

## **PopupMenu**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> PopupMenu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 22, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>PopupMenu</b>	<b>1</b>
1.1	PopupMenu Library V8.0 - Users guide . . . . .	1
1.2	What is this?? . . . . .	1
1.3	Requirements . . . . .	2
1.4	Installation . . . . .	2
1.5	Author . . . . .	2
1.6	DISCLAIMER . . . . .	3
1.7	History & Future . . . . .	4
1.8	" . . . . .	7
1.9	Prefs Editor . . . . .	8
1.10	pr_col . . . . .	8
1.11	pr_misc . . . . .	8
1.12	pr_images . . . . .	9
1.13	pr_borders . . . . .	9
1.14	pr_adv . . . . .	9

# Chapter 1

# PopupMenu

## 1.1 PopupMenu Library V8.0 - Users guide

What is this??  
Requirements  
Installation  
The author.  
Disclaimer, Copyright and Distrubition  
History and Future of popupmenu.library  
Acknowledgements

The Preferences Editor

Don't forget to visit the PopupMenu homepage!

<http://www.algonet.se/~henisak/pm/pm.html>

## 1.2 What is this??

Introduction

This is The One and Only Popup Menu Library you use when you want a nice popup menu in your programs!

Features

- \* User configurable.
  - \* Support for pulldown menus.
  - \* Unlimited number of submenus.
  - \* Unlimited number of mutually excluded items.
  - \* Supports MultiSelect.
  - \* Supports images and icons.
-

- \* MagicMenu images by Mario Cattaneo.
- \* Bold, italic, underlined and shadowed text.
- \* Coloured text.

## 1.3 Requirements

PopupMenu.library requires the following:

- \* Amiga OS 3.0 or higher.

NOTE: On some configurations the non-window mode may not work.  
It has been tested with the following configurations:

- \* AGA
- \* PicassoIV, Picasso96
- \* CyberVision64, CyberGfx
- \* PicassoII

PopupMenu prefs (for MUI) requires this:

- \* MUI 3.6 or higher
- \* popupmenu.library (ofcourse)

PopupMenu prefs (for BGUI) requires this:

- \* bgui.library 41.8 or higher
- \* popupmenu.library (ofcourse)

NOTE: The BGUI version is not included in this archive yet.

## 1.4 Installation

Installation

If you don't trust the installerscript, and want to install by hand, do like this:

- \* copy libs/popupmenu.library to LIBS:
- \* copy prefs/PopupMenu to SYS:Prefs/, or wherever you want to.

That's it. (It's what the installer does)

## 1.5 Author

---

This is where you send things that can't be digitized:

Henrik Isaksson  
Garvarvägen 33  
950 40 Töre  
SWEDEN

And this is where you send the rest:

hki@hem1.passagen.se

You might reach me here too:

henisak@algonet.se

This is the official popupmenu homepage:

<http://www.algonet.se/~henisak/pm/pm.html>

## 1.6 DISCLAIMER

COPYRIGHT  
=====

This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.

You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in its documentation, this also includes any fonts, images or samples. If the developer(s) did NOT include the source code of the program(s) in this package you are NOT allowed to de-compile any part of it.

\* You may use this library for free if your product is free to the user (FreeWare, Public Domain or similar).  
The only thing I want is that you mail me and tell me where to find the program.

\* If your application is ShareWare, you should send me the full release or a keyfile.

DISTRIBUTION  
=====

This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- \* You may NOT ADD any files to the archive!
  - \* You may NOT CHANGE any files in this archive!
  - \* You may NOT REMOVE any of the files in this archive!
  - \* You may include the library file in your own distributions, if you follow the copyright rules stated above.
-

This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet® CD-ROM, and other similar electronic channels.

Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by the developer(s)!

#### DISCLAIMER

=====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

Some names used in this text are trademarks or registered trademarks. The use of these names does not imply that they are free.

## 1.7 History & Future

The history of popupmenu.library:

7.40 Added a callback hook for dynamic allocation of menus.

Translated the remapping code to assembler.

