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;=====
; geoGopherTbl: menu and dialog box definitions
;=====
.if      Pass1
        .noeqin
        .include    geoGopherSym
;        .include    geoGopherMac
        .include    geoGopher.inc
;        .include    ultimate.inc
        .eqin
.endif
;=====
mainMenu: .byte      0,14
          .word      0,67
          .byte      HORIZONTAL | 2
;
          .word      geosTxt
          .byte      DYN_SUB_MENU
          .word      geosDyn
;
          .word      optTxt
          .byte      DYN_SUB_MENU
          .word      optDyn
;
geosTxt:  .byte      "geos",0
optTxt:   .byte      "options",0
;=====
geosMenu: .byte      15,44
          .word      0,43
          .byte      VERTICAL | CONSTRAINED | 2
;
          .word      infoTxt
          .byte      MENU_ACTION
          .word      doInfo
;
          .word      netTxt
          .byte      MENU_ACTION
          .word      doNet
;
infoTxt:  .byte      "info",0
netTxt:   .byte      "network",0
;=====
optMenu:  .byte      15,44
          .word      28,71
          .byte      VERTICAL | CONSTRAINED | 2
;
cfgTPtr:  .word      cfgTxt
          .byte      MENU_ACTION
cfgDspch: .word      doCfg
;
          .word      quitTxt
          .byte      MENU_ACTION
          .word      doQuit
;
cfgDTxt:  .byte      ITALICON      ;disabled menu text
cfgTxt:   .byte      "connect",PLAINTEXT,0
closeTxt: .byte      "close",0
quitTxt:  .byte      "quit",0

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;=====
; icon table for gopher item list and scrollbar
;=====
itmlcons:      .byte      11          ;7 items, arrows, HOME, BACK
               .word      0          ;don't change cursor pos.
               .byte      0          ;don't change cursor pos.
;=====
itmlcon0:      .word      0
               .byte      0,ITEM_Y_1    ;X (cards), Y (pixels)
               .byte      4,21
               .word      doSelect
;=====
itmlcon1:      .word      0
               .byte      0,ITEM_Y_1+ITEM_HI
               .byte      4,21
               .word      doSelect
;=====
itmlcon2:      .word      0
               .byte      0,ITEM_Y_1+(ITEM_HI*2)
               .byte      4,21
               .word      doSelect
;=====
itmlcon3:      .word      0
               .byte      0,ITEM_Y_1+(ITEM_HI*3)
               .byte      4,21
               .word      doSelect
;=====
itmlcon4:      .word      0
               .byte      0,ITEM_Y_1+(ITEM_HI*4)
               .byte      4,21
               .word      doSelect
;=====
itmlcon5:      .word      0
               .byte      0,ITEM_Y_1+(ITEM_HI*5)
               .byte      4,21
               .word      doSelect
;=====
itmlcon6:      .word      0
               .byte      0,ITEM_Y_1+(ITEM_HI*6)
               .byte      4,21
               .word      doSelect
;=====
               .word      topArrow
               .byte      39,14
               .byte      1,8
topDspch:      .word      0
;=====
               .word      botArrow
               .byte      39,180
               .byte      1,8
botDspch:      .word      0
;=====
homelcon:      .word      0          ;initially disabled
               .byte      30,189
               .byte      4,9
               .word      doHome
;=====
backlcon:      .word      0          ;initially disabled
               .byte      35,189
               .byte      4,9
               .word      popBack
;=====




