

Features

- **Rapid development of simple to complex menu structures without programming**
- **Manages multi-layered tree structure, shared trees, and other menu designs**
- **Automatically establishes return routes from any level of sub-menu to each user's main menu**
- **All functions can be available at any menu level**
- **Menus may execute application programs and Job Control tasks; go to other menus, a previous menu, or main menu; or log off**
- **Application programs may reside in different load module files**
- **32-bit system users may access 16-bit and 32-bit programs from the same menu**
- **Single keystroke selection**
- **MENU operation directed by an INFINITY file or USL files**
- **Requires use of TSX (Revision H.00 or later) or TSX/32 (Revision C.00 or later)**
- **Compatible with either MODCOMP+ MAX IV (F.0 and later) or MAX 32 Operating Systems**

MENU

MENU provides a flexible framework for developing and managing a menu system tailored to your needs. The structure may be as simple or as complex as needed. Figure 1 shows a typical tree structure that can be expanded to include large numbers of users, each with their own entry point (i.e., main menu). Menus may be shared by several users or assigned for exclusive use by one user. Any menu can be designated as a user's main menu, and any menu can be defined as a sub-menu to be accessed from another menu. These features make MENU highly adaptable.

By touching a Function Key, a user can choose a program, another menu, previous menu, first menu, logoff, or to activate, kill, or resume tasks.

When an application is selected, it is loaded and executed in a manner similar to the \$EXE command in Job Control. When an application stops, aborts, or exits, MENU reloads and displays the previous menu. MENU is completely compatible with existing applications in any language, either 16-bit (1 or 2 map) or 32-bit. Applications require no modifications to be incorporated with MENU.

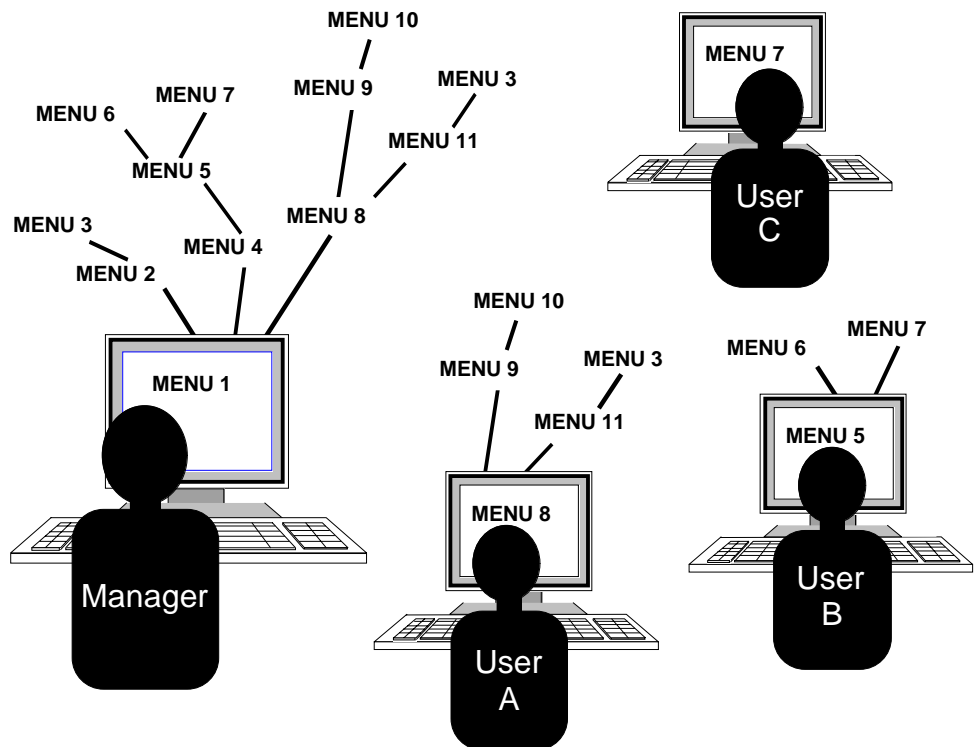


Figure 1: Multi-Layered Tree Structure Menu System

MENU

Menu Definition

Menus may be tailored to individual users to provide access only to needed functions. Frequently used applications can appear on first level menus with others accessible from lower levels.

Data determining the course of action initiated by each Function Key on each menu is stored in an INFINITY file or as files in a USL. A data entry program is supplied for INFINITY users to facilitate easy entry and/or modification of this data.

A TSX preprocess program is included to automatically assign each user's main menu at logon.

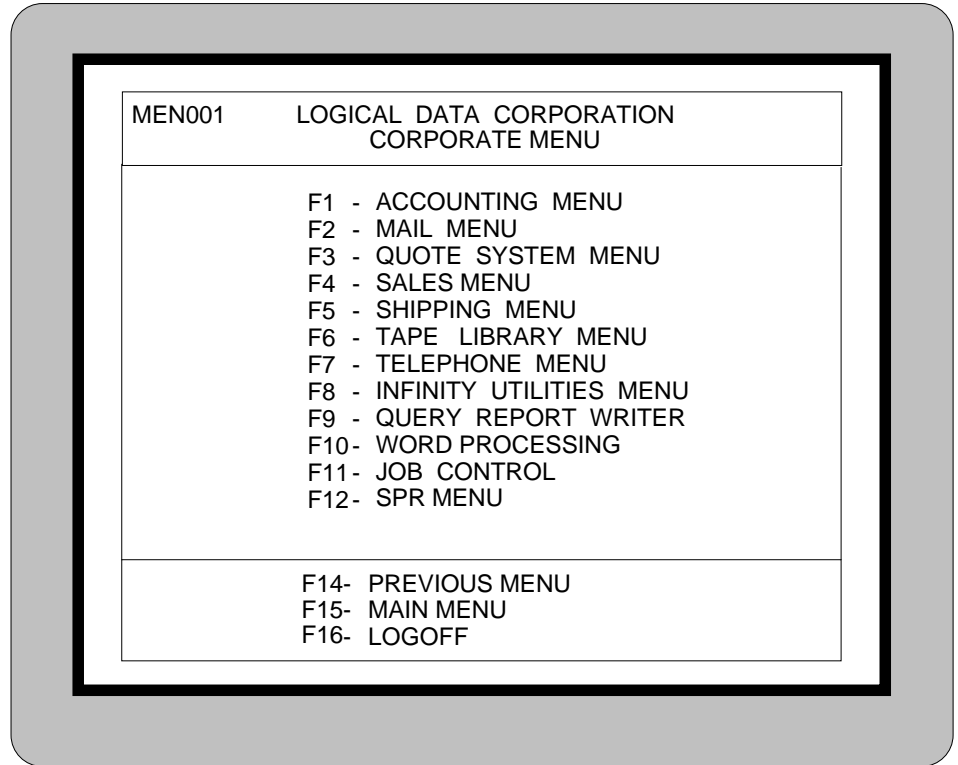


Figure 2: Typical Screen Built for a Menu System

Menu Screens

Any number of menu screens can be designed and built as needed, utilizing the TSX SCREEN utility. Information on each screen is used by MENU for display purposes only. This allows menus to be displayed in any language and in any format.

System Enhancements

A user subroutine may be linked into MENU to execute each time MENU loads or re-loads. Such routines are useful for logging, to release semaphore locks if a program aborts, and other purposes.

Installation

MENU includes an installation procedure to allow the customer to easily install the software. Only minor changes are required to the existing TSX Task Generation statements.

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