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Subject: Exit app from menu on control in Tab  
Posted by [slashupp](#) on Fri, 25 Feb 2022 08:44:14 GMT  
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I want to exit the app from a menu-item on an ArrayCtrl::WhenBar-handler in a TabCtrl in the main window.

I am using `bar.Add("Exit", [&]{ Break(); });` --- bug - assertion fails  
I also tried `bar.Add("Exit", [=]{ Break(); });` but get same error

What is the right way to do so?

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Subject: Re: Exit app from menu on control in Tab  
Posted by [deep](#) on Mon, 07 Mar 2022 09:20:56 GMT  
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Hi

This is how I do

```
bar.Add ( t_ ( "Exit" ), [=] { Exit(); } )  
.Help ( t_ ( "Exit the application" ) );
```

And Exit() function.

```
void mainclass::Exit()  
{  
    Close();  
}
```

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Subject: Re: Exit app from menu on control in Tab  
Posted by [slashupp](#) on Mon, 07 Mar 2022 10:50:41 GMT  
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Thanks for the suggestion.  
Unfortunately does not work either, and/but I don't get any error-message either, it just does nothing.  
(I tried it before with overriding 'Close()' in the mainclass as well)

I debug-traced the execution-calls, it follows:  
TopWindow::Close()  
 Ctrl::IgnoreMouseUp()

Ctrl::Close() - which it completes to '... popup = false; }'  
(and then seems to go on with standard Upp processing, I think)  
and then nothing happens, the app still runs.

I tried with & without GuiLock \_\_; and also in Release-mode - still fails to close the app  
(the app needs to close in a controlled way because a class needs to update a db on dtor)

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Subject: Re: Exit app from menu on control in Tab  
Posted by [deep](#) on Mon, 07 Mar 2022 10:54:00 GMT  
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Hi Slashupp,

Check GeoFun from example folder of UPP.

It may be available other places also.

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Subject: Re: Exit app from menu on control in Tab  
Posted by [slashupp](#) on Mon, 07 Mar 2022 11:05:51 GMT  
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I checked GeoFun just now...  
(It works in my app if put an arrayctrl directly in the mainclass) BUT ...  
The big/main difference is that I've got a TabCtrl(several tabs) and in a tab there  
is a ArrayCtrl as child. It is from the popup-menu on this child arrayctrl that I want to  
be able to close the app. I use a pointer to the main-class instance where the Exit()(or /Close())  
method is defined to make the call from the lambda. This is what fails.

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Subject: Re: Exit app from menu on control in Tab  
Posted by [Oblivion](#) on Mon, 07 Mar 2022 16:09:15 GMT  
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Hello slashupp

Have you tried posting a callback to the main window/loop. (e.g. using PostCallback([&] { Break();}  
) method) ?

Best regards,  
Oblivion

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Subject: Re: Exit app from menu on control in Tab

Posted by [slashupp](#) on Mon, 07 Mar 2022 17:17:50 GMT

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Hi Oblivion

Doing 'PostCallback([&] { Break(); })' does not work.

but when I replace the call to Break(); with a call to the Exit(); from deep's answer it works!

'PostCallback([&] { Exit(); })' - works! :)

Thank you

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