Subject: Bold menu items [FEATURE REQUEST]
Posted by Tom1 on Wed, 15 Jan 2014 09:16:05 GMT
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Hi Mirek,

I have implemented Bold(bool) member function for creating bold menu items. These are many times used for denoting the default double-click action of the object, e.g. in Windows.

The following changes are required in CtrlLib:

In MenuImp.h add:

```
class MenuItemBase : public Ctrl, public Bar::Item
{
public:

        ...

 virtual Bar::Item& Bold(bool bold = true); // Add this
```

In MenuItem.cpp add:

```
Bar::Item& MenuItemBase::Bold(bool bold)
{
 font.Bold(bold);
 return *this;
}
```

In Bar.h add:

```
class Bar : public Ctrl {
public:
 struct Item {

                ...

  virtual Item& Bold(bool bold = true); // Add this
```

In Bar.cpp add:

Bar::Item& Bar::Item::Bold(bool bold) { return *this; }

Please apply these changes to upp.

Best regards,

Tom

Subject: Re: Bold menu items [FEATURE REQUEST]
Posted by mirek on Fri, 17 Jan 2014 12:10:44 GMT
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Thanks, makes sense, applied.

Mirek
