

SetMenuBar

Install an entire menu list

#include <Menus.h>

Menu Manager

```
void      SetMenuBar(mBarHandle );  
Handle   mBarHandle ;    handle leading to a menu list
```

This installs a menu list (a list of handles to menus). It is used after reading an 'MBAR' resource OR to reinstall a previously-saved menu bar.

mBarHandle is a handle leading to an unnamed menu list structure containing handles to all menus in a menu list. This is normally the handle of an 'MBAR' resource (**GetNewMBar**) or a handle obtained via **GetMenuBar**.

Returns: none