

MenuBar

Method Summary

Menu	<code>#addMenu([index])</code>	Add the menu at the selected index (starting at 0) or add it at the end (empty).
Menu	<code>#getMenu(index)</code>	Get the menu at the selected index (starting at 0).
Number	<code>#getMenuCount()</code>	Get the number of (top level) menu's.
Number	<code>#getMenuItemByText(menuName)</code>	Retrieve the index of the item by text.
void	<code>#removeAllMenus()</code>	Remove all menus from the menubar.
void	<code>#removeMenu(index 1, [index 2-n])</code>	Remove the menu(s) at the selected index/indices.
void	<code>#reset()</code>	Reset the menubar to the default.
void	<code>#setVisible(visible)</code>	Show/hide the menu bar
void	<code>#validate()</code>	Use this when your add/remove/edit operation won't refresh.

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.
```

`getMenuItemIndexByText`
`Number getMenuItemIndexByText(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
```

validate

void **validate()**

Use this when your add/remove/edit operation won't refresh.

Returns

void

Sample

```
// Note: method validate only works in the smart client.  
// Use this when your add/remove/edit operation won't refresh.
```