Menu

COLLABORATORS

	TITLE : Menu		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Menu

1.1 Menu V1.00

Pure Basic Menu library V1.00

Menu handle in Pure Basic is very easy and of course
you can parameter every thing you need. The menu
automatically use the 'NewLook' feature.

Commands summary in alphabetical order:

```
AttachMenu
CreateMenu
FreeMenu
InitMenu
MenuBar
MenuCheckItem
MenuCheckSubItem
MenuItem
MenuTitle
MenuSubBar
MenuSubItem
MenuToggleItem
MenuToggleSubItem
SetMenuColour
```

Example:

Menu demo

1.2 attachmenu

```
   SYNTAX
AttachMenu(#Menu, WindowID())

   STATEMENT
Attach the specified menu to the given window.
```

To Detach a menu from a window, you must use the DetachMenu()
command of the Window library.

1.3 createmenu

```
   SYNTAX
CreateMenu(#Menu, ScreenID())
```

```
   STATEMENT
```
Creates a previously-defined menu. The ScreenID() is needed as a menu
must get colour informations from it.

1.4 initmenu

```
   SYNTAX
InitMenu(MaxMenus, MaxMenuItems)
```

```
   STATEMENT
```
Init the menu library for future use. MaxMenu is the number
of maximum MenuList you will handle. MaxMenuItems is the
max menus of item you could have in one MenuList.

1.5 menutitle

```
   SYNTAX
MenuTitle(Title$)
```

```
   STATEMENT
```
Creates a title entry for the menu

1.6 menuitem

```
   SYNTAX
MenuItem(MenuID, Text$, ShortCut)
```

```
   STATEMENT
```
Creates an item entry for the menu.

1.7 menusubitem

```
   SYNTAX
MenuSubItem(MenuID, Text$, ShortCut)
```

```
   STATEMENT
```
Creates a subitem entry for the menu.

1.8 menubar

```
   SYNTAX
MenuBar()
```

```
   STATEMENT
Creates a separator bar for the menu.
```

1.9 menusubbar

```
   SYNTAX
MenuSubBar()
```

```
   STATEMENT
Creates a separator bar for the menu.
```

1.10 setmenucolour

```
   SYNTAX
SetMenuColour(colour)
```

```
   STATEMENT
Set the front menu colour for newly-created  menus.  Must  be  called
before the create menu command or it wonn't have any effect.
```

1.11 freemenu

```
   SYNTAX
FreeMenu(#Menu)
```

```
   STATEMENT
Remove the specified menu from memory. After calling this function,
you can't attach this menu anymore, but you can reuse the #menu
number for another menulist.
```

1.12 menucheckitem

```
   SYNTAX
MenuCheckItem(#Item, Label$, CommandKey$, State)
```

```
   STATEMENT
Add a 'Check' type menu entry to the menu list
which is being created.
```

1.13 menuchecksubitem

```
   SYNTAX
MenuCheckSubItem(#Item, Label$, CommandKey$, State)
```

```
   STATEMENT
Add a 'Check' type menu sub-entry to the menu list
which is being created.
```

1.14 menutoggleitem

```
   SYNTAX
MenuToggleItem(#Item, Label$, CommandKey$, State)
```

```
   STATEMENT
Add a 'Toggle' type menu entry to the menu list
which is being created.
```

1.15 menutogglesubitem

```
   SYNTAX
MenuToggleSubItem(#Item, Label$, CommandKey$, State)
```

```
   STATEMENT
Add a 'Toggle' type menu sub-entry to the menu list
which is being created.
```