

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)`

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 doesn'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 doesn't exist or position is invalid.

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

Examples

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

- `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

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

- `menu1:removeMenu("Menu2")`
- `menu1:removeMenu(menu2)`

Hide and Show

Description

Hide or show the menu.

Examples

- `menu1:hide()`
 - `menu1:show()`
-

Position

Description

Get the current menu position or set the menu position.

- New Position - *int*

Examples

- `local pos = menu1:position()`
 - `menu1:setPosition(2)`
-

Remove

Description

Remove the current menu from the parent menu/menubar.

Examples

- `menu1:remove()`
-

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