

basic systems MARKETING SUPPORT SERVICES

Bulletin

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BASIC SYSTEMS MARKETING SUPPORT SERVICES

MENU GENERATOR

ABSTRACT

This bulletin discusses the MENU GENERATOR (MENUGEN) and provides information on its usage.

COMPANY CONFIDENTIAL "C"

FOR FURTHER INFORMATION CONTACT:

SYSTEMS/COMMUNICATION SUPPORT

MAIL STATION B103M

BLUE BELL, PA 19424

DIANE SMOLENSKI (215) 542-6817

S/N 423-6817

ID CONTACT: RALF THIMELL

BRIDGEHOUSE, LONDON

258-3738



The purpose of this bulletin is to present an overview of the Menu Generator (MENUGEN), describe its use and guidelines.

Overview of creating a menu.

The Menu Generator is an interactive utility, which allows the user to create, modify, and print menu modules.

To create a menu, call the Menu Generator.

With the workstation in system mode enter:

MENUGEN: (This command will invoke the first screen of the Menu Generator.)

Creating your Menu screen.

Choose the "CREATE" option by entering a "1". This will start the dialog for creating a menu.

<p>MENU GENERATOR HOME SCREEN</p> <p>1. CREATE A NEW MENU MODULE 2. MODIFY AN EXISTING MENU MODULE 3. DISPLAY AN EXISTING MENU MODULE 4. END THE MENU GENERATOR</p> <p>FOR HELP ON A PARTICULAR ITEM NUMBER, ENTER A QUESTION MARK FOLLOWED BY THE ITEM NUMBER (?#). HELP FOR THE ENTER MENU CAN BE ACQUIRED BY ENTERING A QUESTION MARK (?).</p> <p style="text-align: right;">ENTER SELECTION NUMBER: 1_</p>	<p>MG01</p>
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Identifying your menu.

Before specifying details of your menu, three things must be done.

1. Specify the menu name. Example: DEMO
2. Specify the MIRAM Library File where the menu will be stored. The default is \$Y\$FMT.
3. Specify the volume of the disk on which the file resides. The default is SYSRES.

MENU MODULE OUTPUT INFORMATION

MG0101S

DEFAULT FOR FILE LBL IS \$Y\$FMT, DEFAULT FOR VSN IS RES

WHAT NAME DO YOU WANT TO GIVE THE MENU MODULE? ENTER BELOW:

MENU MODULE NAME: demo_ _ _ _ _

WHAT FILE LBL SHOULD THE MENU MODULE BE WRITTEN TO? ENTER BELOW:

FILE LBL: _ _ _ _ _

WHAT VSN SHOULD THE MENU MODULE BE WRITTEN TO? ENTER BELOW:

VSN: _ _ _ _ _

Creating or defining the menu screen.

To create the menu screen, Item 1 is chosen. Item 2 will retrieve an existing menu screen created by using the Screen Format Generator.

MG02

CREATE MENU SCREEN

1. USE THE DEFAULT MENU SCREEN TEMPLATE.
2. USE THE USER SUPPLIED MENU SCREEN.

ENTER SELECTION NUMBER: 1_

Selecting the screen size.

MENUGEN will not allow you to create a menu screen larger than your workstation screen. If your are unsure of the screen size, select Item 2 "CURRENT".

MG03

WHAT SCREEN SIZE IS DESIRED?

- | | |
|----------------------|----------|
| 1. UNIVERSAL (12X64) | 5. 12x80 |
| 2. CURRENT | 6. 16x80 |
| 3. 16x64 | 7. 24x80 |
| 4. 24x64 | |

ENTER SELECTION NUMBER: 2_

Using the menu screen template.

A display template, skeleton screen, will appear on the workstation. Key in the menu title and the text for each item. Depress X-MIT key when complete. The user will be prompted for the action table.

MENU SCREEN TEMPLATE

INSERT MENU SCREEN TITLE BELOW:
system_80_demonstration_master_menu_-----

(POSITION CURSOR BEYOND ITEM 24 BEFORE TRANSMITTING MENU SCREEN)

1	system_80_highlights_-----	13	-----
2	interactive_commands_-----	14	-----
3	escort_-----	15	-----
4	return_to_system_menu_-----	16	-----
5	logoff_-----	17	-----
6	-----	18	-----
7	-----	19	-----
8	-----	20	-----
9	-----	21	-----
10	-----	22	-----
11	-----	23	-----
12	-----	24	-----

Action Tables - Menu Programs.

The action table is a collection of commands and/or data that are linked to items in the menu, which are loaded to main storage when a menu is called. By selecting an item from the menu, the menu processor then locates the item's corresponding action or actions and executes them.

Creating your Action Table.

The menu action table contains data and commands that the menu processor passes to the system in conjunction with each item on the menu.

An action table entry can be one of the following three types:

1. **System Command:** Any valid system command that may be keyed in at a workstation.

ALLOCATE	ASK	BASIC	BEGIN
BRKPT	CANCEL	CHANGE	COMMENT
CONNECT	COPY	DELETE	DISPLAY
EDT	ENTER	ERASE	ESCORT
FILE	FREE	FSTATUS	GO
HELP	HOLD	IN	LOGOFF
MENU	OCL	ON	PAUSE
PRINT	PTSTAT	PUNCH	REBUILD
RECOVER	REMARK	RESUME	RUN
RV	SCREEN	SCHED	SI
SDU	SMU	STATUS	STOP
TELL	VTOC		

2. **Menu Function Commands:** A command that can be processed by the menu processor. These commands manipulate screens and/or menus.

