

Menu



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Supported Clients

SmartClient WebClient NGClient

Property Summary

String text Retrieve/set the text.

Methods Summary

CheckBox	addCheckBox()	Add a checkbox.
CheckBox	addCheckBox(index)	Add a checkbox at the selected index (starting at 0) or at the end.
CheckBox	addCheckBox(name)	Add a checkbox with given name.
CheckBox	addCheckBox(name, feedback_item)	Add a checkbox at the selected index (starting at 0) or at the end.
CheckBox	addCheckBox(name, feedback_item, icon)	Add a checkbox at the selected index (starting at 0) or at the end.
CheckBox	addCheckBox(name, feedback_item, icon, mnemonic)	Add a checkbox at the selected index (starting at 0) or at the end.
CheckBox	addCheckBox(name, feedback_item, icon, mnemonic, enabled)	Add a checkbox at the selected index (starting at 0) or at the end.
CheckBox	addCheckBox(name, feedback_item, icon, mnemonic, enabled, align)	Add a checkbox at the selected index (starting at 0) or at the end.
Menu	addMenu()	Add a submenu at the end.
Menu	addMenu(index)	Add a submenu at the selected index (starting at 0).
Menu	addMenu(name)	Add a submenu with given name.
MenuItem	addMenuItem()	Add a menu item.
MenuItem	addMenuItem(index)	Add a menu item at the selected index (starting at 0) or at the end.
MenuItem	addMenuItem(name)	Add a menu item with given name.
MenuItem	addMenuItem(name, feedback_item)	Add a menu item at the selected index (starting at 0) or at the end.
MenuItem	addMenuItem(name, feedback_item, icon)	Add a menu item at the selected index (starting at 0) or at the end.
MenuItem	addMenuItem(name, feedback_item, icon, mnemonic)	Add a menu item at the selected index (starting at 0) or at the end.
MenuItem	addMenuItem(name, feedback_item, icon, mnemonic, enabled)	Add a menu item at the selected index (starting at 0) or at the end.
MenuItem	addMenuItem(name, feedback_item, icon, mnemonic, enabled, align)	Add a menu item at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton()	Add a radio button.
RadioButton	addRadioButton(index)	Add a radiobutton at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton(name)	Add a radio button with given name.
RadioButton	addRadioButton(name, feedback_item)	Add a radiobutton at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton(name, feedback_item, icon)	Add a radiobutton at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton(name, feedback_item, icon, mnemonic)	Add a radiobutton at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton(name, feedback_item, icon, mnemonic, enabled)	Add a radiobutton at the selected index (starting at 0) or at the end.
RadioButton	addRadioButton(name, feedback_item, icon, mnemonic, enabled, align)	Add a radiobutton at the selected index (starting at 0) or at the end.
void	addRadioGroup()	Add a radiogroup for radiobuttons.
void	addSeparator()	Add the separator at the selected index (starting at 0) or at the end (empty).
void	addSeparator(index)	Add the separator at the selected index (starting at 0) or at the end (empty).
void	doClick()	Script the selection (emulate a mouse click) of the menu.
CheckBox	getCheckBox(index)	Get the checkbox at the selected index (starting at 0).
Object	getClientProperty(key)	Gets the specified client property for the element based on a key.
Object	getItem(index)	Get the item at the selected index (starting at 0).
Number	getItemCount()	Get the number of items in the menu.
Number	getItemIndexByText(text)	Retrieve the index of the item by text.
Menu	getMenu(index)	Get the submenu at the selected index (starting at 0).
RadioButton	getRadioButton(index)	Get the radiobutton at the selected index (starting at 0).
void	putClientProperty(key, value)	Sets the value for the specified element client property key.
void	removeAllItems()	Remove all items from the menu.
void	removeItem(index)	Remove the item(s) at the selected index/indices.
void	setEnabled(boolean)	Set the the selected menu enabled or disabled.
void	setIcon(Object)	Set the icon of the menu.
void	setMnemonic(String)	Set the mnemonic of the selected menu.

