
Subject: query , update menu / submenu itens
Posted by [BetoValle](#) on Tue, 03 May 2022 17:22:30 GMT
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Hi,

Based on my constructor routine below**,
How do I create a routine to access each of these menu and sub-menu items to consult the texts of the options (allow changing these texts) and also to enable or disable the option (enable/disable) of each said item?

(how to do in a loop ?

would be something like:

for... dynamic_cast<MenuBar *>(q) ?

how i do ?

)

```
// ** my constructor!  
CtrlLayout ( *this, "Window title" );  
//menup is MenuBar created with layoutfile!  
menup.Set( [=](Bar& bar) {  
    bar.Sub("Cadastros", [=](Bar& bar) {  
        bar.Sub("Contas", [=](Bar& bar){  
            bar.Sub("Disponibilidades", [=](Bar& bar){  
                bar.Add(false, "Caixa", THISFN(go1));  
                bar.Add("Bancos", THISFN(go2));  
            });  
            bar.Add("Despesas", THISFN(go3));  
        });  
        bar.Add("Clientes", THISFN(go4));  
    });  
    bar.Add("Sai", THISBACK(Close));  
});
```

note: I didn't find anything similar on the forum!

Thanks!

Subject: Re: query , update menu / submenu itens
Posted by [BetoValle](#) on Wed, 04 May 2022 14:00:17 GMT
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Hi, see

"I hit my head" and reached the maximum only in gaining access to the 2 menu items (Register and Sai) that are on the 1st level:

```
LOG("HERE " << bar.GetFirstChild()->GetFirstChild()->GetDesc());  
LOG("HERE next " << bar.GetFirstChild()->GetFirstChild()->GetNext()->GetDesc());
```

from then on I can't get the submenu items because in the 1st item (Registers) it returns that it has no child!

```
LOG("CHILD ? " << bar.GetFirstChild()->GetFirstChild()->GetChildCount() );
```

Could someone with more knowledge suggest something? Or even if this would be the way? Note that at runtime, the U++ user could change the description of an item, or delete an item/sub-item, or disable/deactivate temporarily.

Thanks!

Subject: Re: query , update menu / submenu itens
Posted by [mirek](#) on Thu, 05 May 2022 12:44:31 GMT
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You probably can with some really great effort, but this is really bad way how to achieve dynamic menus.

Instead, you can do this:

```
void MyApp::CastradosMenu(Bar& bar)  
{  
    bar.Add(my_name, [=] { PromptOK("something") });  
    if(should_have_something)  
        bar.Add("something", ...);  
    ....  
}
```

```
MyApp::MyApp() {  
    menup.Set([=](Bar& bar) {
```

```
    bar.Sub("Cadastrros", [=](Bar& bar) { CastradosMenu(bar); });
});
}
```

Now CastradosMenu will only get invoked when it gets open, so you can fully programmatically setup its content.

Mirek

Subject: Re: query , update menu / submenu itens
Posted by [BetoValle](#) on Thu, 05 May 2022 16:54:49 GMT
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thanks Mirek!

Do you know what made me put this post on menu? another post about ide bookmark! Then I tried to understand there, but first I needed to know more about the menu. And precisely about this situation I identified that the way it is programmed in IDE, there is no option to unmark the marked bookmark!
[https:// www.ultimatepp.org/forums/index.php?t=msg&th=11805&start=0&](https://www.ultimatepp.org/forums/index.php?t=msg&th=11805&start=0)
But there it is quite complex to understand how to do this!

Subject: Re: query , update menu / submenu itens
Posted by [Oblivion](#) on Thu, 05 May 2022 18:11:03 GMT
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Hello BetoValle,

Mirek has already pointed to the right direction.

To give you the idea, just try the below rudimentary example.

It appends a simple, programmable popup menu to an array.
To program the menu, simply right click on the array and change its attributes or content...

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

```
using namespace Upp;
```

```
struct MenuTest : TopWindow {  
    ArrayCtrl list;
```

```

MenuTest()
{
    SetRect(0, 0, 1024, 768);
    Sizeable().Zoomable().CenterScreen();

    // Let's Configure the array.
    Add(list.SizePos());
    list.AddColumn("Text").Edit(Single<EditString>());
    list.AddColumn("State").Ctrls<Option>();
    list.ColumnWidths("200, 20");
    list.Moving().Track().Appending().Removing().SetEditable();

    // Fill the array.
    for(int i = 0; i < 10; i++)
        list.Add(AsString(i), (bool) false);

    // Override the popup menu of the array
    list.WhenBar = [=](Bar& bar) {
        // RE-add the main popup menu of ArrayCtrl.
        list.StdBar(bar);
        int n = list.GetCount(); // Don't append the user menu to the array menu if the array is empty...
        if(n <= 0)
            return;
        bar.Separator();
        for(int i = 0; i < list.GetCount(); i++) {
            bool enable = list.Get(i, 1);
            String text = list.Get(i, 0);
            bar.Add(enable, text, [=]{ PromptOK(text); }); // action!
        }
    };

};

GUI_APP_MAIN
{
    MenuTest().Run();
}

```

Best regards,
Oblivion

Subject: Re: query , update menu / submenu itens
Posted by [BetoValle](#) on Fri, 06 May 2022 01:40:34 GMT
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it may be old, but the idea takes creative shortcuts!

thanks!
