NOTE
 - MENU refers to the program MENU/CMD
 - menu refers to a user created menu file containing menu command
   definitions and the menu display
 - the graphic lettering in my sample menus was produced by ASCII80 by
   Guy Omer.  ASCIIFIC/ARC can be found in TRSLNK17/ARC

Installing MENU
 - MENU is meant to function as an Extended Command Interpreter (ECI)
   to enable this feature enter the command line:

                 COPY MENU/CMD SYS13/SYS.LSIDOS (C=N)


Invoking MENU
 - you may or may not specify a menu name.  If you have not
   previously executed MENU you will be prompted for a menu name,
   otherwise the most recently used menu will be displayed.

Disabling MENU
 - MENU aborts and turns off the ECI feature when you press [BREAK], enter
   non alpha and non numerical characters that aren't defined, type CLS,
   or execute a menu option defined as CLS

Operations
 - You may enter any valid DOS command at the menu prompt
   including switching menu's by typing MENU MENUNAME [CR]

Menu File Names
 - the default extension for a menu file is /MNU, if you name your
   menu files with this extension you need not specify it on the
   command line
 - if you choose to use some other extension, you must type the
   complete menu file name

ex: to invoke menu files named MAIN/MNU and PROG/TXT the syntax is:

MENU MAIN [CR]
MENU PROG/TXT [CR]

Creating Menu Files
 - I tried to keep the format simple so that any ASCII editor would work
   without difficulty
 - Overview
   - the first line of a menu file starts the command definitions
   - the command definitions are followed by a blank line
   - everything following the blank line is displayed
 - Command definitions
   - Method 1: numbered commands
     - simply enter valid DOS commands; 1 per line with no extraneous spaces.
       The program automatically numbers the commands as it reads them in
       so refer to the 1st command as menu option 1 the 2nd as menu option 2
       and so forth. 128 is the maximum number of options that can be
       specified this way.
   - Method 2: key activated commands
     - you assign a key, any ASCII character, to a command
       starting on a new line the syntax is:
       [!] [key] [space] [command] [CR]
ex:

!X CLS

   - if you define a number as a key activated command it will take
     precidence over a numbered command activated by the same key.
ex:

CLS          <- numbered command 1
!1 CAT :0    <- key activated command 1

       when you press the 1 key MENU will execute a catalog of drive 0
       so normally you wouldn't want to define number keys




example menu:
------------------------------------------------------------------------------
menu prog
menu comm
allwrite
!X CLS
!
 menu main
profile4

                              EXAMPLE MENU

                      1. Programming Menu
                      2. Communications Menu
                      3. Allwrite
                      4. Profile4
                      X. Exit to DOS
                      [ENTER] returns to Main Menu

                      Enter choice: [EOF]


Future possibilities:
 - an option so that a menu could specify whether or not
   commands typed at the menu prompt are passed to the DOS