

Menu Manager

Contents

Introduction to Menus	3-5
Menu and Menu Bar Definition Routines	3-9
The Menu Bar	3-9
Menus	3-11
Menu Items	3-12
Groups of Menu Items	3-14
Keyboard Equivalents for Menu Commands	3-16
Menus Added Automatically by the Menu Manager	3-19
The Apple Menu	3-20
The File Menu	3-22
The Edit Menu	3-24
The Font Menu	3-26
The Size Menu	3-27
The Help Menu	3-29
The Keyboard Menu	3-32
The Application Menu	3-33
Pop-Up Menus	3-33
Hierarchical Menus	3-38
About the Menu Manager	3-39
How the Menu Manager Maintains Information About Menus	3-40
How the Menu Manager Maintains Information About an Application's Menu Bar	3-40
Using the Menu Manager	3-41
Creating a Menu	3-42
Creating a Menu Resource	3-43
Creating a Menu Bar Resource	3-49
Setting Up Your Application's Menu Bar	3-50
Creating a Hierarchical Menu	3-53
Creating a Pop-Up Menu	3-56

Changing the Appearance of Items in a Menu	3-57
Enabling and Disabling Menu Items	3-58
Changing the Text of an Item	3-59
Changing the Font Style of Menu Items	3-60
Changing the Mark of Menu Items	3-61
Changing the Icon or Script Code of Menu Items	3-62
Adding Items to a Menu	3-64
Adding Items to the Help Menu	3-67
Adding Items to the Apple Menu	3-68
Adding Fonts to a Menu	3-69
Handling User Choice of a Menu Command	3-70
Handling Mouse-Down Events in the Menu Bar	3-72
Adjusting the Menus of an Application	3-73
Determining if the User Chose a Keyboard Equivalent	3-77
Responding When the User Chooses a Menu Item	3-78
Handling the Apple Menu	3-80
Handling the Help Menu	3-81
Handling a Size Menu	3-82
Accessing Menus From a Dialog Box	3-84
Writing Your Own Menu Definition Procedure	3-87
Calculating the Dimensions of a Menu	3-89
Drawing Menu Items in a Menu	3-90
Determining Whether the Cursor Is in an Enabled Menu Item	3-92
Menu Manager Reference	3-95
Data Structures	3-95
The Menu Record	3-95
The Menu List	3-97
The Menu Color Information Table Record	3-98
Menu Manager Routines	3-102
Initializing the Menu Manager	3-103
Creating Menus	3-105
Adding Menus to and Removing Menus From the Current Menu List	3-108
Getting a Menu Bar Description From an 'MBAR' Resource	3-110
Getting and Setting the Menu Bar	3-112
Drawing the Menu Bar	3-113
Responding to the User's Choice of a Menu Command	3-114
Getting a Handle to a Menu Record	3-122
Adding and Deleting Menu Items	3-124
Getting and Setting the Appearance of Menu Items	3-130
Disposing of Menus	3-140
Counting the Items in a Menu	3-140
Highlighting the Menu Bar	3-141
Recalculating Menu Dimensions	3-142
Managing Entries in the Menu Color Information Table	3-143
Application-Defined Routine	3-148
The Menu Definition Procedure	3-148

Resources	3-151
The Menu Resource	3-151
The Menu Bar Resource	3-155
The Menu Color Information Table Resource	3-155
The Menu Definition Procedure Resource	3-157
Summary of the Menu Manager	3-158
Pascal Summary	3-158
Constants	3-158
Data Types	3-158
Menu Manager Routines	3-159
Application-Defined Routine	3-162
C Summary	3-162
Constants	3-162
Data Types	3-163
Menu Manager Routines	3-164
Application-Defined Routine	3-166
Assembly-Language Summary	3-167
Data Structures	3-167
Global Variables	3-167
Result Codes	3-167

