

## Step 13. Convert menus to the Title Bar

In B4A, we had included a menu in an image view in the upper right corner of the active screen (not in the title). This menu item took the form of 3 dots on the main menu screen and a '?' (for help) on the remaining screens. The 3 dots, in turn, fired an `InputListAsync`(`lstHelp`, "**Choose Setup or Help Option**", -1, `True`) which handled each of the setup/help items.

Even if you already used the Title Bar Menu, you will need to make these changes for B4XPages.

### 1. Modify the building of the menu in each class similar to the following:

```
B4XPages.AddMenuItem (Me, "Setup")
B4XPages.AddMenuItem (Me, "Departments")
B4XPages.AddMenuItem (Me, "About")
B4XPages.AddMenuItem (Me, "Help")
B4XPages.AddMenuItem (Me, "Q&A")
```

### 2. Handling the branching for the menu:

```
public Sub b4xpage_menuclick (tag As String)
    Log (tag)
    If tag="Setup" Then B4XPages.ShowPage ("FS90")

    If tag="Departments" Then B4XPages.ShowPage ("FS91")

    If tag="About" Then
        ' display fS96 with FSAbout
        Starter.HelpFile="HelpAbout.txt"
        Starter.HelpTitle="About GoShop"
        B4XPages.ShowPage ("FS96")
    End If
    ' Etc. for additional help items
```

### 3. Drop old menu/cancel/quit views from the .Bal and from the module.