

# MenuBar

## Method Summary

Menu	<a href="#">#addMenu</a> ([index]) Add the menu at the selected index (starting at 0) or add it at the end (empty).
Menu	<a href="#">#getMenu</a> (index) Get the menu at the selected index (starting at 0).
Number	<a href="#">#getMenuCount</a> () Get the number of (top level) menu's.
Number	<a href="#">#getMenuIndexByText</a> (menuName) Retrieve the index of the item by text.
void	<a href="#">#removeAllMenus</a> () Remove all menus from the menubar.
void	<a href="#">#removeMenu</a> (index 1, [index 2-n]) Remove the menu(s) at the selected index/indices.
void	<a href="#">#reset</a> () Reset the menubar to the default.
void	<a href="#">#setVisible</a> (visible) Show/hide the menu bar

## Method Details

addMenu

Menu [addMenu](#)([index])

Add the menu at the selected index (starting at 0) or add it at the end (empty).

### Parameters

[index]

### Returns

Menu

### Sample

```
// Note: method addMenu only works in the smart client.  
  
// Add the menu at the selected index (starting at 0) or add it at the end (empty).
```

getMenu

Menu [getMenu](#)(index)

Get the menu at the selected index (starting at 0).

### Parameters

index

### Returns

Menu

### Sample

```
// Note: method getMenu only works in the smart client.  
  
// Get the menu at the selected index (starting at 0).
```

getMenuCount

Number [getMenuCount](#)()

Get the number of (top level) menu's.

### Returns

Number

### Sample

```
// Note: method getMenuCount only works in the smart client.  
  
// Get the number of (top level) menu's.
```

getMenuIndexByText

**Number** getMenuIndexByText(menuName)

Retrieve the index of the item by text.

**Parameters**

menuName

**Returns**

**Number**

**Sample**

```
// Note: method getMenuIndexByText only works in the smart client.  
  
// Retrieve the index of the item by text.
```

removeAllMenus

void **removeAllMenus()**

Remove all menus from the menubar.

**Returns**

void

**Sample**

```
// Note: method removeAllMenus only works in the smart client.  
  
// Remove all menus from the menubar.
```

removeMenu

void **removeMenu**(index 1, [index 2-n])

Remove the menu(s) at the selected index/indices.

**Parameters**

index 1

[index 2-n]

**Returns**

void

**Sample**

```
// Note: method removeMenu only works in the smart client.  
  
// Remove the menu(s) at the selected index/indices.
```

reset

void **reset()**

Reset the menubar to the default.

**Returns**

void

**Sample**

```
// Note: method reset only works in the smart client.  
  
// Reset the menubar to the default.
```

setVisible

void **setVisible**(visible)

Show/hide the menu bar

**Parameters**

visible

**Returns**

void

**Sample**

```
// Note: method setVisible only works in the smart client.  
  
// Show/hide the menu bar
```