
Subject: Re: Close context menu from within Execute() handler
Posted by [andrei_natanael](#) on Thu, 18 Feb 2010 11:07:50 GMT
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A little sample;

```
class MenuTest : public TopWindow {
public:
    typedef MenuTest CLASSNAME;
    MenuTest()
    {
        menuBar.Set(THISBACK(ThisMenu));
        ef.WhenEnter = THISBACK(EnterPressed);
    }
    void ThisMenu(Bar& bar)
    {
        bar.Gap(10);
        bar.Add(ef.SizePos(), Size(200, 20));
        bar.Gap(10);
        bar.Add("One", THISBACK(Action));
        bar.Add("Two", THISBACK(Action));
    }
    void EnterPressed()
    {
        PromptOK(String(~ef));
    }
    void RightDown(Point p, dword d)
    {
        if (menuBar.IsOpen()) {
            menuBar.Close();
            menuBar.PopUp();
        } else
            menuBar.PopUp();
    }
    void Action() {}
    EditField ef;
    MenuBar menuBar;
};
```
