GetItem   Get the text of a menu item

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

void	**GetItem(** *theMenu*, *whichItem*, *itemString* **)**;	
MenuHandle	*theMenu* ;	handle leading to menu of interest
short	*whichItem* ;	ID, within *theMenu*, of item to obtain
Str255	*itemString* ;	receives current text, without metacharacters

   GetItem gets the text of a menu item. It is useful in finding which resource items were included in the menu via **AddResMenu** or **InsertResMenu**.

     theMenu is a handle leading to a variable-length MenuInfo structure. It is a value obtained via **NewMenu** or **GetMenu**.

     whichItem identifies an item included in *theMenu* . Items are numbered sequentially with the topmost item having an ID of 1; the highest ID can be obtained via **CountMItems**

     itemString is the address of a buffer. Upon return, it will contain a length-prefixed pascal-style string of the text in the menu item. Special metacharacter codes (if any) are not copied to *itemString* .

   Returns: none
_____

Notes: Since you already know the item text for all menus you create, **GetItem** is typically used for determining the text of menu items inserted in a menu as part of a resource list (see **AddResMenu** and **InsertResMenu).**

       The following example creates a "Fonts" menu, installs a list of font resources, and then removes the "Symbol" font from the menu.

Example

```
#include <Menus.h>
#define FONT_MENU_ID 131


MenuHandle        fontMenu;
short             fontCount, j;
Str255            itemStr;


fontMenu = NewMenu( FONT_MENU_ID, "\pFonts" );
AddResMenu( fontMenu, 'FONT');                   /* read in font items */
fontCount=CountMItems( fontMenu );               /* how many there? */

for (j=1; j<=fontCount; j++ ) {                  /* locate and remove one */
   GetItem( fontMenu, j, itemStr );
   if ( EqualString( itemStr, "\pSymbol", FALSE, FALSE ) )
      DelMenuItem( fontMenu, j );
}
```

_____