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

Posted by [mirek](#) on Fri, 26 Feb 2010 15:06:22 GMT

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It needed a little fix in MenuBar code and it is not quite transparent and usual code, but it works now:

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

using namespace Upp;

class MenuTest : public TopWindow {
public:
    MenuBar menu;

    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()
    {
        menu.EndLoop();
    }
    void RightDown(Point p, dword d)
    {
        menu.Set(THISBACK(ThisMenu));
        menu.Execute();
    }
    void Action() {}
    EditField ef;
};

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