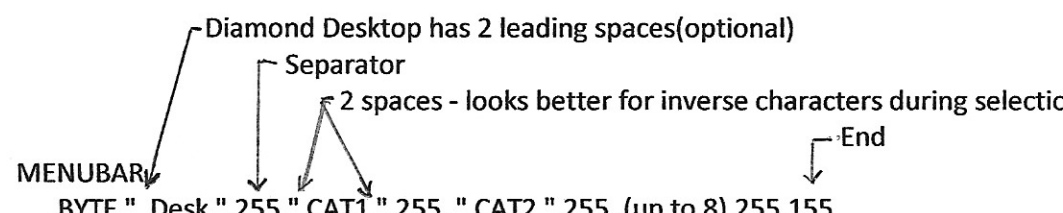
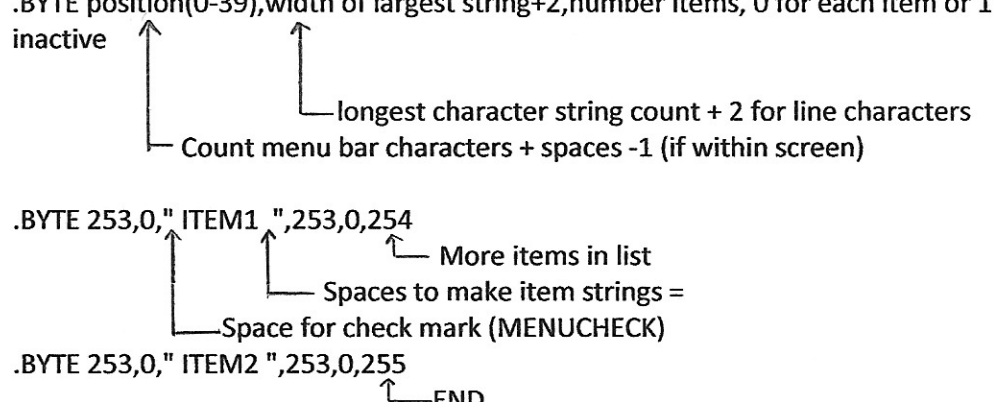


# How to Build a Drop Down Menu

<p>SETMENU (8) - Initializes a new menu bar  W1 = Address of menu bar (list of major categories)  W2 = Address of list of menu trees(options under categories)</p>	14, 19
<p>MACRO call  SETMENU MENUBAR,MENUTREE</p>	
<p>MENUBAR - Menu display line</p>  <p>.BYTE " Desk ",255," CAT1 ",255, " CAT2 ",255 ,(up to 8),255,155</p>	15
<p>MENUTREE - gives locations for information for each item under each CATegory</p> <p>MENUTREE  .WORD DESKMENU,CAT1MENU, CAT2MENU...etc.</p>	15
<p>DESKMENU - first category holds ACCs, requires a 10 byte string  most often used to display INFO dialog box</p> <p>MENUDESK  .BYTE " INFO... "; 10 bytes long  ↳ Leading space for check mark(MENUCHECK)</p>	15
<p>CAT_MENU - defines the options , required for each of the CAT in MENU tree</p> <p>CAT1MENU  .BYTE position(0-39),width of largest string+2,number items, 0 for each item or 1 if inactive</p>  <p>.BYTE 253,0," ITEM1 ",253,0,254</p> <p>.BYTE 253,0," ITEM2 ",253,0,255</p>	15
<p>NOTE: Making a menu item inactive does not change its text shading when defined. Good for defining "do nothing" separator bars. Use MENUENABLE to disable menu items font shading.</p>	19