Subject: Disable/Enable Menu item during runtime
Posted by sdiscool on Tue, 20 Oct 2009 23:58:08 GMT
View Forum Message <> Reply to Message

I know we have a function called Enable. However, I have trouble how to access into it after reading tutorial (i am new to Ultimate ++).

Here is what I have (partial - i use separate CPP/H files):

```
this->AddFrame(menu);
menu.Set(THISBACK(MainMenu));

void MainMenu(Bar& bar) {
 bar.Add("File", THISBACK(SubFileMenu))
  .Help("File Menu");
 bar.Add("Section", THISBACK(SubSectionMenu))
  .Help("Section Menu").Enable(false);
}

void SubFileMenu(Bar& bar) {
 bar.Add("Open", THISBACK(File_Open))
  .Help("Open Menu");
 bar.Add("Close", THISBACK(File_Close))
  .Help("Close Menu");
 bar.Add("Exit", THISBACK(File_Exit))
  .Help("Exit Menu");
}

void File_Open() {
    // I want to make "Section" enabled.  How can I do it here?
// example: when user opens file, i want section to be enabled.
}
```