
Subject: Re: Close context menu from within Execute() handler

Posted by [Mindtraveller](#) on Fri, 19 Feb 2010 08:35:40 GMT

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Showing popup dialog certainly closes previously opened context menu, so it's not exactly what I wanted.

I've modified your example a bit, and your idea using PopUp/Close worked! Thanks a lot!

Still I want to warn everyone: don't show menu with Execute() if you want it to be closed automatically, it doesn't work in any way. Just use PopUp/Close.

Slightly modified Andrei's working example is following
(thank you, Andrei, again!)

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

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()
    {
        //...
        //some internal work
        //...
        menuBar.Close(); // <-- try to close menu here
    }
    void RightDown(Point p, dword d)
    {
        if (menuBar.IsOpen()) {
            menuBar.Close();
            menuBar.PopUp();
        } else
            menuBar.PopUp();
    }
}
```

```
void Action() {}  
EditField ef;  
MenuBar menuBar;  
};
```

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