
Subject: Re: Submenu Clickable

Posted by [Qwak](#) on Tue, 12 Mar 2019 14:08:32 GMT

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Hey Oblivion thanks again, i had what you proposed.

i finnaly came up with :

```
void TrayMenu(Bar& bar) {
    bar.Add(connect ? "Deconnexion":"Connexion automatique",
    THISBACK(SwitchConnect)).Enable(!error);
    if (connect)
        bar.Add("Pause", THISBACK(PauseMenu)).Enable(connect);
    else
        bar.Add("Pause", THISBACK(BreakOut)).Enable(!error);
    bar.Add("About", THISBACK(About));
    bar.Add("Quitter", THISBACK(Exit));
}

void PauseMenu(Bar& bar) {
    for(Argument &b : breaks) {
        bar.Add(b.ArgValue, [=] {
            currentBreak != std::stoi(b.ArgName.ToStd()) ? BreakIn(std::stoi(b.ArgName.ToStd())) :
            BreakOut();
        }).Check(currentBreak == std::stoi(b.ArgName.ToStd()));
    }
}
```

it actually works fine but i feel like it would be better to be able to open and click on the same itemMenu.

Thanks Oblivion for brainstorming with me.

Qwak.
