Pop-Up Palettes

Pop-up palettes are set up in the same way as static controls linked to resource lists (described in "Icons, Picts, ..." topic), but are of type "List or Menu", and must be linked to either SICN, PAT#, acur, or clut resources (not STR#).

Operation & Options

BaseCt displays a rectangular pop-up menu when the control is clicked.   If 4 is added to VarCode, then the menu is popped up above the control, otherwise it appears below the control.   The menu will have Max - Min + 1 cells (= # of items specified from list), with each cell equal in size to the visible content area of the control (or 1/4 its size if > 64 items shown), and displaying the corresponding resource from the list. The selection of an item from this pop-up menu results in resetting the control Value and redrawing the control.   (See the "Color Pickers" topic for the special case of linking clut 1310.)

Data Linking

Data linking is based on the standard control value.   This makes it easy to use SetVal or SetCtlValue to flip from one resource to another, and GetVal or GetCtl to get the control's current value after it has been changed via the pop-up palette.   You can also retrieve a pattern from a PAT# list by using the control's value in the toolbox call GetIndPattern, or a color from a clut table by passing cResID and cValue (after calling GetCtl) to UtilIt's GetFgC:
 FaceIt(nil,GetFgC,0,-1,cResID,cValue);
where the color would be returned in uRGB.