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Org 100h                ;Still need the ORG.
;-----
BBLink Proc Near

Start:
  Jump SetErrorTrap

Include Support.Inc     ;--- Prototypes - Masm 6.0 equivalent of Declarations

SetErrorTrap:
  Call HookInt24

MenuStart:              ;--- Initialize Screen et al.
  Call LoadDefaultValues

  Invoke CLS,0,0,18h,50h ;screen coords to clear

;--- Print Main Menu and Logo
Xor DX,DX                ;look at page zero
Mov ES,DX                ;through ES
Xor CX,CX
Mov BX,0B000h           ;assume mono screen segment initially
Mov AL,ES:[463h]        ;get equipment list
Cmp AL,0B4h             ;is it mono?
Jnz @F
Mov DX,MonoColor        ;get mono color
Mov Color,DX
Mov DX,MonoErrCol       ;and error color
Mov ErrColor,DX
Jump Get_Params         ;yes, skip over adding 800h

@@:
Add BX,800h             ;no, adjust to point to color screen memory
Inc CX
Push BX                 ;save BX
Mov AH,12h              ;specify EGA BIOS special function service
Mov BL,10h              ;request EGA info
Int 10h                 ;call the EGA BIOS
Cmp BL,10h              ;if BL is still 10h, there's no EGA installed
Pop BX                  ;get BX back (screen segment)
Jnz Get_Params         ;it IS an EGA, leave retrace port at 0
Mov RTP,3DAh           ;must be a CGA, indicate the port to check for retrace

Get_Params:
  Mov ES,BX              ;point ES at Screen memory
  Mov ScrnSeg,BX        ;save for DPrint
  Mov SI,Offset MainMnu ;get address of menu screen
  Xor DI,DI              ;start from top of screen
  Invoke PrintZStr,SI, Color, DI

TopData:                ;Print data on top
  Mov DI,Offset MlFileLc
  Push DI
  Mov CX,NumTopFields
  Call TopLoop

  Cmp Byte Ptr LabelFlag,'L'
  Jnz @F
  Invoke LabelMenu, 1   ;default screen
  Jump Short ShowDone

@@:
  Mov SI,Offset EnvMenu
  Invoke PrintZStr,SI, Color, BLoc
  Mov DI,Offset EnvScrLoc
  Push DI
  Mov CX,9
  Call TopLoop
  Pop DI
  ;envelope input
  ;preserve through field printing
  ;number of fields in the envelope screen
  ;color in each field
  ;retrieve screen location

ShowDone:
  Pop SI
  Mov DI,SI              ;first field offset

GetInfo:                ;This section loops through
  Cmp Byte Ptr [DI],0   ;the menu to receive data from
  Jnz NoSwitch          ;are we at the end of our fields?
  Push SI
  Mov DI,BLoc           ;new menu location
  Mov ES,ScrnSeg        ;point ES at screen seg
  Cmp Byte Ptr LabelFlag,'L'
  Jnz @F
  Invoke CLS,12,0,22,79
  Invoke LabelMenu, 0
  Pop SI
  Mov DI,Offset LabelScrLoc ;Label input
  Jump GetInfo

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