
Subject: Re: Sub menu in a toolbar?

Posted by [Oblivion](#) on Thu, 07 Mar 2024 19:54:31 GMT

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Hello Mountacir,

One way:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

```
struct TestApp : TopWindow {
    typedef TestApp CLASSNAME;
    ToolBar bar;
    ToolButton bt1, bt2;
    FrameRight<ToolButton> bt3;
    TestApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 400);
        bt1.Image(CtrlImg::File());
        bt2.Image(CtrlImg::Dir());
        AddFrame(bar.MaxIconSize(Size(32, 32)));
        bar.Set(THISFN(MainBar));
        bt1.AddFrame(bt3.Width(8));
        bt3.Image(CtrlImg::smalldown());
        bt3 << [this] { MenuBar::Execute(THISFN(MenuBar), bt1.GetScreenView().BottomLeft()); };
    }
    void MainBar(Bar& toolbar)
    {
        toolbar.Add(bt1, 32);
        toolbar.Add(bt2, 32);
    }
    void MenuBar(Bar& menubar)
    {
        for(int i = 0; i < 10; i++)
            menubar.Add(AsString(i), []{});
    }
};

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

Of course, this isn't ideal, it's just a simple test code to give you an idea. The "elegant" way would be to write your own ctrl and add it to the toolbar. But the idea is the same. You can directly call a menu, and align its position to the button's.

Best regards,
Oblivion
