

Menu GUI Class

[Github Link](#)

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

Menu Constructor

Description

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

- Menu Name - *string*

Examples

```
local menu1 = gui.Menu("Test")
```

Add Menu Item

Description

Add menu item to the menu. The item is added to the end of the menu at the last position.

- Menu Item Label - *string* , Lua Callback - *kaguya::LuaRef*
 - returns *MenuItem*
- Menu Item Label - *string*
 - return *MenuItem*
- Pointer to Menu Item - *MenuItem**

Examples

```
local item1 = menu1:addItem("Item1")
```

- `local item1 = menu1:addItem("Item1", function() message("Test Item Clicked") end)`
- `local item1 = gui.MenuItem("Item1")
menu1:addItem(item1)`

Add Menu

Description

Add menu to the menu, menu is added at the end of the menu at the last position.

- Menu Label - *string*
 - return *Menu*
- Pointer to Menu - *Menu**

Examples

- `local menu2 = menu1:addMenu("Menu2")`
- `local menu2 = gui.Menu("Menu2")
menu1:addMenu(menu2)`

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