

MenuItem

Constants Summery

Number #ALIGN_CENTER

Number #ALIGN_LEFT

Number #ALIGN_RIGHT

Property Summery

Boolean #enabled

Object[] #methodArguments
Set the arguments that can be read by the defined method.

String #name

Boolean #selected

String #text

Method Summery

void #doClick()
Script the selection (emulate a mouse click) of the item.

MenuItem #setAccelerator(key)
Set the accelerator key of the item.

MenuItem #setIcon(icon)
Set the icon of the item.

MenuItem #setMethod(method)
Set the method for the item.

MenuItem #setMnemonic(key)
Set the mnemonic key of the item.

MenuItem #setVisible(visible)
Set the item visible.

Constants Details

ALIGN_CENTER

Replace with description

Returns

Number

ALIGN_LEFT

Replace with description

Returns

Number

ALIGN_RIGHT

Replace with description

Returns

Number

Property Details

enabled

Replace with description

Returns

Boolean

methodArguments

Set the arguments that can be read by the defined method.

Returns

Object[]

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

name

Replace with description

Returns

String

selected

Replace with description

Returns

Boolean

text

Replace with description

Returns

String

Method Details

doClick

void **doClick()**

Script the selection (emulate a mouse click) of the item.

Returns

void

Sample

```
// Script the selection (emulate a mouse click) of the item.
// Clicking a separator will throw an error!
plugins.window.getMenu(2).getItem(0).doClick();
```

setAccelerator

MenuItem **setAccelerator(key)**

Set the accelerator key of the item.

Parameters

key

Returns

MenuItem

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

setIcon

[MenuItem](#) **setIcon**(icon)

Set the icon of the item.

Parameters

icon

Returns

[MenuItem](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

setMethod

[MenuItem](#) **setMethod**(method)

Set the method for the item.

Parameters

method

Returns

[MenuItem](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

[setMnemonic](#)

[MenuItem](#) **setMnemonic**(key)

Set the mnemonic key of the item.

Parameters

key

Returns

[MenuItem](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```

[setVisible](#)

[MenuItem](#) **setVisible**(visible)

Set the item visible.

Parameters

visible

Returns

[MenuItem](#)

Sample

```
var menu = plugins.window.getMenu(2).getItem(0);
// Set the text of the item.
menu.setText("Servoy");
// Set the method for the item.
menu.setMethod(callback);
// Set the arguments that can be read by the defined method. - array elements will be passed as arguments 5, 6
and so on to the callback method
menu.methodArguments = ["a","b"];
// Set the icon of the item.
menu.setIcon("media:///TipOfTheDay16.gif");
// Set the accelerator key of the item.
menu.setAccelerator("meta 4");
// Set the mnemonic key of the item.
menu.setMnemonic("e");
// Enable/disable the item.
menu.setEnabled(false);
// Set the item visible.
menu.setVisible(true);
```