

Subject: : Open Amiga

Topic: : BOOPSI Menu Class: first update

Re: BOOPSI Menu Class: first update

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URL:

@broadblues

As you can see, things are still being discussed and I'm open to suggestions. The aim is to make the class powerful and flexible yet simple and easy to use. You'll certainly have your choice: if you don't want to hear about handlers or callbacks, the good old event loop will be there for you.

Which reminds me I need to think about how to handle menu multiselect if the handleinput method is supposed to return a single value. Oh well... 