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Subject: Re: GUI with Menu bar and 5 Labels/Text Boxes

Posted by [mrjt](#) on Tue, 26 Jan 2010 10:45:34 GMT

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- 1- Starting with Gui16 (You could also start with a new package with a main window, as this is a more suitable start to an application).
- 2- Add 'typedef xxx CLASSNAME' and MenuBar member to the class (see comments below for explanations)
- 3- Initialise the MenuBar in the class constructor
- 4- Add callback handling functions for menu, sub-menus and menu items.
- 5- Done. There is a small problem that the layout is now the wrong size but you can adjust this in the .lay file designer. It can also be done in code but I've left that out for simplicity.

The final code:

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <Gui16/dlg.lay>
```

```
#include <CtrlCore/lay.h>
```

```
struct MyApp : public WithDlgLayout<TopWindow> {  
    typedef MyApp CLASSNAME; // This makes the THISBACK macro work  
    MenuBar menu; // This is your menu bar
```

```
    MyApp() {  
        CtrlLayout(*this, "MyDialog");  
        AddFrame(menu); // To make a menu bar you must add the frame before setting the callback  
        menu.Set(THISBACK(MainMenu)); // Set the menu callback  
    }
```

```
    // Main menu bar  
    void MainMenu(Bar &bar) {  
        bar.Add("File", THISBACK(FileMenu));  
        bar.Add("About", THISBACK(AboutMenu));  
    }
```

```
    // File sub-menu  
    void FileMenu(Bar &bar) {  
        bar.Add("Exit", THISBACK(Exit));  
    }
```

```
    // About sub-menu  
    void AboutMenu(Bar &bar) {  
        bar.Add("About", THISBACK(About));  
    }
```

```
    // About menu handler
```

```
void About() {
    // Show about stuff
}

// Exit menu handler
void Exit() {
    if(PromptOKCancel("Exit MyApp?"))
        Break(); // Closes window with 'Cancel'
}
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

I think the error you made before was leaving out the Exit() function.

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