

MenuBar

Method Summary

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