

# Class MenuWriter

Namespace: [ConsoleMenu](#)

Assembly: Spicy\_Invaders.dll








menu writer class which handles the displaying of menus.

```
public class MenuWriter
```

## Inheritance

[object](#)  ← MenuWriter

## Inherited Members

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

## Methods

### Clear(MenuItem, List<MenuItem>, int, int, int, int, int, int)

Clear method menu is to be cleared without doing a clear screen

```
public static void Clear(MenuItem prompt, List<MenuItem> options, int index, int xPos, int yPos,
```

## Parameters

**prompt** [MenuItem](#)

The prompt to be shown above menu

**options** [List](#)  <[MenuItem](#)>

The list of menu options

**index** [int](#) 

index for which menu option is selected

**xPos** [int](#) 

x position

yPos [int](#)

y position to

verticalpadding [int](#)

menu options vertical padding

horizontalpadding [int](#)

menu options horizontal padding

promptSpacer [int](#)

space between prompts

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

write method used for displaying menus.

```
public static void Write(MenuItem prompt, List<MenuItem> options, ConsoleColor defaultFore, Coi
```

### Parameters

prompt [MenuItem](#)

The prompt to be shown above menu

options [List](#) <[MenuItem](#)>

The list of menu options

defaultFore [ConsoleColor](#)

default text color

defaultBack [ConsoleColor](#)

default background color

index [int](#)

index for which menu option is selected

xPos [int](#)

x position to display

yPos [int](#)

y position to display