
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!