Menu Commands

Instructions and functions to handle menus in AOZ applications.

On Menu Del
Delete labels and procedures used by ON MENU. Will be implemented later.

On Menu ON
Toggle automatic menu selection. Will be implemented later.

On Menu OFF
Toggle automatic menu selection. Will be implemented later.

Menu To Bank BANK_NUMBER
Save menu definitions into a memory bank. Will be implemented later.
Parameters:
   BANK_NUMBER: The number of the bank to save to

Bank To Menu BANK_NUMBER
Restore a menu definition saved in a menu bank. Will be implemented later.
Parameters:
   BANK_NUMBER: The number of the bank to restore

Menu ON
Activate a menu. Will be implemented later.

Menu OFF
Deactivate a menu. Will be implemented later.

Menu Mouse ON
Display the menu at position of mouse cursor

Menu Mouse OFF
Stop displayiong the menu at position of mouse cursor

Menu Base X, Y
Move the starting position of a menu. Amiga only, will not be implemented.
Parameters:
   X:
   Y:

Set Menu ... To .. ITEM, X, Y
Move a menu item. Amiga only, will not be implemented.
Parameters:
   ITEM:
   X:
   Y:

Menu Key .. To .. ITEM, KEY$
Assign a key to a menu item.. Will be implemented later.
Parameters:
   ITEM:
   KEY$:

Menu Key .. To .. ITEM, SCANCODE, BITMAP
Assign a key to a menu item.. Will be implemented later.
Parameters:
   ITEM:
   SCANCODE:
   BITMAP:

Menu Bar LEVEL
Display menu items as a vertical bar. Will not be implemented.
Parameters:
   LEVEL:

Menu Line LEVEL
Display menu items as a horizontal bar. Will not be implemented.
Parameters:
   LEVEL:

Menu TLine LEVEL
Display menu items as a total horizontal bar. Will not be implemented.
Parameters:
   LEVEL:

Menu Movable LEVEL
Activate automatic menu movement. Will not be implemented.
Parameters:
   LEVEL:

Menu Static LEVEL
Stop automatic menu movement. Will not be implemented.
Parameters:
   LEVEL:

Menu Item Static LEVEL
Fix items in static positions. Will not be implemented.
Parameters:
   LEVEL:

Menu Item Movable LEVEL
Move individual menu options. Will not be implemented.
Parameters:
   LEVEL:

Menu Active LEVEL
Activate a menu item. Will be implemented later.
Parameters:

LEVEL:

Menu Inactive LEVEL

Deactivate a menu item. Will be implemented later.

Parameters:
   LEVEL:

Menu Separate LEVEL

Separate a list of menu items. Will not be implemented.

Parameters:
   LEVEL:

Menu Link LEVEL

Link a list of menu items. Will be implemented later.

Parameters:
   LEVEL:

Menu Called LEVEL

Re-draw a menu item continually. Will not be implemented.

Parameters:
   LEVEL:

Menu Once LEVEL

Turn off automatic re-drawing. Will not be implemented.

Parameters:
   LEVEL:

Menu Del LEVEL

Delete one or more menu items. Will be implemented later.

Parameters:
   LEVEL:

X Menu LEVEL

Return the graphical x-coordinate of a menu item. Will not be implemented.

Parameters:
   LEVEL:
Value returned:
   integer: The graphical x-coordinate of a menu item. 0 in this version.

Y Menu LEVEL

Return the graphical x-coordinate of a menu item. Will not be implemented.

Parameters:
   LEVEL:
Value returned:
   integer: The graphical y-coordinate of a menu item. 0 in this version.

Menu$ LEVEL

Reserved variable: define a menu title or option. Will be implemented later.

Parameters:
   LEVEL:
Value returned:

integer: The text of the menu item. "" in this version.

Choice LEVEL
Read a menu item. Will be implemented later.
Parameters:
   LEVEL:
Value returned:
   integer: True if the menu item has been selected, False if not.

On Menu Proc PROC
Automatic menu selection. Will be implemented later.
Parameters:
   PROC:

On Menu Gosub LABEL
Automatic menu selection. Will be implemented later.
Parameters:
   LABEL:

On Menu Goto LABEL
Automatic menu selection. Will be implemented later.
Parameters:
   LABEL: