

MCEntry structure

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#include <Menus.h>
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typedef struct MCEntry {  Size  Offset  Description
  short    mctlID;        2      0      menu ID; 0 means menu bar
  short    mctlItem;      2      2      item number; 0 means menu title
  RGBColor mctRGB1;       6      4      title color or mark color (see notes)
  RGBColor mctRGB2;       6     10      bar/background or name color (see notes)
  RGBColor mctRGB3;       6     16      mark/name/cmd defaults or command color
  RGBColor mctRGB4;       6     22      bar color or background color (see notes)
  short    mctReserved;   2     28      (reserved for internal use)
                                     size of one entry
} MCEntry;                  30

typedef MCEntry *MCEntryPtr;

typedef MCEntry MCTable[1];
typedef MCEntry *MCTablePtr;
typedef MCEntry **MCTableHandle;
```

Notes: An MCTableHandle is used in **GetMCInfo**, **SetMCInfo** and **DispMCInfo**.
 An MCTablePtr is used in calls to **SetMCEntries**. An MCEntryPtr is used
 in calls to **SetMCEntries**. See **Color Menus** for related information.

With the color-aware Menu Manager, a program may set colors by supplying an 'mctb' resource with an ID of 0 (read-in on calls to **InitMenus**) or with an ID matching that of a 'MENU' resource (read-in by calls to **GetMenu**). An 'mctb' resource consists of a 2-byte word specifying the number on entries followed by an MCTable having that many 30-byte entries. All MCTables are variable length and the end of the table is identified by an entry having mctlID= -99.

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| mctRGBn Fields |
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The contents of the mctRGBn fields vary in meaning, depending upon the values in mctlID and mctlItem. In general, when mctlID is 0, the fields refer to colors used in the menu bar and set defaults (used when title-specific and item-specific entries are omitted). When mctlItem is 0, the fields affect colors for the menu titles. Other mctlItem values (>0) affect colors of individual items. Here's the summary:

| <u>mctlID</u> | <u>mctlItem</u> | <u>mctRGB1</u> | <u>mctRGB2</u> | <u>mctRGB3</u> | <u>mctRGB4</u> |
|---------------|-----------------|----------------|--------------------|--------------------|----------------|
| 0 | 0 | default title | default background | default foreground | bar color |
| <>0 | 0 | title color | bar color | default foreground | background |
| <>0 | >0 | mark color | name color | cmd color | background |

Thus, you may colorize easily by creating a simple one-element table having mctlID=0 and mctlItem=0; that sets the defaults for all parts of the menu. By adding a set of one or more non-zero mctlItem entries, you can set separate colors for the individual menu titles. Finally, you can add entries for each item which you want to appear in a color other than the default. These individual items can specify different colors for the mark, the name,

and the command-key equivalent.