Property Details

text

Retrieve/set the text.

Returns

[String](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
// set the menu's text
menu.text = "New Menu";
// disable the menu
menu.setEnabled(false);
// set a mnemonic
menu.setMnemonic("u");
// add an icon to the menu
menu.setIcon("media:///yourimage.gif");
```

Methods Details**addCheckBox()**

Add a checkbox.

Returns

[CheckBox](#) checkbox

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(index)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

[Number](#) index the index at which to add the checkbox

Returns

[CheckBox](#) checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name)

Add a checkbox with given name.

Parameters

[String](#) name the checkbox text; this can be also html if enclosed between html tags

Returns

[CheckBox](#) checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name, feedback_item)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

String name the checkbox text; this can be also html if enclosed between html tags
Function feedback_item the feedback function

Returns

CheckBox checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name, feedback_item, icon)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

String	name	the checkbox text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the checkbox icon (can be an image URL or the image content byte array)

Returns

CheckBox checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name, feedback_item, icon, mnemonic)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

String	name	the checkbox text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the checkbox icon (can be an image URL or the image content byte array)
String	mnemonic	the checkbox mnemonic

Returns

CheckBox checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name, feedback_item, icon, mnemonic, enabled)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

String	name	the checkbox text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the checkbox icon (can be an image URL or the image content byte array)
String	mnemonic	the checkbox mnemonic
Boolean	enabled	the enabled state of the checkbox

Returns

CheckBox checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addCheckBox(name, feedback_item, icon, mnemonic, enabled, align)

Add a checkbox at the selected index (starting at 0) or at the end.

Parameters

String	name	the checkbox text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the checkbox icon (can be an image URL or the image content byte array)
String	mnemonic	the checkbox mnemonic
Boolean	enabled	the enabled state of the checkbox
Number	align	the alignment type

Returns

CheckBox checkbox

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the checkbox will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addCheckBox("checkbox", feedback_checkbox);
// add a checkbox with an icon
menu.addCheckBox("checkbox with icon", feedback_checkbox, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addCheckBox("checkbox with icon", feedback_checkbox, pic_bytes);
// add a checkbox with a mnemonic
menu.addCheckBox("checkbox with mnemonic", feedback_checkbox, "media:///yourimage.gif", "c");
// add a disabled checkbox
menu.addCheckBox("checkbox disabled", feedback_checkbox, "media:///yourimage.gif", "d", false);
// add a checkbox with text aligned to the right
menu.addCheckBox("align right", feedback_checkbox, null, null, true, MenuItem.ALIGN_RIGHT);

// add a checkbox at a given index (checkbox properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var chk = menu.addCheckBox(2);
chk.text = "checkbox at index";
chk.setMethod(feedback_checkbox);
```

addMenu()

Add a submenu at the end.

