

Q: How can I remove a menu cell from a menu? I can disable, enable, add, sizeToFit, update, and free, but I cannot get the actual cell to disappear from the submenu.

A: You need to remove the cell from the matrix maintained by the menu, and then have the menu resize to fit its new cells. Here is a code snippet:

```
- removeMenuCell:(int)cellNum from:theMenu
{
    id matrix;

    [theMenu disableFlushWindow];
    matrix = [theMenu itemList];
    [matrix removeRowAt:cellNum andFree:YES];          // remove cell
    [theMenu sizeToFit];                               // adjust menu to new size
    [[theMenu reenableViewFlushWindow] flushWindow];
    return self;
}
```

You can disable window flushing before removing the cell to avoid screen flicker, but be sure to reenableView it once you're done. The above method is used if you know the number

of the cell you want to remove. If you only have the menu cell's title, you can do this:

```
- removeMenuCellName:(const char*)cellTitle from:theMenu
{
    int      i, count;
    id      matrix, cells;
    id      cell;
    const char*  title;

    [theMenu disableFlushWindow];
    matrix = [theMenu itemList];
    cells = [matrix cellList];    // get the List of cells
    count = [cells count];
    for(i = 0; i < count; i++)
    {
        cell = [cells objectAtIndex:i];
        title = [cell title];
        if(title && !strcmp(title, cellTitle))
        { // compare to find correct title
            [matrix removeRowAt:i andFree:YES];
            break;
        }
    }
}
```

```
    }  
    [theMenu sizeToFit]; // resize menu  
    [[theMenu reenableView] flushWindow];  
    return self;  
}
```

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Valid for 1.0, 2.0, 3.0