

# 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 in the menu bar. Note :- Menu of same label may exist in a menu inside a menu of the menu bar i.e. more than one level away from the menu bar.

- Menu Name
- Pointer to Menu GUI object

### Examples

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

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

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## 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.
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- 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

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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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