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**STEP-COMMAND-MENU**

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This package changes the function CL::STEP-COMMAND (used by CL:STEP) to call a new function (instead of IL:ASKUSER) to get its commands from a menu attached to the stepping window (depending on the setting of the CL:SPECIAL variable IL:\*STEP-COMMAND-MENU\*). The value of IL:\*STEP-COMMAND-MENU\* is initialized to T as an INITVAR when the file is loaded. The variable USER:\*STEP-COMMAND-INVERT-MENU-SHADE\* is the shade used to *grey-out* the attached menu when the stepping is not awaiting a command. The menu is attached to the Right edge (at the Bottom) of the stepping window. (If there isn't enough room on the Right, it will be attached to the Left edge.) The menu is detached and closed when the stepping level which first attached it is exited.