
Subject: beginner's questions about menu&bars [SOLVED]+[EXAMPLES]

Posted by [forlano](#) on Tue, 28 Mar 2006 08:10:23 GMT

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Hello,

I'm learning this amazing library but I'm having some problem. Please forgive me if I'm posting a silly question. Unfortunately I found no reference about menu in assist in the IDE and I am confused about class MenuBar and Bar and how to use them.

Below is the code for a menubar that I got in the documentation. It has 1 pulldown menu attached to 'File'. Now I want add another pulldown, lets say 'Edit', to the right of 'File' with just one item, let's say 'select'. Can somebody add two lines of code to show me how to perform this task? After it I am sure to be able to realize any menu.

Thanks a lot in advance.

Luigi

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

```
struct App : public TopWindow {  
    bool numbers_enabled;
```

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

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

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

```
    void SubMenu(Bar& bar)  
    {  
        for(int i = 0; i < 10; i++)  
            bar.Add(AsString(i), THISBACK1(ShowNumber, i));  
    }
```

```
    void Menu(Bar& bar)  
    {
```

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

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

```
void MainBar(Bar& bar)
{
    bar.Add("Menu", THISBACK(Menu));
}
```

MenuBar menu;

```
typedef App CLASSNAME;
```

```
App()
{
    numbers_enabled = false;
    AddFrame(menu);
    menu.Set(THISBACK(MainBar));
}
};
```

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