

NAME

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

SYNTAX

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

ARGUMENTS

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.

SEE ALSO

glutAddMenuEntry, glutChangeToSubMenu, glutRemoveItem

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