
Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sun, 16 Mar 2025 22:05:40 GMT

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mirek wrote on Sun, 16 March 2025 04:37

Well, I have added "flicker prevention" for the main menu, I guess it might be the cause. Can you try with

```
void CocoMenuBar::Set(Event<Bar&> bar)
{
    if(lock) return;
    lock++;
    [cocomenu removeAllItems];
    bar(*this);
    lock--;
}
```

(I do not see any obvious reason now why it should not work, but at least this might narrow it down).

With this implementation of CocoMenuBar::Set menu works fine.
