
Subject: Re: menu items in bar stays for a while...
Posted by [mirek](#) on Mon, 12 Jun 2006 08:53:39 GMT
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qwerty wrote on Mon, 12 June 2006 04:28only the 'menu' related items:

.cpp file, constructor:

```
...
AddFrame(menu);
menu.Set(THISBACK(Menu));
...
```

.h file, inside the only class:

```
...
private:
MenuBar menu;

void Menu(Bar& menu) {
    menu.Add("File", THISBACK(File));
}

void File(Bar& menu) {
    menu.Add("New", THISBACK(New));
    menu.MenuSeparator();
    menu.Add("Load", THISBACK1(Load, "nic")); // "nic" - just a dummy thing
    menu.Add("Save", THISBACK(Save));
    menu.MenuSeparator();
    menu.Add("Load scheme", THISBACK1(LoadSch, false));
    menu.Add("Save scheme", THISBACK(SaveSch));
    menu.MenuSeparator();
    menu.Add("Exit", THISBACK(Close)); // Close() - original "API" function
}

// definition of these is in .cpp file
void Reset();
void New();
public:
void Load(String file); // public because of calling before .Run() in main
void LoadSch(bool start);

private:
void Save();
void SaveSch();
...
```

upp examples works.

Seems OK to me. Must be something else. Compilable testcase!

Mirek
