
Subject: Re: Keyboard shortcut

Posted by [Sender Ghost](#) on Thu, 04 Jun 2009 13:10:48 GMT

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Hello, Sam.

I can provide you some example.

HideMenuExample.h:

```
#ifndef _HideMenuExample_HideMenuExample_h
#define _HideMenuExample_HideMenuExample_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class HideMenuExample : public TopWindow {
public:
    typedef HideMenuExample CLASSNAME;
    HideMenuExample();

    FrameRight<Button> btn;
    MenuBar menu;
    // Bars
    void MainBar(Bar& bar);
    void FileBar(Bar& bar);
    // GUI Events
    void OnHideMenu();
    void OnHideButton();
    void OnButtonClick();
    // Input Events
    virtual bool Key(dword key, int count);
    // Methods
    String ShowButtonLabel(bool show) { if (show) return "Hide button"; else return "Show button"; }
};

#endif
```

HideMenuExample.cpp:

```
#include "HideMenuExample.h"

HideMenuExample::HideMenuExample()
{
    Title("Hide menu example");
    MaximizeBox().MinimizeBox().Sizeable().CenterScreen();

    btn.SetLabel("?");
}
```

```

btn.WhenPush = THISBACK(OnButtonClick);

AddFrame(menu);
//AddFrame(TopSeparatorFrame());
menu.Set(THISBACK(MainBar));
menu.AddFrame(btn);

SetRect(0, 0, 640, 480);
}

void HideMenuExample::MainBar(Bar& bar)
{
    bar.Add("File", THISBACK(FileBar));
}

void HideMenuExample::FileBar(Bar& bar)
{
    bar.Add("Hide this menu", THISBACK(OnHideMenu)).Key(K_CTRL_H);
    bar.Add(ShowButtonLabel(btn.IsVisible()), THISBACK(OnHideButton)).Key(K_CTRL_B);
    bar.MenuSeparator();
    bar.Add("Exit", THISBACK(Close)).Key(K_CTRL_Q);
}

void HideMenuExample::OnHideMenu()
{
    menu.Show(!menu.IsVisible());
}

void HideMenuExample::OnHideButton()
{
    btn.Show(!btn.IsVisible());
}

void HideMenuExample::OnButtonClick()
{
    PromptOK("Clicked");
}

bool HideMenuExample::Key(dword key, int count)
{
    if (!menu.IsVisible())
    {
        if (key == K_CTRL_H)
        {
            OnHideMenu();
            return true;
        }
        else if (key == K_CTRL_Q)

```

```
{
    Close();
    //return true;
}
}

return TopWindow::Key(key, count);
}

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