```
//Note:  the code below creates the menu items, which can be rendered in any pbMenu control.
Additional properties, which affect behavior of the menu and menu items, are set on each
pbMenu control placed on your screen(s).  For this demo, most of the customizable pbMenu
properties are linked to on screen controls (like 'MenuOrientation') near the top of the
current screen. Try changing those properties to view how it affect the layout and function
of the pbMenu.

// ** This code is executed in the 'OnBeforeUpdate' event for the pbMenu at the very top of
this screen (pbMenu_MenuBuilder)

// All menu data is stored in a single collection (which also means, you can add menu items
using any pbMenu component, and any pbMenu component can render any menu)

// In order to not remove menu data from other menus in this demo, I'm just clearing the
'exampleMenu' data here
RemoveIf(col_pbMenu, Upper(menuKey) = Upper("exampleMenu"));

// The 'col_BuildMenu' is used for this demo only, and is normally not a collection the
pbMenu cares about
RemoveIf(col_BuildMenu, Upper(menuKey) = Upper("exampleMenu"));
Collect(col_BuildMenu, {menuKey: "exampleMenu"});

// Build the menu items that will render when referencing 'exampleMenu'
// Because the menu is getting built in response to another pbMenu.OnBeforeAction event,
we're using 'Self' to refer to the pbMenu which raised the event, but since we're adding all
menu items to the col_pbMenu collection (last parameter), we could change 'Self' to any
pbMenu on any screen.

//Create an 'Info Only' menu item.  (Not Selectable)
Self.CreateInfoItem("exampleMenu","Example
Menu",Self.ItemAppearanceChoices.Transparent,"Example Menu",true);
```

```csharp
//Create a 'spacer' menu item.  (Not Selectable, No text or icon displayed)
Self.CreateSpacer("exampleMenu",true);

//Create menu item 'exConfirm1' (The last 3 argements are for requiring disabling when
selected, requiring confirmation, and (true) to add to col_pbMenu collection)
Self.CreateMenuItem("exampleMenu","exConfirm1","Confirm","Delete",Self.ItemAppearanceChoices.
Primary,Self.ItemIconStyleChoices.Filled,"Requires Confirmation",false,true,true);

//Create menu item 'exConfirm2' (does not require confirmation)
Self.CreateMenuItem("exampleMenu","exConfirm2","No
Confirm","Add",Self.ItemAppearanceChoices.Primary,Self.ItemIconStyleChoices.Filled,"No
Confirmation Required",false,false,true);

//Another spacer
Self.CreateSpacer("exampleMenu",true);

//exDisable1, exDisable2, exDisable3 will all disable when selected, as long as the
pbMenu_Build menu has 'Enable Item States' set to true (default)
//exDisable3 will also require a confirmation
Self.CreateMenuItem("exampleMenu","exDisable1","Disable
1","Money",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Disable on
Select",true,false,true);
Self.CreateMenuItem("exampleMenu","exDisable2","Disable
2","ServiceBell",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Disable
on Select",true,false,true);
Self.CreateMenuItem("exampleMenu","exDisable3","Confirm & Disable
3","Eraser",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Confirm,
Disable on Select",true,true,true);
```

```
//the following 4 menus exist to show behavior of menu 'spillover' (if necessary, make your
browser window more narrow)
Self.CreateMenuItem("exampleMenu","exLong1","This is a really long display name
1","Money",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Calculate
Widget",false,true,true);
Self.CreateMenuItem("exampleMenu","exLong2","This is a really long display name
2","Money",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Calculate
Widget",true,false,true);
Self.CreateMenuItem("exampleMenu","exLong3","This is a really long display name
3","Money",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Calculate
Widget",true,false,true);
Self.CreateMenuItem("exampleMenu","exLong4","This is a really long display name
4","Money",Self.ItemAppearanceChoices.Outline,Self.ItemIconStyleChoices.Filled,"Calculate
Widget",true,false,true);
```