Class Menu

Namespace: [ConsoleMenu](#)

Assembly: Spicy_Invaders.dll

Menu class for creating and using console menus;

```
public class Menu
```

Inheritance

[object](#) ← Menu

Inherited Members

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

Constructors

Menu(MenuItem, List<MenuItem>, int, int)

```
public Menu(MenuItem prompt, List<MenuItem> items, int x, int y)
```

Parameters

`prompt` [MenuItem](#)

`items` [List](#)<[MenuItem](#)>

`x` [int](#)

`y` [int](#)

Menu(List<MenuItem>, int, int)

```
public Menu(List<MenuItem> items, int x, int y)
```

Parameters

items   List☑ <MenuItem>

x   int☑

y   int☑

Properties

ClearAll

```
public bool ClearAll { get; set; }
```

Property Value

bool☑

DefaultBackgroundColor

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

Property Value

ConsoleColor☑

DefaultForegroundColor

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

Property Value

ConsoleColor☑

HorizontalPadding

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

Property Value

int ⍄

MenuItems

```
public List<MenuItem> MenuItems { get; set; }
```

Property Value

List ⍄ <MenuItem>

MenuPrompt

```
public MenuItem MenuPrompt { get; set; }
```

Property Value

MenuItem

PromptSpacer

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

Property Value

int ⍄

SelectedIndex

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

Property Value

int ⇗

VerticalPadding

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

Property Value

int ⇗

XPos

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

Property Value

int ⇗

YPos

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

Property Value

int ⇗

Methods

Run()

```
public int Run()
```

Returns

[int](#)