Subject: menu items in bar stays for a while...
Posted by qwerty on Thu, 01 Jun 2006 13:53:22 GMT
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...nothing happening a few second and then it start to work. without exiting the program, another actions on menubar, which was delayed first time is now ok. It doesnt matter, which item in menubar I click, everything is delayed and onlly the first time per program run.

whay is that??

Subject: Re: menu items in bar stays for a while...
Posted by mirek on Thu, 01 Jun 2006 17:04:53 GMT
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qwerty wrote on Thu, 01 June 2006 09:53...nothing happening a few second and then it start to work. without exiting the program, another actions on menubar, which was delayed first time is now ok. It doesnt matter, which item in menubar I click, everything is delayed and onlly the first time per program run.

whay is that??

Hard to say What about posting a compilable test case?!

Mirek

Subject: Re: menu items in bar stays for a while...
Posted by qwerty on Mon, 12 Jun 2006 08:28:25 GMT
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only the 'menu' related items:

.cpp file, constructor:

```
...
AddFrame(menu);
menu.Set(THISBACK(Menu));
...
```

.h file, inside the only class:

```
...
private:
```

```
MenuBar menu;

void Menu(Bar& menu) {
   menu.Add("File", THISBACK(File));
}

void File(Bar& menu) {
   menu.Add("New", THISBACK(New));
   menu.MenuSeparator();
   menu.Add("Load", THISBACK1(Load, "nic"));  // "nic" - just a dummy thing
   menu.Add("Save", THISBACK(Save));
   menu.MenuSeparator();
   menu.Add("Load scheme", THISBACK1(LoadSch, false));
   menu.Add("Save scheme", THISBACK(SaveSch));
   menu.MenuSeparator();
   menu.Add("Exit", THISBACK(Close));  // Close() - original "API" function
}

// definition of these is in .cpp file
void Reset();
void New();
public:
void Load(String file);     // public because of calling before .Run() in main
void LoadSch(bool start);
private:
void Save();
void SaveSch();
...
```

upp examples works.

Subject: Re: menu items in bar stays for a while...
Posted by mirek on Mon, 12 Jun 2006 08:53:39 GMT
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qwerty wrote on Mon, 12 June 2006 04:28only the 'menu' related items:

.cpp file, constructor:

```
...
AddFrame(menu);
menu.Set(THISBACK(Menu));
...
```

.h file, inside the only class:

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private:

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private:
void Save();
void SaveSch();
...
```

upp examples works.

Seems OK to me. Must be something else. Compilable testcase!

Mirek

Subject: Re: menu items in bar stays for a while...
Posted by qwerty on Mon, 12 Jun 2006 09:32:49 GMT
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yes yes... I'll try , thank you
