
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++!