

# SetMenu

*(Information and examples taken from the DroidScript documentation)*

## Description

The **SetMenu** method sets the app menus given a comma separated list of menu items. When a menu item is selected, the **OnMenu** function is called.

Note: On some Android devices, a menu button is not provided, so if you require them, you will need to create a button to launch the menus yourself using the `app.ShowMenu()` method.

```
app.SetMenu( menuList );
```

## Example - No Images

```
function OnStart()  
{  
    app.SetMenu( "Start,Stop,Pause" );  
}  
  
function OnMenu( item )  
{  
    app.ShowPopup( item, "Short" );  
}
```

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