- MARK (MARK THIS MENU TO BE RETURNED TO)
- BACK (TERMINATE CURRENT MENU, RETURN TO CALLER)
- RETURN (RETURN TO PREVIOUSLY MARKED MENU)
- SCREEN (DISPLAY SCREEN, RETURN DATA)
- DISPLAY (DISPLAY SCREEN)
- MENUCA (CALL MENU. WHEN COMPLETE DISPLAY CURRENT MENU)
- MENUOV (CALL MENU. OVERLAY CURRENT MENU)

3. **Data:** Data can be returned to a user program during menu processing. The user supplies the data to be returned.

When this action is selected for your current menu screen item, a screen will be displayed to your workstation in which data is inserted. When this item is selected from your menu screen during menu processing, the data is returned to your program exactly as it was entered.

Item 1 was chosen for an experienced user.

MG04

CREATE ACTION TABLE

1. CREATE ACTION TABLE (EXPERIENCED USER).
2. CREATE ACTION TABLE (INEXPERIENCED USER).
3. DISPLAY MENU SCREEN ASSOCIATED WITH THIS ACTION TABLE.
4. OUTPUT MENU MODULE TO FILE.
5. END CREATE OPERATION.

ENTER SELECTION NUMBER: 1_

The following action table screen is displayed on the workstation.

ITEM# (1-99)	ACTION TYPE (S,D, OR M)	ACTION (IF GREATER THAN 44 CHARACTERS, THEN CONTINUE ACTION IN NEXT ACTION FIELD)
1_	s	sc_mhshlght
1_	m	back
2_	m	menuca_s80demo
2_	m	back
3_	s	escort
4_	m	menuca_os301
5_	s	logoff
--	--	-----

The action table consists of three columns:

1. The item number on your menu screen to which the action is linked.
2. The type of action it is (S for a system command, D for input data, or M for a menu function command).
3. The action itself.

Example:

MENU SCREEN			ACTION TABLE		
			ITEM#	ACTION TYPE	ACTION
1	SYSTEM 80 HIGHLIGHTS	13	01	S	SC MHGLGHT
2	INTERACTIVE COMMANDS	14		M	BACK
3	ESCORT	15	02	M	MENUCA S80DEMO
4	RETURN TO SYSTEM MENU	16		M	BACK
5	LOGOFF	17	03	S	ESCORT
6		18	04	M	MENUCA OS301
7		19	05	S	LOGOFF
8		20			
9		21			
10		22			
11		23			
12		24			

After XMIT is depressed, the following screen will appear on the workstation. If there are no further actions Item 6 should be selected.

MG13	
EXPERIENCED USER ACTION TABLE (CONT'D)	
1. CREATE MORE ACTIONS	4. DISPLAY MENU SCREEN
2. ACTION TABLE IS COMPLETE	5. WRITE MENU MODULE
3. DISPLAY ACTION TABLE	6. END CREATE OPERATION
ENTER SELECTION NUMBER: 6	

Creating help screens.

After creating the menu screen and action table, the last step of the menu creation is the help screen. Unlike the menu screen and the action table, the help screens are optional. Help screens can be unique to each item in the menu and allow the menu creator to display information for the user.

Guidelines.

1. When an interactive job is initiated using the menu processor, the only way for the menu to become active again when the interactive job terminates is by modifying the JCL of the interactive job. This is accomplished by using the "// FREE" for the workstation and also "// CC" statement for each of the jobs which are called via the menu processor.

```
// JOB MMULTIKE,,A000,,,,,,NONE
// OPTION SAVE,NOSCHED
// DVC 20 // LFD PRNTR
// DVC 50 // VOL DEMO80 // LBL DEMO.FMT&L // LFD FMTLFD
// DVC 200 // USE SFS,FMTLFD
// UID $$$MAS // LFD WSLFD
// DVC 50 // VOL DEMO80 // LBL DEMO.LOD // LFD LOD
// DVC 50 // VOL DEMO80 // DD ACCESS=SRDO
// LBL DEMO.MSG&L // LFD MSGFLE
// DVC 50 // VOL DEMO80 // LBL DEMO.INV4 // LFD INVFILE
// EXEC MULTIK,LOD
// FREE WSLFD(DEV)
// CC MENU S80DEMO
/ &
```

2. If multiple system commands are linked to the same item number, the menu processor does not wait for one command to complete before processing the next command. Be careful not to execute two or more jobs using the same resource, or if one job depends on the successful completion of the other.
3. Function key 15 may be used to exit from the menu processor and free the workstation at anytime, except under the following conditions.

While running the menu generator during the "CREATE" phase, if MG10 "Create Help Screen" is displayed and invalid data has caused blinking of the input field, function key 15 should not be used. This would result in a system error. Instead, clear out the erroneous fields and replace them with valid input (i.e. 01-07, Δ1-Δ7 or ?1-?7). This problem will be corrected by COR C082058.

4. If erroneous input to a screen has caused blinking, use the following method to replace this input with valid data:
 - A. Use function "Character Erase" to erase each erroneous character (it is not advisable to use the "Delete In Line" key because it does not move the cursor.)
 - B. Reposition the cursor to the first input field position.
 - C. Type in new input, making sure that every field position has a visibly valid input.
 - D. Position the cursor beyond the last input field before transmitting.

The last two cautions also appear in the 8.0 SRD.

For more information, please reference the Screen Format Services Manual UP-8802 Page 7-37, and Menu Services Manual UP-9317.

READER'S COMMENTS

Title: Menu Generator

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Please state your organization/occupational position

Comments:

Please Mail To: Eugene C. Alcendor
Sperry Computer Systems
Technical Bulletin Administrator
P.O. Box 500 M.S. - B103M
Blue Bell, Pennsylvania 19424

