

# Class MenuItem

Namespace: [ConsoleMenu](#)

Assembly: Spicy\_Invaders.dll








Menu item for menu options needed to create a menu.

```
public class MenuItem
```

## Inheritance

[object](#)  ← MenuItem

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Constructors

### MenuItem()

```
public MenuItem()
```

### MenuItem(List<string>)

```
public MenuItem(List<string> text)
```

## Parameters

text [List](#)  <[string](#)  >

### MenuItem(List<string>, ConsoleColor, ConsoleColor)

```
public MenuItem(List<string> text, ConsoleColor selFore, ConsoleColor selBack)
```

## Parameters

**text** [List](#) [<string>](#)

**selfFore** [ConsoleColor](#)

**selfBack** [ConsoleColor](#)

## MenuItem(List<string>, ConsoleColor, ConsoleColor, ConsoleColor, ConsoleColor)

```
public MenuItem(List<string> text, ConsoleColor defFore, ConsoleColor defBack, ConsoleColor se:
```

## Parameters

**text** [List](#) [<string>](#)

**defFore** [ConsoleColor](#)

**defBack** [ConsoleColor](#)

**selfFore** [ConsoleColor](#)

**selfBack** [ConsoleColor](#)

## MenuItem(List<string>, ConsoleColor, ConsoleColor, int, int)

```
public MenuItem(List<string> text, ConsoleColor selfFore, ConsoleColor selfBack, int verPadding,
```

## Parameters

**text** [List](#) [<string>](#)

**selfFore** [ConsoleColor](#)

**selfBack** [ConsoleColor](#)

**verPadding** [int](#)

horizontalPadding [int](#)

## Properties

### HorizontalPadding

```
public int HorizontalPadding { get; set; }
```

Property Value

[int](#)

### SelectedBack

```
public ConsoleColor SelectedBack { get; set; }
```

Property Value

[ConsoleColor](#)

### SelectedFore

```
public ConsoleColor SelectedFore { get; set; }
```

Property Value

[ConsoleColor](#)

## Text

```
public List<string> Text { get; set; }
```

Property Value

[List](#) <[string](#)>

## VerticalPadding

```
public int VerticalPadding { get; set; }
```

Property Value

[int](#)