

MenuInfo structure

```
#include <Menus.h>
```

```
typedef struct MenuInfo {
    short      menuID;           Size Offset Description
                                2      0      Menu ID (as used in NewMenu or a
                                rsrc ID)
    short      menuWidth;       2      2      Menu width, in pixels
    short      menuHeight;      2      4      Menu height, in pixels
    Handle     menuProc;        4      6      Address of 'MDEF' menu handler (or
                                0)
    long       enableFlags;     4      10     Bit flags indicate disabled/enabled
    Str255     menuData;        n      14     Start of p-string of menu title
                                m      (info about each item; See IM pg
                                V-230)
} MenuInfo;
```

```
typedef MenuInfo *MenuPtr;
```

```
typedef MenuInfo **MenuHandle;
```

Notes: A **MenuHandle** is obtained via **NewMenu** or **GetMenu**. You will probably have at least three of these hanging around your program. A **MenuHandle** is required in nearly all of the Menu Manager functions.

The enableFlags field is a set of bit flags. If bit 0 is set, the menu is enabled. Bits 1-31 indicate the enabled/disabled state of each item in the menu (a 1 indicates enabled). Use **EnableItem** and **DisableItem** rather than mucking with these bits.