

## Help Balloons for Movable Modal Dialogs

Although the **Help Manager** handles displaying balloon help for modal dialog boxes, when it comes to movable modal dialogs a great deal of the implementation is left to the application. The application must call the **EnableItem**, **DisableItem**, and **HMSetMenuResID** routines. **HMSetMenuResID** is used before and after enabling or disabling the menus, and maps an alternative 'hmnu' resource to your menus.

Listed below are two sample 'hmnu' resources. The first one uses the same strings that the **Help Manager** shows when a Modal Dialog Box is on the screen. **kHMHelpID** selects a STR# resource in the System and the constants 31 and 32 refer to the string index within that resource.

```
resource 'hmnu' (256,"System Movable Modal Dialog hmnu") {
    HelpMgrVersion,
    hmDefaultOptions,    // options
    0,                    // balloon definition function
    0,                    // variation code
    // missing items information
    HMStringResItem {
        0, 0,
        kHMHelpID, 31,
        0, 0,
        0, 0,
    },
    {
        // menu title
        HMStringResItem {
            0, 0,
            kHMHelpID, 32,
            0, 0,
            0, 0,
        },
    }
};
```

If you want to display your own strings instead, you can map in your own alternate 'hmnu' resource such as the following:

```
resource 'hmnu' (256,"Application Movable Modal Dialog hmnu") {
    HelpMgrVersion,
    hmDefaultOptions,    // options
    0,                    // balloon definition function
    0,                    // variation code
    // missing items information
    HMStringItem {
        "",
        "This item is not available because it cannot be used with"
        "the About box on your screen.",
        "",
    },
};
```

```

        "",
    },
    {
        // menu title
        HMStringItem {
            "",
            "This menu is not available because it cannot be used with"
            "the About box on your screen.",
            "",
            "",
        },
    }
};

```

After displaying the movable modal dialog box on the screen, the application should disable inappropriate menus and items and map in the alternate 'hmnu' resources:

```

menu = GetMHandle(mApple);
DisableItem(menu, 0);
HMSetMenuResID(mApple, 256);
menu = GetMHandle(mFile);
DisableItem(menu, 0);
HMSetMenuResID(mFile, 256);
menu = GetMHandle(mEdit);
DisableItem(menu, 0);
HMSetMenuResID(mEdit, 256);
DrawMenuBar();

```

After removing the movable modal dialog box from the screen, the application must enable appropriate menus and items and unmap the alternate 'hmnu' resources:

```

menu = GetMHandle(mApple);
EnableItem(menu, 0);
HMSetMenuResID(mApple, -1);
menu = GetMHandle(mFile);
EnableItem(menu, 0);
HMSetMenuResID(mFile, -1);
menu = GetMHandle(mEdit);
EnableItem(menu, 0);
HMSetMenuResID(mEdit, -1);
DrawMenuBar();

```

**Note:** The code fragments above do not provide any error checking. You will want to check for a nil menu handle in each case before calling **DisableItem** and **EnableItem**.