

# DestroyMenu Function

## DestroyMenu Function

The DestroyMenu function destroys the specified menu and frees any memory that the menu occupies.

### Syntax

```
BOOL DestroyMenu(  
    HMENU hMenu  
);
```

Add items to Windows Explorer Shell context menu easily &ndash; How to add ?

Add items to Windows Explorer Shell context menu easily with Windows Explorer Shell Context Menu. This powerful component for your own, custom items adding to Windows Explorer Shell context menu will add all your entries to Windows Explorer Shell context menu. This .Net component , C++ and VB.NET support include detailed C# and VB.NET samples, tutorials and support all you may need to add your items to context menu :

- Add all your items to Windows Explorer Shell context menu to be shown on any Windows OS (all OS are supported &ndash; Windows XP, Vista, Windows x64 of all types , etc.)
- Add items to Windows Explorer Shell context menu to be shown in any way - with custom caption and icon, as separator or sub-menu
- Add your items to Explorer Shell context menu to be shown for all types of files or shown only for files of particular type (for example, only for .PDF .TXT , .MP3,.WMA,.AAC , .WMV files)
- Add items to Windows Explorer Shell context menu, sub-menus, sub-menus of unlimited depth and even more

Windows Explorer Shell Context Menu - is a .Net framework component that support all you may need to add all your application items to the Explorer Shell context menu - in a fast and easy way. Add your program entries to Windows Explorer Shell context menu right now &ndash; add entries to context menu fast and exactly as you prefer :

## DestroyMenu Function - Description

DestroyMenu is a low-level unmanaged code - based function used in old Windows systems to add items to Windows Explorer Shell context menu, because DestroyMenu function may be used to add item to Explorer context menu only for Windows 95 / Windows 98 (not on XP, Vista, x64 - 64-bit Windows), to add items to Windows context menu you should use, according to Microsoft guidelines, appropriate .Net component - Windows Explorer Shell Context Menu. This .Net component for custom item appending to Windows Explorer Shell context menu will add all your items to Windows right-click (context) menu fast and in a very easy way.

## Parameters

hMenu  
[in] Handle to the menu to be destroyed.

## Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call `GetLastError`.

#### Remarks

Before closing, an application must use the `DestroyMenu` function to destroy a menu not assigned to a window. A menu that is assigned to a window is automatically destroyed when the application closes.

`DestroyMenu` is recursive, that is, it will destroy the menu and all its submenus.

#### Example

For an example, see [Displaying a Shortcut Menu](#).

#### Function Information

Minimum DLL Version `user32.dll`

Header Declared in `Winuser.h`, include `Windows.h`

Import library `User32.lib`

Minimum operating systems `Windows 95, Windows NT 3.1`

Unicode Implemented as Unicode version.