
Subject: Re: Submenu Clickable
Posted by [Oblivion](#) on Tue, 12 Mar 2019 11:50:07 GMT
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Hello Qwak, and welcome to the U++ forums!

A simple example might be better than describing it (This works on Linux, at the moment I don't have access to Windows)

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class MenuTest : public TopWindow {
    TrayIcon tray;

public:
    typedef MenuTest CLASSNAME;
    void MainMenu(Bar& bar)
    {
        bar.Sub("Pause", THISFN(PauseMenu));
        bar.Separator();
        bar.Add("Exit", [&]{ tray.Break(); });
    }
    void PauseMenu(Bar& bar)
    {
        bar.Add("Pause", THISFN(Func1));
        bar.Add("Réunion", THISFN(Func2));
    }

    void Func1()
    {
        PromptOK("Pause menu entry invoked!");
    }
    void Func2()
    {
        Exclamation("Meeting menu entry invoked!");
    }
    void Do()
    {
        tray.Icon(CtrlImg::Diskette());
        tray.WhenBar = THISFN(MainMenu);
        tray.Run();
    }
};
```

```
GUI_APP_MAIN
{
    MenuTest().Do();
}
```

Note that this menu bar can also be used as context menu, just pass it to the relevant function.

Best regards,
Oblivion
