UF_MB_callback_t (view source)

Defined in: uf_mb.h

Overview

Callbacks for activated MenuScript buttons are of type UF_MB_callback_t.
The arguments to each callback are:
w - the id of the button's widget that triggered the callback.
client_data - The pointer to your callback data that was included in
the action registration table passed to UF_MB_add_actions.
button - Pointer to a structure of information about the activated
button (see description above).

UF_MB_cb_status_t UF_MB_callback_t
(
　　UF_MB_widget_t w,
　　UF_MB_data_t client_data,
　　UF_MB_activated_button_p_t button
)

UF_MB_widget_t	**w**	Input	trigger widget
UF_MB_data_t	**client_data**	Input	data pointer from action registration
UF_MB_activated_button_p_t	**button**	Input	

UF_MB_enter_proc_t (view source)

Defined in: uf_mb.h

void UF_MB_enter_proc_t
(
　　void
)

UF_MB_exit_proc_t (view source)

Defined in: uf_mb.h

void UF_MB_exit_proc_t
(
　　void
)

UF_MB_init_proc_t (view source)

Defined in: uf_mb.h

Overview

Prototypes for the init, enter, and exit routines for a custom application. The init routine should perform any necessary initialization of the application each time the application is activated. The enter routine is called after the application's menu file has been read in and should be used to do any programmatic configuration of buttons that is needed, and should then create and display the application's main dialog.

void UF_MB_init_proc_t
(
    void
)