PopupMenu

COLLABORATORS

	TITLE : PopupMenu		
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REVISION HISTORY

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Don't forget to visit the PopupMenu homepage!

http://www.algonet.se/~henisak/pm/pm.html

1.2   What is this??

Introduction

This is The One and Only Popup Menu Library you use when you want a nice
popup menu in your programs!

Features

* User configurable.

* Support for pulldown menus.

* Unlimited number of submenus.

* Unlimited number of mutually excluded items.

* Supports MultiSelect.

* Supports images and icons.

* MagicMenu images by Mario Cattaneo.

* Bold, italic, underlined and shadowed text.

* Coloured text.

1.3 Requirements

PopupMenu.library requires the following:

* Amiga OS 3.0 or higher.

NOTE: On some cofigurations the non-window mode may not work.
      It has been tested with the following configurations:

      * AGA
      * PicassoIV, Picasso96
      * CyberVision64, CyberGfx
      * PicassoII

PopupMenu prefs (for MUI) requires this:

* MUI 3.6 or higher

* popupmenu.library (ofcourse)

PopupMenu prefs (for BGUI) requires this:

* bgui.library 41.8 or higher

* popupmenu.library (ofcourse)

NOTE: The BGUI version is not included in this archive yet.

1.4 Installation

```
Installation

If you don't trust the installerscript, and want to install by hand, do
like this:

* copy libs/popupmenu.library to LIBS:
* copy prefs/PopupMenu to SYS:Prefs/, or whereever you want to.

That's it. (It's what the installer does)
```

1.5 Author

```
This is where you send things that can't be digitized:

 Henrik Isaksson
 Garvarvägen 33
 950 40 Töre
 SWEDEN

And this is where you send the rest:

 hki@hem1.passagen.se

You might reach me here too:

 henisak@algonet.se

This is the official popupmenu homepage:

 http://www.algonet.se/~henisak/pm/pm.html
```

1.6 DISCLAIMER

```
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=========

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 * You may use this library for free if your product is free to the user
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   The only thing I want is that you mail me and tell me where to find
   the program.
```

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  or a keyfile.

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============

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1.7 History & Future

The history of popupmenu.library:

7.40 Added a callback hook for dynamic allocation of menus.

  Translated the remapping code to assembler.

7.35 Bugfix. BYTE read from $0 when a NULL pointer was passed to PM_Title.

7.3 Added a few new tags: PM_Right, PM_Bottom, PM_MinWidth,
  PM_MinHeight, PM_CenterScreen, PM_UseLMB.

  Removed a few Enforcer hits.

  Made a few changes to the non-window mode. It should work better
  with CGFX now.

7.2 Added "Sticky mouse button" mode.

Removed the "Open menu when button is pressed/released" setting.
(it wasn't supported by any applications) Therefore the PM_Code
tag is no longer needed.

Fixed one possible enforcer hit.

7.1 Bugfix. Sometimes the menu could show up on the wrong place.

7.0 The PM_FilterIMsg() function has been moved to a new library offset.
This was done because the argument passing used the wrong registers.
To provide backwards compatibillity, the old function is still left.

The Image system is entirely rewritten. All used images are now
stored in the configuration file. This saves some memory and will,
in future releases, let the user load his/her own images.
Image drawing should also be much faster, especially on chunky
screens and on machines with chunky-to-planar converter.
There may be some problems with prefsfiles from release 6.0.

Fixed a bug in the separator bars. (The MM2 style was used even
without MagicMenu2 borders selected.)

Added the PM_ColourBox tag.

6.0 Made some changes to the API, for keyboard shortcuts and
multiselect support. The library should still be 99% backwards
compatible. Hacks like the previous version of the BigMenu demo
will crash.

Added keyboard shortcut support through PM_FilterIMsg().

PM_ExLstA() added for easier listing of mutually exclusive item ID's.

Added support for multiselect.

Added menu border settings.

Fixed the "standard 2d images".

Fixed a problem with pulldown menus when "compact" was not
selected.

Moved some of the images out of the library, and in to the prefs
editor. The needed images will then be stored in the prefsfile.
(wich means that only the needed images will be in memory)

5.4 Moved the submenus 5 pixels up.

Improved the deadlock detection.

Improved the look of separator bars.

5.35 Optimized the pen allocation a bit.

5.3 Moved the submenus a bit to the left. Now it looks more like the
other menus, and it's easier to open the submenus.

Fixed a bug in pen allocation/freeing.

Made a few adjustments to the separator bars.

Fixed bug in "Submenu Delay" code.

Fixed an enforcer hit in window mode.

Got rid of a few unnecessary bytes again. (about 1k smaller)

5.2 Fixed delay bug in non-window mode.

Improved the remapping of magic images.
Right look and a few hundred percent faster. :)

Pulldown menus should now work in non-window mode too.

Fixed the shadows. They were 1 pixel to wide before.

Added a new tag, PM_Shadowed, to make the text shadowed.

Changed the PMMenu macro so the titles will use shadowed text.

Fixed refresh problem in window-mode.

