

NAME

glutAttachMenu - attaches a mouse button for the current window to the identifier of the current menu;
glutDetachMenu - detaches an attached mouse button from the current window.

SYNTAX

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

ARGUMENTS

button The button to attach a menu or detach a menu.

DESCRIPTION

glutAttachMenu attaches a mouse button for the current window to the identifier of the current menu; glutDetachMenu detaches an attached mouse button from the current window. 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.

SEE ALSO

glutCreateMenu, glutMouseFunc, glutMenuStatusFunc

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