
Subject: Re: menu Tree

Posted by [nneilson](#) on Sun, 15 May 2011 06:01:05 GMT

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Hi Sender Ghost

I tried what you suggested and thanks for posting the code.

It's much easier to do this:

```
label_1L.SetLabel(\n\n"Atlanta\n\nBrownsville\n\nDallas-FtWorth\n\nDetroit\n\nOmaha\n\nPhoenix\n\nSaltLake");
```

rather than how I did it:

```
void sec1L_List(Bar& bar) {\n    bar.Add("Billings", THISBACK(s1L));\n    bar.Add("Cincinnati", THISBACK(s1L));\n    bar.Add("ElPaso", THISBACK(s1L));\n    bar.Add("GreenBay", THISBACK(s1L));\n    bar.Add("Houston", THISBACK(s1L));\n    bar.Add("Jacksonville", THISBACK(s1L));\n    bar.Add("KansasCity", THISBACK(s1L));\n    bar.Add("Montreal", THISBACK(s1L));\n    bar.Add("Houston", THISBACK(s1L));\n    bar.Add("SanFrancisco", THISBACK(s1L));\n    bar.Add("Seattle", THISBACK(s1L));\n        bar.Separator();\n    bar.Add("Fairbanks", THISBACK(s1L));\n    bar.Add("Seward", THISBACK(s1L));\n}
```

With my code it was necessary to click on one of the names in the "text box".

With "label.SetLabel" and "bar.AddNC(label)" I had to have a THISBACK in the text box and that is triggered with a mouse over rather than a click.

I would like to be able to click on 1L.

It may be simple but I don't understand how or why.

Attached is a modification of your code with a .upp file.

Neil

File Attachments

1) [MenuBarTest.zip](#), downloaded 540 times
