

# Main Window Menu GUI API Functions

[Github Link](#)

```
namespace lc::ui::api
```

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## Add Menu

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### Description

Add a menu to the MenuBar of the Main Window. Menu is an instance of the Menu GUI class. Will not add if another menu of the same label already exists.

- ```
lc::ui::api::Menu* addMenu(const std::string& menuName);
```

- Parameters :-

1. Menu Name - **Name/Label** of the menu to be added.

- Returns :-

- **Pointer to the menu** added to the menu bar.

- ```
void addMenu(lc::ui::api::Menu* menu);
```

- Parameters :-

1. **Pointer to menu** to be added.

### Examples

- ```
local menu1 = mainWindow:addMenu("Test")
```

- ```
local menu1 = gui.Menu("Test")
mainWindow:addMenu(menu1)
```

## Get Menu

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## Description

Return pointer to menu of the given name or position present in the menu bar.

- `lc::ui::api::Menu* menuByName(const std::string& menuName)`
  - Get menu by name/label
  - Parameters :-
    1. Menu Name - **Name/Label** of the menu to be returned.
  - Returns :-
    - **Pointer to the menu** of the given name in the menu bar.
- `lc::ui::api::Menu* menuByPosition(int pos)`
  - Get menu by position
  - Parameters :-
    1. Position (int) - **Position** of the menu in the menu bar (Starting from 0 on the left most menu)
  - Returns :-
    1. **Pointer to menu** of the given position in the menu bar.

## Examples

- `local menu1 = mainWindow:menuByName("Test")`
- `local menu2 = mainWindow:menuByPosition(2)`

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## Remove Menu

### Description

Remove menu of the given name or at the given position from the menu bar. Does nothing if menu does not exist in the menu bar.

- `void removeMenu(const char* menuLabel)`
  - Remove menu of the given name/label
  - Parameters :-
    1. Menu Name - **Name/Label** of the menu to be removed.

- `void removeMenu(int position)`
  - Remove menu at the given position in the menu bar.
  - Parameters :-
    1. Position (int) - **Position** of the menu in the menu bar (Starting from 0 on the left most menu)

## Examples

- `mainWindow.removeMenu("Test")`
- `mainWindow.removeMenu(2)`

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## Find Menu Item

### Description

Find and return the first menu item found of the given **label/object name** present in any of the menus recursively (menu bar as well as menus inside other menus).

- `lc::ui::api::MenuItem* findMenuItem(std::string label)`
  - Find menu item of the given label
  - Parameters :-
    1. Menu Item Name - **Name/Label** of the menu item to be found.
- `lc::ui::api::MenuItem* findMenuItemByObjectName(std::string objectName)`
  - Find menu item of the given qt object name.
  - Parameters :-
    1. Object name - **Qt object name** of the menu item to be found.

### Examples

- `local item1 = mainWindow.findMenuItem("Ellipse")`
- `local item2 = mainWindow.findMenuItemByObjectName("actionNew")`

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