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Subject: Re: menu Tree

Posted by [Sender Ghost](#) on Mon, 16 May 2011 16:50:10 GMT

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nneilson wrote on Mon, 16 May 2011 10:31

That worked OK, is that just drawing an image of the box with/without the check mark you are pointing out?

Yes, but with internal implementation. External implementation could look like follows:

```
void App::FileBar(Bar& bar) {  
    bar.Add("1L", THISBACK(OnCheck1L)).Image(tac1L ? CtrlImg::MenuCheck1() :  
    CtrlImg::MenuCheck0());  
}
```

nneilson wrote on Mon, 16 May 2011 10:31

Is this what you had in your previous code or are you suggesting something different?

Something different: New dialog window with more detailed settings, without using MenuBar. It depends from your implementation. And using "MenuBar just to show current checked values and change them on one-click basis" on main window.

nneilson wrote on Mon, 16 May 2011 10:31

Is there an easy way to set the text in the label bold?

By using QTF after \1 escape byte:

```
Label text;  
text.SetLabel("\1[*1 Some informative text]");
```

or through Font settings:

```
Label text;  
text.SetLabel("Some informative text").SetFont(text.GetFont().Bold());
```