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Subject: : Open Amiga

Topic: : BOOPSI Menu Class: first update

Re: BOOPSI Menu Class: first update

Author: : trixie

Date: : 2014/7/13 11:23:46

URL:

@Chris

Quote:

Pass NULL?

No problem with NULL but what about the user data the callback function may want to use?

Quote:

how often are toolbar buttons duplicates of what is in the menu?

Quite often, actually. Toolbars normally have buttons for "New", "Open", "Save", "Print", "Cut", "Copy", "Paste", "Help"... all of which will normally appear in the menu as well.

Quote:

arexx.class uses:

```
STATIC VOID rx_func(struct ARexxCmd *cmd, struct RexxMsg *rxm __attribute__((unused)))
```

Is this really any better than:

```
static void menu_func(struct Hook *hook, APTR window, struct IntuiMessage *msg)?
```

No, not this particular one, but

```
static void menu_func(APTR userData)
```

would be quite all right and straightforward, I guess. What puzzles me is the autodoc note that ARexx Class callbacks pass their parameters in registers. I don't know how this is done, or whether it is still needed on OS4 (it may be a left-over comment from OS3 times).