[LE]**1** [CE] [RE] [LO] [CO] [RO]**1** [LE] [CE] [RE]**Generated on Thu Apr 18 2013 10:57:54 for PopupMenu by Doxygen** [LO]**Generated on Thu Apr 18 2013 10:57:54 for PopupMenu by Doxygen** [CO] [RO]

# PopupMenu

1.0

Generated by Doxygen 1.8.2

Thu Apr 18 2013 10:57:55

# Contents


**1 PopupMenu** 1

**2 Hierarchical Index** 3

2.1 Class Hierarchy . . . 3

**3 Class Index** 5

3.1 Class List . . . 5

**4 File Index** 7

4.1 File List . . . 7

**5 Class Documentation** 9

5.1 PopupMenu Class Reference . . . 9

5.1.1 Detailed Description . . . 10

5.1.2 Constructor & Destructor Documentation . . . 11

5.1.2.1 PopupMenu . . . 11

5.1.2.2 ~PopupMenu . . . 11

5.1.3 Member Function Documentation . . . 11

5.1.3.1 addMenuItem . . . 11

5.1.3.2 buttonClicked . . . 11

5.1.3.3 clearMenuItems . . . 11

5.1.3.4 createMenuButtons . . . 12

5.1.3.5 createUI . . . 12

5.1.3.6 getButtonIndexByName . . . 12

5.1.3.7 hide . . . 12

5.1.3.8 resetReturnCode . . . 12

5.1.3.9 setCallback . . . 12

5.1.3.10 setCallback . . . 12

5.1.3.11 setMenuHelpMessage . . . 12

5.1.3.12 setMenuTitle . . . 13

5.1.3.13 show . . . 13

5.1.4 Member Data Documentation . . . 13

5.1.4.1 dlg . . . 13

5.1.4.2 intCallback . . . 13
5.1.4.3 lbHelpMessage . . . 13
5.1.4.4 menuItemNames . . . 13
5.1.4.5 parentScreen . . . 13
5.1.4.6 result . . . 13
5.1.4.7 strCallback . . . 13
5.1.4.8 vl . . . 14
5.1.4.9 vlButt . . . 14

**6 File Documentation** **15**

6.1 Doxyfile.dox File Reference . . . 15
6.2 PopupMenu.cpp File Reference . . . 15
6.3 PopupMenu.h File Reference . . . 15
6.3.1 Detailed Description . . . 15

**Index** **15**

# Chapter 1

# PopupMenu

**Shows menu with title, help message and some buttons**

Figure 1.1: PopupMenu in action

This project was created to simplify common task - create and show menu.

There is possibility to change title, text of help, remove and add menu items, to hide and show menu.

# Chapter 2

# Hierarchical Index

## 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ButtonListener
PopupMenu . . . . . 9

# Chapter 3

# Class Index

## 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

PopupMenu
Creates popup menu with title, help message and some buttons . . . . . 9

# Chapter 4

# File Index

## 4.1 File List

Here is a list of all files with brief descriptions:

PopupMenu.cpp . . . . . 15
PopupMenu.h
Contains PopupMenu class . . . . . 15

# Chapter 5

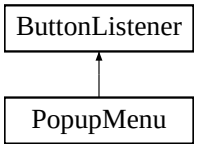
# Class Documentation

## 5.1 PopupMenu Class Reference

Creates popup menu with title, help message and some buttons.

`#include <PopupMenu.h>`

Inheritance diagram for PopupMenu:




### Public Member Functions

- PopupMenu (Screen *screen, String helpMessage="select item", String menuTitle="")
  *Default constructor.*
- ~PopupMenu ()
  *Default destructor.*
- void show ()
  *Show current menu.*
- void hide ()
  *Hide current menu.*
- void addMenuItem (const String menuItemName)
  *Add one item to menu.*
- void clearMenuItems ()
  *Clean all menu items.*
- void setMenuHelpMessage (const String helpMessage, const int justification=-1)
  *Set help message of menu.*
- void setMenuTitle (const String menuTitle)
  *Set menu title.*
- void resetReturnCode ()
  *Reset menu return code.*
- void setCallback (void(*callback)(int))
  *Callback function transmitting int parameter which represent 0-based index of selected menu item.*
- void setCallback (void(*callback)(String))
  *Callback function transmitting text of selected item.*

