

命令模式

MENU["title" ["start"]][/level] [/color]\letter \[&]action \description[\]
\note

Displays a framed menu on the screen which presents one or more choices to the operator. The command includes one or more successive lines which begin with the backslash character.

在屏幕上显示一个操作者可选的框架菜单。命令包含一个或多个以反斜线字符开头的连续行。

参数说明

title

A title to be shown at the top of the menu.

菜单顶部显示的标题。

start

The letter of the menu line at which the selector bar is to be initially positioned.

用于设定在菜单行中，光标所在位置的字母。

level

A digit from 0 to 3 indicating the level of the menu.

介于 0-3 的数字，用于指定菜单级别。

color

A digit from 1 to 7 indicating the background color to be used within the menu box.

介于 1-7 的数字,用于指定菜单背景颜色。

letter

A string of characters, the first of which is a letter corresponding to the key which will activate the menu choice of the present line.

一串字符，首字母将用于指定可以激活当前行菜单选项的字母。

action

A string of characters representing the command(s) to be executed when the selection is made. A leading ampersand indicates that the screen is not to be cleared prior to execution of the next menu command containing a level number.

一串代表命令的字符，当选择之后，它将会被执行。当以&字符开头时，表示在执行下一个包含菜单级别的菜单命令之前，不清除屏幕。

description

A string of characters to be shown on the menu as a description of the action. When followed by another backslash, the description is centered between the sides of the menu frame.

菜单中显示对操作描述的一串字符。当后面有反斜线符号时，则描述信息居中显示。

note

Text which is written on the screen beside, not within, the menu box.

显示在屏幕旁边的文本，它不包含在菜单矩形框中。

Operation

操作

MENU is a multi-line command. One or more lines beginning with a backslash must follow the introductory MENU line. The command terminates with the last of the succeeding backslash lines.

MENU 是一个多线命令。一行或多行以反斜线符号开头，它们紧接在 MENU 引导行之后。命令终止于连续反斜线符号行的最后一行。

The MENU command first draws a box either in the middle or at the right-hand side of the screen, filling it with the description lines. If the color parameter is present, the location is at the right of the screen and the box is filled with the given color. Otherwise the location is in the middle of the screen and the frame color is determined by the color previously set with MESSAGE COLOR.

MENU 命令首先在屏幕中间或者右边绘制一个矩形框，框内是描述行。如果出现参数 color 时，矩形框在屏幕右边，并被设置的颜色填充。否则在屏幕中间，且颜色由之前设置的 MESSAGE COLOR 决定。

If any `\\note` lines are present in the menu definition, the note text is displayed left of the menu box. This text is generated using the same rules which apply to the NOTE command.

如果菜单定义中出现任何 `\\note` 行，则 note 文字将显示在菜单矩形框的左侧。生成该文字的方法与应用 NOTE 命令规则相同。

Next it places a highlighting bar on the first description, or on the one corresponding to the start letter if one is given. Then it waits for a response from the keyboard (regardless of the current source of command input). It takes action at each keystroke as follows:

Down Arrow key moves the highlighting bar down to the next description or back to the first one if already at the bottom of the menu.

接下来会在第一个描述或指定的起始字母对应的描述处显示一个亮显的光标。之后等待键盘反应（无论当前输入命令的来源是什么）。每次按键后响应如下：

向下键向下移动亮显光标到下一个描述，如果已经是最后一个，则返回第一个。

Up Arrow key similarly moves the bar but in the upward direction.

向上键与向下键功能类似，但是移动方向向上。

Letter key moves the bar directly to the description corresponding to matching letter from the menu command and executes the corresponding action string. If no matching letter exists, no action is taken except for a "beep" to inform the operator that the keystroke was not accepted.

字母按键将直接移动亮显光标到相应字母的描述处，并且执行相应字符串。如果没有匹配的字母，则不响应，同时会发出“哔”声告知用户该输入未被接受。

Enter key executes the action string corresponding to the current highlighting bar location.

回车键将执行当前亮显光标所在描述的字符串。

F1 key executes a macro named "HELP" if one is present. It passes the letter string corresponding to the present bar location as a parameter to the HELP macro. If no such macro is present it sounds a "beep".

F1 键执行名字为“HELP”的宏命令。并把当前亮显光标处对应的字母作为参数传递到 HELP 宏。如果没有该宏，则发出警告声“哔”。

Escape key executes a macro named "ESC" if one is present.

跳出键执行名字为“ESC”的宏命令，仅当此宏存在时。

Alt-F12 key executes a macro named "HALT" if one is present. If none is present it terminates the menu.

Alt-F12 键执行名字为“HALT”的宏命令。如果没有此宏命令，则终止菜单。

Note: If the macro does not exist in any of the macro execution operations, an error condition results.

注意：如果执行的任何宏命令操作所对应的宏不存在，则报错。

The MENU command is most conveniently used within a MACRO command, since this allows it to be invoked repeatedly. A special case exists when the command line immediately following the last line of the MENU command is the terminating slash of the MACRO definition. In this case, an exit from the macro occurs before the MENU command is executed.

MENU 命令同宏命令一起使用非常方便，因为它允许重复的执行。也有特殊情况：当紧接着 MENU 命令最后一栏的命令行为终止宏命令的斜线时。这种情况下，在 MENU 命令执行之前，会先跳出该宏。

The level number provides a means of keeping underlying menus on the screen (although they become at least partially obscured by the higher level(s)).

菜单级别提供了一个在屏幕上保留下层级别菜单的方法（尽管它们多数被高层级菜单覆盖）。

The "&" feature should be used with the action in the underlying menu to prevent the screen from being cleared.

“&”符号应在下层级别菜单中使用，从而防止清屏。

Display Output

显示输出

None.

无

Nondisplay Output

非显示输出

As described above.

如上所述

Example

样例

```
MENU "Main Menu" C
\
\L\INCLINE\determine Lightship
\
\C\NEWCOND\set Condition
\
\S\RA/LIM\evaluate Stability
```