Subject: MainMenu problem
Posted by idkfa46 on Mon, 16 Jan 2012 14:46:04 GMT
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Hy guys,
I have a problem adding mainmenu to my little program.
Atm i dont receive any error compiling it but i cant see it

this is my code

main.cpp

```
#include "prova2.h"

prova2::prova2()
{
 CtrlLayout(*this, "Programma di prova");
 Sizeable().Zoomable();
 menu.Set(THISBACK(MainMenu));
 CtrlLayout(modify);       //Layout tab
 CtrlLayout(search);
 CtrlLayout(volume);
 tab.Add(modify, "Tab1");     //aggingi tab con nome
 tab.Add(search, "Tab2");
 tab.Add(volume, "Tab3");


 // you must add a callback on x or y fields update
 x <<= THISBACK( calcolo) ;
 y <<= THISBACK( calcolo) ;

}

void prova2::FileMenu(Bar& bar)
{
    bar.Add("Quit", THISBACK(Quit));
}

void prova2::MainMenu(Bar& bar)
{
    bar.Add("File", THISBACK(FileMenu));
}

void prova2::Quit()
{
  Break();
}
```

....

```
GUI_APP_MAIN
{
 prova2().Run();
}
```

prova.h

```
#ifndef _prova2_prova2_h
#define _prova2_prova2_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <prova2/prova2.lay>
#include <CtrlCore/lay.h>

class prova2 : public Withprova2Layout<TopWindow> {
 WithModifyLayout<ParentCtrl> modify;
 WithSearchLayout<ParentCtrl> search;
 WithVolumeLayout<ParentCtrl> volume;
 MenuBar menu;

 void Quit();
    void FileMenu(Bar& bar);
    void MainMenu(Bar& bar);

    typedef prova2 CLASSNAME;

public:

 prova2();

private:
 void calcolo();
};

#endif
```

Where is my fail ?!
Regards,
Matteo

Subject: Re: MainMenu problem
Posted by koldo on Mon, 16 Jan 2012 14:52:19 GMT
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Hello Matteo

The first thing is that I cannot see a:

AddFrame(menu);

If menu is no attached to TopWindow prova2 it cannot be visible .

Subject: Re: MainMenu problem
Posted by idkfa46 on Mon, 16 Jan 2012 15:15:14 GMT
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Koldo Rocks!
thx man... working now

I will start improving my Toolbar and Status now

Subject: Re: MainMenu problem
Posted by koldo on Mon, 16 Jan 2012 15:38:15 GMT
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