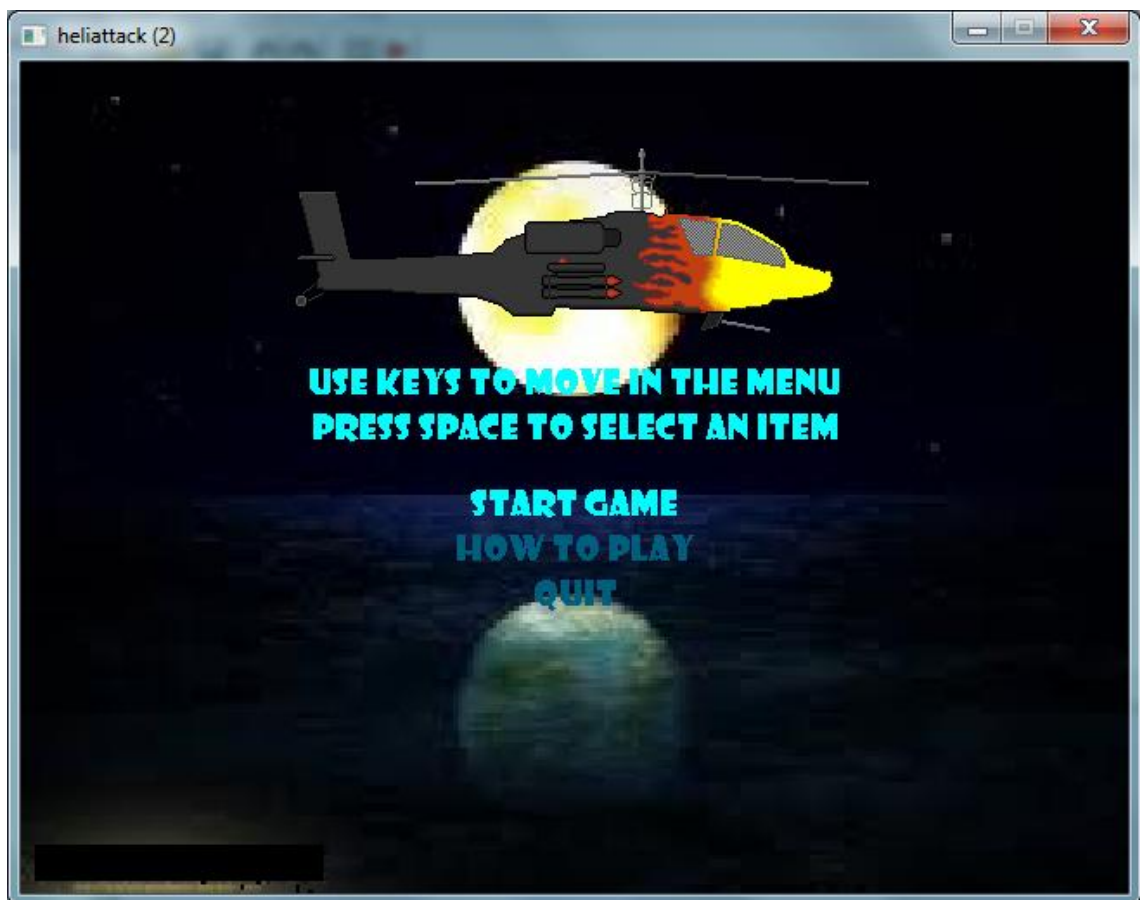


NaalLaa Simple Menu



I - The Code

Ok let's star to see the full code as usual in my tutos, so here is it:

```
procedure MenuScreen()
do
  menuItem = 0
  do
    if keydown(VK_DOWN,true) and menuItem < 2 then menuItem = menuItem + 1
    if keydown(VK_UP,true) and menuItem > 0 then menuItem = menuItem - 1

    set color 0,0,0
    cls

    set color 255,255,255
    draw image FBCK,0,0
    draw image BANNER, 320 - width(BANNER)/2,50
    set caret 320, 170
    set color 0,255,255
    center "Use Keys To Move in The Menu"
    center "Press Space to Select an Item"

    set caret 320, 240
    if menuItem = 0; set color 0,255,255; else; set color 0,96,128;
    endif

    center "START GAME"
    if menuItem = 1; set color 0,255,255; else; set color 0,96,128;
    endif

    center "HOW TO PLAY"
    if menuItem = 2; set color 0,255,255; else; set color 0,96,128;
    endif

    center"QUIT"
    if menuItem = 0; set color 0,255,255; else; set color 0,96,128;
    endif

    redraw
    wait 10
  until keydown(VK_SPACE,true)

  if menuItem = 1
    set color 0,0,0
    cls
    set color 255,0,255
    set caret 320,100
    center "+++++"
    center "/"          HOW TO PLAY          "/"
    center "+++++"
    center
    set color 0,255,255
    center "Your Mission is to Drop Bombs in the subs"
    center
    center "Use the cursor keys to move the heli"
    center
```

```

center "Press the Space key to drop Bombs"
center "If you shoot at the sharks you loose shield"
center "And when it reaches zero you lose a life"
center
set color 255,255,255
center "Press any key to continue..."
redraw
wait keydown
elseif menuItem = 2
end
endif
until menuItem = 0
endproc