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; =====
; dummy icon table
; =====
dummyIcon: .byte    1           ;one icon
            .word    0           ;don't change cursor pos.
            .byte    0           ;don't change cursor pos.
            .word    0           ;dummy graphics pointer
; =====
; GEOS version advisory dialog box
; =====
versDB:     .byte    DEF_DB_POS | 1
            .byte    DBTXTSTR,14,28
            .word    thisVer
            .byte    DBTXTSTR,14,42
versMsg:     .word    0           ;filled in by caller
            .byte    OK,DBI_X_2,DBI_Y_2
            .byte    0
thisVer:     .byte    "You are running GEOS "
verHi:       .byte    "0."
verLo:       .byte    "0",0
loVers:      .byte    "This program requires version 2.0.",0
hiVers:      .byte    "This version is not supported.",0
; =====
; Ultimate not found dialog box
; =====
noUltDlg:    .byte    DEF_DB_POS | 1
            .byte    OK,DBI_X_2,DBI_Y_2
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word    noUlt1
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
            .word    noUlt2
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_3_Y
            .word    noUlt3
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_4_Y
            .word    noUlt4
            .byte    0
noUlt1:      .byte    "No Ultimate device found!",0
noUlt2:      .byte    "If you have one, make sure",0
noUlt3:      .byte    $22,"Command Interface",$22," is set to",0
noUlt4:      .byte    $22,"Enabled",$22," ",0
; =====
; "info" dialog box
; =====
infoDB:      .byte    DEF_DB_POS | 1
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word    infoMsg1
            .byte    DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
            .word    infoMsg2
            .byte    OK,DBI_X_2,DBI_Y_2
            .byte    0
infoMsg1:    .byte    "geoGopher 0.0 (running on GEOS "
iVerHi:      .byte    "0."
iVerLo:      .byte    "0)",0
infoMsg2:    .byte    "code: Cenbe, QA: Wizard the Cat",0


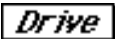
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; =====
; "network" dialog box
; =====
netDB:      .byte      DEF_DB_POS | 1
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word      ultId
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
            .word      lipAddr
            .byte      DBTXTSTR,80,TXT_LN_2_Y
            .word      ipAddr
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_3_Y
            .word      lnetmask
            .byte      DBTXTSTR,80,TXT_LN_3_Y
            .word      netmask
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_4_Y
            .word      lgateway
            .byte      DBTXTSTR,80,TXT_LN_4_Y
            .word      gateway
            .byte      OK,DBI_X_2,DBI_Y_2
            .byte      0
ultId:      .block     24          ;Ultimate ID string
lipAddr:    .byte      "IP address:",0
ipAddr:     .block     16          ;IP address (from Ultimate)
lnetmask:   .byte      "netmask:",0
netmask:    .block     16
lgateway:   .byte      "gateway:",0
gateway:    .block     16
; =====
; text display dialog (gopher info items or text file)
; =====
vwTextDB:   .byte      SET_DB_POS | 0 ;no shadow box
            .byte      6,195        ;top, bottom
            .word      4,316        ;left, right
            .byte      DBUSRICON,38,0
            .word      txtTplcn
            .byte      DBUSRICON,38,182
            .word      txtBtlcn
            .byte      DB_USR_ROUT
            .word      showText
            .byte      DBUSRICON,34,179
            .word      clsIcon
            .byte      0
;
txtTplcn:   .word      txtTpArw
            .byte      0,0          ;ignore position, use DB
            .byte      2,8          ;cards/pixels
            .word      txtTop
txtTpArw:
            
;
txtBtlcn:   .word      txtBtArw
            .byte      0,0          ;ignore position, use DB
            .byte      2,8          ;cards/pixels
            .word      txtBot
txtBtArw:
            
;
clsIcon:    .word      mniClose
            .byte      0,0          ;ignore position, use DB
            .byte      4,9          ;cards/pixels
            .word      doMniCls     ;dispatch routine
mniClose:
            



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; =====
; out of memory dialog
; =====
oomDB:      .byte      DEF_DB_POS | 1
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word       oom1Msg
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
            .word       oom2Msg
            .byte      OK,DBI_X_2,DBI_Y_2
            .byte      0
oom1Msg:    .byte      "Not enough memory!",0
oom2Msg:    .byte      "I'll show as much as I can.",0
; =====
; file save location dialog
; =====
saveDB:     .byte      DEF_DB_POS | 1
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word       onDisk
            .byte      DB_USR_ROUT
            .word       showDisk
tellDisk:   .byte      DBVARSTR,TXT_LN_X+42,TXT_LN_1_Y
            .byte      a8L
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
            .word       saveAs
askName:    .byte      DBGETSTRING
            .byte      TXT_LN_X+42,0 ;X,Y (Y set in code)
            .byte      a9L           ;address to put input text
            .byte      16           ;max. chars
            .byte      DISK,DBI_X_0,DBI_Y_2
            .byte      DBUSRICON,DBI_X_1,DBI_Y_2
            .word       drvIcon
            .byte      CANCEL,DBI_X_2,DBI_Y_2
            .byte      0
onDisk:     .byte      "On disk:",0
saveAs:     .byte      "Save as:",0
drvIcon:    .word       icnDrv
            .byte      0,0           ;ignore position, use DB
            .byte      6,16         ;standard icon size
            .word       doDrv        ;dispatch routine
icnDrv:
            