### Public Attributes

- int result

  *Index of pressed menu item.*

### Private Member Functions

- void createUI ()

  *Create menu layout.*
- void createMenuButtons ()

  *Create menu items buttons.*
- int getButtonIndexByName (Button ∗button)

  *Extract menu button index by its name.*
- virtual void buttonClicked (Widget ∗button)

  *React on menu button pressure.*

### Private Attributes

- Dialog ∗ dlg

  *Main menu dialog to store all UI.*
- VerticalLayout ∗ vl
- Label ∗ lbHelpMessage

  *Label widget to store menu help message.*
- VerticalLayout ∗ vlButt
- Screen ∗ parentScreen

  *Pointer to parent screen.*
- Vector< String > menuItemNames

  *Vector of strings to store text representation of menu items.*
- void(∗ intCallback )(int)

  *Pointer to callback function with integer parameter.*
- void(∗ strCallback )(String)

  *Pointer to callback function with String parameter.*

## 5.1.1 Detailed Description

Creates popup menu with title, help message and some buttons.

**Note**

Callback edition.

**Author**

fatINbraIN

**Version**

1.0

**Usage**

**in class definition:**

```
PopupMenu* popupMenu;
```

**setup menu**

```
popupMenu->clearMenuItems();
popupMenu->addMenuItem(string_to_add);

popupMenu->setCallback(menuCallbacker);
popupMenu->setCallback(menuCallbackerStr);
```

**to call menu:**

```
popupMenu->show();
```

**Callback functions**

**void callbackInt(int index);** – for integer index of selected menu item (zero-based).

**void callbackStr(String str);** – for string of selected menu item.

## 5.1.2 Constructor & Destructor Documentation

### 5.1.2.1 PopupMenu::PopupMenu ( Screen * *screen,* String *helpMessage = "select item",* String *menuTitle = ""* )

Default constructor.

**Parameters**

| | |
|---|---|
| *screen* | Parent screen. |
| *helpMessage* | Menu informational string. |
| *menuTitle* | Tile of menu. |

### 5.1.2.2 PopupMenu::~PopupMenu ( )

Default destructor.

## 5.1.3 Member Function Documentation

### 5.1.3.1 void PopupMenu::addMenuItem ( const String *menuItemName* )

Add one item to menu.

**Parameters**

| | |
|---|---|
| *menuItemName* | String representing new menu item. |

**Note**

If menuItemName is empty string, this menu item will be invisible.

### 5.1.3.2 void PopupMenu::buttonClicked ( Widget * *button* ) [private], [virtual]

React on menu button pressure.

### 5.1.3.3 void PopupMenu::clearMenuItems ( )

Clean all menu items.

#### 5.1.3.4 void PopupMenu::createMenuButtons ( ) [private]

Create menu items buttons.

**Note**

Here you can customize menu buttons look.

#### 5.1.3.5 void PopupMenu::createUI ( ) [private]

Create menu layout.

**Note**

Here you can customize menu look.

#### 5.1.3.6 int PopupMenu::getButtonIndexByName ( Button * *button* ) [private]

Extract menu button index by its name.

#### 5.1.3.7 void PopupMenu::hide ( )

Hide current menu.

#### 5.1.3.8 void PopupMenu::resetReturnCode ( )

Reset menu return code.

#### 5.1.3.9 void PopupMenu::setCallback ( void(*)(int) *callback* )

Callback function transmitting int parameter which represent 0-based index of selected menu item.

**Parameters**

| | |
|---|---|
| *callback* | Pointer to callback fucntion. |

#### 5.1.3.10 void PopupMenu::setCallback ( void(*)(String) *callback* )

Callback function transmitting text of selected item.

