

## How To Hide the MenuBar

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/*
 * How to hide the menubar
 * This code sample shows how to hide the menubar. It isn't something that you
 * should really be doing (see the Apple Q&A stack for more...), and the extra
 * space might not 'work' ok (ie, it might not receive mouse-clicks and such), but
 * it will enable you to draw on (or just obscure) the menu bar. Also, you should
 * avoid calling ExitToShell without first calling ShowMenuBar, because you'll
 * find that you have no menu bar. This code hasn't been tested with multiple monitor
 * environments.
 */

// Assumes inclusion of <MacHeaders>

void Init(void);
void HideMenuBar(void);
void ShowMenuBar(void);

void
Init(void)
{
    InitGraf(&thePort);
    InitFonts();
    InitWindows();
    TEInit();
    InitDialogs(nil);
    InitCursor();
}

short      oldMBarHeight;
RgnHandle  mBarRgn;

void HideMenuBar()
{
    Rect  mBarRect;

    oldMBarHeight = GetMBarHeight();
    MBarHeight = 0; /* make the Menu Bar's height zero */
    SetRect(&mBarRect, screenBits.bounds.left, screenBits.bounds.top,
            screenBits.bounds.right, screenBits.bounds.top + oldMBarHeight);
    mBarRgn = NewRgn();
    RectRgn(mBarRgn, &mBarRect);
    UnionRgn(GrayRgn, mBarRgn, GrayRgn); /* tell the desktop it covers the menu
                                           * bar
                                           */
    PaintOne(nil, mBarRgn); /* redraw desktop */
}

void ShowMenuBar()
{
    MBarHeight = oldMBarHeight; /* make the menu bar's height normal */
    DiffRgn(GrayRgn, mBarRgn, GrayRgn); /* remove the menu bar from the
                                           * desktop
                                           */
}

```

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    DisposeRgn(mBarRgn);  
}  
  
main()  
{  
    Init();  
    HideMenuBar();  
    while (!Button())  
        ;  
    ShowMenuBar();  
}
```