

## **PopupMenu**

<b>COLLABORATORS</b>
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## Chapter 1

# PopupMenu

### 1.1 PopupMenu Library V5.x - Users guide

What is this??

Requirements

The author.

Disclaimer, Copyright and Distrubition

History and Future of popupmenu.library

Acknowledgements

The Preferences Editor

Don't forget to visit the PopupMenu homepage!

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

### 1.2 Prefs Editor

For now, there is no documentation on the prefs editor.

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

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## 1.3 Requirements

PopupMenu.library requires the following:

- \* Amiga OS 3.0 or higher.
- \* commodities.library V36 or higher.

NOTE: On some configurations the non-window mode will 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.  
(It's still under development, and bgui.library too...)

## 1.4 History & Future

The history of popupmenu.library:

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. :)

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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 `PMenu` 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 dissappear. (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).

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.

#### 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.

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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. Finish the prefs editors.

2. Datatype loading of images.

3. Font settings. (maybe)

4. Replacement for BGUI's popbuttonclass using popupmenu.library.

5. Standard icons for common menu items.

6. Add support for multiple selections.

7. Mail me if there's anything else!

## 1.5 DISCLAIMER

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## 1.6 What is this??

Introduction

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This is a Popup Menu function library used by some applications.

## 1.7 Author

Feel free to mail your comments, suggestions, bug reports, turbo boards and everything else (especially money... ;) ) to:

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## 1.8 "

Special thanks goes to:

Thanks to Stefan Sommerfeld for his very good bugreports, and the SwapBitsClipRectRastPort bit.

Thanks to Trond Werner Hansen for helping me with the shadows!  
(Heja Norge!)

Thanks to Mario Cattaneo for all the MagicMenu2 images, and the other MM2 specs!

Thanks to all the rest of you!

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