

Semper 6 Command Reference

menu

keys:	id	<code><number></code>	define which menu to use
	in	<code><number></code>	place menu in specified panel
	name	<code>'<text>'</code>	specify a name for the menu
	begins	<code>'<text>'</code>	specify the ' <i>interaction begins</i> ' action for a menu
	ends	<code>'<text>'</code>	specify the ' <i>interaction ends</i> ' action for a menu
	position	<code><x>, <y></code>	position a menu on its panel at the given coordinates
	size	<code><x>, <y></code>	define a maximum x and y size for a menu
	background	<code><number></code>	background colour of menu
	foreground	<code><number></code>	foreground colour of menu
options:	create		create a menu
	destroy		destroy a menu
	activate		activate a menu
	deactivate		deactivate a menu
	fixed/popup/pulldown		create a fixed/pop-up/pulldown menu
	choice/toggle		the menu is of style choice/toggle

The **menu** command controls the creation and operation of the Semper 6 *Plus* menu element. For a description of Semper 6 *Plus* elements, refer to the following manual:

Semper 6 Plus User Interface Guide

Examples

```
menu create name 'Display' fixed
```

This command creates a new fixed menu called *Display*.

```
menu activate id m35
```

This command displays the menu whose identifier is stored in the variable *m35*.

```
mouse query; menu id mnu position uix, uiy activate
```

This command finds the current position of the cursor, moves the menu so that it is positioned at the

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cursor position and displays the menu. The menu *menu* must be a pop-up menu to be re-positioned in this way.

```
menu id m deactivate; menu id m name 'Next' activate
```

This command hides the menu, whose identifier is *m*, changes its name to *Next* and re-displays it. Note that this command only operates on pulldown and pop-up menus as fixed menus cannot be hidden and redisplayed.

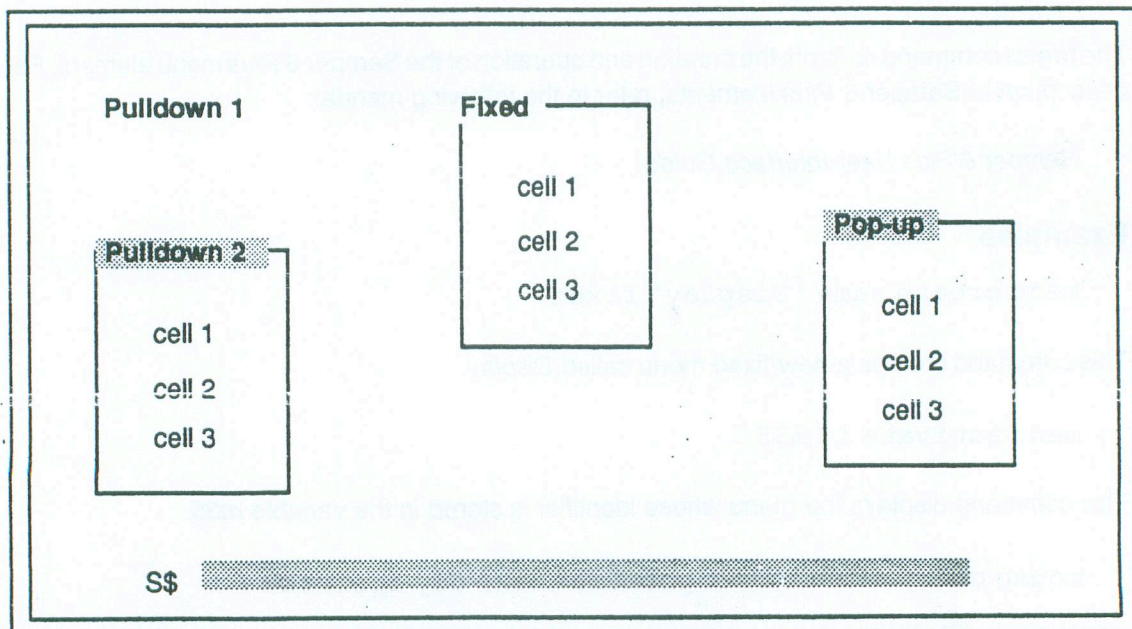
Description

A Semper 6 Plus menu can be created using the **create** option and removed using **destroy**. Use the **id** key to define a menu to act upon. Note that when you use the **destroy** option the specified menu and all the cells on that menu are destroyed. You do not have to destroy the cells on a menu individually.

