|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | O B J T Y P E | | |
|  |  | 1 – Menu default | 2 – Menu bar or popup | 3 – Option |
| O B J C O D E | 0 – Menu pad |  | **Define popup** <Name> margin relative shadow color scheme <Scheme>  **On selection popup** <Name> <Procedure>[[1]](#footnote-2) |  |
| 1 – Menu bar |  | **On selection menu** <Name> <Procedure>[[2]](#footnote-3) |  |
| 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]](#footnote-4)Define pad** <Name> of <LevelName> prompt “<prompt>” color scheme <MenuBar.Scheme> negotiate <location[[4]](#footnote-5)> key <KeyName>, “<KeyLabel>” skip for <SkipFor> message <message> && <comment>  **On pad** <Name> of <LevelName> activate popup <MenuBar.LevelName>  **[[5]](#footnote-6)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]](#footnote-7) <Name> |
| 78 – Bar # |  |  | **Define bar** <ItemNum> of <LevelName> prompt “<prompt>” key <KeyName>, “<KeyLabel>” skip for <SkipFor> picture|pictres <ResName> message <message> && <comment>   * 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> |

1. Este “On selection” solo va si <Procedure> no está vacío. Si LevelName es “\_MSYSMENU”, <name> es ALL. [↑](#footnote-ref-2)
2. Este “On selection” solo va si <Procedure> no está vacío [↑](#footnote-ref-3)
3. “Define pad” solamente es cuando el parent es “Menu Bar” (ObjType=2, ObjCode=1) [↑](#footnote-ref-4)
4. Location = Container + Object \* 2^4, luego: Container= Location % 2^4, Object= INT(Location / 2^4) 🡺 0=No Negotiate, 1=Left, 2=Middle, 3=Right [↑](#footnote-ref-5)
5. “Define bar” solamente es cuando el parent es “Menu Pad” (ObjType=2, ObjCode=0) [↑](#footnote-ref-6)
6. Sabe que es un popup porque el objeto tipo 3 contiene un objeto tipo 2 [↑](#footnote-ref-7)