Horizon Ram Disk Menu
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INTRODUCTION

One of the nicest things about the Horizon Ramdisk is its ability to load a menu program at powerup. John Johnson's MENU is included with the Ramdisk software. MENU is an excellent program and very versatile. It is capable of loading programs from floppy disk, cataloging a disk, etc.

But I felt a menu program could be written that better utilized the capabilities of the HRD. This led me to develop my own menu program for the HORIZON. My program is called HMENU. (for Harry's Menu or Horizon Menu - take your pick!) It offers 16 different menu pages and uses the faster Assembly, BASIC or Cartridge loader routines built into ROS 8.14F. HMENU is designed ONLY for the Horizon RAMDISK. It will not load programs from a floppy disk and it will not perform a disk catalog. But it has other advantages over J.J.'s more general MENU program that make up for this.

HMENU uses the 40 column text mode of the TI-99/4A. I do not know whether it is compatibile with an 80 column card. (Also it may need to be modified to be compatible with the increased speed of the Geneve).

USING HMENU

HMENU is easy to use. When loaded it displays page 1 of the 16 menu pages. A hilighted bar appears on the first program in the list. Press the space bar to go through the various program choices. At the bottom of the list, press the space bar again to return to the top of the list. You can also move through the list using the arrow keys. The up arrow key will stop at the top of the list, and the down arrow key will stop at the bottom of the list. The space bar or arrow keys will automatically repeat if you hold them down. Press <Enter> to select the hilighted choice.

The program choices in the list can be EA5 Assembly language programs, Extended BASIC programs, or Cartridges to be loaded into the P-Gram card.

You can also go to another menu page. For example, the menu choice "DISK UTILITIES" could go to page 2 which offers the various disk utilities on your HRD.

At any menu page you can press <Fctn 9> to return to page 1.

If there is a loading error a message will be displayed at the bottom of the screen. Press any key to clear the error message.

(The hilighted text looks best if you use a font that is six pixels high. This provides one blank pixel row above and below the text).

SETTING UP HMENU

To edit a page of HMENU press <Fctn 5>. A hilighted bar appears at the bottom of the screen that says "EDIT MENU - WHAT PAGE?" Enter a number from 1 to 16. (The page currently displayed is given as a default).

This brings you into an editor that lets you edit rows 1 to 23. Any character from ASCII 32 (space) to 127 may be displayed on the screen.

The cursor control keys are:

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<Fctn E> move cursor up.
<Fctn X> move cursor down.
<Fctn S> move cursor left.
<Fctn D> move cursor right.
<Enter> cursor down 1 row and to L.H. column.
<Fctn 1> deletes character.
<Fctn 2> sets insert mode.
<Fctn 3> erases line to right of cursor.
<Ctrl 1> deletes line cursor is on; moves lower lines up 1 line.
<Ctrl 2> inserts line cursor is on; moves lower lines down 1 line.
<Fctn => quit.
<Fctn 6> go on; press when finished editing screen.
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When HMENU hilights the menu choices it breaks when it encounters 2 or more spaces or the right hand edge of the row. If you have two or more columns of programs be sure the columns are separated by at least two spaces. (Look at page 6 to see an example of this).

If you want to have the hilighted bar continue through two or more spaces you can press <Fctn V> instead of the space bar. This makes a character that looks like a space, but which is not treated like a space by HMENU.

Press <Fctn 6> when done editing the screen.

SCREEN COLORS
Now the hilighted bar at the bottom prompts you to "SET SCREEN COLORS". Press "F" to change the foreground, press "B" to change the background. Press <Enter> when you like the screen colors.

PROGRAM NAMES
Now the hilighted bar at the bottom asks you for the "FILENAME". As you work through this part you will see that the first column of menu entries will be hilighted in order from top to bottom. If there is more than one column then the second column will be hilighted in order from top to bottom, then the third column, etc.

If you have a title or comment that you do not wish to be hilighted then you should erase the filename and enter a blank.

The three types of files that can be loaded are EA5, XB, and cartridge. To load an assembly (EA5) program precede the filename with a capital "A". To load an XB program precede the filename with a capital "B". To load a cartridge into the P-Gram card preceed the filename with a capital "C".

To go to one of the 16 menu pages enter "P1" through "P16".

SAVING HMENU
When you're done entering the filenames the hilighted bar at the bottom prompts you to "SAVE HMENU-DSK4.HMENU". Change the filename to whatever you like, then press <Enter>.

If you're experimenting with the program and don't want to save it then just enter a blank filename. The file saved will be longer as you keep adding menu entries, so be sure you have enough room on your ramdisk for it. You can only save to the ramdisk, so if you want to back it up on a floppy disk you need to later use a disk manager.

At any point you can press <Fctn => to abort the editing process.

It may be helpful to examine how I have set up HMENU for myself. First practice editing page 1. Then edit page 6 to see how to set it up for two columns of program choices.

(Use of a normal save routine not the ROS 8.14 routine may make it possible to save to floppy - check this) (32sectors max length???).

NEWXB
When I select Extended BASIC I have the computer run a short XB program that does a CALL INIT and then erases itself. Here is the program which I call NEWXB:

1 PRINT "TI EXTENDED BASIC" :: CALL INIT::CALL LOAD(-31952,255,231,255,231).

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preserved by Tom Wills and William Gaskill on December 13, 2010