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Subject: menu Tree

Posted by [nlneilson](#) on Mon, 25 Apr 2011 05:26:38 GMT

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Hope this will help someone.

I forgot how it was done so spent a couple hours searching.

Nothing was found in the /examples or /tutorial but in /reference/TreeCtrl that made my head hurt, too much stuff to hide what I was looking for, a simple example.

```
void MainMenu(Bar& bar) {
    bar.Add("File", THISBACK(FileMenu));
    bar.Add("Layers", THISBACK(LayersMenu)); // this is a sub menu
    ...
    // Layers sub-menu
    void LayersMenu(Bar& bar) {
        bar.Add("FAA", THISBACK(FAAMenu)); // this is a sub sub menu
        bar.Add("Marble", THISBACK(SetMarble)).Check(marbleX);
        ...

        // FAA sub-menu
        void FAAMenu(Bar& bar) {
            bar.Add("WAC", THISBACK(Setwac)).Check(wacX);
            bar.Add("WAC sep", THISBACK(WACsepMenu)); // this is a sub sub sub menu
            ...
        }
    }
}
```

After that the code was easy to implement.

Neil

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## File Attachments

1) [EFB\\_menu.jpg](#), downloaded 306 times

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