

## **Menu**

**COLLABORATORS**

	<i>TITLE :</i> Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Menu</b>	<b>1</b>
1.1	Menu V1.00 . . . . .	1
1.2	attachmenu . . . . .	1
1.3	createmenu . . . . .	2
1.4	initmenu . . . . .	2
1.5	menutitle . . . . .	2
1.6	menuitem . . . . .	2
1.7	menusubitem . . . . .	2
1.8	menubar . . . . .	3
1.9	menusubbar . . . . .	3
1.10	setmenucolour . . . . .	3
1.11	freemenu . . . . .	3
1.12	menucheckitem . . . . .	3
1.13	menuchecksubitem . . . . .	4
1.14	menutoggleitem . . . . .	4
1.15	menutogglesubitem . . . . .	4

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# 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 won'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.

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