

Controller Series Ver. 7.3 Bulletin 0020

Home Menu

The purpose of the Home Menu is to allow the user to select the commands they will be using most often. Commands to be placed on the Home Menu are selected from the existing menu. Any of the commands can be selected. The user can organize their Home Menu as they wish, including re-ordering and renaming the options. These changes will take affect only on their own Home Menu.

Having a Home Menu does not limit the user's use of the software in any fashion. All commands and shortcuts of the entire menu can be accessed while in the user's Home Menu.

Below is a list of commands that are available to create, modify, and use the user's Home Menu.

HOME:

This command moves the user to their Home Menu.

HADD:

Used to add new options to the user's Home Menu. Type HADD while anywhere in the menu and press the Fkey associated with the option to add. For example, if the user is currently in the BBB (INVENTORY Entry) menu, by typing HADD and pressing F2, the MAIN INVENTORY Screen option will be added to the first empty spot in their Home Menu. The user will be given a chance to rename the option to their liking (affects the user's Home Menu only, not the main menu).

HDEL:

Used to remove an option from the user's Home Menu. Type HDEL while in the Home Menu and press the Fkey associated with the option to delete.

NAME:

Used to rename an option within the user's Home Menu. Type NAME while in the HOME menu and press the Fkey associated with the option to rename. A rename window will pop up similar to when the option was initially added using HADD. The user can then add their own label to this command.

MUP/MDOWN:

Used to reorganize the user's Home Menu. MUP moves the selected option up one position, and MDOWN moves the selected option down one position. The user may not move an option into the A (F1) position, nor may they move an option past the T (sF10) position. However, they will be able to move an option such that a gap appears in the Home Menu. The next time the HADD command is used, it would fill the first gap.