# 5. Sub-menu Button Setup

#### <Abstract>

Sub-menu buttons are set.

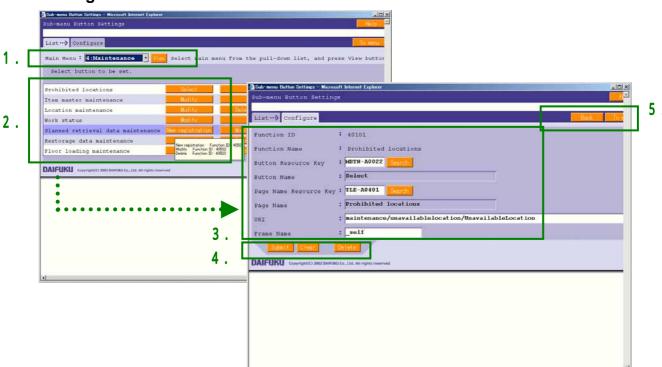
A screen to add/modify/delete data in FunctionMap table.

#### <lmage after setup>



#### <Screen Image>

Buttons are added/modified/deleted.



#### <Note>

·When there is an item in the FunctionMap table which does not belong to either MainMenu table or Function table, selecting "Irrelevant Item" from the "Main Menu" pull-down list allows you to display the item which does not belong to the MainMenu table or Function table.

### Add

#### Add a new data into the FunctionMap table.

#### <Procedure>

- 1. Select a main menu to which the sub-menu you add belongs.
  - (1) Select main menu.
  - (2) Press [View] button.

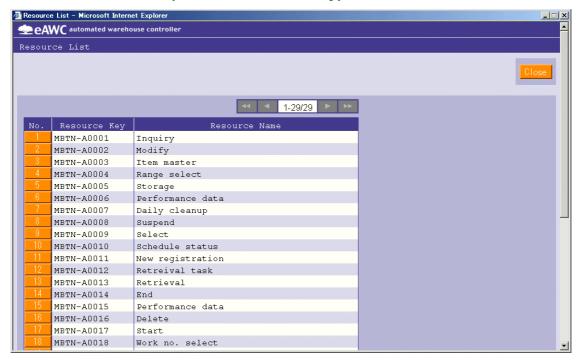
#### 2. Press the button you add.

- (1) Press the button you add from the list.
  - · Select a button where no button label is displayed.
  - · Press button, and the second screen appears.

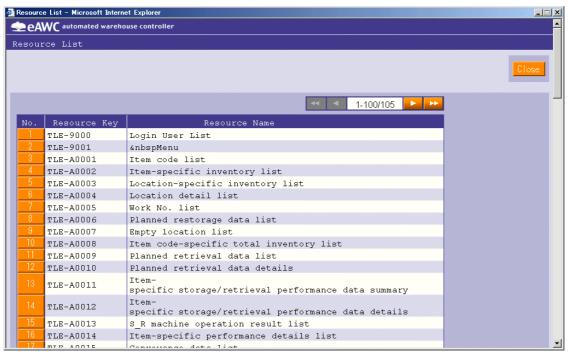
#### 3. Enter the sub-menu button data you add.

- (1) Enter a button resource key. (Necessary)
  - · Press [Search] button, and select [Button Resource Key] from the [Resource List Box].
  - · Only "MBTN" items are displayed in the resource list.
- (2) Enter the page name resource key. (Necessary)
  - · Press [Search] button, and select [Page Name Resource Key] from the [Resource List Box]
  - · Only "TLE" items are displayed in the resource list.
- (3) Enter URI. (Necessary)
- (4) Enter Frame name. (Necessary)
  - · Enter "\_self" by default.
  - · Change this value if you open the screen in another window.
  - \* If it is specified as "\_self", for instance, Storage Setup screen is displayed within the same window by the "Select" button in the Storage Setup. However, if the value such as "frame3" is entered, the Storage Setup screen is displayed in another window.

#### Resource List Box (Button Resource Key)



### Resource List Box (Page Name Resource Key)



#### 4. Confirm the data you add, and reflect it to the FunctionMap table.

- (1) Press [Submit] button.
- (2) Press [OK] button on the message for confirmation.
  - ·Press [Submit] button, and the message for confirmation appears.
  - · Press [OK] to continue.
    - => The entered sub-menu button data is added.
  - · Press [Cancel] button to stop setting.
    - => The entered sub-menu data is left as it is, and the adding process is canceled.

#### 5. Press [Back] button to return to the previous screen.

· Press [Back] button to switch to the previous screen.

## Modify

#### Modify the sub-menu button data.

#### <Procedure>

- 1. Select main menu to which the sub-menu you modify belongs.
  - (1) Select main menu.
  - (2) Press [View] button.

#### 2. Select the button you modify.

- (1) Press the button you modify from the list.
  - · Press the button, and the second screen appears.

#### 3. Enter the sub-menu button data you modify.

- (1) Enter the button resource key. (Necessary)
  - · Press [Search] button, and select [Button Resource Key] from the [Resource List Box].
  - · Only "MBTN" items are displayed in the resource list.

For the list box image, refer to the "Resource List Box (Button Resource Key)" of the Sub-menu Setup (Add).

- (2) Enter the Page Name Resource Key. (Necessary)
  - · Press [Search] button, and select "Page Name Resource Key" from the "Resource List Box".
  - · Only "TLE" items are displayed in the Resource List.

For the List Box Image, refer to the "Resource List List Box (Page Name Resource Key)" of the Sub-menu Button Setup (Add).

- (3) Enter URI.. (Necessary)
- (4) Enter Frame name. (Necessary)
  - · Change this value to open the screen in another window.
  - \* If it is specified as "\_self", for instance, Storage Setup screen is displayed within the same window by the "Select" button in the Storage Setup. However, if the value such as "frame3" is entered, the Storage Setup screen is displayed in another window.

#### 4. Confirm the data you modify, and reflect it to the FunctionMap table.

- (1) Press [Submit] button.
- (2) Press [OK] button on the confirmation message.
  - · Press [Submit] button, and the message for confirmation appears.
  - · Press [OK] to continue.
    - => The entered sub-menu button data is modified.
  - ·Press [Cancel] button to stop setting.
    - => The entered sub-menu data is left as it is, and the modifying process is modified.

#### 5. Press [Back] button to return to the previous screen.

· Press [Back] button to switch to the previous screen.

## **Delete**

Delete the entered sub-menu button data from the FuntionMap table.

#### <Procedure>

- 1. Select main menu to the sub-menu button you delete belongs.
  - (1) Select main menu.
  - (2) Press [View] button.
- 2. Select the button you delete.
  - (1) Press the button you delete from the list.
- 3. Confirm the sub-menu button data you delete.
- 4. Confirm the data, and reflect it to the FunctionMap table.
  - (1) Press [Delete] button.
  - (2) Press [OK] button on the confirmation message.
    - ·Press [Delete] button, and the message for confirmation appears.
    - · Press [OK] to continue.
      - => The confirmed sub-menu button data is deleted.
    - · Press [Cancel] button to stop setting.
      - => The confirmed sub-menu data is left as it is, and the deleting process is canceled.
  - 5. Press [Back] button to return to the previous screen.
    - · Press [Back] button to switch to the previous screen.