#48   Using Icons in the Menu Bar

Written by Lance McAndrew   Published Date January 10, 1988

_____

This note explains how to include icons in a 4th Dimension menu bar

_____

One way to make an application more user friendly is to include icons in the menu bar. The technique appears difficult, but is straight foward once understood. Icons take up 2 lines in the menu bar instead of one.
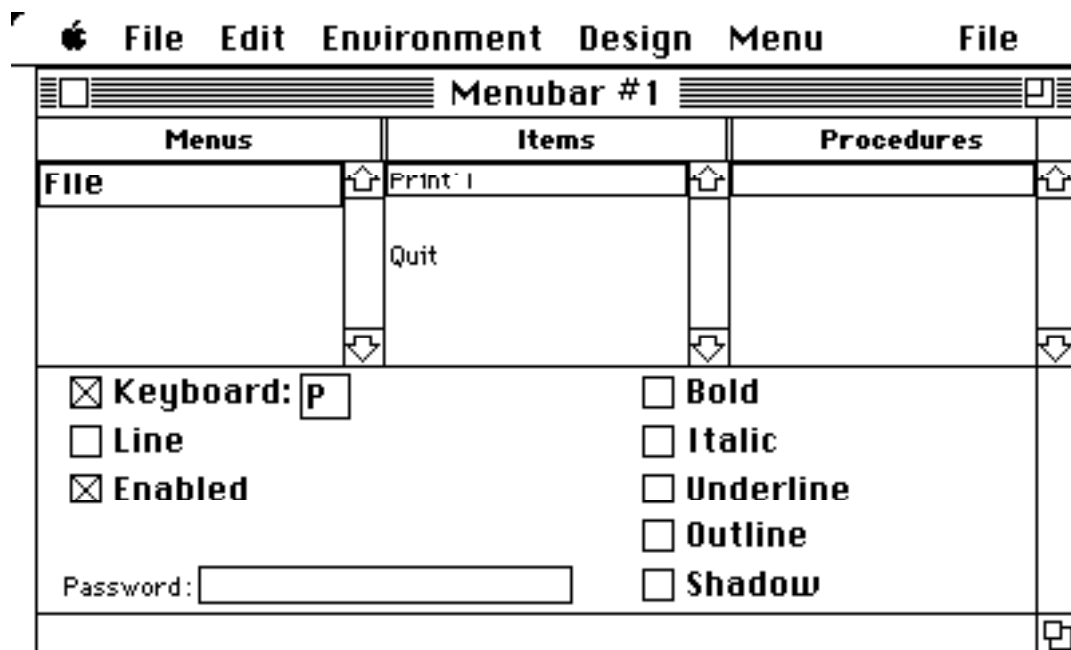
To include an icon in a 4D menu, do the following:
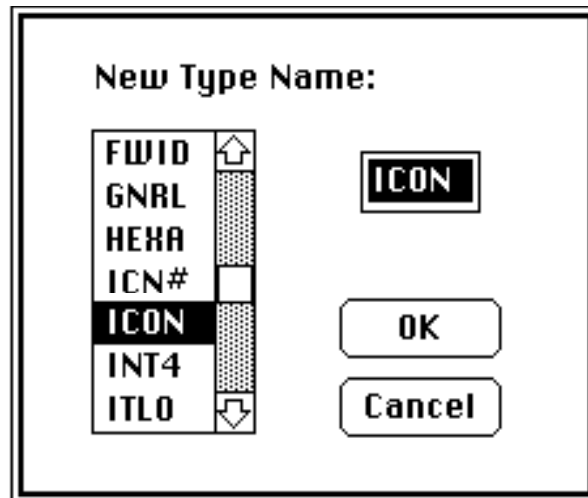
> Open your application with 4th Dimension
> Go into the Menu Editor
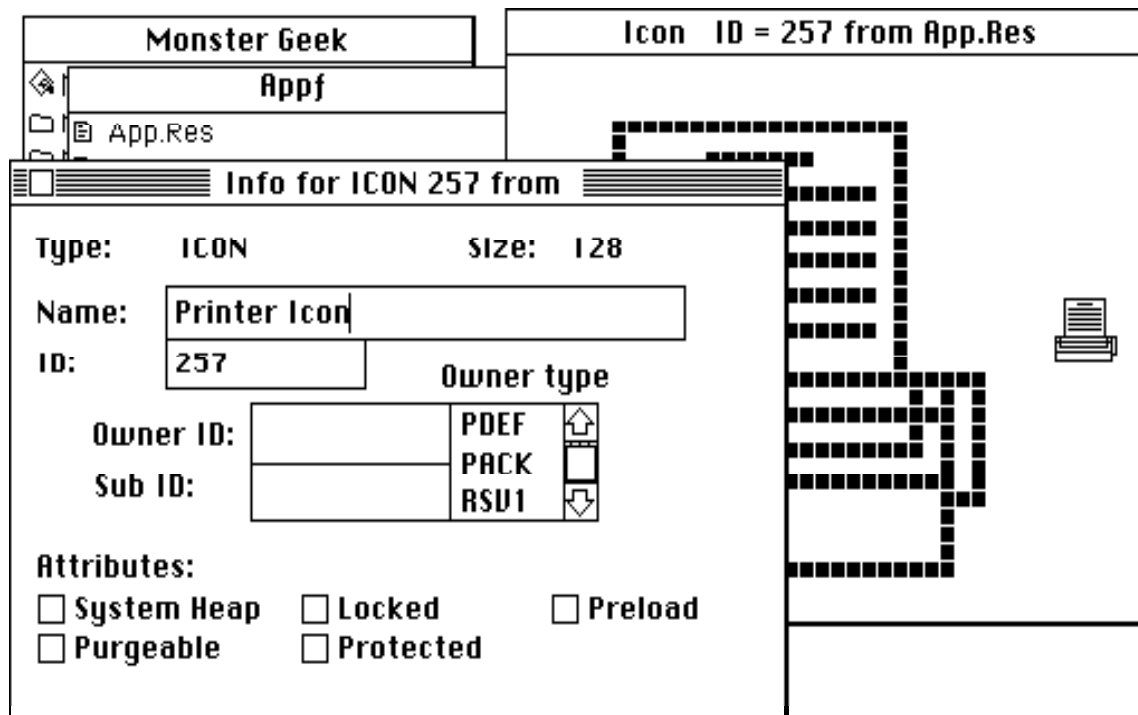> On the item you want to contain an icon, put an "^" and a number between 1 and 9
> > ie "Print^1"
> Quit your application

