
Subject: Re: Close context menu from within Execute() handler

Posted by [mirek](#) on Fri, 26 Feb 2010 15:06:22 GMT

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It needed a little fix in MenuBar code and it is not quite transparent and usual code, but it works now:

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

```
using namespace Upp;
```

```
class MenuTest : public TopWindow {
```

```
public:
```

```
    MenuBar menu;
```

```
    typedef MenuTest CLASSNAME;
```

```
    MenuTest()
```

```
    {
```

```
        ef.WhenEnter = THISBACK(EnterPressed);
```

```
    }
```

```
    void ThisMenu(Bar& bar)
```

```
    {
```

```
        bar.Gap(10);
```

```
        bar.Add(ef.SizePos(), Size(200, 20));
```

```
        bar.Gap(10);
```

```
        bar.Add("One", THISBACK(Action));
```

```
        bar.Add("Two", THISBACK(Action));
```

```
    }
```

```
    void EnterPressed()
```

```
    {
```

```
        menu.EndLoop();
```

```
    }
```

```
    void RightDown(Point p, dword d)
```

```
    {
```

```
        menu.Set(THISBACK(ThisMenu));
```

```
        menu.Execute();
```

```
    }
```

```
    void Action() {}
```

```
    EditField ef;
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    MenuTest().Run();
```

```
}
```
