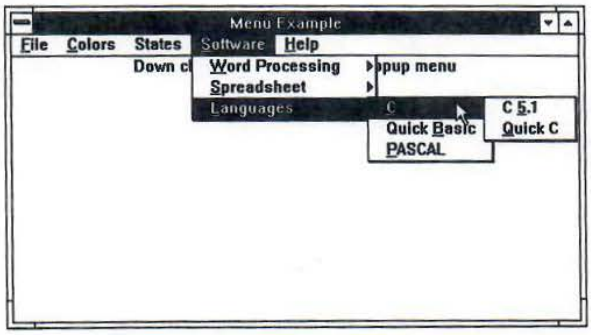

Figure 7.1 Cascading Menus