4th Dimension Technical Note

Use ResEdit to open the resource file of your application (App.res)
Create an ICON resource type

```
New Type Name:

FWID  ⬆
GNRL  ▓          ┌─────┐
HEHA  ▓          │ ICON │
ICN#  ░          └─────┘
ICON  ▓
INT4  ▓          ╭───────╮
ITL0  ⬇          │   OK   │
                 ╰───────╯
                 ╭───────╮
                 │ Cancel │
                 ╰───────╯
```

Create a new ICON resource and build (or copy) your icon (a name is not needed)

```
Monster Geek                    Icon   ID = 257 from App.Res
         Appf
   App.Res

Info for ICON 257 from

Type:     ICON          Size:   128

Name:   Printer Icon

ID:      257
                        Owner type
   Owner ID:            PDEF  ⬆
                        PACK
   Sub ID:              RSV1  ⬇

Attributes:
  ☐ System Heap   ☐ Locked      ☐ Preload
  ☐ Purgeable     ☐ Protected
```
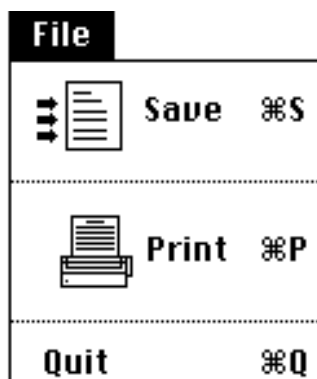
The resource ID of your icon must be changed to equal the number in the menu bar plus 256 (ie the ID number of the Print Icon would be 256 + 1 = 257)

4th Dimension Technical Note

Save and close your resource file.

4th Dimension Technical Note

This will allow you to include up to 9 icons in your application (257-265)

To include more than 9 icons in your menu, regular characters are used instead of digits. You can include up to 256 different icons. To do this, determine the ASCII code (decimal value) of the character to be included in the menu bar. Add 208 to this character code. This will be the resource ID of the icon. Macintosh character codes are listed in Appendix G (p. 258) of the Command Reference.

Icon resource ID's must be greater than 256 and less than 512. Icons of resource id's 256 - 511 are reserved for use in menus. You can follow "^" with any character that has an ASCII code greater than 48.

The graph icons displayed in 4th Dimension are available in this manner and can be included in a menu bar, their character codes are...

4D Graph Type	Char	ASCII Code	ICON	Res ID	Type
1	:	58		266	Column
2	;	59		267	Proportional Column
3	@	64		272	Stacked Column
4	<	60		268	Line
5	=	61		269	Area
6	A	65		273	Scatter
7	>	62		270	Pie
8	?	63		271	Picture

4th Dimension Technical Note