

---

Subject: Re: How to combine two widget-class in the topwindow

Posted by [fudadmin](#) on Thu, 30 Mar 2006 13:06:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
#include <CtrlLib/CtrlLib.h>
```

```
//you can keep this (and more like this) class declarations in one yourApp.h file
```

```
class App : public TopWindow {
```

```
private:
```

```
    bool numbers_enabled;
```

```
    //declare your widgets by adding below...
```

```
    MenuBar    menu;
```

```
    StatusBar  status;
```

```
    InfoCtrl  info1;
```

```
public:
```

```
    void Exit() {Close();}
```

```
    void EnableNumbers()    {numbers_enabled = !numbers_enabled;}
```

```
    void ShowNumber(int n)  {PromptOK(AsString(n));}
```

```
    void TestEdit()        {PromptOK("fromEdit");} //added No3 - your func
```

```
    void Dummy()           {PromptOK("your function needs to be implemented!");}
```

```
    //useful to have one dummy function while work in progress...
```

```
    //...to fill calling "gaps"
```

```
    //add here more funcs to call from menus,,,
```

```
    //bar declarations
```

```
    void SubSubMenu(Bar& bar);
```

```
    void FileMenu(Bar& bar);
```

```
    void EditMenu(Bar& bar);
```

```
    void HelpMenu(Bar& bar);
```

```
    void TopMenus(Bar& bar);
```

```
typedef App CLASSNAME;
```

```
App();
```

```
};
```

```
//while all implementations below you can keep in one or more *.cpp files (split by classes)
```

```
void App::SubSubMenu(Bar& bar) {
```

```
    for(int i = 0; i < 10; i++)
```

```
        bar.Add(AsString(i), THISBACK1(ShowNumber, i));
```

```
}
```

```
void App::FileMenu(Bar& bar) { //confusing name changed from "Menu" to "File"...
```

```
    bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled);
```

```
    bar.Add(numbers_enabled, "Numbers", THISBACK(SubSubMenu));
```

```
bar.Add("Exit", THISBACK(Exit)).Key(K_CTRL_E);
}
```

```
//added No2 - your extra menu item and subItems
void App::EditMenu(Bar& bar) {
bar.Add("EditMy_1", THISBACK(TestEdit)).Key(K_CTRL_D);
bar.Add("Copy", THISBACK(Dummy)).Key(K_CTRL_C);
bar.Add("Cut", THISBACK(Dummy)).Key(K_CTRL_X);
bar.Add("Paste", THISBACK(Dummy)).Key(K_CTRL_V);
//add more items here...
}
```

```
void App::HelpMenu(Bar& bar)
{
bar.Add("Help", THISBACK(Dummy)).Key(K_F1);
bar.Add("About...", THISBACK(Dummy));
}
```

```
void App::TopMenus(Bar& bar){ //row of top menu "labels" - what you see without opening
menus...
bar.Add("File", THISBACK(FileMenu));
bar.Add("Edit", THISBACK(EditMenu)); //added Step1 - extra menu item on Main & callback
bar.Add("Help", THISBACK(HelpMenu));
}
```

```
App::App()
{
//initialize your members on App creation (constructor)
numbers_enabled = true;
AddFrame(menu);
menu.Set(THISBACK(TopMenus));

//status stuff
status.AddFrame(info1.Width(250));
AddFrame(status.Height(25));
info1="info1: Welcome to the Ultimate++ !";
}
```

```
GUI_APP_MAIN
{
App().Title("Forlano Menu and Status -v1").Zoomable().Sizeable().Run();
}
```

---