

# PUIATEXMNU

This program returns the valid **Menu Items** for a specified user and **Menu Group** (a.k.a. [ **Menu Item** ] **Parent**).

## Build the Atrium Menu

```

D PUIATEXMNU      PR          ExtPgm('PUIATEXMNU')
D iUser           128A      Const
D iType           1A        Const      N=NavMenu T=Toolbar H=homepages
D iParent         128A      Const
D ioItem          LikeDS(Item)
D oError          N
D oErrorMsg       256A
    
```

**Menu Items** are returned by the **PUIATEXMNU** exit program one by one in the **Item** data structure.

```

D Item            DS          Qualified
D Code            128A
D Parent          128A        blank = root
D Type            1A          0=NONLEAF 1=LEAF
D ActionType      1A          0=URL 1=Macro 2=RDFApp 3=PCCmd
D Action          512A        LIB/PGM or URL
D Text            128A
D Icon            128A
D OpenInWindow    1A
D OpenOnceOnly    1A
D Parm            256A
    
```

Subfield	Subfield Values Explanation	Purpose
Code	<ul style="list-style-type: none"> <li>Packed Decimal of <i>length 9 and no decimals</i>. [ 0 - 999999999 ]</li> </ul>	Used as a unique reference value for <b>Menu Items</b> and <b>Menu Groups</b> , <i>must be unique</i> .
Parent	<ul style="list-style-type: none"> <li>Packed Decimal of <i>length 9 and no decimals</i>. [ 0 - 999999999 ]</li> <li><b>*BLANKS</b> for <i>root level Menu Items</i>.</li> </ul>	If not at <i>root level</i> , value is Code for <b>Menu Group</b> the <b>Menu Item</b> is <u>directly</u> under. If the Parent value is <b>*BLANKS</b> , the <i>root level Menu Items</i> will be returned.
Type	<ul style="list-style-type: none"> <li>0 = <i>Non-Leaf Node - Menu Group</i> item to display/hide child node(s), if any, when clicked.</li> <li>1 = <i>Leaf Node - Menu Item</i> to execute Action as ActionType when clicked.</li> </ul>	Specifies Node as being a <b>Menu Item</b> or <b>Menu Group</b> .
Action Type	<ul style="list-style-type: none"> <li>0 = <i>Regular URL</i></li> <li>1 = <i>Genie Macro</i></li> <li>2 = <i>Rich Display File Application</i></li> <li>3 = <i>PC Command</i><sup>1</sup></li> </ul>	Determines how Action value is to be executed.
Action	<ul style="list-style-type: none"> <li>Character String of <i>length 512 characters</i>.</li> </ul>	[ If <i>Leaf Node</i> , ] Execute Action value as ActionType.
Text	<ul style="list-style-type: none"> <li>Character String of <i>length 128 characters</i>.</li> </ul>	Name of <b>Menu Item</b> .
Icon	<ul style="list-style-type: none"> <li>Character String of <i>length 128 characters</i>.</li> <li><b>*BLANKS</b> for <i>default menu icon</i>.</li> </ul>	Path of the <i>image</i> to be used as the <i>menu icon</i> for the <b>Menu Item</b> .

<b>OpenIn Window</b>	<ul style="list-style-type: none"> <li>0 = Open in <i>Atrium Tab</i>.</li> <li>1 = Open in <i>New Browser Window or Tab</i>.<sup>2</sup></li> </ul>	Determines whether the Action should be executed in a new Atrium Tab or in a <i>New Browser Window or Tab</i> .
<b>OpenOnceOnly</b>	<ul style="list-style-type: none"> <li>0 = Number of <b>Menu Item</b> <i>Atrium</i> instances is not limited to 1.</li> <li>1 = <b>Menu Item</b> may only open one <i>Atrium Tab</i>.<sup>3</sup></li> </ul>	Determines the number of times a Menu Item can be opened in <i>Atrium Tabs</i> .
<b>Parm</b>	<ul style="list-style-type: none"> <li>Character String of <i>length 256</i> characters.</li> </ul>	Parameter to be added to the <i>URL</i> or passed to the <i>Application</i> .

<sup>1</sup> Requires *PC Command Listener, Launcher or Applet*.

<sup>2</sup> Which one the browser opens the Action in can be affected by user's browser settings.

<sup>3</sup> If **Menu Item** is being opened in a *New Browser Window or Tab*, this value will not be able to limit the number of instances.

## Program Operation

Because there can be an *unknown number* of **Menu Items** to return, when *Atrium* calls this exit program, just one **Menu Item** (in the **Item** data structure) is returned. *Atrium* repeatedly calls the program until there are no more Menu Items to return, in which case `PUIATEXMNU` returns the **Item** data structure empty.

`PUIATEXMNU` runs in stateless environment and has no way to determine how many menu items it has returned or which one to send next. To handle this, *Atrium* keeps track of this. *Atrium* will clear the **Item** data structure before the first call to indicate that it wants the first Menu Item of parent **Item**.Parent. On subsequent calls *Atrium* does not alter the **Item** data structure previously returned (on second call, first Menu Item is still in the **Item** data structure). This allows `PUIATEXMNU` to determine which **Menu Item** to return next. After the last Menu Item has been returned, *Atrium* will call `PUIATEXMNU` again, the item data structure will be returned cleared to indicate that there are no more Menu Items.

Atrium Calls PUIATEXMNU	PUIATEXMNU responds
Item data structure is <u>cleared</u> .	Returns the <u>first Menu Item</u> in the item data structure.
Item data structure contains the <u>first Menu Item</u> .	Sets file pointer and returns the <u>second Menu Item</u> .
Item data structure contains the <u>second Menu Item</u> .	Sets file pointer and returns the <u>third Menu Item</u> .
Item data structure contains the <u>n<sup>th</sup> Menu Item</u> .	Sets file pointer and returns Menu Item <u>n+1</u> .
Item data structure contains <u>second to last Menu Item</u> .	Sets file pointer and returns the <u>last Menu Item</u> .
Item data structure contains <u>last Menu Item</u> .	Sets file pointer, determines pointer at <i>EOF</i> , and returns <u>cleared Item data structure</u> .