
Subject: Re: Popup menu with check items
Posted by [mirek](#) on Thu, 07 Mar 2013 08:24:30 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    typedef MyApp CLASSNAME;

    bool check;

    void Check() { check = !check; }

    void RightDown(Point p, dword) {
        MenuBar bar;
        bar.Add("Check", THISBACK(Check)).Check(check);
        bar.Execute();
    }

    MyApp() {
        check = false;
    }
};

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