Made the separator bars look more like MM2.

And this time the library is actually 1272 bytes smaller!

5.1 Fixed the deadlock bug in non-window mode.

Added MagicMenu2 Images, and it's special remapping.
(relative color values)

Added support for pulldown menus.
(works only in window-mode at the moment)

5.0 Opening the menu does no longer deactivate the active window.

The menus can now use the blitter instead of windows, wich is much
faster. (this has to be activated in the prefs-editor.)

The menu font is now fetched from the DrawInfo, and not the menu's
parent window.

There is now a space between the bottom of the text and the bottom
of the select bar.

Clicking the mousebutton very fast should no longer result in a
menu that doesn't dissapear. (as it should, when you release the
button)

Some of the tags send to OpenPopupMenu() has become obsolete.
(The preferences has taken over)

The input method has changed, so the library now requires
commodities.library (wich is a disk library).

The menu shadows now look like MagicMenu2 shadows.
(the size increases for each submenu opened)

Starting with this version, kickstart 3.0 is required. At least for
the non-window mode. In window mode it _may_ still work with 2.0,
but it's not tested. So if you have ks 2.0, I would appreciate if
you could try it out.

Fixed a bug. Submenus could appear at the bottom of the screen
when the mouse was moved quickly over an item.

Added a new function, PM_AlterState().

4.3 Fixed a bug. (read from adress 0)

4.2 Now the menus can have shadows.

4.1 Images are now remapped correctly.

Small changes for colour and image prefs.

4.0 More bugs fixed.

A new demo, MenuVerify, shows how to use popupmenu.library with
IDCMP_MENUVERIFY.

3.6 Bug fix. (never released, i got more bug reports...)

3.5 Now checks for the file ENV:PopupMenu.cfg, and if it exists,
loads it, and replaces the default settings.

Bug in PM_SubMenuTimer fixed.

PM_Code added. Read this!

3.0 Added PM_GetItemAttrs(), PM_SetItemAttrs(), PM_IsChecked
and PM_FindItem.

Added the tags PM_Left and PM_Top.

Added a few more demos.

Changed the naming of functions and macros to avoid interfering
with other libraries.

2.0 Entirely rewritten and is now a shared library!

1.3 Added submenu support

1.2 Lots of new flags, and checkable menuitems

1.1 OpenPopupMenuPos()

1.0 First release

The future:

1. Datatype loading of images.

2. Font settings. (maybe)

3. Mail me if there's anything else!

1.8 "

Special thanks goes to:

* Stefan Sommerfeld for his nice bugreports, help with the non-window
  mode, and the remapping code (too bad I coudn't use it :( ).

* Trond Werner Hansen for his shadow-drawing code!

* Mario 'padrino' Cattaneo for all the MagicMenu2 images and the other MM2
  specs. BTW, if you don't want to upset him, remember to spell padrino
  with a small p... ;)

* Olaf 'Olsen' Barthel for his useful hint about deadlock detection.

* Mattias P. Eriksson for his Enforcer hits

* Alfred P. Schwarz for his Enforcer hits

* Sebastian Bauer for even more Enforcer hits ;)

1.9 Prefs Editor

              At the moment there is very little documentation on the prefs ←
                 editor.
 Click
              here
               to see it.

* If you just get a black box where the menu should be, try changing the
  settings in the color section.

* The "Load Images..." button has no effect in the current version.

1.10 pr_col

              | Colours |
              Misc.
              Images
              Borders
              Advanced

```
              Text                      - Colour to use for the text in unselected ↩
                    items.
Bright Edges            - Colour for left & upper sides of borders.
Dark Edges              - Colour for right & bottom sides of borders.
Active Item Background - Background colour for selected items.
Active Item Text        - Text colour for selected items.
Background              - Background colour for unselected items.
Important Text          - Used to show multiple selections.


Use DrawInfo Pens?      - When checked popupmenus will use the screens
      default colours.
```

1.11   pr_misc

```
              Colours
              | Misc.     |
               Images
               Borders
               Advanced
               Delay for submenus     - Delay before opening a submenu

Compact     - Make the menu as small as possible.
Same Height?   - Force all items to the same height.
Menu Shadows?    - Adds shadows to the menus.
Sticky?    - Same as MagicMenu's "Sticky mouse button mode"
       It makes the menu react when you press down the
       button, and not when you release it.
```

1.12   pr_images

```
              Colours
              Misc.
              | Images   |
              Borders
              Advanced
              ---------------------- Images ----------------------
```

1.13   pr_borders

```
              Colours
              Misc.
              Images
              | Borders  |
              Advanced
```

```
                --------------------- Borders -----------------------
```

 XXXX Frame

```
Recess selected? - Put a recessed border around the selected item.
Wide selectbar?  - Make the selected item's background and border
       as wide as possible.

-------------------- Separators ---------------------

Old Look   - Make the separator bars look like the original
       system menus.
```

1.14 pr_adv

```
              Colours
              Misc.
              Images
              Borders
              | Advanced |
```

 Colour matching precision

  Use Windows?