

Color Menus

How to use color in menus

This topic discusses how to apply color to menus displayed on a Mac II (or other color-capable Macintosh) and describes the color features built into the 256K ROMs.

Adding color to menus can be quite painless; it requires no work beyond creating an 'mctb' resource and storing it in your application resource file. Your early call to **InitMenus** causes the Menu Manager to look around for and read an 'mctb' resource with an ID of 0. The **GetMenu** function automatically looks for an 'mctb' resource with the same ID as the requested 'MENU' resource. **DeleteMenu** and **ClearMenuBar** automatically dispose of menu color table information.

An 'mctb' resource is simply an **MCTable** (a list of **MCEntry** structures) preceded by a count of the number of entries. Each entry identifies a menu ID and an item number and supplies the RGB colors to be applied when that menu/item is displayed. A menu ID of 0 affects the menu bar and an item ID of 0 affects a particular menu title in the menu bar.

The table is variable in length; the end of the table is marked by an item ID of -99. When no entry exists for a menu or item, the default black-on-white colors apply.

The **mctRGBn** fields of each **MCEntry** structure defines the text color, mark color, command key color, and background of an item. The actual meanings of the fields vary, depending upon the **mctID** and **mctItem** fields. See **MCEntry** for a rundown.

Color Functions

The 256K ROMs' MCxxxx functions are needed only when you want to save, replace, and restore menu bars or if you want to let the user pick menu colors interactively. Though you may use some calls to set color information programmatically (e.g., in your SetupMenus() function), it is recommended that you simply define your colors using a resource tool.

Menu bar save/restore

GetMCInfo	Allocate and make a copy of current menu color table
SetMCInfo	Install a different menu color table
DispMCInfo	Dispose memory used in an MCTable
ClearMenuBar	Clears the menu color table
GetNewMBar	Also clears the color table; use SetMCInfo to set colors

Changing menu colors manually

GetMCEntry	See what colors are currently in use for menu/item
SetMCEntries	Add color info for one or more menus/items
DelMCEntries	Remove color information from menu color table

Color Icons

In menus that use icons, the icon is drawn using the item's "name color" (in **MCEntry.mctRGB2**) for black and the "background color" (in **MCEntry.mctRGB4**) for white. However, the Menu Manager will first look for a 'cicn' resource with the specified resource ID and if found, the icon will be drawn in its 'cicn'-defined colors.

If the 'cicn' is larger than 32 x 32, the default menu defproc will NOT draw it. See **Custom Menus**.