Menu Management

GLUT supports simple cascading pop-up menus. They are designed to let a user select various modes within a program. The functionality is simple and minimalistic and is meant to be that way. Do not mistake GLUT's pop-up menu facility with an attempt to create a full-featured user interface.

glutCreateMenu

`glutCreateMenu` creates a new pop-up menu.

Usage

```
int glutCreateMenu(void (*func)(int value));
```

`func`

The callback function for the menu that is called when a menu entry from the menu is selected. The value passed to the callback is determined by the value for the selected menu entry.

Description

`glutCreateMenu` creates a new pop-up menu and returns a unique small integer identifier. The range of allocated identifiers starts at one. The menu identifier range is separate from the window identifier range. Implicitly, the *current menu* is set to the newly created menu. This menu identifier can be used when calling `glutSetMenu`.

When the menu callback is called because a menu entry is selected for the menu, the *current menu* will be implicitly set to the menu with the selected entry before the callback is made.

glutAddMenuEntry

`glutAddMenuEntry` adds a menu entry to the bottom of the *current menu*.

Usage

```
void glutAddMenuEntry(char *name, int value);
```

`name`

ASCII character string to display in the menu entry.

`value`

Value to return to the menu's callback function if the menu entry is selected.

Description

`glutAddMenuEntry` adds a menu entry to the bottom of the *current menu*. The string `name` will be displayed for the newly added menu entry. If the menu entry is selected by the user, the menu's callback will be called passing `value` as the callback's parameter.

glutAddSubMenu

`glutAddSubMenu` adds a sub-menu trigger to the bottom of the *current menu*.

Usage

```
void glutAddSubMenu(char *name, int menu);
name
```

ASCII character string to display in the menu item from which to cascade the sub-menu.

```
menu
```

Identifier of the menu to cascade from this sub-menu menu item.

Description

`glutAddSubMenu` adds a sub-menu trigger to the bottom of the *current menu*. The string `name` will be displayed for the newly added sub-menu trigger. If the sub-menu trigger is entered, the sub-menu numbered `menu` will be cascaded, allowing sub-menu menu items to be selected.

glutAttachMenu

`glutAttachMenu` attaches a mouse button for the *current window* to the identifier of the *current menu*; **Usage**

```
void glutAttachMenu(int button);
button
```

The button to attach a menu

Description

`glutAttachMenu` attaches a mouse button for the *current window* to the identifier of the *current menu*; By attaching a menu identifier to a button, the named menu will be popped up when the user presses the specified button. `button` should be one of `GLUT_LEFT_BUTTON`, `GLUT_MIDDLE_BUTTON`, and `GLUT_RIGHT_BUTTON`. Note that the menu is attached to the button by identifier, not by reference.