

Movie Controller

Two new calls were added to the Movie Controller to make it still easier to deal with edit menus. Some new action flags were added as well to make it easier to detect and intercept clicks.

```
pascal ComponentResult MCSetUpEditMenu (MovieController mc, long modifiers, MenuHandle mh)
```

This call correctly hilites and names the items in your application's edit menu. Typically you call it immediately before calling MenuSelect or MenuKey when you application is hiliting its menus. Pass in the current modifiers from the mouseDown or keyDown event you are responding to. Pass your current edit menu's MenuHandle. The first six items should be the standard editing commands - undo, disabled, cut, copy, paste, clear.

```
pascal ComponentResult MCGetMenuString (MovieController mc, long modifiers, short item, Str255 aString)
```

This call is a lower level routine which is used by MCSetUpEditMenu. If you have a non-standard edit menu, you can use MCGetMenuString together with MCGetControllerInfo to accomplish the same result as calling MCSetUpEditMenu.

Pass in the current modifiers from the mouseDown or keyDown event you are responding to for "modifiers". For "item", pass in one the appropriate mcMenu constants listed below. On return, the "aString" parameter will be filled in with an appropriate string to set the menu item text to.

```
enum {  
    mcMenuUndo = 1,  
    mcMenuCut = 3,  
    mcMenuCopy = 4,  
    mcMenuPaste = 5,  
    mcMenuClear = 6  
};
```

```
mcActionBadgeClick
```

This new action indicates that the badge was clicked in. The parameter is a pointer to a Boolean. On entry the Boolean is set to true. Set the Boolean to false if you want the controller to ignore the click in the badge.

```
mcActionMovieClick
```

This new action indicates that the movie was clicked in. The parameter is a pointer to an EventRecord containing the mouseDown event. If you want the controller to ignore the mouse down event, change the "what" field of the EventRecord to a "nullEvent".

```
mcActionSuspend
```

Indicates that a suspend event was received. There is no parameter.

```
mcActionResume
```

Indicates that a resume event was received. There is no parameter.