Subject: beginner's questions about menu&bars [SOLVED]+[EXAMPLES]
Posted by forlano on Tue, 28 Mar 2006 08:10:23 GMT
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Hello,

I'm learning this amazing library but I'm having some problem. Please forgive me if I'm posting a silly question. Unfortunatly I found no reference about menu in assist in theIDE and I am confused about class MenuBar and Bar and how to use them.

Below is the code for a menubar that I got in the documentation. It has 1 pulldown menu attached to 'File'. Now I want add another pulldown, lets say 'Edit', to the right of 'File' with just one item, let's say 'select'. Can somebody add two lines of code to show me how to perform this task? After it I am sure to be able to realize any menu.

Thanks a lot in advance.
Luigi

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

struct App : public TopWindow {
 bool numbers_enabled;

 void Exit()
 {
  Close();
 }

 void EnableNumbers()
 {
  numbers_enabled = !numbers_enabled;
 }

 void ShowNumber(int n)
 {
  PromptOK(AsString(n));
 }

 void SubMenu(Bar& bar)
 {
  for(int i = 0; i < 10; i++)
   bar.Add(AsString(i), THISBACK1(ShowNumber, i));
 }


 void Menu(Bar& bar)
 {
```

```
  bar.Add("Enable numbers", THISBACK(EnableNumbers))
     .Check(numbers_enabled);
  bar.Add(numbers_enabled, "Numbers", THISBACK(SubMenu));


     bar.Add("Exit", THISBACK(Exit))
     .Key(K_CTRL_E);
 }

 void MainBar(Bar& bar)
 {
  bar.Add("Menu", THISBACK(Menu));
 }

 MenuBar menu;

 typedef App CLASSNAME;

 App()
 {
  numbers_enabled = false;
  AddFrame(menu);
  menu.Set(THISBACK(MainBar));
 }
};

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

Subject: Re: question about menu
Posted by mirek on Tue, 28 Mar 2006 08:29:20 GMT
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```
.......
 void MySelect() { .... }

 void Select(Bar& bar)
 {
  bar.Add("Select!", THISBACK(MySelect));
 }

 void MainBar(Bar& bar)
 {
```

```
  bar.Add("Menu", THISBACK(Menu));
  bar.Add("Select", THISBACK(Select));
 }
.....
```

The difference between Bar and MenuBar is that "Bar" can mean ToolBar as well - you can share the same definition for both.

Mirek

Subject: Re: question about menu
Posted by fudadmin on Tue, 28 Mar 2006 08:57:04 GMT
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I think this should help:

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

struct App : public TopWindow {
 bool numbers_enabled;

 void Exit() {Close();}

 void EnableNumbers()     {numbers_enabled = !numbers_enabled;}
 void ShowNumber(int n)   {PromptOK(AsString(n));}
 void TestEdit()          {PromptOK("fromEdit");}  //added  No3 - your func
 //add here more funcs to call from menus,,,

 void SubMenu(Bar& bar) {  //this must be imagined as SubSubMenu in fact...
  for(int i = 0; i < 10; i++)
   bar.Add(AsString(i), THISBACK1(ShowNumber, i));
 }


 void Menu(Bar& bar) { //confusing name should be changed to "File"...
  bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled);
  bar.Add(numbers_enabled, "Numbers", THISBACK(SubMenu));
  bar.Add("Exit", THISBACK(Exit)).Key(K_CTRL_E);
 }

 //added No2 - your extra menu item and subItems
 void Edit(Bar& bar) {
  bar.Add("EditMy_1", THISBACK(TestEdit)).Key(K_CTRL_D);
  //add more items here...
 }//up to here
```

```
 void MainBar(Bar& bar){  //row of main menu "labels" - what you see without opening menus...
  bar.Add("Menu", THISBACK(Menu));
  bar.Add("Edit", THISBACK(Edit));  //added Step1 - extra menu item on Main & callback
 }

 MenuBar menu;

typedef App CLASSNAME;

 App(){
  numbers_enabled = false;
  AddFrame(menu);
  menu.Set(THISBACK(MainBar));
 }
};


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

Subject: Re: question about menu
Posted by forlano on Tue, 28 Mar 2006 12:08:31 GMT
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luzr wrote on Tue, 28 March 2006 03:29

```
.....
 void MySelect() { .... }

 void Select(Bar& bar)
 {
  bar.Add("Select!", THISBACK(MySelect));
 }

 void MainBar(Bar& bar)
 {
  bar.Add("Menu", THISBACK(Menu));
  bar.Add("Select", THISBACK(Select));
 }
......
```

The difference between Bar and MenuBar is that "Bar" can mean ToolBar as well - you can share the same definition for both.

Mirek

Thank you very much!
This example and the next one are very useful (please let me suggest to add it in the documentation). Now I can realize all menu I desire.

Luigi
