
Subject: Re: query , update menu / submenu itens
Posted by [Oblivion](#) on Thu, 05 May 2022 18:11:03 GMT
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Hello BetoValle,

Mirek has already pointed to the right direction.

To give you the idea, just try the below rudimentary example.

It appends a simple, programmable popup menu to an array.
To program the menu, simply right click on the array and change its attributes or content...

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MenuTest : TopWindow {
    ArrayCtrl list;

    MenuTest()
    {
        SetRect(0, 0, 1024, 768);
        Sizeable().Zoomable().CenterScreen();

        // Let's Configure the array.
        Add(list.SizePos());
        list.AddColumn("Text").Edit(Single<EditString>());
        list.AddColumn("State").Ctrls<Option>();
        list.ColumnWidths("200, 20");
        list.Moving().Track().Appending().Removing().SetEditable();

        // Fill the array.
        for(int i = 0; i < 10; i++)
            list.Add(AsString(i), (bool) false);

        // Override the popup menu of the array
        list.WhenBar = [=](Bar& bar) {
            // RE-add the main popup menu of ArrayCtrl.
            list.StdBar(bar);
            int n = list.GetCount(); // Don't append the user menu to the array menu if the array is empty...
            if(n <= 0)
                return;
            bar.Separator();
            for(int i = 0; i < list.GetCount(); i++) {
                bool enable = list.Get(i, 1);
```

```
String text  = list.Get(i, 0);
bar.Add(enable, text, [=]{ PromptOK(text); }); // action!
}
};

}

};

GUI_APP_MAIN
{
    MenuTest().Run();
}
```

Best regards,
Oblivion
