

*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*