

OBJCODE		OBJTYPE				
		1 – Menu default	2 – Menu bar or popup	3 – Option	4 – Shortcut	5 – Menubar (on top)
	0 – Menu pad		Define popup <Name> margin relative shadow color scheme <Scheme> On selection popup <Name> <Procedure> ¹		Define popup <Name> shortcut RELATIVE FROM MROW(),MCOL()	
	1 – Menu bar		On selection menu <Name> <Procedure> ²			Define menu <Name> IN (WindowName) BAR
	22 – Default record	On selection menu _MSYSMENU <Procedure>				
	67 – Command			Define bar <ItemNum> of <LevelName> prompt “<prompt>” key <KeyName>, “<KeyLabel>” skip for <SkipFor> picture “<ResName>” message <message> && <comment> On selection bar <ItemNum> of <LevelName> <Command>		
	77 – Submenu			³ Define pad <Name> of <LevelName> prompt “<prompt>” color scheme <MenuBar.Scheme> negotiate <location ⁴ > key <KeyName>, “<KeyLabel>” skip for <SkipFor> message <message> && <comment> On pad <Name> of <LevelName> activate popup <MenuBar.LevelName> ⁵ Define bar <ItemNum> of <LevelName> prompt “<prompt>” key <KeyName>, “<KeyLabel>” skip for <SkipFor> picture pictres “<ResName>” message <message> && <comment> On Bar <ItemNum> of <LevelName> activate popup ⁶ <Name>		
	78 – Bar #			Define bar <ItemNum> of <LevelName> prompt “<prompt>” key <KeyName>, “<KeyLabel>” skip for <SkipFor> picture pictres <ResName> message <message> && <comment> <ul style="list-style-type: none"> No requiere “On selection” porque es automático del sistema. 		
	80 – Procedure			Define bar <ItemNum> of <LevelName> prompt “<prompt>” key <KeyName>, “<KeyLabel>” skip for <SkipFor> picture pictres <ResName> message <message> && <comment> On selection bar <ItemNum> of <LevelName> DO <Procedure> IN <NombreMenu.MPR>		

¹Este “On selection” solo va si <Procedure> no está vacío. Si LevelName es “_MSYSMENU”, <name> es ALL.

²Este “On selection” solo va si <Procedure> no está vacío

³“Define pad” solamente es cuando el parent es “Menu Bar” (ObjType=2, ObjCode=1)

⁴Location = Container + Object * 2^4, luego: Container= Location % 2^4, Object= INT(Location / 2^4) ➔ 0=No Negotiate, 1=Left, 2=Middle, 3=Right

⁵“Define bar” solamente es cuando el parent es “Menu Pad” (ObjType=2, ObjCode=0)

⁶Sabe que es un popup porque el objeto tipo 3 contiene un objeto tipo 2

