
Subject: Re: Disable/Enable Menu item during runtime

Posted by [Novo](#) on Wed, 21 Oct 2009 03:51:01 GMT

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You need to use method Add, which has a signature below. And you need to recreate menu each time. This is a pretty optimized procedure.

```
Item& Add(bool enable, const char *text, Callback callback);
```

Your code should look like below.

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