icnDrvDs:
            
; =====
; change disk dialog
; =====
diskDB:     .byte      DEF_DB_POS | 1
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word       newDisk
            .byte      OK,DBI_X_1,DBI_Y_2
            .byte      CANCEL,DBI_X_2,DBI_Y_2
            .byte      0
newDisk:    .byte      "Please insert new disk.",0
; =====
; file exists dialog
; =====
existsDB:   .byte      DEF_DB_POS | 1
            .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
            .word       exists
            .byte      YES,DBI_X_1,DBI_Y_2
            .byte      NO,DBI_X_2,DBI_Y_2
            .byte      0
exists:     .byte      "File exists, replace?",0

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; =====
; View/Save text file prompt dialog
; =====
textDB:      .byte      DEF_DB_POS | 1
             .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
             .word      textFile
             .byte      DBVARSTR,TXT_LN_X+42,TXT_LN_1_Y
             .byte      a8L
             .byte      DBUSRICON,DBI_X_1,DBI_Y_2
view:        .word      viewIcon
             .byte      DBUSRICON,DBI_X_2,DBI_Y_2
             .word      saveIcon
             .byte      0
textFile:    .byte      "Text file:",0
viewIcon:    .word      iconView
             .byte      0,0          ;ignore position, use DB
             .byte      6,16        ;standard icon size
             .word      doView
saveIcon:    .word      iconSave
             .byte      0,0          ;ignore position, use DB
             .byte      6,16        ;standard icon size
             .word      doSave
iconView:
             
iconSave:
             

; =====
; search string prompt dialog
; =====
searchDB:    .byte      DEF_DB_POS | 1
             .byte      DBTXTSTR,TXT_LN_X,TXT_LN_1_Y
             .word      srchPrmt
             .byte      DBGETSTRING,TXT_LN_X,TXT_LN_2_Y
             .byte      a9          ;address to put input text
             .byte      20          ;max. chars
             .byte      CANCEL,DBI_X_2,DBI_Y_2
             .byte      0
srchPrmt:    .byte      "Text to search for:",0


; =====
; fatal error dialog box
; =====
fatalDB:     .byte      DEF_DB_POS | 1
             .byte      OK,DBI_X_2,DBI_Y_2
             .byte      DBTXTSTR,TXT_LN_X,TXT_LN_2_Y
             .word      fatalMsg
             .byte      DB_USR_ROUT
             .word      beep
             .byte      0
fatalMsg:    .byte      BOLDON,"Error "
errorNum:    .byte      0,0," , returning to deskTop.",PLAINTEXT,0


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; =====
; generic error dialog box
; =====
errorDB:      .byte      DEF_DB_POS | 1
              .byte      OK,DBI_X_2,DBI_Y_2
              .byte      DBTXTSTR,14,28
errMsg:       .word       0
              .byte      DB_USR_ROUT
              .word       beep
              .byte      0


; =====
; success dialog box
; =====
okDB:         .byte      DEF_DB_POS | 1
              .byte      OK,DBI_X_2,DBI_Y_2
              .byte      DBTXTSTR,14,28
okMsg:        .word       0
              .byte      0


; =====
; Change NUM_TYPE when adding icons (also icnAddr, itmTypes) !
; =====
icnText:



icnFldr:



icnErr:



icnSrch:



icnGeos:



icnInfo:


icnUnkn:


topArrow:


botArrow:


home:


back:


```