GetMHandle   Given a menu ID, obtain a handle to the menu

#include <Menus.h>   **Menu Manager**

MenuHandle   **GetMHandle(***menuID* **);**
short   *menuID* ;   menu ID
                    returns   handle leading to a MenuInfo structure

   GetMHandle provides a handle needed for most menu operations. You need
   this when you have read an 'MBAR' resource to install an entire menu bar via
   GetNewMBar and you want to add or modify items in the menus.

      menuID is the ID of a menu.

      Returns: a 32-bit MenuHandle; a handle leading to the variable-length
                  MenuInfo structure of menu *menuID*.

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 Notes: Most Menu Manager functions require a MenuHandle parameter; e.g., to
          change an item's text, add new items, and so forth. When you read an entire
          menu bar resource via **GetNewMBar**, you must use **GetMHandle** to get the
          required handle.