

MENUSLIB

Conversion program

COLLABORATORS

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Chapter 1

MENUSLIB

1.1 Overview of MENUSLIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

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1.2 MENUSLIB

Statement: MenuTitle

Modes :

Syntax : MenuTitle MenuList#,Menu,Title\$

MenuTitle is used to add a menu title to a menulist. Menu titles appear when the right mouse button is held down, and usually have menuitems attached to them.

Menu specifies which menu the title should be used for. Higher numbered menus appear further to the right along the menu bar, with 0 being the leftmost menu. Menutitles should be added in left to right order, with menu 0 being the first created, then 1 and so on...

Title\$ is the actual text you want to appear when the right mouse button is pressed.

1.3 MENUSLIB

Statement: SetMenu

Modes :

Syntax : SetMenu Menulist#

SetMenu is used to attach a menulist to the currently used window. Each window may have only one menulist attached to it.

1.4 MENUSLIB

Statement: MenuItem

Modes :

Syntax : MenuItem MenuList#,Flags,Menu,Item,Itemtext\$[,Shortcut\$]

MenuItem is used to create a text menu item. Menu items appear vertically below menu titles when the mouse is moved over a menu title with the right mouse button held down.

Flags affects the operation of the menu item.

A value of 0 creates a stand 'select' menu item.

A value of 1 creates a 'toggle' menu item. Toggle menu items are used for 'on/off' type options. When a toggle menu item is selected, it will change state between on and off. An 'on' toggle item is identified by a 'tick' or check mark.

A value of 2 creates a special type of toggle menu item. Any menu items which appear under the same menu with a Flags setting of 2 are said to be mutually exclusive. This means that only 1 of them may be in the 'on' state at one time. If a menu item of this nature is toggled into the 'on' state, any other mutually exclusive menu items which may have previously been 'on' will be automatically turned 'off'.

Flags values of 3 and 4 correspond to values 1 and 2, only the item will initially appear in the 'on' state.

Menu specifies the menu title under which the menu item should appear.

Item specifies the menu item number this menu item should be referenced as. Higher numbered items appear further down a menu item list, with 0 being the topmost item. Menu items should be added in 'top down' order, with menu item 0 being the first item created.

Itemtext\$ is the actual text for the menu item.

An optional Shortcut\$ string allows you to select a one character 'keyboard shortcut' for the menu item.

1.5 MENUSLIB

Statement: SubItem

Modes :

Syntax : SubItem MenuList#,Flags,Menu,Item,Subitem,Subitemtext\$[,Shortcut\$]

All menu items may have an optional list of sub menu items attached to them. To attach a sub menu item to a menu item, you use the SubItem command.

Item specifies the menu item to attach the sub item to.

Subitem refers to the number of the sub menu item to attach. Higher numbered sub items appear further down a sub item list, with 0 being the topmost sub item. Sub items should be added in 'top down' order, with sub item 0 being created first.

Subitemtext\$ specifies the actual text for the sub item. As with menu items, sub items may have an optional keyboard shortcut character, specified using the Shortcut\$ parameter.

All other parameters are identical to the MenuItem command.

1.6 MENUSLIB

Statement: ShapeItem

Modes :

Syntax : ShapeItem MenuList#,Flags,Menu,Item,Shape#

ShapeItem is used to create a graphical menu item.

Shape# refers to a previously initialized shape object to be used as the menu item's graphics.

All other parameters are identical to those for MenuItem.

1.7 MENUSLIB

Statement: ShapeSub

Modes :

Syntax : ShapeSub MenuList#,Flags,Menu,Item,Subitem,Shape#

ShapeSub allows you to create a graphic sub menu item. Shape# specifies

a previously created shape object to be used as the sub item's graphics.

All other parameters are identical to those in SubItem.

1.8 MENUSLIB

Statement: MenuGap

Modes :

Syntax : MenuGap X Gap,Y Gap

Executing MenuGap before creating any menu titles, items or sub items, allows you to control the layout of the menu. X Gap refers to an amount, specified in pixels, to be inserted to the left and right of all menu items and sub menu items. Y Gap refers to an amount, again in pixels, to be inserted above and below all menu items and sub menu items.

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Statement: SubItemOff

Modes :

Syntax : SubItemOff X Offset,Y Offset

SubItemOff allows you to control the relative position of the top of a list of sub menu items, in relation to their associated menu item.

Whenever a menu item is created which is to have sub menu items, it's a good idea to append the name of the menu item with the '>>' character. This may be done using Chr\$(187). This gives the user a visual indication that more options are available. To position the sub menu items correctly so that they appear after the '>>' character, SubItemOff should be used.

1.10 MENUSLIB

Statement: MenuState

Modes :

Syntax : MenuState MenuList#[,Menu[,Item[,Subitem]]],On|Off

The MenuState command allows you to turn menus, or sections of menus, on or off.

MenuState with just the MenuList# parameter may be used to turn an entire menu list on or off.

MenuState with MenuList# and Menu parameters may be used to turn a menu on or off.

Similarly, menu items and sub items may be turned on or off by specifying the appropriate parameters.

1.11 MENUSLIB

Statement: MenuColour

Modes :
Syntax : MenuColour Colour

MenuColour allows you to determine what colour any menu item or sub item text is rendered in. MenuColour should be executed before the appropriate menu item commands.

1.12 MENUSLIB

Function: MenuChecked

Modes :
Syntax : MenuChecked (MenuList#,Menu,Item[,Subitem])

The MenuChecked function allows you to tell whether or not a 'toggle' type menu item or menu sub item is currently 'checked' or 'on'. If the specified menu item or sub item is in fact checked, MenuChecked will return 'true' (-1). If not, MenuChecked will return 'false' (0).

1.13 MENUSLIB

Statement: MenuList

Modes :
Syntax : MenuList List of Menus

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