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Subject: MainMenu problem

Posted by [idkfa46](#) on Mon, 16 Jan 2012 14:46:04 GMT

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Hy guys,

I have a problem adding mainmenu to my little program.  
Atm i dont receive any error compiling it but i cant see it

this is my code

main.cpp

```
#include "prova2.h"
```

```
prova2::prova2()
```

```
{  
    CtrlLayout(*this, "Programma di prova");  
    Sizeable().Zoomable();  
    menu.Set(THISBACK(MainMenu));  
    CtrlLayout(modify);    //Layout tab  
    CtrlLayout(search);  
    CtrlLayout(volume);  
    tab.Add(modify, "Tab1");    //aggingi tab con nome  
    tab.Add(search, "Tab2");  
    tab.Add(volume, "Tab3");  
  
    // you must add a callback on x or y fields update  
    x <<= THISBACK( calcolo ) ;  
    y <<= THISBACK( calcolo ) ;  
  
}
```

```
void prova2::FileMenu(Bar& bar)
```

```
{  
    bar.Add("Quit", THISBACK(Quit));  
}
```

```
void prova2::MainMenu(Bar& bar)
```

```
{  
    bar.Add("File", THISBACK(FileMenu));  
}
```

```
void prova2::Quit()
```

```
{  
    Break();  
}
```

....

```
GUI_APP_MAIN
{
    prova2().Run();
}
```

prova.h

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>

class prova2 : public Withprova2Layout<TopWindow> {
    WithModifyLayout<ParentCtrl> modify;
    WithSearchLayout<ParentCtrl> search;
    WithVolumeLayout<ParentCtrl> volume;
    MenuBar menu;

    void Quit();
    void FileMenu(Bar& bar);
    void MainMenu(Bar& bar);

    typedef prova2 CLASSNAME;

public:

    prova2();

private:
    void calcolo();
};

#endif
```

Where is my fail ?!  
Regards,  
Matteo

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