

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 31, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 popbuttonclass.guide

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1.2 popbuttonclass/--background--

NAME

```
Class:      popbuttonclass
Superclass: baseclass
Include File: <libraries/bgui.h>
```

FUNCTION

To provide you with a class similar to the cycle class in pop-menu mode. This class however appears to be a button gadget which will snap down a menu for the user to select an entry without changing anything to the apperance of the object itself.

Also a checkable (toggle) mode with or without mutual exclusion is supported.

Sunmouse/Sunkey/AutoPopWindowToFront etc. tools may cause confusion in combination with this class. When another window is activated while the popmenu is up intuition will automatically deactivate the menu selection.

Objects from this class send out the following attribute pairs in their notification messages:

```
GA_ID          - Gadget object ID.
PMB_MenuNumber - Number of the selected menu.
```

1.3 popbuttonclass/Methods

NEW METHODS

PMBM_CHECK_STATUS -- This method must be used to see if a menu is checked or not. The following custom message structure is used:

```
struct pmbmCommand {  
    ULONG                MethodID;  
    ULONG                pmbm_MenuNumber;  
};
```

pmbm_MenuNumber -- This must be the ordinal number of the menu on which the action is done. Please note that you must make sure that this value is in range otherwise you definitely will get enforcer hits.

Returns TRUE when the menu is checked and FALSE if not.

PMBM_CHECK_MENU -- Use this method to check a menu. It uses the same message structure as PMB_CHECK_STATUS.

PMBM_UNCHECK_MENU -- Use this method to un-check a menu. It uses the same message structure as PMB_CHECK_STATUS.

PMBM_ENABLE_ITEM -- Use this method to enable a menu item. It uses the same message structure as PMB_CHECK_STATUS. Added by NMC (12.12.95).

PMBM_DISABLE_ITEM -- Use this method to disable a menu item. It uses the same message structure as PMB_CHECK_STATUS. Added by NMC (12.12.95).

PMBM_ENABLE_STATUS -- Use this method to find out if a menu item is enabled or disabled. It uses the same message structure as PMB_CHECK_STATUS. Added by NMC (12.12.95).

Returns TRUE when the menu is enabled and FALSE if not.

CHANGED METHODS

None.

1.4 popbuttonclass/Attributes

NOTE

All baseclass attributes are also valid for this class. Also the vectorclass attributes can be used with OM_SET on objects from this class.

NAME

```
PMB_Image -- ( struct Image * )
```

FUNCTION

To provide the object with a standard Intuition image or BOOPSI image. The image will be centered inside the object it's hitbox. This will override any vectorclass image.

Default is NULL. Applicability is (IS).

NAME

```
PMB_MenuEntries -- ( UBYTE ** )
```

FUNCTION

To specify the actual menu entries. This must point to an array of PopMenu structures. The array must be terminated with a NULL pm_Label entry.

```
struct PopMenu {
    UBYTE  *pm_label;
    UWORD  pm_Flags;
    ULONG  pm_MutualExclude;
};
```

pm_Label -- This should be a pointer to a 0-terminated string which contains the text for this menu. You can specify PMB_BARLABEL here to get a separator bar similar to the separator bar used by gadtools. If you make this NULL the array is terminated.

pm_Flags -- The following two flags are supported:

PMF_CHECKIT -- When set, this flag tells the class that this menu should toggle its selected status. A checkmark image is shown when the menu is selected.

PMF_CHECKED -- When set the menu is selected.

PMF_DISABLED -- When set, the menu item is disabled and cannot be selected by the user. If it's a check item, it can still be checked and unchecked by the application). Added by NMC (12.12.95).

pm_MutualExclude -- This 32 bit value can hold bits which represent menus which should be de-selected when this menu is checked.

Each set bit means to exclude a menu. I.E. When bit four is set the fourth menu is de-selected if it is a checkable item.

NOTE: Mutually-excluded items will *not* trigger any notification so you are responsible to keep track of this.

Please take a look at the supplied demo for a working example.

The class will make a private copy of the PopMenu array so the menus may be used on more than one object.

Default is NULL. Applicability is (I).

NAME

PMB_MenuNumber -- (ULONG)

FUNCTION

This attribute holds the ordinal number of the last selected menu. When your application is notified by the gadget you should OM_GET this attribute to find out which menu was selected.

Applicability is (GN).

NAME

PMB_PopPosition -- (ULONG)

FUNCTION

To make the class pop the menu with a specific entry as the first one activated. When the object is activated by a mouse-click the menu will try to open with the specified item under the mouse pointer. Keyboard activation will simple pop the menu with the item selected.

NMC (10.12.95) - Specifying a PMB_PopPosition of ~0 makes the menu always open under the object, even when activated by a mouse-click.

Applicability is (I).
