

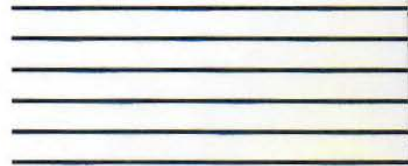
Microsoft®

# Windows™

## Guide to Programming



*New for Version 3*



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**For**

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```

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.

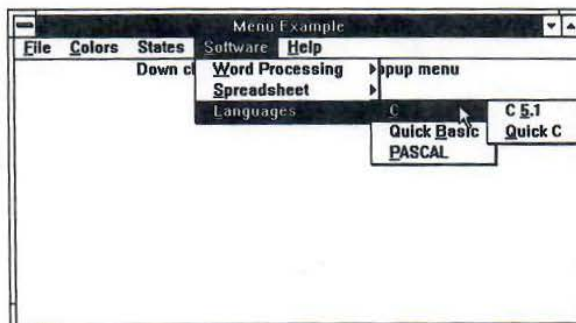


Figure 7.1 Cascading Menus