

GetMCEntry

Get the address of a particular menu color table entry

#include <Menus.h>

Menu Manager

```

MCEntryPtr  GetMCEntry( menuID, itemID );
short       menuID ;      ID of menu of interest; 0=menubar
short       itemID ;      item number of item in menuID
returns    address of a 24-byte MCEntry structure (may move!)

```

GetMCEntry returns the address of the color information for the specified menu and item.

menuID is the ID of a menu (as used in **NewMenu** or **GetMenu**). A value of 0 specifies the menubar.

itemID identifies the menu item of interest. A value of 0 specifies the title of menu *menuID*.

Returns: none

Notes: The pointer returned by this call is an address **within a relocatable block**. Thus, if you want to retain it across calls that may move or purge memory (see **TrapWords**), you should make a copy:

```

MCEntry      myMCE;
MCEntryPtr   ptrMCE;

ptrMCE = GetMCEntry( mnuFile, itmSave );

myMCE = *ptrMCE;                /* make a duplicate */

myMCE.mctRGB2.red = 0xFFFF;     /* change something in the copy */
myMCE.mctRGB2.green = 0;
myMCE.mctRGB2.blue = 0;

MyHeapScramble();               /* do something to move memory */
SetMCEntries( 1, &myMCE );     /* NOT ptrMCE; may have moved */

```

Use **GetMCInfo** to get a copy of the entire menu color table.