
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