Returns

[Menu](#) the submenu

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add a first submenu
var submenu1 = menu.addMenu("submenu 1");
submenu1.addMenuItem("sub item 1 - 1", feedback_item);
// add a submenu as child of the first submenu
var submenu1_2 = submenu1.addMenu("submenu 1 - 2");
submenu1_2.addMenuItem("sub item 1 - 2 - 1", feedback_item);
// add another submenu as a child of the first submenu
var submenu1_3 = submenu1.addMenu("submenu 1 - 3");
submenu1_3.addMenuItem("sub item 1 - 3 - 1", feedback_item);
// add a submenu to the second submenu of the first submenu
var submenu1_3_2 = submenu1_2.addMenu("submenu 1 - 2 - 2");
submenu1_3_2.addMenuItem("sub item 1 - 2 - 2 - 1", feedback_item);
// add a submenu directly to the menu, at the first position
var submenu0 = menu.addMenu(0);
submenu0.text = "submenu 0";
submenu0.addMenuItem("sub item 0 - 1", feedback_item);
```

addMenu(index)

Add a submenu at the selected index (starting at 0).

Parameters

[Number](#) index the index at which to add the submenu

Returns

[Menu](#) the submenu

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add a first submenu
var submenu1 = menu.addMenu("submenu 1");
submenu1.addMenuItem("sub item 1 - 1", feedback_item);
// add a submenu as child of the first submenu
var submenu1_2 = submenu1.addMenu("submenu 1 - 2");
submenu1_2.addMenuItem("sub item 1 - 2 - 1", feedback_item);
// add another submenu as a child of the first submenu
var submenu1_3 = submenu1.addMenu("submenu 1 - 3");
submenu1_3.addMenuItem("sub item 1 - 3 - 1", feedback_item);
// add a submenu to the second submenu of the first submenu
var submenu1_3_2 = submenu1_2.addMenu("submenu 1 - 2 - 2");
submenu1_3_2.addMenuItem("sub item 1 - 2 - 2 - 1", feedback_item);
// add a submenu directly to the menu, at the first position
var submenu0 = menu.addMenu(0);
submenu0.text = "submenu 0";
submenu0.addMenuItem("sub item 0 - 1", feedback_item);
```

addMenu(name)

Add a submenu with given name.

Parameters

[String](#) name the text of the submenu; this can be also html if enclosed between html tags

Returns

[Menu](#) the submenu

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add a first submenu
var submenu1 = menu.addMenu("submenu 1");
submenu1.addMenuItem("sub item 1 - 1", feedback_item);
// add a submenu as child of the first submenu
var submenu1_2 = submenu1.addMenu("submenu 1 - 2");
submenu1_2.addMenuItem("sub item 1 - 2 - 1", feedback_item);
// add another submenu as a child of the first submenu
var submenu1_3 = submenu1.addMenu("submenu 1 - 3");
submenu1_3.addMenuItem("sub item 1 - 3 - 1", feedback_item);
// add a submenu to the second submenu of the first submenu
var submenu1_3_2 = submenu1_2.addMenu("submenu 1 - 2 - 2");
submenu1_3_2.addMenuItem("sub item 1 - 2 - 2 - 1", feedback_item);
// add a submenu directly to the menu, at the first position
var submenu0 = menu.addMenu(0);
submenu0.text = "submenu 0";
submenu0.addMenuItem("sub item 0 - 1", feedback_item);
```

addMenuItem()

Add a menu item.

Returns

[MenuItem](#) menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(index)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

[Number](#) index the index at which to add the menu item

Returns

[MenuItem](#) menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addItem("item", feedback_item);
// add an item with an icon
menu.addItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name)

Add a menu item with given name.

Parameters

[String](#) name the menu item text; this can be also html if enclosed between html tags

Returns

[MenuItem](#) menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name, feedback_item)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

String name the menu item text; this can be also html if enclosed between html tags
Function feedback_item the feedback function

Returns

MenuItem menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name, feedback_item, icon)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

String name the menu item text; this can be also html if enclosed between html tags
Function feedback_item the feedback function
Object icon the menu item icon (can be an image URL or the image content byte array)

Returns

MenuItem menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name, feedback_item, icon, mnemonic)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

String	name	the menu item text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the menu item icon (can be an image URL or the image content byte array)
String	mnemonic	the menu item mnemonic

Returns

MenuItem menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name, feedback_item, icon, mnemonic, enabled)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

String	name	the menu item text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the menu item icon (can be an image URL or the image content byte array)
String	mnemonic	the menu item mnemonic
Boolean	enabled	the enabled state of the menu item

Returns

MenuItem menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addMenuItem(name, feedback_item, icon, mnemonic, enabled, align)

Add a menu item at the selected index (starting at 0) or at the end.

Parameters

String	name	the menu item text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the menu item icon (can be an image URL or the image content byte array).In NGClient we also support fontawesome class.
String	mnemonic	the menu item mnemonic
Boolean	enabled	the enabled state of the menu item
Number	align	the alignment type

Returns

MenuItem menu item

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the item will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addMenuItem("item", feedback_item);
// add an item with an icon
menu.addMenuItem("item with icon", feedback_item, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addMenuItem("item with icon", feedback_item, pic_bytes);
// add an item with a mnemonic
menu.addMenuItem("item with mnemonic", feedback_item, "media:///yourimage.gif", "i");
//add an entry with fontawesome icon. Only supported in NGClient!
menu.addMenuItem("an entry", this.feedback, 'fas fa-trash-alt');
// add a disabled item
menu.addMenuItem("disabled item", feedback_item, "media:///yourimage.gif", "d", false);
// add an item with text aligned to the right
menu.addMenuItem("align right", feedback_item, null, null, true, SM_ALIGNMENT.RIGHT);

// add an item at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var item = menu.addMenuItem(2);
item.text = "item at index";
item.setMethod(feedback_item);
```

