
Subject: Menus and Toolbars

Posted by [gedumer](#) on Sat, 06 Feb 2010 01:59:12 GMT

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I have successfully created both menus and a toolbar. I've added images to both. What I can't figure out is how to put a check mark on a menu. Could someone please give me a very small example of that.

Thanks.

Subject: Re: Menus and Toolbars

Posted by [dolik.rce](#) on Sat, 06 Feb 2010 08:37:03 GMT

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Hi,

```
THISBACK(ToggleVerboseBuild))
```

```
.Check(console.verbosebuild)
```

```
where the THISBACK must do "all the work": void Ide::ToggleVerboseBuild() {  
    console.verbosebuild = !console.verbosebuild;  
}
```

This example was taken from ide package.

Regards,
Honza

Subject: Re: Menus and Toolbars

Posted by [gedumer](#) on Sat, 06 Feb 2010 15:22:24 GMT

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Wow Honza... that's interesting. I'd never have figured that out on my own in a million years! That should be added to the tutorial.

Thanks a lot!

Subject: Re: Menus and Toolbars

Posted by [dolik.rce](#) on Sat, 06 Feb 2010 16:58:59 GMT

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I'm glad to hear it helped you

Not everything can be in tutorials, they would be too complex then But it is all in documentation in

the ide and also on the web (e.g. Check function is described here). It's just sometimes hard to ask the right questions...

Bye,
Honza

Subject: Re: Menus and Toolbars
Posted by [gedumer](#) on Sat, 06 Feb 2010 19:12:36 GMT
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I read that... I just didn't know where to put it. I didn't expect to put it at the end of the Add.

Subject: Re: Menus and Toolbars
Posted by [alendar](#) on Sat, 06 Feb 2010 19:21:26 GMT
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I think there is an example with this. But I noticed that if the checked state defaults to true, it doesn't show it on the initial open of the window. You can uncheck and check, then it shows.

I don't use the check yet in the menus, so I haven't chased down what the problem might be.

Subject: Re: Menus and Toolbars
Posted by [dolik.rce](#) on Sat, 06 Feb 2010 19:32:26 GMT
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```
You can of course do Bar::Item& foo=bar.Add("Foo", THISBACK(DooFoo));
foo.Help(...);
foo.Tip(...);
foo.Text(...);
foo.Image(...);
foo.Check(...);
foo.Enable(...);
foo.Key(...);
```

But it's ugly and it requires much more typing The chaining concept is one of the big advantages of U++.

BTW: Another great source of information is reference assembly. Most of the packages there covers one topic only, but into greater detail then tutorials.

Quote:I think there is an example with this.
Yes, it is in Reference/Menu.

Honza
