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")`

```lua
local item2 = mainWindow:findMenuItemByObjectName("actionNew")
```

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