

New Technical Notes

Macintosh



®

Developer Support

Parameters for MDEF Message #3 Toolbox

Revised by:
Written by: Chris Derossi

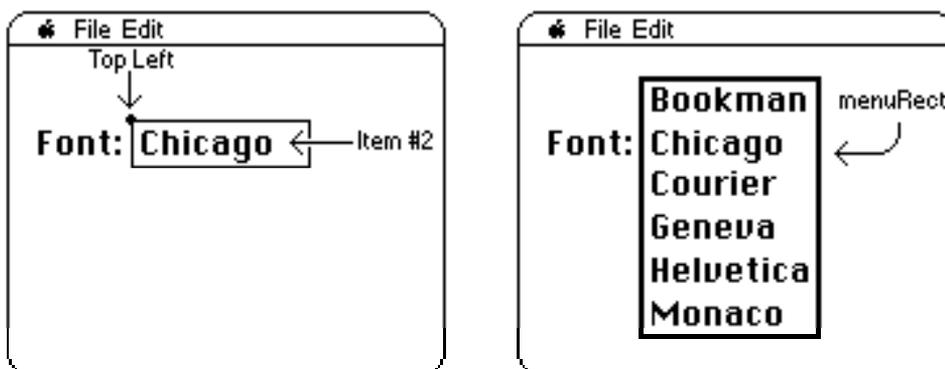
March 1988
November 1987

In order to support popup menus, menu definition procedures (MDEFs) must now respond to a new message, `mPopupMenu`. `mPopupMenu` is message number 3. When your MDEF is called with this message, it should calculate the rectangle in which the popup menu should appear.

The interface to an MDEF is

```
PROCEDURE MyMDEF(message: Integer; theMenu: MenuHandle; VAR menuRect:
    Rect; hitPt: Point; VAR whichItem: Integer);
```

For `mPopupMenu`, the message parameter will be 3 and `theMenu` will be a `MenuHandle` to your menu. The MDEF should compute a rectangle for the menu such that the item passed in `whichItem` will be displayed at `hitPt`. See the figure below:



The `hitPt` parameter, though, is NOT a `Point`. Instead, this parameter is used to pass the top left of the item, passing the top coordinate and then the left coordinate. This is the opposite order of the fields in a `Point`. The values can be used together as a `LongInt`, with `left` in the high word and `top` in the low word, or separately as two `Integers`.

A more correct Pascal interface to the MDEF (for the `mPopupMenu` **only**) would be:

```
PROCEDURE MyMDEF(message: Integer; theMenu: MenuHandle; VAR menuRect:
    Rect; top, left: Integer; VAR whichItem: Integer);
```

Note: The MPW interface files incorrectly list `mPopupMenu` as 4; it should be 3.

Further Reference:

- The Menu Manager