

---

Subject: Re: menu Tree

Posted by [Sender Ghost](#) on Sat, 14 May 2011 12:57:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nlnelson wrote on Sat, 14 May 2011 10:41

Just informative lines of text with no action, THISBACK, or Callback.

Hello, Neil.

You can add Ctrl(s) to Bar with using Add(Ctrl& ctrl) or AddNC(Ctrl& ctrl) functions. For "informative" text, you can use Label Ctrl, for example:

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

```
using namespace Upp;
```

```
class App : public TopWindow {
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    App();
```

```
    MenuBar menu;
```

```
    Label label;
```

```
    void MainBar(Bar& bar);
```

```
    void FileBar(Bar& bar);
```

```
};
```

```
App::App()
```

```
{
```

```
    Title("MenuBar test application");
```

```
    CenterScreen().Sizeable().MinimizeBox().MaximizeBox();
```

```
    SetRect(Size(320, 240));
```

```
    AddFrame(menu);
```

```
    AddFrame(TopSeparatorFrame());
```

```
    menu.Set(THISBACK(MainBar));
```

```
    label.SetLabel("Some informative text");
```

```
}
```

```
void App::MainBar(Bar& bar)
```

```
{
```

```
    bar.Add("File", THISBACK(FileBar));
```

```
}
```

```
void App::FileBar(Bar& bar)
```

```
{
```

```
    bar.AddNC(label);
```

```
bar.Separator();  
bar.Add("Exit", THISBACK(Close)).Key(K_CTRL_Q);  
}
```

```
GUI_APP_MAIN  
{  
    App app;  
    app.Run();  
}
```

---