
Subject: Re: GUI with Menu bar and 5 Labels/Text Boxes

Posted by [nneilson](#) on Tue, 26 Jan 2010 11:17:41 GMT

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This is Gui07 modified

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

using namespace Upp;

#define LAYOUTFILE <Gui16/dlg.lay>
#include <CtrlCore/lay.h>

struct MyApp : public WithDlgLayout<TopWindow> {
    MenuBar menu;
    MyApp() {
        AddFrame(menu);
        CtrlLayout(*this, "MyDialog");
    }

    void GetP1() {
        PromptOK("GetP1 activated!");
    }

    void GetP2() {
        PromptOK("GetP2 activated!");
    }

    void Exit() {
        if(PromptOKCancel("Exit MyApp?"))
            Break();
    }

    void FileMenu(Bar& bar) {
        bar.Add("Open File", THISBACK(Exit));
        bar.Add("Clear File", THISBACK(Exit));
        bar.Add("Exit", THISBACK(Exit));
    }

    void PointsMenu(Bar& bar) {
        bar.Add("Get Point 1", THISBACK(GetP1));
        bar.Add("Get Point 2", THISBACK(GetP2));
        bar.Add("GoTo Point 1", THISBACK(Exit));
        bar.Add("GoTo Point 2", THISBACK(Exit));
    }

    void SubMenu(Bar& bar) {
        bar.Add("Exit", THISBACK(Exit));
    }
}
```

```

}

void MainMenu(Bar& bar) {
    bar.Add("File", THISBACK(FileMenu));
    bar.Add("Settings", THISBACK(SubMenu));
    bar.Add("Points", THISBACK(PointsMenu));
    bar.Add("Calculate", THISBACK(SubMenu));
}

};

GUI_APP_MAIN
{
    MyApp().Run();
}

```

This is Gui16 modified, it worked with the Labels/Text boxes until I added the Menu code

```

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyAppWindow : TopWindow {
    MenuBar menu;

    void GetP1() {
        PromptOK("GetP1 activated!");
    }

    void GetP2() {
        PromptOK("GetP2 activated!");
    }

    void Exit() {
        if(PromptOKCancel("Exit MyApp?"))
            Break();
    }

    void FileMenu(Bar& bar) {
        bar.Add("Open File", THISBACK(Exit));
        bar.Add("Clear File", THISBACK(Exit));
        bar.Add("Exit", THISBACK(Exit));
    }

    void PointsMenu(Bar& bar) {
        bar.Add("Get Point 1", THISBACK(GetP1));
    }
}

```

```

bar.Add("Get Point 2", THISBACK(GetP2));
bar.Add("GoTo Point 1", THISBACK(Exit));
bar.Add("GoTo Point 2", THISBACK(Exit));
}

```

```

void SubMenu(Bar& bar) {
    bar.Add("Exit", THISBACK(Exit));
}

```

```

void MainMenu(Bar& bar) {
    bar.Add("File", THISBACK(FileMenu));
    bar.Add("Settings", THISBACK(SubMenu));
    bar.Add("Points", THISBACK(PointsMenu));
    bar.Add("Calculate", THISBACK(SubMenu));
}

```

```

typedef MyAppWindow CLASSNAME;

```

```

MyAppWindow() {
    Title("Neilson"); //.Sizeable();
    AddFrame(menu);
    menu.Set(THISBACK(MainMenu));
}
};

```

```

GUI_APP_MAIN
{
    MyAppWindow app;
    app.SetRect(0, 0, 260, 120);
    app.Run();
}

```

and the .lay file

```

LAYOUT(DlgLayout, 208, 132)
ITEM(Label, dv___0, SetLabel(t_("Point 1")).LeftPosZ(8, 40).TopPosZ(8, 19))
ITEM(EditField, dv___1, LeftPosZ(48, 156).TopPosZ(76, 19))
ITEM(EditString, text, LeftPosZ(48, 156).TopPosZ(8, 19))
ITEM(Option, option, SetLabel(t_("Option")).LeftPosZ(8, 108).TopPosZ(104, 15))
ITEM(LineEdit, dv___4, LeftPosZ(48, 156).TopPosZ(28, 19))
ITEM(LineEdit, dv___5, LeftPosZ(48, 156).TopPosZ(52, 19))
ITEM(Label, dv___6, SetLabel(t_("Point 2")).LeftPosZ(8, 40).TopPosZ(28, 19))
ITEM(Label, dv___7, SetLabel(t_("Distance")).LeftPosZ(8, 40).VSizePosZ(52, 61))
END_LAYOUT

```

I also tried from examples Puzzles and EyeCare that have both a menu and addid graphics. With Puzzles after stripping some of the code there were errors re "unresolved externals".

With EyeCare I am still removing code so I can understand it.
