Subject: Re: Popup menu with check items Posted by jibe on Thu, 07 Mar 2013 07:49:45 GMT

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Hi,

Sorry for the bad place and thanks for moving.

Seeing that my code was not working, I just had a try changing the "Menu" in the reference samples. Here are the changed parts:

```
void MainBar(Bar& bar)
bar.Add("Menu", THISBACK(Menu));
bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled); // *** Added
}
void RightDown(Point p, dword keyflags) // *** Added ***
    // *** Added ***
                // *** Added ***
menu.PopUp();
    // *** Added ***
MenuBar menu:
typedef App CLASSNAME;
App()
numbers enabled = false;
//AddFrame(menu); // *** Commented ***
menu.Set(THISBACK(MainBar));
}
```

This way, I have no more menu bar, and a popup with the EnableNumbers option both in the menu and in the submenu. It is working well in the submenu, but not in the menu...

Am I doing something wrong?

BTW, I'm trying this under Ubuntu, Theide/Upp version 5858.