Subject: submenu of submenu
Posted by BetoValle on Tue, 29 Sep 2020 12:08:48 GMT
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as a novice here (and also in C ++) follows a functional example for "submenu of submenu":

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
using namespace std;

struct App : public TopWindow {
 bool numbers_enabled;

 void Menu(Bar& bar)
 {
  String s="";
  bar.Add("Enable numbers", [=] { numbers_enabled = !numbers_enabled; })
     .Check(numbers_enabled);
  bar.Sub(numbers_enabled, "Numbers", [=](Bar& bar) {
   for(int i = 0; i < 10; i++) {
    string s = "item "+to_string(i);
     bar.Add(s, [=] { PromptOK(AsString(i)); });
   }
                        //** starts here
   bar.Sub(true,"novo",[=](Bar& bar){
      bar.Add("novo item A",[=]{PromptOK("oi A");});
      bar.Add("novo item B",[=]{PromptOK("oi B");});
      bar.Add("novo item C",[=]{PromptOK("oi C");});
   }); // important finish with "});" in new sub
  }) ;
  bar.Add("Exit", [=] { Close(); })
     .Key(K_CTRL_E);
 }

 void MainBar(Bar& bar)
 {
  bar.Sub("Numbers", THISFN(Menu));
  bar.Sub("Items", [=](Bar& bar) {
   bar.Add("Item 1", [&] { Exclamation("Item 1 invoked"); });
   bar.Add("Item 2", [&] { Exclamation("Item 2 invoked"); });
  });
 }

 MenuBar menu;

 typedef App CLASSNAME;
```

```
 App()
 {
  numbers_enabled = false;
  AddFrame(menu);
  menu.Set(THISFN(MainBar));
 }
};

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

good work U++!