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

- ```lua
  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

- ```lua
  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)
  ```

Label

Description

Get and set label for the menu.

Examples

- ```
  message(menu1:label())
  ```

- ```
  menu1:setLabel("New Label")
  ```

Find Menu Item

Description

Find menu item by name or by position in the menu. Return nullptr if dosen't exist or position is invalid.

- Menu Item Label - *string*
    - return *MenuItem*
- Position of menu item - *int*
    - return *MenuItem*

Examples

- ```
  local item1 = menu1:itemByName("Item1")
  ```

- ```
  local item2 = menu1:itemByPosition(1)
  ```

Find Menu

Description

Find menu by name or by position in the menu. Return nullptr if dosen't exist or position is invalid.

- Menu Label - *string*
    - return *Menu*
- Position of menu - *int*
    - return *Menu*

Examples

- ```
  local menu2 = menu1:menuByName("Menu2")
  ```

- ```lua
  local menu2 = menu1:menuByPosition(1)
  ```

Remove Menu Item

Description

Remove menu item by name or by passing in the menu item. Dosen't do anything if item dosen't exist or is nullptr.

- Menu Item Label - *string*
- Pointer to Menu Item - *MenuItem*

Examples

- ```lua
  menu1:removeItem("Item1")
  ```

- ```lua
  menu1:removeItem(item1)
  ```

Remove Menu

Description

Remove menu by name or by passing in the menu. Dosen't do anything if menu dosen't exist or is nullptr.

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

Examples

- ```lua
  menu1:removeMenu("Menu2")
  ```

- ```lua
  menu1:removeMenu(menu2)
  ```

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