
Subject: ToolBar enabling and disabling question
Posted by [koldo](#) on Thu, 21 May 2009 10:12:47 GMT
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Hello all

Just a simple question.

I want to enable or disable an option in a ToolBar depending in this case if a text has been changed or not.

For a MenuBar it is easy to do it, but for a ToolBar I do not know the way.

I have tried to do it by a Timer function that calls every 3 seconds to UpdateLayout() and other functions, bot no success.

How can I force a ToolBar to update its layout?.

Best regards
Koldo

File Attachments

1) [ToolBar.JPG](#), downloaded 1497 times



Subject: Re: ToolBar enabling and disabling question
Posted by [tojocky](#) on Thu, 21 May 2009 13:47:45 GMT
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koldo wrote on Thu, 21 May 2009 13:12Hello all

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It is same as MenuBar

Locking to uppsrc is two method:

1. if you set a control, set enable or disable this control
2. if is callback with text or/and image

you need use this method

```
Bar::Item& Bar::Add(bool enable, const UPP::Image& image, Callback cb)
```

and example you can find in uppsrc/ide/idebar.cpp at line 379 like this:

```
void Ide::BuildMenu(Bar& menu) {  
    .....  
    b = b && idestate == EDITING; // set enable or disable  
=>HERE menu.Add(b, AK_CLEAN, THISBACK(Clean))  
    .Help("Remove all intermediate files");  
    .....  
}
```

and every time when you want to refresh bar you need call like this:

```
YOUR_TOOLBAR_CTRL_OBJECT.Set(THISBACK(YOR_CONSTRUCTOR_BAR_FUNCTION));
```

Subject: Re: ToolBar enabling and disabling question
Posted by [tojocky](#) on Thu, 21 May 2009 14:18:47 GMT
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Other method, maybe what you need... you need to save your references of item Bar::Item& when you add items, when you want to enable or disable you need to call method Enable(IS_NEABLE)

Subject: Re: ToolBar enabling and disabling question
Posted by [mirek](#) on Thu, 21 May 2009 14:30:29 GMT
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koldo wrote on Thu, 21 May 2009 06:12Hello all

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Koldo

You need to set it again.

See examples/UWord, UWord::SetBar and calls to it.

This perhaps might be automated, which was sort of idea at some time in the past, but in the end I have found that calling 'SetBar' after each change is quite trivial...

Mirek

Subject: Re: ToolBar enabling and disabling question
Posted by [koldo](#) on Thu, 21 May 2009 15:11:50 GMT
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Thank you tojocky and luzr

I tried all but simply doing:

```
YOUR_TOOLBAR_CTRL_OBJECT.Set(THISBACK(YOR_CONSTRUCTOR_BAR_FUNCTION));
```

Best regards
Koldo
