

Main Window Menu GUI API Functions

[Github Link](#)

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

Add Menu

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

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)`

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)`

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.
 - Returns :-
 1. **Pointer to menu item** found of the given label.
- `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.
 - Returns :-
 1. **Pointer to menu item** found of the given object name.

Examples

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

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- `local item2 = mainWindow.findMenuItemByName("actionNew")`
-

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