```

As you guys can see I use a *procedure* to build a small menu, the menu is like the one in the cover image, and once coded you can copy and past it in your next games, to fit your proposes you guys can tweak the code.

I will not explain the *procedure* because I have done it already, so let's go down to business.

```

do
until menuItem = 0

```

This is our first and main menu loop and it jump to the main game if is set to 0, so if you chose this one inside the next loop the main menu send you to the Game.

To happen that we must declare a variable named menuItem or whatever you wish and set her to 0.

```

do
until keydown(VK_SPACE,true)

```

In this second loop we will have our decision loop, this means that we will chose if we play, or if we see the instructions or if we chose to close the game.

```

if keydown(VK_DOWN,true) and menuItem < 2 then menuItem = menuItem + 1
if keydown(VK_UP,true) and menuItem > 0 then menuItem = menuItem - 1

set color 0,0,0
cls

```

The up code shouldn't be hard to understand unless you didn't saw the other tutos, if so then go back and study.

So the up code means that if you push the arrow keys up and down the var value will change if goes down then the menuItem will be set to 1, and so on, if goes up then menuItem is less 1, this works like the y position.

Next thing is to set the color to black and clear the screen to start writing on it.

```
set color 255,255,255
draw image FBCK,0,0
draw image BANNER, 320 - width(BANNER)/2,50
set caret 320, 170
set color 0,255,255
center "Use Keys To Move in The Menu"
center "Press Space to Select an Item"
```

If you guys want to see the options on the screen you should change the color, and this time we set the color to white, this way white on black will be good to see.

If you want to put an image in the background you should load an image and then draw it in this position like the next two lines of code.

```
draw image FBCK,0,0
draw image BANNER, 320 - width(BANNER)/2,50
```

The next thing to do is to set the position on the screen to write and to do that we use the *caret* command like this:

```
set caret 320, 170
set color 0,255,255
center "Use Keys To Move in The Menu"
center "Press Space to Select an Item"
```

The set color easy... and the center is a command to write in the screen centered.....

Now let's pass into the decisions shall we?

```
set caret 320, 240
if menuItem = 0; set color 0,255,255; else; set color 0,96,128;
endif
center "START GAME"
if menuItem = 1; set color 0,255,255; else; set color 0,96,128;
endif
center "HOW TO PLAY"
if menuItem = 2; set color 0,255,255; else; set color 0,96,128;
endif
center "QUIT"
```

Now if the menuItem is 0 the start game option is on, so we must change the color of it to see the option selected in another color.

Else if is one do the same thing and change the start game to how to play and so on.

```
redraw
```

The above code is to put everything in the screen as usual.

```
if menuItem = 1
  set color 0,0,0
  cls
  set color 255,0,255
  set caret 320,100
  center "+++++"
  center "/"          HOW TO PLAY          "/"
  center "+++++"
  center
  set color 0,255,255
  center "Your Mission is to Drop Bombs in the subs"
  center
  center "Use the cursor keys to move the heli"
  center
  center "Press the Space key to drop Bombs"
  center "If you shoot at the sharks you loose shield"
  center "And when it reaches zero you lose a life"
  center
  set color 255,255,255
  center "Press any key to continue..."
  redraw
  wait keydown
elseif menuItem = 2
  end
endif
```

Now if we decide what we want we must code what each menu item does, and has you already know the first jumps to the game because the menuItem var is set to 0, but if is one we must put some information to the user, in this case how to play the game case else is chosen then end and closes our menu and game.

The other commands like set color and center are self explanatory.

Thank you.