

setMenu (member memberID, string menuText)

set the text of the menu definition

getMenu (member memberID)

get the text of the current menu

clearMenu (member memberID)

clear the entire menu definition

refreshMenu (member memberID)

refresh the menu definition based on the current setting for the menuField property

redraw(member memberID)

redraws the sprite on the stage which should be called whenever the palette changes

appendItem (member memberID, string menutext, string menuspec)

append a menu item to the menu definition

insertItem (member memberID, string menutext, string menuspec)

insert a menu item in the menu definition

deleteItem (member memberID, string menuspec)

delete a menu item from the menu

disableItem (member memberID, string menuspec)

disable a menu item in the menu definition

enableItem (member memberID, string menuspec)

enable a menu item in the menu definition

getItem (member memberID, string menuSpec)

get the menu item stored in a specific place in the menu definition

setItem (member memberID, string menuspec, string menuText)

set the menu item stored in a specific place in the menu definition

clearMarks (member memberID)

clear all marks stored for the selected menu items

setAutoAlign (member memberID, boolean autoAlignOn)

set whether or not the menu will automatically be aligned to the last selected item when it is activated

setAutoMark (member memberID, boolean autoMarkOn)

set whether or not marks are to be used in the menu

setAutoText (member memberID, boolean autoTextOn)

set whether or not the last selection item should be automatically displayed

setBackColor (member memberID, indexValue or rgbValue)

set the backColor of the menu

setDisplayText (member memberID, string text)

set the text that will appear in the menu box

setFont (member memberID, string fontname)

set the name of the font to use in the menu

setFontSize (member memberID, integer size)

set the size of the text in the menu

setForeColor (member memberID, indexValue or rgbValue)

set the foreColor of the menu

setIndicator (member memberID, integer indicatorType)

set the type of menu indicator to be used in the menu

setItemMark (member memberID, string menuspec, integer markType)

set the item mark stored for the specified menu item

*setItemStyle (member memberID, string menuspec, integer styleCode)
(Macintosh only)*

set the style appearance of a specific menu item of the menu

setLook (member memberID, integer lookType)

set the appearance of the clickable PopMenu area

setMarkType (member memberID, integer markType)

set the type of mark that will appear next to marked items

*setMenuField (member memberID, member fieldID)
set the text field associated with this PopMenu*

*setMenuLocation (member memberID, integer locationType)
set where the menu will appear when activated*

selectedSpec (member memberID)

get the menu item specification for the most recently selected menu item

selectedText (member memberID)

get the menu item text for the most recently selected menu item

*getAutoAlign (member memberID)
returns true or false, indicating whether or not the menu will automatically
be aligned to the last selected item when it is activated*

getAutoMark (member memberID)

*returns true or false, indicating whether or not marks are to automatically be
assigned to the last selected item*

getAutoText (member memberID, boolean autoTextOn)

*returns true or false, indicating whether or not the last selection item should
be automatically displayed in the menu box*

getBackColor (member memberID)

returns the index background color value

getDisplayText (member memberID)

returns the text that is currently in the menu box

getFont (member memberID)

returns the name of the font currently applied to the menu

getFontSize (member memberID)

returns the size of the font currently applied to the menu

getForecolor (member memberID)

returns the index foreground color value

getIndicator (member memberID)

returns the indicator number currently in use

getItemMark (member memberID, string menuspec)

returns the item mark for the specified menu item

getItemStyle (member memberID, string menuspec) (Macintosh only)

returns the style appearance of a specific menu item of the menu

getLook (member memberID)

returns the current appearance of the clickable PopMenu area

getMarkType (member memberID)

returns the type of mark that will appear next to marked items

getMenuField (member memberID)

returns the text field associated with this PopMenu

getMenuLocation (member memberID)

returns an integer representing where the menu will appear when activated

help(member member ID)

launches the help engine