
Subject: Re: query , update menu / submenu itens
Posted by [BetoValle](#) on Wed, 04 May 2022 14:00:17 GMT
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Hi, see

"I hit my head" and reached the maximum only in gaining access to the 2 menu items (Register and Sai) that are on the 1st level:

```
LOG("HERE " << bar.GetFirstChild()->GetFirstChild()->GetDesc());  
LOG("HERE next " << bar.GetFirstChild()->GetFirstChild()->GetNext()->GetDesc());
```

from then on I can't get the submenu items because in the 1st item (Registers) it returns that it has no child!

```
LOG("CHILD ? " << bar.GetFirstChild()->GetFirstChild()->GetChildCount() );
```

Could someone with more knowledge suggest something? Or even if this would be the way?
Note that at runtime, the U++ user could change the description of an item, or delete an item/sub-item, or disable/deactivate temporarily.

Thanks!