
Subject: Re: menu Tree

Posted by [Sender Ghost](#) on Tue, 17 May 2011 02:42:02 GMT

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nneilson wrote on Tue, 17 May 2011 03:51

This I don't understand.

"... without using MenuBar" --- "And using "MenuBar ..."

Just read full context. In simplified form it looks like follows:

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

```
using namespace Upp;
```

```
class Window : public TopWindow {
public:
    typedef Window CLASSNAME;
    Window();
```

```
    ArrayCtrl list;
};
```

```
Window::Window()
{
    Title("New Window");
    SetRect(Size(320, 240));
```

```
    list.HSizePosZ(4, 4).VSizePosZ(4, 4);
    list.AddColumn(String());
```

```
    for (int i = 0; i < 10; ++i)
    {
        list.Add(AsString(i + 1));
    }
```

```
    Add(list);
}
```

```
class App : public TopWindow {
public:
    typedef App CLASSNAME;
    App();
```

```
    MenuBar menu;
    Window window;
```

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

```

void FileBar(Bar& bar);
void OnSettings();
};

App::App()
{
    Title("MenuBar test application");
    SetRect(Size(640, 480));
    AddFrame(menu);
    AddFrame(TopSeparatorFrame());
    menu.Set(THISBACK(MainBar));
}

void App::MainBar(Bar& bar)
{
    bar.Add("File", THISBACK(FileBar));
}

void App::FileBar(Bar& bar)
{
    bar.Add("Settings", THISBACK(OnSettings));
    bar.Separator();
    bar.Add("Exit", THISBACK(Close));
}

void App::OnSettings()
{
    window.Execute();
}

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

```

I guess, this is not what you looking for, but it was that I suggested.

You can continue to find exact solution, of course. E.g. trying to extend MenuBar to support Option with right check (>), which shows next menu bar, after mouseover on it (mimic MenuItem).

```

// Somewhere inside derived TopWindow class
Option opt;
// Then add it for some Bar
bar.AddNC(opt);

```

Or using different solutions, not mentioned here.
