
Subject: MenuBar::Execute isn't modal?

Posted by [Mindtraveller](#) on Tue, 13 Oct 2009 14:29:49 GMT

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The IDE help says MenuBar::Execute function starts modal context menu. But when it does, mouse messages are still sent to control in the background.

In my case it is not very convenient because this control changes it's internal state on mouse movement. And when user clicks context menu item, control is in the different state than it was when menu was actually generated and shown.

My questions: is this behaviour ok and how to make really modal context menu?

P.S. May be there is a MenuBar event on menu closing? This would help, but I failed to find one.

P.P.S. Please move this topic to Menu forum branch. Thanks in forward.

Subject: Re: MenuBar::Execute isn't modal?

Posted by [Mindtraveller](#) on Thu, 15 Oct 2009 11:33:03 GMT

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Anyone please can help?

Subject: Re: MenuBar::Execute isn't modal?

Posted by [mirek](#) on Thu, 15 Oct 2009 13:42:35 GMT

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Execute has own message loop. Anyway, as port of process, messages are still sent to any enabled widgets/windows.

You would have to disable the window to avoid this.

Mirek

Subject: Re: MenuBar::Execute isn't modal?

Posted by [Mindtraveller](#) on Thu, 15 Oct 2009 19:14:05 GMT

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I can't disable the window/parent control because I can't determine the moment MenuBar is closed (and none of items were selected). I failed to find handler on menu bar closing.

Subject: Re: MenuBar::Execute isn't modal?

Posted by [Mindtraveller](#) on Fri, 16 Oct 2009 22:03:40 GMT

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Mirek, how could I catch the moment popup menu is closed?

Subject: Re: MenuBar::Execute isn't modal?
Posted by [mirek](#) on Sun, 18 Oct 2009 19:35:36 GMT
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Mindtraveller wrote on Fri, 16 October 2009 18:03Mirek, how could I catch the moment popup menu is closed?

YOu are right, you cannot now. I can add WhenClose.

Anyway, I am a little bit puzzled as I had never a problem with this....

Mirek

Subject: Re: MenuBar::Execute isn't modal?
Posted by [mirek](#) on Mon, 19 Oct 2009 08:29:20 GMT
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Well, I am now trying to improve here...

One thing to notice: We cannot make MenuBar completely modal, because normal GUI operation e.g. needs that if in wordprocessor you invoke any menu, then click the text, menu disappears and CARET MOVES TO THE POSITION CLICKED. So disabling everything as with modal dialogs is not an option.

The plan now is to add WhenOpen and WhenClose callbacks that would trigger when menu's submenu is opened/closed (note that you do not need callbacks for Execute).

Mirek

Subject: Re: MenuBar::Execute isn't modal?
Posted by [mirek](#) on Mon, 19 Oct 2009 09:09:19 GMT
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OK, we have na WhenOpenSubMenu and WhenCloseSubMenu.

Note that they are really useful only for "child" menus (normal menubars in TopWindow).

For Execute, before call is "Open" and after "Close".

Mirek

Subject: Re: MenuBar::Execute isn't modal?
Posted by [Mindtraveller](#) on Tue, 20 Oct 2009 10:00:16 GMT
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WhenClose still doesn't reflect on MenuBar closing.

"For Execute, before call is "Open" and after "Close"."

--- Please explain what does it mean. And the problem catching menu bar closing is still actual.

Subject: Re: MenuBar::Execute isn't modal?
Posted by [mirek](#) on Wed, 21 Oct 2009 20:21:22 GMT
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Mindtraveller wrote on Tue, 20 October 2009 06:00WhenClose still doesn't reflect on MenuBar closing.

"For Execute, before call is "Open" and after "Close"."

--- Please explain what does it mean. And the problem catching menu bar closing is still actual.

```
// disable your items here
menu.Execute();
// enable your items here
```

Mirek

Subject: Re: MenuBar::Execute isn't modal?
Posted by [mirek](#) on Wed, 21 Oct 2009 20:23:31 GMT
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Mindtraveller wrote on Tue, 20 October 2009 06:00WhenClose still doesn't reflect on MenuBar closing.

Well, there is a problem with "what menu".

Note that these callbacks are named

WhenOpenSubMenu and WhenCloseSubmenu.

-> note 'SubMenu'.

This is because the intended use is for the main menu (which is not a popup and is visible all the time) and callbacks reflect opening/closing of first level submenus.

