

# Menu Item GUI Class

[Github Link](#)

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

## Menu Item Constructor

### Description

Constructs a menu item gui object. Menu item after being constructed needs to be added to a menu for it to be visible in the application.

- Menu Item Name - *string*
- Menu Item Name - *string* , Lua Callback - *kaguya::LuaRef*

### Examples

- ```
local item1 = gui.MenuItem("Item1")
```
- ```
local item1 = gui.MenuItem("Item1", function() message("Item1 Clicked") end)
```

## Add Callback

### Description

Add lua function callback to be called when the menu item is clicked. Multiple callbacks can be added. Callbacks can also be named callbacks i.e. associated with a name so that it can be later removed by use of the name.

- Lua Callback - *kaguya::LuaRef*
- Callback name - *string* , Lua Callback - *kaguya::LuaRef*

## Examples

- `item1:addCallback(function() run_command("LINE") end)`
  - `item1:addCallback("message_callback", function() message("Test") end)`
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## Remove Callback

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### Description

Remove lua function called associated with the given name. Only named callbacks can be removed.

- Callback name - *string*

### Examples

- `item1:removeCallback("message_callback")`
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## Label

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### Description

Get and set label for the menu item.

### Examples

- `message(item1:label())`
  - `item1:setLabel("New Label")`
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## Hide and Show

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### Description

Hide or show the menu item.

### Examples

- `item1:hide()`

- `item1:show()`

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## Position

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### Description

Get the current menu item position or set the menu item position. Other items are rearranged accordingly.

- New Position - *int*

### Examples

- `local pos = item1:position()`

- `item1:setPosition(2)`

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## Remove

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### Description

Remove the current menu item from the parent menu.

## Examples

- `item1:remove()`

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