Subject: query , update menu / submenu itens
Posted by BetoValle on Tue, 03 May 2022 17:22:30 GMT
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Hi,

Based on my constructor routine below**,
How do I create a routine to access each of these menu and sub-menu items to consult the texts of the options (allow changing these texts) and also to enable or disable the option (enable/disable) of each said item?
(how to do in a loop ?
  would be something like:
  for... dynamic_cast<MenuBar *>(q) ?
  how i do ?
)

```
// ** my constructor!
  CtrlLayout ( *this, "Window title" );
  //menup is MenuBar created with layoutfile!
  menup.Set([=](Bar& bar) {
      bar.Sub("Cadastros", [=](Bar& bar) {
          bar.Sub("Contas",[=](Bar& bar){
              bar.Sub("Disponibilidades",[=](Bar& bar){
              bar.Add(false,"Caixa", THISFN(go1));
              bar.Add("Bancos", THISFN(go2));
            });
            bar.Add("Despesas", THISFN(go3));
          });
          bar.Add("Clientes", THISFN(go4));
      });
      bar.Add("Sai", THISBACK(Close));
  });
```

note: I didn't find anything similar on the forum!

Thanks!