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

Posted by [gxl117](#) on Mon, 22 Feb 2010 14:36:05 GMT

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The following example is normal.

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

```
using namespace Upp;
```

```
class MenuTest : public TopWindow {
public:
    typedef MenuTest CLASSNAME;
    MenuTest()
    {
        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
        //...
        //PromptOK(AsString(~ef));
        CloseTopCtrls(); // <-- try to close menu here
    }
    void RightDown(Point p, dword d)
    {
        MenuBar::Execute(THISBACK(ThisMenu));
    }
    void Action() {}
    EditField ef;
};

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