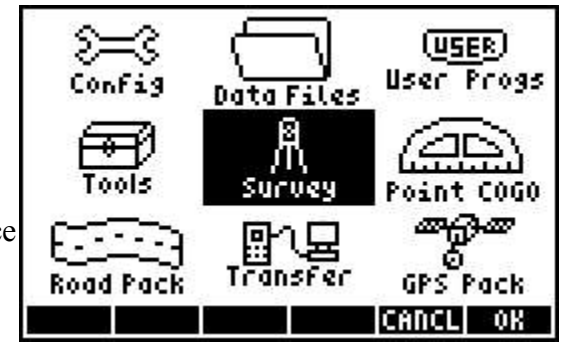
IconChoose

by Tim Wesssman

IconChoose is a choose box replacement for the 49g+ only. It will not run correctly on the 49g or the 48gii because it utilizes the larger screen size. If someone requests I could easily modify it to run on those calculators but I don't see a need at this point. If run on a different calculator besides the 49g+, it may wipe your memory, cause the calculator to overheat and explode, thus destroying all life on earth. I haven't tested it, so don't even try it.

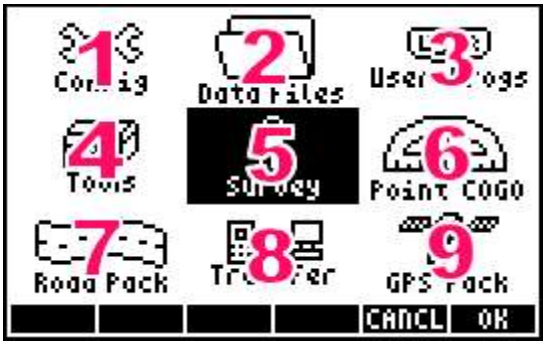
Using the library is easy. Install it in Port 2. There is only one command: **ICHOOSE**. This can be used in a similar fashion as the userRPL command CHOOSE. This choose box can produce quick, powerful menus that are quick to navigate and quite nice looking. User interfaces for programs can be created very easily. An example can be seen on the right.



To use the library, simply make a list of the object you'd like displayed. Give it an initial position to start in, and run **ICHOOSE.** For example:

<< { 1 2 3 4 5 6 } 5 ICHOOSE >>

This will give you a screen with 6 numbers displayed and it will start in position 5. Counting starts from upper left corner and works across and down. If you'd like to leave a blank space in the menu, simply put a null string "" or list {} in the desired position.



The list of items can include ANY sort of object. It will convert everything to GROBs and crop them if they are too big. 4 lines of 10 characters can be displayed per icon box. The text will be wrapped and cropped to fit. Here is an examples of a valid list entries. To make nice icons, small GROBs should be the first item of a two object list.

"" --> Blank Spot, nothing happens when selected

{} --> Blank Spot, nothing happens when selected

{ "This is some text" A_program_to_run }--> text displayed, program returned

{ GROB program} --> GROB displayed in screen, program returned

If a list is used, it will return the last object in the list when selected. So if you have one item in the list, this will be returned. If there are two items, the 2nd will be returned. If there are 3, only the 3rd will be returned when selected. If there are more than 9 objects two buttons on F1 and F2 will appear. PREV will scroll back through the objects, NEXT will scroll forward through them. These will change through 9 icons at a time until you are back at the original position. If you have 40 items in your list, and give it an initial position of 38, it will start on the last group of objects. Thus any initial position may be selected.

To navigate the menu, use the arrow keys and the PREV and NEXT buttons. However, the quickest way to access the icons is through the number pad. Simply click the number key in the corresponding position on the screen and it will jump to and then execute that icon. For example, if you push 5, the middle icon will be chosen. 9 will execute the upper right, etc. Thus a single keystroke can execute 9 different objects. ENTER or OK will select the current icon, and CANCEL or CANCL will exit. If something is selected, a 1 will be returned along with the selected item. If cancelled, a 0 will be returned. This mimics the behavior of the built in CHOOSE box.

This choose replacement is much quicker than the built in choose box for selection of small groups of items because it can access 9 items with one keystroke. For larger lists of say 40 objects, it may be slower. It will however, look much nicer! At least in my humble opinion. =)

Very nice user interfaces can be developed rapidly using this program. **It is free to use for any NON-COMMERCIAL use.** Feel free to use it for any personal programs or for your own calculator interface. A very nice APPS replacement can be made using this program. If you like it and use it, send me an e-mail at timwessman@yahoo.com letting me know. If you have any improvements or suggestions, send me a message.

HAPPY COMPUTING