
Subject: Submenu Clickable

Posted by [Qwak](#) on Tue, 12 Mar 2019 09:01:46 GMT

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Hi everyone,

I have a tray icon with a list of items and one of them is also a list like this :

I would like to be able to click on the 1st Pause.

```
bar.Sub(true, "Pause", THISBACK(PauseMenu));
```

```
void AOO::PauseMenu(Bar& bar) {  
    bar <<= THISBACK(BreakOut);  
    bar.Add("Pause", myFuncBreak);  
    bar.Add("Réunion", myFuncMeeting);  
}
```

This isn't working and if i call BreakOut() in PauseMenu() then the event/function is fired when submenu pop-out.

Any suggestion, idea or clues is welcome.

Regards,

Qwak

File Attachments

1) [tray.png](#), downloaded 329 times

Subject: Re: Submenu Clickable

Posted by [Oblivion](#) on Tue, 12 Mar 2019 11:50:07 GMT

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Hello Qwak, and welcome to the U++ forums!

A simple example might be better than describing it (This works on Linux, at the moment I don't have access to Windows)

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

```

using namespace Upp;

class MenuTest : public TopWindow {
    TrayIcon tray;

public:
    typedef MenuTest CLASSNAME;
    void MainMenu(Bar& bar)
    {
        bar.Sub("Pause", THISFN(PauseMenu));
        bar.Separator();
        bar.Add("Exit", [&]{ tray.Break(); });
    }
    void PauseMenu(Bar& bar)
    {
        bar.Add("Pause", THISFN(Func1));
        bar.Add("Réunion", THISFN(Func2));
    }

    void Func1()
    {
        PromptOK("Pause menu entry invoked!");
    }
    void Func2()
    {
        Exclamation("Meeting menu entry invoked!");
    }
    void Do()
    {
        tray.Icon(CtrlImg::Diskette());
        tray.WhenBar = THISFN(MainMenu);
        tray.Run();
    }
};

GUI_APP_MAIN
{
    MenuTest().Do();
}

```

Note that this menu bar can also be used as context menu, just pass it to the relevant function.

Best regards,
Oblivion

Subject: Re: Submenu Clickable
Posted by [Qwak](#) on Tue, 12 Mar 2019 13:21:32 GMT
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Hey thanks for replay Oblivion !

I successfully did what you do. What i want to do is :

```
void MainMenu(Bar& bar)
{
    bar.Sub("Pause", THISFN(PauseMenu)); // There we can't call another function on click here ?
    bar.Separator();
    bar.Add("Exit", [&]{ tray.Break(); });
}
```

My apologies if i do not explain myself clearly.

Best regards,

Qwak.

Subject: Re: Submenu Clickable
Posted by [Oblivion](#) on Tue, 12 Mar 2019 13:53:38 GMT
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Quote: What i want to do is :

I see. AFAIK, there is no direct way to achieve that. It maybe possible with some workaround but I never tried such a thing. :)

But what is the point of it anyway?

On the other hand, if you need to alternate between a menu item and a sub menu, for example a "pause" submenu and a clickable "continue" menu item, you can achieve that easily. (If this is what you want to achieve.)

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

```
using namespace Upp;
```

```
class MenuTest : public TopWindow {
    TrayIcon tray;
    bool    paused;
```

```

public:
typedef MenuTest CLASSNAME;

MenuTest()
{
    paused = false;
}
void MainMenu(Bar& bar)
{
    if(paused) bar.Add("Continue", [&] { paused = false; });
    else bar.Sub("Pause", THISFN(PauseMenu));
    bar.Separator();
    bar.Add("Exit", [&]{ tray.Break(); });
}
void PauseMenu(Bar& bar)
{
    bar.Add("Pause", THISFN(Func1));
    bar.Add("Réunion", THISFN(Func2));
}
void Func1()
{
    PromptOK("Pause menu entry invoked!");
    paused = true;
}
void Func2()
{
    Exclamation("Meeting menu entry invoked!");
    paused = true;
}
void Do()
{
    tray.Icon(CtrlImg::Diskette());
    tray.WhenBar = THISFN(MainMenu);
    tray.Run();
}
};

GUI_APP_MAIN
{
    MenuTest().Do();
}

```

Best regards,
Oblivion

Subject: Re: Submenu Clickable
Posted by [Qwak](#) on Tue, 12 Mar 2019 14:08:32 GMT
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Hey Oblivion thanks again, i had what you proposed.

i finnaly came up with :

```
void TrayMenu(Bar& bar) {
    bar.Add(connect ? "Deconnexion":"Connexion automatique",
    THISBACK(SwitchConnect)).Enable(!error);
    if (connect)
        bar.Add("Pause", THISBACK(PauseMenu)).Enable(connect);
    else
        bar.Add("Pause", THISBACK(BreakOut)).Enable(!error);
    bar.Add("About", THISBACK(About));
    bar.Add("Quitter", THISBACK(Exit));
}

void PauseMenu(Bar& bar) {
    for(Argument &b : breaks) {
        bar.Add(b.ArgValue, [=] {
            currentBreak != std::stoi(b.ArgName.ToStd()) ? BreakIn(std::stoi(b.ArgName.ToStd())) :
            BreakOut();
        }).Check(currentBreak == std::stoi(b.ArgName.ToStd()));
    }
}
```

it actually works fine but i feel like it would be better to be able to open and click on the same itemMenu.

Thanks Oblivion for brainstorming with me.

Qwak.
