menuBuilder

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new menuBuilder()

Source: util/menuBuilder.js, line 10

Creates a menuBuilder. This class provides utilites which helps a user build a menu bar for their application

Methods

findMenuDropDown(name) → {*}

Source: util/menuBuilder.js, line 97

This function creates a new drop down tab on the menu. Example, 'file' will create a new tab called 'file'

Parameters:

Name	Type	Description
name		The name of the tab to add to the menyu.

Returns:
Returns a reference to the menu object [name] this object is passed into the registerCallback functions to correctly add functionality to tabs.

Type   *

getMenu()

Source: util/menuBuilder.js, line 18

This function is simply a getter for this classes MENU object. The MENU object hold all configuration data needed to create the menu at the top of the window.

registerAppCallback(menu, name, character, function_name)

Source: util/menuBuilder.js, line 65

This function allows a user to create menu elements to trigger events on the main electron app object.

Parameters:

Name	Type	Description
menu		The tab of the menu to add this functionality to.
name		The name of this event
character		The character to associate this functionality with, Example S for save would map the hotkey ctrl+S to this function.
function_name		The textual name of the function to call on the app. Example, 'quit' will call app.quit() to close the application.

registerFunctionCallback(menu, name, character, function_name)

Source: util/menuBuilder.js, line 82

This function allows a user to create menu elements to trigger events on the editor.js class.

Parameters:

Name	Type	Description
menu		The tab of the menu to add this functionality to.
name		The name of this event
character		The character to associate this functionality with, Example S for save would map the hotkey ctrl+S to this function.
function_name		The textual name of the function to call on the editor.js object. Example, 'save' will call the editor.save() function.

registerWindowCallback(menu, name, character, function_name)

Source: util/menuBuilder.js, line 48

This function allows a user to create menu elements to trigger events on the Electron BrowserWindow object defined in app.js.

Parameters:

Name	Type	Description
menu		The tab of the menu to add this functionality to.
name		The name of this event

Name	Type	Description
`character`		The character to associate this functionality with, Example S for save would map the hotkey ctrl+S to this function.
`function_name`		The textual name of the function to call on the BrowserWindow object. Example, 'toggleDevTools' will open the devTools.