Subject: Disable/Enable Menu item during runtime
Posted by sdiscool on Tue, 20 Oct 2009 23:58:08 GMT
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I know we have a function called Enable. However, I have trouble how to access into it after reading tutorial (i am new to Ultimate ++).

Here is what I have (partial - i use separate CPP/H files):

```
this->AddFrame(menu);
menu.Set(THISBACK(MainMenu));

void MainMenu(Bar& bar) {
 bar.Add("File", THISBACK(SubFileMenu))
  .Help("File Menu");
 bar.Add("Section", THISBACK(SubSectionMenu))
  .Help("Section Menu").Enable(false);
}

void SubFileMenu(Bar& bar) {
 bar.Add("Open", THISBACK(File_Open))
  .Help("Open Menu");
 bar.Add("Close", THISBACK(File_Close))
  .Help("Close Menu");
 bar.Add("Exit", THISBACK(File_Exit))
  .Help("Exit Menu");
}

void File_Open() {
    // I want to make "Section" enabled.  How can I do it here?
// example: when user opens file, i want section to be enabled.
}
```

Subject: Re: Disable/Enable Menu item during runtime
Posted by Novo on Wed, 21 Oct 2009 03:51:01 GMT
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You need to use method Add, which has a signature below. And you need to recreate menu each time. This is a pretty optimized procedure.

```
 Item&  Add(bool enable, const char *text, Callback callback);
```

Your code should look like below.

```
void MainMenu(Bar& bar) {
   bar.Add("File", THISBACK(SubFileMenu)).Help("File Menu");
   bar.Add(SectionIsEnabled(), "Section", THISBACK(SubSectionMenu)).Help("Section Menu");
}
```