**Parameters**

| | |
|---|---|
| *callback* | Pointer to callback fucntion. |

#### 5.1.3.11 void PopupMenu::setMenuHelpMessage ( const String *helpMessage,* const int *justification = -1* )

Set help message of menu.

**Parameters**

| | |
|---|---|
| *helpMessage* | String to set as help menu. |
| *justification* | Help message justification -1left, 0center, 1right |

#### 5.1.3.12 void PopupMenu::setMenuTitle ( const String *menuTitle* )

Set menu title.

**Parameters**

| | |
|---|---|
| *menuTitle* | String to set as title. |

#### 5.1.3.13 void PopupMenu::show ( )

Show current menu.

### 5.1.4 Member Data Documentation

#### 5.1.4.1 Dialog* PopupMenu::dlg [private]

Main menu dialog to store all UI.

#### 5.1.4.2 void(* PopupMenu::intCallback)(int) [private]

Pointer to callback function with integer parameter.

#### 5.1.4.3 Label* PopupMenu::lbHelpMessage [private]

Label widget to store menu help message.

#### 5.1.4.4 Vector<String> PopupMenu::menuItemNames [private]

Vector of strings to store text representation of menu items.

#### 5.1.4.5 Screen* PopupMenu::parentScreen [private]

Pointer to parent screen.

#### 5.1.4.6 int PopupMenu::result

Index of pressed menu item.

**Note**

Zero-based.

#### 5.1.4.7 void(* PopupMenu::strCallback)(String) [private]

Pointer to callback function with String parameter.

#### 5.1.4.8 VerticalLayout* PopupMenu::vl [private]

#### 5.1.4.9 VerticalLayout* PopupMenu::vlButt [private]

The documentation for this class was generated from the following files:

- PopupMenu.h
- PopupMenu.cpp

# Chapter 6

# File Documentation

## 6.1 Doxyfile.dox File Reference

## 6.2 PopupMenu.cpp File Reference

```
#include "PopupMenu.h"
```

## 6.3 PopupMenu.h File Reference

Contains PopupMenu class.

```
#include <MAUtil/String.h>
#include <MAUtil/Vector.h>
#include <NativeUI/Widgets.h>
```

### Classes

- class PopupMenu

  *Creates popup menu with title, help message and some buttons.*

### 6.3.1 Detailed Description

Contains PopupMenu class.

# Index


~PopupMenu
    PopupMenu, 11

addMenuItem
    PopupMenu, 11

buttonClicked
    PopupMenu, 11

clearMenuItems
    PopupMenu, 11
createMenuButtons
    PopupMenu, 11
createUI
    PopupMenu, 12

dlg
    PopupMenu, 13
Doxyfile.dox, 15

getButtonIndexByName
    PopupMenu, 12

hide
    PopupMenu, 12

intCallback
    PopupMenu, 13

lbHelpMessage
    PopupMenu, 13

menuItemNames
    PopupMenu, 13

parentScreen
    PopupMenu, 13
PopupMenu, 9
    ~PopupMenu, 11
    addMenuItem, 11
    buttonClicked, 11
    clearMenuItems, 11
    createMenuButtons, 11
    createUI, 12
    dlg, 13
    getButtonIndexByName, 12
    hide, 12
    intCallback, 13
    lbHelpMessage, 13
    menuItemNames, 13
    parentScreen, 13
    PopupMenu, 11
    PopupMenu, 11
    resetReturnCode, 12
    result, 13
    setCallback, 12
    setMenuHelpMessage, 12
    setMenuTitle, 13
    show, 13
    strCallback, 13
    vl, 13
    vlButt, 14
PopupMenu.cpp, 15
PopupMenu.h, 15

resetReturnCode
    PopupMenu, 12
result
    PopupMenu, 13

setCallback
    PopupMenu, 12
setMenuHelpMessage
    PopupMenu, 12
setMenuTitle
    PopupMenu, 13
show
    PopupMenu, 13
strCallback
    PopupMenu, 13

vl
    PopupMenu, 13
vlButt
    PopupMenu, 14