**MenuChoice**                    See if user attempted to select a disabled item

#include <<u>Menus.h</u>>                                                                  **Menu Manager**

<u>long</u>              **MenuChoice();**
                    *returns*        high word is menu ID, low word is item number

   **MenuChoice** can be called after a previous call to **MenuSelect** returns 0
   (i.e., no selection made).  It identifies the menu and item at which the mouse
   was pointing when the button was released (even if the item is disabled).

      **Returns**: a 32-bit long that indicates which menu and item was pointed to by
               the mouse.  It is made up of two values as follows:

                    High Word      menu ID of disabled "selection"
                    Low Word       item number of "selection".  If 0, then the mouse
                                   was over the menu title or outside the menu.

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 Notes:   This can be used to see if the user has chosen a disabled item from a menu
          at which point you could display a help message.

          **MenuChoice** works by returning the current value in <u>MenuDisable</u> (and
          on older Mac systems, you can read this variable to obtain the item
          number).  If you create a **Custom Menus**, this function will return
          garbage unless your custom code puts the information into that variable.

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