
Subject: Popup menu with check items

Posted by [jibe](#) on Mon, 04 Mar 2013 10:37:13 GMT

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Hi,

I need a small popup menu with some items used to change a bool value, and showing a check box at their left.

This is working very well with submenus, but I cannot find a way to have it working in the main menu... In other words :

```
MainMenu > v CheckItem1
           v CheckItem2
           OtherItem
```

is working well, but not the simple (main) menu

```
v checkItem1
v checkItem2
 otherItem
```

Is there a way to have it working ?

Thanks.

Subject: Re: Popup menu with check items

Posted by [mirek](#) on Tue, 05 Mar 2013 19:20:33 GMT

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jibe wrote on Mon, 04 March 2013 05:37Hi,

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v checkItem1
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```

Is there a way to have it working ?

Thanks.

Should be the same (except top-level menu). What is the problem? (Show us the code..)

Subject: Re: Popup menu with check items
Posted by [jibe](#) on Thu, 07 Mar 2013 07:49:45 GMT
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Hi,

Sorry for the bad place and thanks for moving.

Seeing that my code was not working, I just had a try changing the "Menu" in the reference samples. Here are the changed parts :

```
void MainBar(Bar& bar)
{
    bar.Add("Menu", THISBACK(Menu));
    bar.Add("Enable numbers", THISBACK(EnableNumbers)).Check(numbers_enabled); // *** Added
    ***
}
```

```
void RightDown(Point p, dword keyflags) // *** Added ***
{
    // *** Added ***
    menu.PopUp(); // *** Added ***
} // *** Added ***
```

```
MenuBar menu;
typedef App CLASSNAME;
```

```
App()
{
    numbers_enabled = false;
    //AddFrame(menu); // *** Commented ***
    menu.Set(THISBACK(MainBar));
}
```

This way, I have no more menu bar, and a popup with the EnableNumbers option both in the menu and in the submenu. It is working well in the submenu, but not in the menu...

Am I doing something wrong ?

BTW, I'm trying this under Ubuntu, Theide/Upp version 5858.

Subject: Re: Popup menu with check items
Posted by [jibe](#) on Thu, 07 Mar 2013 07:59:49 GMT
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mirek wrote on Tue, 05 March 2013 20:20 Should be the same (except top-level menu).
Oops... Didn't pay attention to this...

Does this mean that it's normal that it does not work in the top-level menu ?

My problem is that I need just one level (that is often the case with a popup), so I have only a top-level menu...

I'm a little confused... How to do to have no menu bar, and only a one-level popup menu ? What is the difference between top-level menu and submenus ?

Subject: Re: Popup menu with check items
Posted by [mirek](#) on Thu, 07 Mar 2013 08:24:30 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    typedef MyApp CLASSNAME;

    bool check;

    void Check() { check = !check; }

    void RightDown(Point p, dword) {
        MenuBar bar;
        bar.Add("Check", THISBACK(Check)).Check(check);
        bar.Execute();
    }

    MyApp() {
        check = false;
    }
};

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

Subject: Re: Popup menu with check items
Posted by [jibe](#) on Thu, 07 Mar 2013 17:32:05 GMT
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Hi,

Ok, thanks

Maybe this could be added to the reference sample, so that people don't make the same mistake as me
