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----- on menuItemSelected -----  
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-- The Popup Xtra castmember will send the "menuItemSelected" event to Director  
-- whenever a valid menu selection has been made.  
--  
-- The menuItemSelected event is sent when one of the following occurs:  
-- (1) The user clicks the mouse on the Popup Xtra sprite, selects an item and  
--     then releases the mouse button (and the trapEvents property has been set to TRUE  
--     either through scripting or the Castmember Properties dialog), or  
-- (2) The Activate() command has been explicitly called and the user selects an item and  
--     then releases the mouse button.  
--  
-- NOTE: If you are using the activateMenu command, *always* set the trapsEvents property  
-- to FALSE, which can be done in the Castmember Properties dialog or through scripting.  
-- This will allow your scripting to control the appearance of the menu and not Director.
```

```
-- Arguments:  
-- me:           the Popup Xtra sprite that was used to make the selection  
-- menuSpec:    the selected item's menu specification (the selectedSpec property)  
-- menuText:    the selected item's text (the selectedText property)  
-- memberRef:   the Popup Xtra castmember that was used to make the selection
```

```
on menuItemSelected me, menuSpec, menuText, memberRef  
    -- your Lingo code goes here  
end
```

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-- TIPS:
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-- The menuItemSelected event sent first to the sprite. If no sprite script or behavior  
-- is attached which processes this event, then the event is sent to this castmember script.  
-- The order of calling this handler is as follows:  
-- Sprite script-->Cast script-->Frame script-->Movie Script
```

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-- So, if you want to have the same Popup Xtra castmember used for numerous sprites, you  
-- need to add this event handler to the sprite script (the castmember handler will never get  
-- called if there is a sprite script event handler for the menuItemSelected event.)
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-- If you want to have a movie handler control *all* of the Popup Xtra interactions, you can  
-- comment out the menuItemSelected handler from all of the castmember scripts and add one to  
-- the movie script instead. You can then examine the memberRef argument to determine which  
-- menu was selected.
```