

Menu

COLLABORATORS

	<i>TITLE :</i> Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Menu

1.1 Menu V1.26

Menu V1.26 General Information:

- * Blitz Basic II library number : #181
- * Library size when linked to executable: 956 bytes
- * Number of commands : 14
- * Ressources automatically freed at end : Yes

NInitMenu() must be put before any other Menu functions
or you will enjoy BIG crashes.

	NAttachMenu	
	Statement	
	NCreateMenu	
	Function (long)	
	NFreeMenu	
	Statement	
NInitMenu	Command (long)	
	NMenuBar	
	Statement	
	NMenuCheckItem	
	Statement	
	NMenuCheckSubItem	
	Statement	
	NMenuItem	
	Statement	
	NMenuTitle	
	Statement	
	NMenuSubBar	
	Statement	

```
NMenuItem  
Statement  
  
NMenuItemToggleItem  
Statement  
  
NMenuItemToggleSubItem  
Statement  
  
NSSetMenuColour  
Statement
```

1.2 nattachmenu

SYNTAX

```
NAttachMenu #Menu, WindowID
```

STATEMENT

Attach the specified menu to the given window.

To Detach a menu from a window, you must use the `NDetachMenu()` command of the `NWindow.library`.

1.3 ncreatemenu

SYNTAX

```
NCreateMenu #Menu, ScreenID
```

STATEMENT

It create the menu defined before to be displayed on the given Screen.

1.4 nmenutitle

SYNTAX

```
NMenuItemTitle &Title$
```

STATEMENT

Create an title entry for the actual menu

1.5 nmenuitem

SYNTAX

```
NMenuItem MenuID, &Text$, &ShortCut
```

STATEMENT

Create an item entry for the actual menu.

1.6 nmenusubitem

SYNTAX

NMenuSubItem MenuID, &Text\$, &ShortCut

STATEMENT

Create an subitem entry for the actual menu.

1.7 nmenubar

SYNTAX

NMenuBar

STATEMENT

Create an separator bar for the actual menu.

1.8 nmenusubbar

SYNTAX

NMenuSubBar

STATEMENT

Create an separator bar for the actual menu.

1.9 nsetmenucolour

SYNTAX

NSetMenuColour colour

STATEMENT

Set the front menu colour for futur created menu. Must be called before the create menu command or it willn't have any effects.

1.10 nfreemenu

SYNTAX

NFreeMenu #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.

1.11 nmenucheckitem

SYNTAX

```
NMenuCheckItem #Item, &Label$, &CommandKey$, State
```

STATEMENT

Add an 'Check' type menu entry to the actual menu list which is being created.

1.12 nmenuchecksubitem

SYNTAX

```
NMenuCheckSubItem #Item, &Label$, &CommandKey$, State
```

STATEMENT

Add an 'Check' type menu sub-entry to the actual menu list which is being created.

1.13 nmenutoggleitem

SYNTAX

```
NMenuToggleItem #Item, &Label$, &CommandKey$, State
```

STATEMENT

Add an 'Toggle' type menu entry to the actual menu list which is being created.

1.14 nmenutogglesubitem

SYNTAX

```
NMenuToggleSubItem #Item, &Label$, &CommandKey$, State
```

STATEMENT

Add an 'Toggle' type menu sub-entry to the actual menu list which is being created.
