
Subject: Re: question about menu

Posted by [fudadmin](#) on Tue, 28 Mar 2006 08:57:04 GMT

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I think this should help:

```
#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 TestEdit()         {PromptOK("fromEdit");} //added No3 - your func  
    //add here more funcs to call from menus,,,
```

```
    void SubMenu(Bar& bar) { //this must be imagined as SubSubMenu in fact...  
        for(int i = 0; i < 10; i++)  
            bar.Add(AsString(i), THISBACK1(ShowNumber, i));  
    }
```

```
    void Menu(Bar& bar) { //confusing name should be changed to "File"...  
        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);  
    }
```

```
    //added No2 - your extra menu item and subItems
```

```
    void Edit(Bar& bar) {  
        bar.Add("EditMy_1", THISBACK(TestEdit)).Key(K_CTRL_D);  
        //add more items here...  
    } //up to here
```

```
    void MainBar(Bar& bar){ //row of main menu "labels" - what you see without opening menus...  
        bar.Add("Menu", THISBACK(Menu));  
        bar.Add("Edit", THISBACK(Edit)); //added Step1 - extra menu item on Main & callback  
    }
```

```
    MenuBar menu;
```

```
typedef App CLASSNAME;
```

```
App(){  
    numbers_enabled = false;  
    AddFrame(menu);  
}
```

```
    menu.Set(THISBACK(MainBar));  
}  
};
```

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