addRadioButton()

Add a radio button.

Returns

[RadioButton](#) a radio button menu item

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(index)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

[Number](#) index the index at which to add the radio button

Returns

[RadioButton](#) a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name)

Add a radio button with given name.

Parameters

[String](#) name the radio button text; this can be also html if enclosed between html tags

Returns

[RadioButton](#) a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name, feedback_item)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

String name the radio button text; this can be also html if enclosed between html tags
Function feedback_item the feedback function

Returns

RadioButton a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name, feedback_item, icon)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

String name the radio button text; this can be also html if enclosed between html tags
Function feedback_item the feedback function
Object icon the radio button icon (can be an image URL or the image content byte array)

Returns

RadioButton a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name, feedback_item, icon, mnemonic)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

String	name	the radio button text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the radio button icon (can be an image URL or the image content byte array)
String	mnemonic	the radio button mnemonic

Returns

RadioButton a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name, feedback_item, icon, mnemonic, enabled)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

String	name	the radio button text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the radio button icon (can be an image URL or the image content byte array)
String	mnemonic	the radio button mnemonic
Boolean	enabled	the enabled state of radio button

Returns

RadioButton a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioButton(name, feedback_item, icon, mnemonic, enabled, align)

Add a radiobutton at the selected index (starting at 0) or at the end.

Parameters

String	name	the radio button text; this can be also html if enclosed between html tags
Function	feedback_item	the feedback function
Object	icon	the radio button icon (can be an image URL or the image content byte array)
String	mnemonic	the radio button mnemonic
Boolean	enabled	the enabled state of radio button
Number	align	the alignment type

Returns

RadioButton a radio button menu item

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addRadioGroup()

Add a radiogroup for radiobuttons. A radiogroup groups together all radiobuttons that are added after the group is added. From all radiobuttons that belong to the same radiogroup only one can be checked at a time.

If no radiogroup is added, one is created automatically when the first radiobutton is added.

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// when you don't define an index the radiobutton will be added at the last position
// this is what you usually do to build a new menu
// minimum settings are the text and method
// the method can be a global or form method
// be sure to enter the method WITHOUT '()' at the end
menu.addRadioButton("radio", feedback_radiobutton);
// add a radiobutton with an icon
menu.addRadioButton("radio with icon", feedback_radiobutton, "media:///yourimage.gif");
//var pic_bytes = plugins.file.readFile("/path/to/image.jpg");
//menu.addRadioButton("radio with icon", feedback_radiobutton, pic_bytes);

// add a new radiobutton group
// a group will 'bind' all added radiobuttons after the group together
// as a result checking one item will uncheck the other
// if no group is added, a group is created automatically when the first radiobutton is added to the menu
// so in this case we will have two groups, one with the radiobuttons added until now and one with the ones
// added from now on
menu.addRadioGroup();

