
Subject: Re: query , update menu / submenu itens
Posted by [mirek](#) on Thu, 05 May 2022 12:44:31 GMT
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You probably can with some really great effort, but this is really bad way how to achieve dynamic menus.

Instead, you can do this:

```
void MyApp::CastradosMenu(Bar& bar)
{
    bar.Add(my_name, [=] { PromptOK("something") });
    if(should_have_something)
        bar.Add("something", ...);
    ....
}

MyApp::MyApp() {
    menup.Set([=](Bar& bar) {
        bar.Sub("Cadastrados", [=](Bar& bar) { CastradosMenu(bar); });
    });
}
```

Now CastradosMenu will only get invoked when it gets open, so you can fully programatically setup its content.

Mirek
