
Subject: Re: Submenu Clickable
Posted by [Oblivion](#) on Tue, 12 Mar 2019 13:53:38 GMT
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Quote: What i want to do is :

I see. AFAIK, there is no direct way to achieve that. It maybe possible with some workaround but I never tried such a thing. :)

But what is the point of it anyway?

On the other hand, if you need to alternate between a menu item and a sub menu, for example a "pause" submenu and a clickable "continue" menu item, you can achieve that easily. (If this is what you want to achieve.)

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

using namespace Upp;

class MenuTest : public TopWindow {
    TrayIcon tray;
    bool    paused;

public:
    typedef MenuTest CLASSNAME;

    MenuTest()
    {
        paused = false;
    }
    void MainMenu(Bar& bar)
    {
        if(paused) bar.Add("Continue", [&] { paused = false; });
        else 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!");
        paused = true;
    }
}
```

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

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

Best regards,
Oblivion