// add a radiobutton with a mnemonic
menu.addRadioButton("radio with mnemonic", feedback_radiobutton, "media:///yourimage.gif", "i");
// add a disabled radiobutton
menu.addRadioButton("disabled radio", feedback_radiobutton, "media:///yourimage.gif", "d", false);
// add a radiobutton with text aligned to the right
menu.addRadioButton("align right", feedback_radiobutton, null, null, true, SM_ALIGNMENT.RIGHT);
// add a radiobutton at a given index (item properties must be configured after creation)
// indexes start at 0 (zero) so index 2 is in fact position 3
var rd = menu.addRadioButton(2);
rd.text = "radio at index";
rd.setMethod(feedback_item);
```

addSeparator()

Add the separator at the selected index (starting at 0) or at the end (empty).

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add an item and a checkbox
menu.addMenuItem("item", feedback_item);
menu.addCheckBox("checkbox", feedback_checkbox);
// add a separator
menu.addSeparator();
// add a radiobutton. it will be separated from the rest of the control by the separator
menu.addRadioButton("radio", feedback_radiobutton);
// add another separator between the item and the checkbox
menu.addSeparator(1);
```

addSeparator(index)

Add the separator at the selected index (starting at 0) or at the end (empty).

Parameters

[Number](#) index the index at which to add the separator

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add an item and a checkbox
menu.addMenuItem("item", feedback_item);
menu.addCheckBox("checkbox", feedback_checkbox);
// add a separator
menu.addSeparator();
// add a radiobutton. it will be separated from the rest of the control by the separator
menu.addRadioButton("radio", feedback_radiobutton);
// add another separator between the item and the checkbox
menu.addSeparator(1);
```

doClick()

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

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// retrieve the File menu
var menubar = plugins.window.getMenuBar();
var menu = menubar.getMenu(0);
// simulate a click on the File menu
menu.doClick();
```

getCheckBox(index)

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

Parameters

[Number](#) index;

Returns

[CheckBox](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```

// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a menu item, with a separator before it
menu.addSeparator();
menu.addMenuItem("item", feedback_item);
// add a checkbox, with a separator before it
menu.addSeparator();
menu.addCheckBox("check", feedback_checkbox);
// add a submenu with an item under it
var submenu = menu.addMenu("submenu");
submenu.addMenuItem("subitem", feedback_item);

// depending on some state, update the entries in the menu
var some_state = true;
if (some_state) {
    // select the first radiobutton
    menu.getRadioButton(0).selected = true;
} else {
    // select the first radiobutton
    menu.getRadioButton(1).selected = true;
}
// enable/disable the menu item
// remember to include the separators also when counting the index
menu.getItem(3).enabled = !some_state;
// select/unselect the checkbox
// remember to include the separators also when counting the index
menu.getCheckBox(5).selected = some_state;
// change the text of the submenu and its item
application.output(menu.getItemCount());
if (some_state) {
    menu.getMenu(6).text = "some state";
    menu.getMenu(6).getItem(0).text = "some text";
}
else {
    menu.getMenu(6).text = "not some state";
    menu.getMenu(6).getItem(0).text = "other text";
}

```

getClientProperty(key)

Gets the specified client property for the element based on a key.

Parameters

[Object](#) key;

Returns

[Object](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// NOTE: Depending on the operating system, a user interface property name may be available.
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add an item to the menu
menu.addItem("item", feedback_item);

// set the tooltip of the menu via client properties
// keep the original tooltip in a form or global variable
originalTooltip = menu.getClientProperty("ToolTipText");
menu.putClientProperty("ToolTipText", "changed tooltip");

// later restore the original tooltip from the variable
//var menubar = plugins.window.getMenuBar();
//var menu = menubar.getMenu(menubar.getMenuCount()-1);
//menu.putClientProperty("ToolTipText", originalTooltip);
```

getItem(index)

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

Parameters

[Number](#) index;

Returns

[Object](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a menu item, with a separator before it
menu.addSeparator();
menu.addMenuItem("item", feedback_item);
// add a checkbox, with a separator before it
menu.addSeparator();
menu.addCheckBox("check", feedback_checkbox);
// add a submenu with an item under it
var submenu = menu.addMenu("submenu");
submenu.addMenuItem("subitem", feedback_item);

