

---

Subject: Sub menu in a toolbar?

Posted by [Mountacir](#) on Wed, 06 Mar 2024 10:02:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

Is there a way to add submenus to a toolbar?  
Something like or close to this:

I thought of using a DropList but i also need nested submenus.

Thanks!

---

### File Attachments

1) [toolbar.png](#), downloaded 150 times

---

---

Subject: Re: Sub menu in a toolbar?

Posted by [Oblivion](#) on Thu, 07 Mar 2024 19:54:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello Mountacir,

One way:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

```
struct TestApp : TopWindow {
    typedef TestApp CLASSNAME;
    ToolBar bar;
    ToolButton bt1, bt2;
    FrameRight<ToolButton> bt3;
    TestApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 400);
        bt1.Image(CtrlImg::File());
        bt2.Image(CtrlImg::Dir());
        AddFrame(bar.MaxIconSize(Size(32, 32)));
        bar.Set(THISFN(MainBar));
        bt1.AddFrame(bt3.Width(8));
        bt3.Image(CtrlImg::smalldown());
        bt3 << [this] { MenuBar::Execute(THISFN(MenuBar), bt1.GetScreenView().BottomLeft()); };
    }
    void MainBar(Bar& toolbar)
```

```
{
  toolbar.Add(bt1, 32);
  toolbar.Add(bt2, 32);
}
void MenuBar(Bar& menubar)
{
  for(int i = 0; i < 10; i++)
    menubar.Add(AsString(i), []{});
}

};

GUI_APP_MAIN
{
  TestApp().Run();
}
```

Of course, this isn't ideal, it's just a simple test code to give you an idea. The "elegant" way would be to write your own ctrl and add it to the toolbar. But the idea is the same. You can directly call a menu, and align its position to the button's.

Best regards,  
Oblivion

---

Subject: Re: Sub menu in a toolbar?  
Posted by [Mountacir](#) on Thu, 14 Mar 2024 00:22:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Hi Oblivion,

This is very very helpful, even better/simpler than the ctrl i started making.

Thank you very much Oblivion!