

---

Subject: Icon at right side of the menuBar  
Posted by [mubeta](#) on Sun, 12 Sep 2010 19:45:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi,  
I want to add a frame to the right side of the menu bar of my application.  
I try using Frame and ImageCtrl but the image background was black.

```
...
MenuBar          gMenuBar;
//
FrameRight<ImageCtrl>  gMric;
//
...

App::App() {
    ...
    AddFrame(gMenuBar);
    AddFrame(TopSeparatorFrame());
    //
    gMenuBar.AddFrame(gMric);
    //gMric.Transparent(true);
    gMric.TransparentBackPaint();
    gMric.SetImage(GenIcons::Download_1_16_2D());
    ...
}
```

Please, any Idea for add an icons to the right side of the menu bar ??

Thanks.

---

Subject: Re: Icon at right side of the menuBar  
Posted by [mirek](#) on Thu, 16 Sep 2010 21:33:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Complete testcase would be helpful....

---

Subject: Re: Icon at right side of the menuBar  
Posted by [mubeta](#) on Fri, 17 Sep 2010 15:54:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Solved! I saw how working the "display" object in the IDE menu bar, and I also understand that "Label" objects are able to show images, so I use this way.

Well, if one day U++ will come with complete documentations, it will be a good tool also for unexpert C++ developers.

Thanks.

---