**MenuStrips Using Multiple Document Interface (MDI)**

**Creating a Window Menu**

Windows application standards require an application to contain a Window menu with commands for arranging windows and switching between open windows. Commands for arranging open windows are Tile Horizontal, Tile Vertical, and Cascade. To switch between active windows, the name of an open window name is clicked from the list displayed at the bottom of the Window menu.

The Form control includes a method for automatically arranging windows in a parent form:

* **LayoutMdi(layoutOption)** arranges open windows in a parent form.
* **LayoutOption includes MdiLoayout.Cascade, MdiLayout. TileHorizontal, and MdiLayout.TileVertical.**

For example, the following MenuItem event procedure uses the Form control LayoutModi() method to tile open windows horizontally:

* Private Sub TileHorizontalToolStripMenuItem\_Click….
* Me.LayoutMdi(MdiLayout.TileHorizontal)
* End Sub

The MenuStrip control includes a property for designating which MenuItem will display the list of open child form names:

* **MdiWindowListItem** can be set to an existing MenuItem. The selected MenuItem will automatically list child form names as they are opened.

**TextEditor Part 2**

1. **Add a Window Menu to Form1**
   1. Display the Form1 Design window.
   2. Modify the parent form to include a Window menu. Use the following for setting object properties.
      1. MeneItem1 Window
      2. MenuItem2 Tile Horizontal
      3. MenuItem3 Tile Vertical
      4. MenuItem4 Cascade
   3. Check the names of the four new items.
   4. In the Design window Component tray, click the MenuStrip1 to select it.
   5. In the Properties window, change the MdiWindowListItem property to WindowToolStripMenuItem.
2. **Write the Application Code**
   1. Display the Form1 Code window.
   2. Create a TileHorizontalToolStripMenuItem\_Click event…
      1. Me.LayoutMdi(MdiLayout.TileHorizontal)
   3. Create a TileVerticalToolStripMenuItem\_Click event…
      1. Me.LayoutMdi(MdiLayout.TileVertical)
   4. Create a CascadeToolStripMenuItem\_Click event…
      1. Me.LayoutMdi(MdiLayout.Cascade)
3. **Run the Application**
   1. Save the modified TexEditor project and then run the application.
   2. Select File 🡪 New three times to display three new document windows
   3. Display the Window menu. Note the document names listed at the bottom of the menu with the active window displaying a check mark.
   4. Test each of the Window menu commands.
   5. Quit the TextEditor application