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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 ***
    menu.PopUp(); // *** Added ***
} // *** 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.