

Custom Drop Down Menu

This article demonstrates how to create drop down menu using Qt Quick/QML Elements.

Introduction

We can use built-in [ToolBar Element](#) to create a toolbar with drop down menu, but in this article we will create custom toolbar on top of the screen with drop down menu.



Idea to Implementation

We create a *ToolBar.qml* file with a fixed rectangle and gradient color and set an icon for the drop down menu.

ToolBar.qml

```
import Qt 4.7
Item {
    id: toolbar
    width: parent.width
    height: 50
    signal menuClicked()
    z: 1
    Rectangle {
        id: menubar
        y: 0
        height: 50
        x: 0
        width: parent.width
        state: "shown"
        gradient: Gradient {
            GradientStop { position: 0.08; color: "lightblue" }
            GradientStop { position: 0.5; color: "grey" }
            GradientStop { position: 1.0; color: "black" }
        }
        Image {
            id: menuButton
            source: "menuicons/menu_icon.png" //
            x: parent.width - width - 10
            anchors.verticalCenter: parent.verticalCenter
            opacity: quitIcon.pressed ? 0.5 : 1.0
            MouseArea {
                id: quitIcon
                width: parent.width + 20
            }
        }
    }
}
```

```
        height: parent.height + 20
        anchors.centerIn: parent
        onClicked: {
            toolbar.menuClicked();
        }
    }
}
Image {
    source: "menuicons/bottom_shadow.png"
    width: parent.width
    x:0
    y:50-1
}
}
```

In *main.qml* we call the `ToolBar` and set the state of menu (see *MainMenu.qml*) to **hidden** and **shown** on `onMenuClicked` action.

main.qml

```
ToolBar {
    id: toolBar
    onMenuClicked: {
        if(menu.state!="shown") {
            menu.state = "shown";
        } else {
            menu.state = "hidden";
        }
    }
}
```

We add a rectangle to display the changing image on each menu clicked. By default we set to a particular image to the image source.

```
Rectangle
{
    id: thumbnailsRect
    width: 150
    height: 113
    x: 350
    y:200
    Image {
        id: thumbnailsImage
        source: "thumbnails/1.jpeg"
    }
}
```

To create the menus, first we create *MainMenu.qml*. In main rectangle we creates two rows inside one column. Inside the rows we implement the menu icon (see *Menulcon.qml*). On clicking the menu items it calls the `changeImage()` function which changes the display image on the screen.

```
function changeImage(aImageName)
{
    thumbnailsImage.source = aImageName;
```

}

Source Code

The full source code of the example is available here: [File:MenuN950.zip](#)



Note: The files *Menulcon.qml* and *MainMenu.qml* are not added in this article page, please refer to the source code for the same.