

Subject: : Open Amiga

Topic: : BOOPSI Menu Class: first update

Re: BOOPSI Menu Class: first update

Author: : Gazelle

Date: : 2014/7/4 7:32:38

URL:

@trixie

You have mentioned in the other thread that the menus are linear because of the NewMenu structure.

But that's only needed if you're using CreateMenus() or the WINDOW_NewMenu tag.

You could build your own Menu and MenuItem structures (that's what CreateMenus() does as I understand it) and only use the LayoutMenus() function to get the required visuals.

You could also expand the two structures with an APTR for the userdata (like the NewMenu does).

That are all just some of my thoughts as I don't have done anything like that for myself.