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Thread: [\[SOURCE\]\[C#\] Console Menu](#)

DragonHunter - November 7, 2010, 6:14 am

Hey guys, this is a simple Console Menu i've made yesterday
have fun with the code ?

```
Code public class CMenu
{
    private SortedList<int, string[]> menu;
    public int CurrentMenu = 0;
    public int SelectedIndex = 0;
    private Thread KeyHandlerThread;
    public ConsoleKeyInfo KeyPressed;
    private ConsoleColor SelectColor;
    private ConsoleColor NonSelectColor;

    public CMenu()
    {
        menu = new SortedList<int,string[]>();
        KeyHandlerThread = new Thread(new ThreadStart(KeyPressHandler));
        KeyHandlerThread.Start();
        SelectColor = ConsoleColor.Green;
        NonSelectColor = ConsoleColor.Gray;
    }

    public void Refresh()
    {
        Console.Clear();
        Console.WriteLine("");
        for(int y = 0; y < menu[CurrentMenu].Length; y++)
        {
            if(SelectedIndex == y)
                Console.ForegroundColor = SelectColor;
            else
                Console.ForegroundColor = NonSelectColor;

            Console.Write(menu[CurrentMenu][y].ToString().PadLeft(12));
            Console.ResetColor();
        }
        Console.WriteLine("");
        Console.WriteLine("");
    }

    private void KeyPressHandler()
    {
        while(true)
        {
            KeyPressed = Console.ReadKey();
```

```

if(KeyPressed.Key == ConsoleKey.RightArrow)
{
    if(SelectedIndex < menu[CurrentMenu].Length - 1)
        SelectedIndex++;
}
else if(KeyPressed.Key == ConsoleKey.LeftArrow)
{
    if(SelectedIndex > 0)
        SelectedIndex--;
}
}
}

```

```

public void AddMenu(int index)
{
    menu.Add(index, new string[] { });
}

```

```

public void AddSubMenu(int index, string[] SubMenu)
{
    menu[index] = SubMenu;
}
}

```

Usage:

```

Code CMenu menu = new CMenu();
menu.AddMenu(0); //create new menu with ID 0
menu.AddSubMenu(0, new string[] { "Goto Menu2", "Goto Menu2" });

```

```

//Second menu
menu.AddMenu(1); //create new menu with ID 1
menu.AddSubMenu(1, new string[] { "Goto Menu1", "[Back]" });

```

```

while(true)
{
    Thread.Sleep(50);
    menu.Refresh();//lets refresh the menu...

```

```

//put here ur own code to show stuff at the console...

```

```

switch (menu.CurrentMenu)
{
    case 0:
        Console.WriteLine("-- MENU 1 --");
        switch (menu.SelectedIndex)
        {
            case 0:
                if(menu.KeyPressed.Key == ConsoleKey.Enter)
                {
                    menu.CurrentMenu = 1;
                    menu.KeyPressed = new ConsoleKeyInfo();
                }
                Console.WriteLine("Hello, This Console menu is created by DragonHunter");
                break;

```

```

case 1:
if(menu.KeyPressed.Key == ConsoleKey.Enter)
{
menu.CurrentMenu = 1;
menu.KeyPressed = new ConsoleKeyInfo();
}
Console.WriteLine("Please leave the credits when ull share it somewhere else");
break;
}
break;
case 1:
Console.WriteLine("-- MENU 2 --");
switch (menu.SelectedIndex)
{
case 0:
if (menu.KeyPressed.Key == ConsoleKey.Enter)
{
menu.CurrentMenu = 0;
menu.KeyPressed = new ConsoleKeyInfo();
}
Console.WriteLine("This will let us navigate back to menu1");
break;
case 1:
if (menu.KeyPressed.Key == ConsoleKey.Enter)
{
menu.CurrentMenu--; //easy ha ?
menu.KeyPressed = new ConsoleKeyInfo();
}
Console.WriteLine("let us navigate back to our first menu :P");
break;
}
break;
}
}

```

Local Celeb - November 7, 2010, 7:01 am

Wow man. This is a brilliant idea!

I added this to my compilation thread of C#. This can be used for MANY Things.