There are three types of menu:

- **fixed**
- **popup**
- **pulldown**

The default menu type is **pulldown**. The diagram below illustrates the three types of Semper 6 Plus menu on a panel.



In the diagram above, **Pulldown 1** shows a deactivated pulldown menu and **Pulldown 2** illustrates an activated pulldown menu. A pop-up menu does not appear on the panel until it is activated.

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A fixed menu always appears on the panel. Note that pop-up menus belong to a panel like other elements, but may appear outside it. Both pop-up and pulldown menus take up a whole panel internally (and may be considered as special types of panel). This point is worth remembering if the system reports that all panels are in use when defining a user interface. (Use the `ulf status` command to verify the state of the interface system).

There are two styles of menu:

- **choice**
- **toggle**

The default menu style is **choice**. On **choice** style menus the cells cycle through their highlight states as you move the mouse over them. On **toggle** type menus the cells do not cycle through their states until you select the cell by clicking on it.

Menus can be activated (selected) and deactivated. When pop-up and pulldown menus are activated they appear on the panel. To activate a menu use the `menu...activate` option. You can also activate a pulldown menu by clicking on its name (created using the `name` key).

To deactivate a menu, use the `menu...deactivate` command. To deactivate a pulldown or pop-up menu using the mouse either specify the `cell...drop` command (see `cell`), or program the deactivation directly. For example:

```
menu create pulldown
mid = eno
cell create add mid text 'function 1' drop row 1 column 1
cl1 = eno
cell create add mid text 'function 2' drop row 2 column 1
cl2 = eno
```

This program creates a menu with two elements on it. When either of the two cells `cl1` or `cl2` are selected, the menu is automatically deactivated.

A menu can go through the following transitional states:

- *interaction begins*
- *interaction ends*

You define the action taken for each of these states using the **begins** and **ends** keys. These keys allow you to specify as text the commands, keys and options to be executed by Semper when interaction with a menu begins or ends.

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The following table details how to begin and end interaction with a menu.

type	Interaction begins	Interaction ends
fixed	mouse enters menu	mouse leaves menu
pop-up	menu activated	menu deactivated
pull-down	menu activated	menu deactivated

You can define the size and position of a menu on the screen using the keys **size** and **position**. When you define the size of a menu, remember to include one character wide border to accommodate the box that is drawn around the menu. Using **position** on a pop-up menu when it is deactivated moves it to the required position before it appears. For example:

```
mouse query; menu id mid position mix, miy activate
```

causes the menu with id *mid* to appear at the current mouse position. This is the sort of action that can be assigned to a mouse button to cause pop-up menus to appear when a button is pressed. A similar action could be defined on a button to cause the menu to disappear. For example:

```
mouse query; menu deactivate
```

This command causes the menu under the mouse to be deactivated when the mouse button is pressed.

Use the keys **foreground** and **background** to change the foreground and background colours of a menu.

Notes

variables used: *eno* (menu number, if *ld* not specified)
 pno (panel number, if *ln* not specified)
variables set: *eno* (set by the **create** option to the menu identifier number)
see also: **cell, mouse, ulf**

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Defaults and Ranges

keys/options	defaults	range
id	current menu, held in variable <i>eno</i>	valid menu number (positive integer)
in	current panel, held in variable <i>pno</i>	valid panel number (positive integer)
name	<i>none</i>	text string: length is machine dependent
begins	<i>none</i>	text string: length is machine dependent
ends	<i>none</i>	text string: length is machine dependent
position	position 0,0	within bounds of the panel (integer)
size	Semper 6 <i>Plus</i> determines appropriate size of menu	within bounds of the panel (integer)
background	background colour of panel	range is machine dependent (integer)
foreground	foreground colour of panel	range is machine dependent (integer)
fixed/popup/pulldown	pulldown menu	
choice/toggle	choice style	