7.35 Bugfix. BYTE read from \$0 when a NULL pointer was passed to PM\_Title.

7.3 Added a few new tags: PM\_Right, PM\_Bottom, PM\_MinWidth, PM\_MinHeight, PM\_CenterScreen, PM\_UseLMB.

Removed a few Enforcer hits.

Made a few changes to the non-window mode. It should work better with CGFX now.

7.2 Added "Sticky mouse button" mode.

Removed the "Open menu when button is pressed/released" setting. (it wasn't supported by any applications) Therefore the PM\_Code tag is no longer needed.

Fixed one possible enforcer hit.

7.1 Bugfix. Sometimes the menu could show up on the wrong place.

7.0 The PM\_FilterIMsg() function has been moved to a new library offset. This was done because the argument passing used the wrong registers. To provide backwards compatibility, the old function is still left.

The Image system is entirely rewritten. All used images are now stored in the configuration file. This saves some memory and will, in future releases, let the user load his/her own images. Image drawing should also be much faster, especially on chunky

---

screens and on machines with chunky-to-planar converter.  
There may be some problems with prefsfiles from release 6.0.

Fixed a bug in the separator bars. (The MM2 style was used even without MagicMenu2 borders selected.)

Added the PM\_ColourBox tag.

6.0 Made some changes to the API, for keyboard shortcuts and multiselect support. The library should still be 99% backwards compatible. Hacks like the previous version of the BigMenu demo will crash.

Added keyboard shortcut support through PM\_FilterIMsg().

PM\_ExLstA() added for easier listing of mutually exclusive item ID's.

Added support for multiselect.

Added menu border settings.

Fixed the "standard 2d images".

Fixed a problem with pulldown menus when "compact" was not selected.

Moved some of the images out of the library, and in to the prefs editor. The needed images will then be stored in the prefsfile. (wich means that only the needed images will be in memory)

5.4 Moved the submenus 5 pixels up.

Improved the deadlock detection.

Improved the look of separator bars.

5.35 Optimized the pen allocation a bit.

5.3 Moved the submenus a bit to the left. Now it looks more like the other menus, and it's easier to open the submenus.

Fixed a bug in pen allocation/freeing.

Made a few adjustments to the separator bars.

Fixed bug in "Submenu Delay" code.

Fixed an enforcer hit in window mode.

Got rid of a few unnecessary bytes again. (about 1k smaller)

5.2 Fixed delay bug in non-window mode.

Improved the remapping of magic images.  
Right look and a few hundred percent faster. :)

Pulldown menus should now work in non-window mode too.

---



Fixed the shadows. They were 1 pixel to wide before.

Added a new tag, `PM_Shadowed`, to make the text shadowed.

Changed the `PMMenu` macro so the titles will use shadowed text.

Fixed refresh problem in window-mode.

Made the separator bars look more like `MM2`.

And this time the library is actually 1272 bytes smaller!

#### 5.1 Fixed the deadlock bug in non-window mode.

Added `MagicMenu2 Images`, and it's special remapping.  
(relative color values)

Added support for pulldown menus.  
(works only in window-mode at the moment)

#### 5.0 Opening the menu does no longer deactivate the active window.

The menus can now use the blitter instead of windows, wich is much faster. (this has to be activated in the prefs-editor.)

The menu font is now fetched from the `DrawInfo`, and not the menu's parent window.

There is now a space between the bottom of the text and the bottom of the select bar.

Clicking the mousebutton very fast should no longer result in a menu that doesn't dissapear. (as it should, when you release the button)

Some of the tags send to `OpenPopupMenu()` has become obsolete.  
(The preferences has taken over)

The input method has changed, so the library now requires `commodities.library` (wich is a disk library).

The menu shadows now look like `MagicMenu2` shadows.  
(the size increases for each submenu opened)

Starting with this version, kickstart 3.0 is required. At least for the non-window mode. In window mode it may still work with 2.0, but it's not tested. So if you have ks 2.0, I would appreciate if you could try it out.

Fixed a bug. Submenus could appear at the bottom of the screen when the mouse was moved quickly over an item.

Added a new function, `PM_AlterState()`.

#### 4.3 Fixed a bug. (read from adress 0)

---

4.2 Now the menus can have shadows.

4.1 Images are now remapped correctly.

Small changes for colour and image prefs.

4.0 More bugs fixed.

A new demo, MenuVerify, shows how to use popupmenu.library with IDCMP\_MENUVERIFY.

3.6 Bug fix. (never released, i got more bug reports...)

3.5 Now checks for the file ENV:PopupMenu.cfg, and if it exists, loads it, and replaces the default settings.

Bug in PM\_SubMenuTimer fixed.

PM\_Code added. Read this!

3.0 Added PM\_GetItemAttrs(), PM\_SetItemAttrs(), PM\_IsChecked and PM\_FindItem.

Added the tags PM\_Left and PM\_Top.

Added a few more demos.

Changed the naming of functions and macros to avoid interfering with other libraries.

2.0 Entirely rewritten and is now a shared library!

1.3 Added submenu support

1.2 Lots of new flags, and checkable menuitems

1.1 OpenPopupMenuPos()

1.0 First release

The future:

1. Datatype loading of images.

2. Font settings. (maybe)

3. Mail me if there's anything else!

## 1.8 "

Special thanks goes to:

\* Stefan Sommerfeld for his nice bugreports, help with the non-window mode, and the remapping code (too bad I couldn't use it :( ).

- \* Trond Werner Hansen for his shadow-drawing code!
- \* Mario 'padrino' Cattaneo for all the MagicMenu2 images and the other MM2 specs. BTW, if you don't want to upset him, remember to spell padrino with a small p... ;)
- \* Olaf 'Olsen' Barthel for his useful hint about deadlock detection.
- \* Mattias P. Eriksson for his Enforcer hits
- \* Alfred P. Schwarz for his Enforcer hits
- \* Sebastian Bauer for even more Enforcer hits ;)

## 1.9 Prefs Editor

At the moment there is very little documentation on the prefs editor. [Click here](#) to see it.

- \* If you just get a black box where the menu should be, try changing the settings in the color section.
- \* The "Load Images..." button has no effect in the current version.

### 1.10 pr\_col

| Colours | Misc.  
 Images  
 Borders  
 Advanced

- |                        |   |
|------------------------|---|
| Text                   | - Colour to use for the text in unselected items.               |
| Bright Edges           | - Colour for left & upper sides of borders.                     |
| Dark Edges             | - Colour for right & bottom sides of borders.                   |
| Active Item Background | - Background colour for selected items.                         |
| Active Item Text       | - Text colour for selected items.                               |
| Background             | - Background colour for unselected items.                       |
| Important Text         | - Used to show multiple selections.                             |
| Use DrawInfo Pens?     | - When checked popupmenus will use the screens default colours. |

### 1.11 pr\_misc

Colours | Misc. | Images  
 Borders  
 Advanced

- |                    |                                  |
|--------------------|----------------------------------|
| Delay for submenus | - Delay before opening a submenu |
|--------------------|----------------------------------|

Compact        - Make the menu as small as possible.  
 Same Height?   - Force all items to the same height.  
 Menu Shadows?   - Adds shadows to the menus.  
 Sticky?        - Same as MagicMenu's "Sticky mouse button mode"  
                  It makes the menu react when you press down the  
                  button, and not when you release it.

## 1.12 pr\_images

Colours  
 Misc.        | Images        | Borders  
 Advanced

----- Images -----

## 1.13 pr\_borders

Colours  
 Misc.  
 Images        | Borders        | Advanced

----- Borders -----

XXXX Frame

Recess selected? - Put a recessed border around the selected item.  
 Wide selectbar? - Make the selected item's background and border  
                  as wide as possible.

----- Separators -----

Old Look        - Make the separator bars look like the original  
                  system menus.

## 1.14 pr\_adv

Colours  
 Misc.  
 Images  
 Borders        | Advanced |

Colour matching precision

Use Windows?