
Subject: Layout Designer and Menus

Posted by [xbones](#) on Wed, 29 May 2024 17:03:05 GMT

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I created a window containing a few text boxes and a button with the Layout Designer. I added an event handler to the button and it works fine.

How can I add a menu, e. g. File -> Exit?

The menu-related tutorials don't use layouts and therefore don't work.

Subject: Re: Layout Designer and Menus

Posted by [koldo](#) on Fri, 31 May 2024 06:27:53 GMT

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Hi Xbones

MenuBar is not included in the layout designer. You can simply include it and fill it with options.

You have an example here:

[https://www.ultimatepp.org/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](https://www.ultimatepp.org/srcdoc$CtrlLib$Tutorial$en-us.htm) |

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

```
using namespace Upp;
```

```
struct MyAppWindow : TopWindow {
    MenuBar menu;

    void Exit() {
        if(PromptOKCancel("Exit MyApp?"))
            Break();
    }
    void SubMenu(Bar& bar) {
        bar.Add("Exit", [=] { Exit(); });
    }
    void MainMenu(Bar& bar) {
        bar.Sub("Menu", [=](Bar& bar) { SubMenu(bar); });
    }
    MyAppWindow() {
        Title("My application with menu").Sizeable();
        AddFrame(menu);
        menu.Set([=](Bar& bar) { MainMenu(bar); });
    }
};
```

```
GUI_APP_MAIN
```

```
{  
  MyAppWindow app;  
  app.Run();  
}
```

Subject: Re: Layout Designer and Menus
Posted by [xbones](#) on Fri, 14 Jun 2024 15:51:25 GMT
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Thank you very much!

I had to increase the window's height to add the menu.

If one uses the Layout Designer, the members go into the class declaration (menu and the handler functions) and the constructor in the main file just has a different name.

It works