// depending on some state, update the entries in the menu
var some_state = true;
if (some_state) {
    // select the first radiobutton
    menu.getRadioButton(0).selected = true;
} else {
    // select the first radiobutton
    menu.getRadioButton(1).selected = true;
}
// enable/disable the menu item
// remember to include the separators also when counting the index
menu.getItem(3).enabled = !some_state;
// select/unselect the checkbox
// remember to include the separators also when counting the index
menu.getCheckBox(5).selected = some_state;
// change the text of the submenu and its item
application.output(menu.getItemCount());
if (some_state) {
    menu.getMenu(6).text = "some state";
    menu.getMenu(6).getItem(0).text = "some text";
}
else {
    menu.getMenu(6).text = "not some state";
    menu.getMenu(6).getItem(0).text = "other text";
}
```

getItemCount()

Get the number of items in the menu.

Returns

[Number](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// REMARK: indexes start at 0, disabled items, non visible items and separators are counted also
// REMARK: this is especially important when getting items by the index
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a checkbox
menu.addCheckBox("check", feedback_checkbox);
// add a menu item
menu.addMenuItem("item", feedback_item);
// add another menu item
menu.addMenuItem("item 2", feedback_item);

// remove the last item
menu.removeItem(menu.getItemCount() - 1);
```

getItemIndexByText(text)

Retrieve the index of the item by text.

Parameters

[String](#) text;

Returns

[Number](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a checkbox
menu.addCheckBox("check", feedback_checkbox);
// add a menu item
menu.addMenuItem("item", feedback_item);
// add another menu item
menu.addMenuItem("item 2", feedback_item);

// find the index of the checkbox
var idx = menu.getItemIndexByText("check");
// remove the checkbox by its index
menu.removeItem(idx);
// remove both radiobuttons by their indices
menu.removeItem([0, 1]);
// remove all remaining entries
menu.removeAllItems();
// add back an item
menu.addMenuItem("new item", feedback_item);
```

getMenu(index)

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

Parameters

[Number](#) index;

Returns

[Menu](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a menu item, with a separator before it
menu.addSeparator();
menu.addMenuItem("item", feedback_item);
// add a checkbox, with a separator before it
menu.addSeparator();
menu.addCheckBox("check", feedback_checkbox);
// add a submenu with an item under it
var submenu = menu.addMenu("submenu");
submenu.addMenuItem("subitem", feedback_item);

// depending on some state, update the entries in the menu
var some_state = true;
if (some_state) {
    // select the first radiobutton
    menu.getRadioButton(0).selected = true;
} else {
    // select the first radiobutton
    menu.getRadioButton(1).selected = true;
}
// enable/disable the menu item
// remember to include the separators also when counting the index
menu.getItem(3).enabled = !some_state;
// select/unselect the checkbox
// remember to include the separators also when counting the index
menu.getCheckBox(5).selected = some_state;
// change the text of the submenu and its item
application.output(menu.getItemCount());
if (some_state) {
    menu.getMenu(6).text = "some state";
    menu.getMenu(6).getItem(0).text = "some text";
}
else {
    menu.getMenu(6).text = "not some state";
    menu.getMenu(6).getItem(0).text = "other text";
}
```

getRadioButton(index)

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

Parameters

[Number](#) index;

Returns

[RadioButton](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a menu item, with a separator before it
menu.addSeparator();
menu.addMenuItem("item", feedback_item);
// add a checkbox, with a separator before it
menu.addSeparator();
menu.addCheckBox("check", feedback_checkbox);
// add a submenu with an item under it
var submenu = menu.addMenu("submenu");
submenu.addMenuItem("subitem", feedback_item);

