
Subject: Re: menu Tree

Posted by [Sender Ghost](#) on Sun, 15 May 2011 17:36:21 GMT

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Well, with current implementation of MenuBar, I think, it also possible to do as follows:

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

```
using namespace Upp;
```

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

```
private:
```

```
    bool tac1L, tac1R;
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    App();
```

```
    // Ctrl's
```

```
    MenuBar menu;
```

```
    Label label_1L, label_1R;
```

```
    // Bars
```

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

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

```
    void TacMenu1L(Bar& bar);
```

```
    void TacMenu1R(Bar& bar);
```

```
    // Events
```

```
    void OnCheck1L();
```

```
    void OnCheck1R();
```

```
};
```

```
App::App() : tac1L(false), tac1R(true) {
```

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

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

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

```
    AddFrame(menu);
```

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

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

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

```
    label_1R.SetLabel("Other cities\n.\n..\n...").NoWantFocus();  
}
```

```
// Bars
```

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

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

```
}
```

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

```
    bar.Add("1L", THISBACK(TacMenu1L)).Check(tac1L);
```

```

bar.Add("1R", THISBACK(TacMenu1R)).Check(tac1R);
bar.Separator();
bar.Add("Exit", THISBACK(Close)).Key(K_CTRL_Q);
}

void App::TacMenu1L(Bar& bar) {
    bar.Add(tac1L ? "Un&select" : "&Select", THISBACK(OnCheck1L)).Image(tac1L ? Null :
CtrlImg::smallcheck());
    bar.Separator();
    bar.AddNC(label_1L);
}

void App::TacMenu1R(Bar& bar)
{
    bar.Add(tac1R ? "Un&select" : "&Select", THISBACK(OnCheck1R)).Image(tac1R ? Null :
CtrlImg::smallcheck());
    bar.Separator();
    bar.AddNC(label_1R);
}
// Events
void App::OnCheck1L()
{
    tac1L = !tac1L;
}

void App::OnCheck1R()
{
    tac1R = !tac1R;
}

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

```

Because, the checkbox, which you "would like to be able to click", is clicked, when you selected it to show next menu bar (according to source code, which you wrote).

Also, the same Label Ctrl, showed on the current menu bar, couldn't be added to the next bar (because it will be "moved", in this case). Instead, try to use specific Label Ctrl for specific menu bar.

File Attachments

1) [MenuBarTest.png](#), downloaded 808 times
