DeleteMenu   Remove a menu from the menu list

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

 void   **DeleteMenu(***menuID* **)**;
 short   *menuID* ;   ID of the menu to remove

   This removes a menu from the menu list without deallocating its memory.

       menuID is the ID of the menu (and NOT a menu handle). It is the *menuID*
             value used in a previous call to **NewMenu** or the ID of a menu read
             from a resource via **GetMenu**.

     Returns: none

Notes: It is recommended that you use **DisableItem** to disable a
         temporarily-unneeded menu, rather than deleting it. This avoids confusing
         the user who expects menu items to stay put.

         Note that this does not release the memory used by the menu's MenuInfo
         structure. Use **DisposeMenu** (or **ReleaseResource**, if the menu was
         read from a resource) to free up the memory used by a menu.