// depending on some state, update the entries in the menu
var some_state = true;
if (some_state) {
    // select the first radiobutton
    menu.getRadioButton(0).selected = true;
} else {
    // select the first radiobutton
    menu.getRadioButton(1).selected = true;
}
// enable/disable the menu item
// remember to include the separators also when counting the index
menu.getItem(3).enabled = !some_state;
// select/unselect the checkbox
// remember to include the separators also when counting the index
menu.getCheckBox(5).selected = some_state;
// change the text of the submenu and its item
application.output(menu.getItemCount());
if (some_state) {
    menu.getMenu(6).text = "some state";
    menu.getMenu(6).getItem(0).text = "some text";
}
else {
    menu.getMenu(6).text = "not some state";
    menu.getMenu(6).getItem(0).text = "other text";
}
```

putClientProperty(key, value)

Sets the value for the specified element client property key.

Parameters

Object key ;
Object value ;

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// NOTE: Depending on the operating system, a user interface property name may be available.
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add an item to the menu
menu.addItem("item", feedback_item);

// set the tooltip of the menu via client properties
// keep the original tooltip in a form or global variable
originalTooltip = menu.getClientProperty("ToolTipText");
menu.putClientProperty("ToolTipText", "changed tooltip");

// later restore the original tooltip from the variable
//var menubar = plugins.window.getMenuBar();
//var menu = menubar.getMenu(menubar.getMenuCount()-1);
//menu.putClientProperty("ToolTipText", originalTooltip);
```

removeAllItems()

Remove all items from the menu.

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a checkbox
menu.addCheckBox("check", feedback_checkbox);
// add a menu item
menu.addItem("item", feedback_item);
// add another menu item
menu.addItem("item 2", feedback_item);

// find the index of the checkbox
var idx = menu.getItemIndexByText("check");
// remove the checkbox by its index
menu.removeItem(idx);
// remove both radiobuttons by their indices
menu.removeItem([0, 1]);
// remove all remaining entries
menu.removeAllItems();
// add back an item
menu.addItem("new item", feedback_item);
```

removeItem(index)

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

Parameters

[Array](#) index array of one or more indexes corresponding to items to remove

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
menu.text = "New Menu";
// alternatively create a popup menu
//var menu = plugins.window.createPopupMenu();

// add two radiobuttons
menu.addRadioButton("radio one", feedback_radiobutton);
menu.addRadioButton("radio two", feedback_radiobutton);
// add a checkbox
menu.addCheckBox("check", feedback_checkbox);
// add a menu item
menu.addMenuItem("item", feedback_item);
// add another menu item
menu.addMenuItem("item 2", feedback_item);

// find the index of the checkbox
var idx = menu.getItemIndexByText("check");
// remove the checkbox by its index
menu.removeItem(idx);
// remove both radiobuttons by their indices
menu.removeItem([0, 1]);
// remove all remaining entries
menu.removeAllItems();
// add back an item
menu.addMenuItem("new item", feedback_item);
```

setEnabled(boolean)

Set the the selected menu enabled or disabled.

Parameters

[Boolean](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
// set the menu's text
menu.text = "New Menu";
// disable the menu
menu.setEnabled(false);
// set a mnemonic
menu.setMnemonic("u");
// add an icon to the menu
menu.setIcon("media:///yourimage.gif");
```

setIcon(Object)

Set the icon of the menu.

Parameters

[Object](#)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
// set the menu's text
menu.text = "New Menu";
// disable the menu
menu.setEnabled(false);
// set a mnemonic
menu.setMnemonic("u");
// add an icon to the menu
menu.setIcon("media:///yourimage.gif");
```

setMnemonic(String)

Set the mnemonic of the selected menu.

Parameters

[String](#)

Supported Clients

SmartClient, WebClient, NGClient

Sample

```
// add a new menu to the menubar
var menubar = plugins.window.getMenuBar();
var menu = menubar.addMenu();
// set the menu's text
menu.text = "New Menu";
// disable the menu
menu.setEnabled(false);
// set a mnemonic
menu.setMnemonic("u");
// add an icon to the menu
menu.setIcon("media:///yourimage.gif");
```