

HI_PopUpMenu_AddItem

%HI_PopUpMenu_AddItem function

Function

The function allows to add an item to the popup menu ([Control function](#)).

Declaration

```
%HI_PopUpMenu_AddItem(  
    INT in type,  
    TEXT in text,  
    INT in itemId,  
    INT in parentId  
    [, BOOL in bEnabled,  
    BOOL in bChecked,  
    HBJ in bitmapHBJ,  
    HBJ in bitmapCheckedHBJ]  
)
```

Parameters	<table><tr><td>type</td><td>Item type. Possible values:<ul style="list-style-type: none">• 0 - normal item• 1 - Nested popup menu• 2 - menu separator</td></tr><tr><td>text</td><td>Item text.</td></tr><tr><td>itemId</td><td>Unique identifier.</td></tr><tr><td>parentId</td><td>Unique identifier of the parent popup menu (popup menu one level above).</td></tr><tr><td>bEnabled</td><td>Enable/disable the item.</td></tr><tr><td>bChecked</td><td>Select/unselect the item.</td></tr><tr><td>bitmapHBJ</td><td>Object of Bitmap type.</td></tr><tr><td>bitmapCheckedHBJ</td><td>Object of Bitmap type.</td></tr></table>	type	Item type. Possible values: <ul style="list-style-type: none">• 0 - normal item• 1 - Nested popup menu• 2 - menu separator	text	Item text.	itemId	Unique identifier.	parentId	Unique identifier of the parent popup menu (popup menu one level above).	bEnabled	Enable/disable the item.	bChecked	Select/unselect the item.	bitmapHBJ	Object of Bitmap type.	bitmapCheckedHBJ	Object of Bitmap type.
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Description

The function adds the item into the popup menu. It must be called (repeatedly if necessary) after calling the function [%HI_PopUpMenu_Create](#).

```
graph LR
    T1[Text 1] --- T2_1[Text 2.1]
    T1 --- T4[Text 4]
    T2_1 --- T2_2[Text 2.2]
    T2_1 --- T2_3[Text 2.3]
```

The parameter *type* defines the type of the item to be inserted. For each item (except Menu separator type), there must be defined an unique identifier (the parameter *id*) within defined menu (that compounds of all defined popup menus). If the item is inserted into a nested popup menu (e.g. the item "Text 1.1" in the figure above), the parameter *parentId* contains *id* of the item in the parent popup menu:

```
; definition of the item "Text 2"  
  
%HI_PopUpMenu_AddItem(1, "Text 2", 2, 0, @TRUE, @FALSE, 0, 0)  
  
; definition of the item "Text 2.1"  
  
%HI_PopUpMenu_AddItem(0, "Text 2.1", 21, 2, @TRUE, @FALSE, 0, 0)
```

The parameter *bEnabled* enables (the value @TRUE), or disables (the value @FALSE) the item. In the figure above, the item "Text 2.2.2".
The parameter *bChecked* selects (the value @TRUE) the item. In the figure above, the item "Text 2.2.1".
The parameters *bitmapHBJ* and *bitmapCheckedHBJ* are the reference to objects of [Bitmap](#) type, that will be used (if are defined) if the item is selected (checked), or is not selected (unchecked).

In script, items defined by the function **%HI_PopUpMenu_AddItem** may not be organized as they will be displayed in the popup menu - they will be automatically organized before showing the menu.

Regulations:

- maximum number of items in menu - 200
- if item has reference to non-existing parent popup menu, it will be shown in the main menu
- if parent popup menu is not submenu, the item will be shown in the main menu
- if parent popup menu is the same item (reference to itself), it will be shown in the main menu
- if there is several items with the same *id*, the first one of them will be parent popup menu
- order of items in main menu and submenus is given by their order in script
- circular references are removed from popup menu (including submenus) and there is displayed error report

Example

The script that creates and displays the popup menu shown in the figure above.

```
; create an empty popup menu
```

```
%HI_PopUpMenu_Create(300,300)
```

```
%HI_PopUpMenu_AddItem(0, "Text 1", 1, 0, @TRUE, @FALSE, 0, 0)  
%HI_PopUpMenu_AddItem(1, "Text 2", 2, 0, @TRUE, @FALSE, 0, Bitmapa.  
BMP\HBJ)
```

```
%HI_PopUpMenu_AddItem(0, "Text 2.1", 21, 2, @TRUE, @FALSE, 0, 0)
```

```
%HI_PopUpMenu_AddItem(0, "Text 2.1.1", 211, 21, @TRUE, @FALSE, 0, 0)
```

```
%HI_PopUpMenu_AddItem(0, "Text 2.1.2", 212, 21, @TRUE, @FALSE, 0, 0)
```

```
%HI_PopUpMenu_AddItem(1, "Text 2.2", 22, 2, @TRUE, @FALSE, 0, 0)
```

```
%HI_PopUpMenu_AddItem(0, "Text 2.2.1", 221, 22, @TRUE, @TRUE, 0, 0)  
%HI_PopUpMenu_AddItem(0, "Text 2.2.2", 222, 22, @FALSE, @FALSE, 0, 0,)
```

```
%HI_PopUpMenu_AddItem(0, "Text 2.3", 23, 2, @TRUE, @FALSE, 0, 0)
```

```
%HI_PopUpMenu_AddItem(2, "Text 3", 3, 0, @TRUE, @FALSE, 0, 0)  
%HI_PopUpMenu_AddItem(0, "Text 4", 4, 0, @TRUE, @FALSE, 0, 0)
```

```
; show popup menu  
%HI_PopUpMenu_Show( )
```

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