

LCD Menu Module - Menu Builder Utility

Description

The Menu Builder utility allows you to design the menu structure using a simple tree-view. It will then automatically generate the Const declarations needed for the Menu Data module and the Select...Case structure used in the main program event handler.

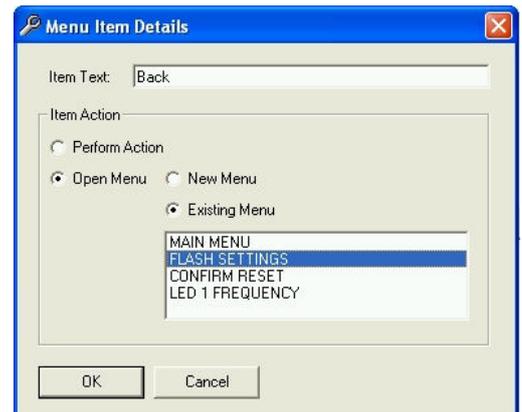
Using Menu Builder

The tree-view of the menu structure is displayed in the upper pane of the Menu Builder window. When the program starts only the root menu header is shown in the tree-view and no menu items have been created. By default the root menu is called "MAIN MENU" but you can change the name of this or any other menu header or menu item by clicking on the name in the tree-view and typing the new name.

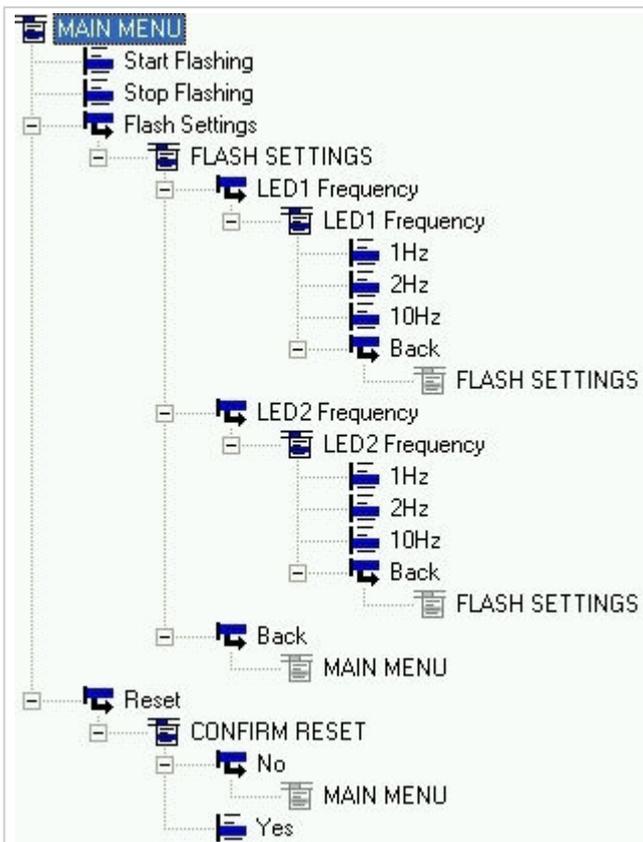
To add a menu item, click "Add Item". This opens the Menu Item Details dialog box. Enter the item's name and select whether the item is an action item or if it opens another menu.

If the item opens a new menu then a new menu header will be created in the tree-view. Menu items can be added to the new menu by selecting the header in the tree-view and clicking "Add Item".

If a menu item opens an existing menu then you should select the name of the menu from the list of existing menus in the Menu Item Details dialog box. The example on the right shows a menu item called "Back" which opens the Flash Settings menu.



Shown below is the tree-view for the menu system used in the MenuModuleSample.bas program:



Once the menu structure is complete, click "Generate Code". In the panes below the tree-view, Menu Builder will generate the Const declarations and menu item aliases which can be copied and pasted into the Menu Data Module. Menu Builder also generates the Select...Case structure which can be pasted into the event handler in the Main Program.