
Subject: Re: Toolbar clears after ESC key [bug?]
Posted by [Oblivion](#) on Wed, 10 Oct 2007 19:06:23 GMT
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Oops sorry, it was my fault.

It seems that you are adding the items to the wrong place.

Since you use toolbar.Set() to add your items to the toolbar, You should add the items to the "bar." Not explicitly to the toolbar.

Since OnUpdateToolbar is a callback, the argument passed as "bar" is implicitly the toolbar itself. That's why your code doubles the items whenever it refreshes.

```
void MainWindow::OnUpdateToolbar(Bar &bar)
{

bar.Add(t_("*****"), DispRVPFImages::dailyReport,THISBACK(OnLockUnlock));
bar.GapRight();
bar.Add(t_("*****"), DispRVPFImages::unlock,THISBACK(OnLockUnlock));
bar.Separator();
bar.Add(t_("*****"), DispRVPFImages::report,THISBACK(OnLockUnlock));
bar.Add(t_("*****"), DispRVPFImages::archive,THISBACK(OnLockUnlock));
bar.Add(t_("*****"), DispRVPFImages::options,THISBACK(OnLockUnlock));

}
```

Now you should be able to use it as you intended.
