

# 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.

- Menu Name
- Pointer to Menu GUI object

### 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

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### 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

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### 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")`
  - `local item2 = mainWindow:findMenuItemByObjectName("actionNew")`
-

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