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Welcome to Menu.Applet

Welcome to Ulead's Menu.Applet, a powerful Java™-based application program that lets you create active slider and pop-up menus for your Web pages with maximum ease and a minimum of fuss. Menu.Applet is designed to help even novice users create stunning Web sites and add impressive effects – without having to write a single line of code.

Why Java™-based menus?

Menus rarely follow the one-level format of one parent item – many child items. More often than not, one menu item leads to more options, creating multi-level menus that would be difficult to lay out using traditional text and image-based methods, as these require all menu items to be displayed simultaneously. This results in increased Web page sizes and a cluttered appearance.

Java-based menus were developed to provide Web authors with an easy way to place menus with 2 or more submenus by hiding submenu items and showing them only when clicked. Not only are these menus functional; they are an eye-catching and dynamic element in any Web site.

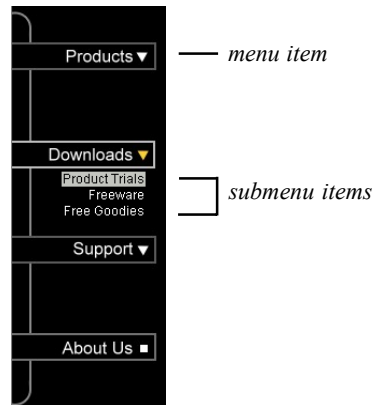
Basic terminology

Following is a list of common terminology used throughout this user guide:

Menu Interactive lists that display a number of choices for users (in this case, Internet Web surfers) to choose from. When selected, each choice then displays a graphic image, a media clip, a download action, or another Web page.

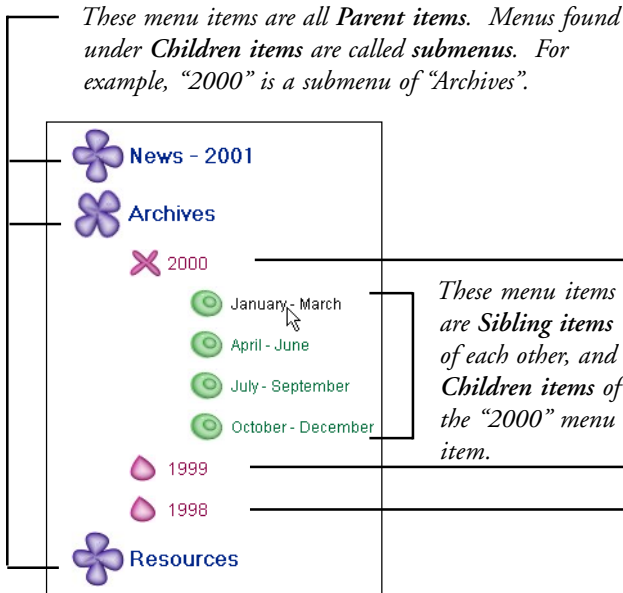
Menu Items Options listed in a menu. In most cases, further options (submenus) are found within these choices, bringing about a multi-level menu.

Pop-up Menu A menu that displays its submenus only on mouseover.



Pop-up Menu example

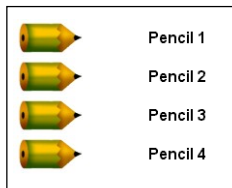
Slider Menu example



These menu items are Sibling items of each other, and Children items of the "Archives" menu item. "2000" is a Parent item of the expanded green menu.

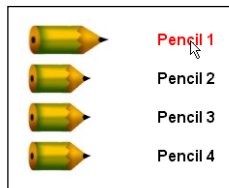
Slider Menu expands its submenus by gliding its contents out from a specified point.

Mouse actions Events that take place when users perform specific mouse-related actions, such as mouseover and mousedown (see below). Common events include change in text color, background image, text style or even the text itself.



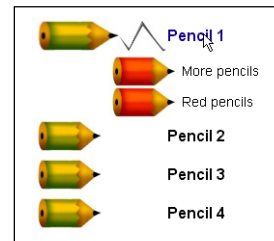
Normal state

The state when there is no mouse action.



Mouseover state

The state when the mouse pointer is placed on the menu item, but is not clicked.

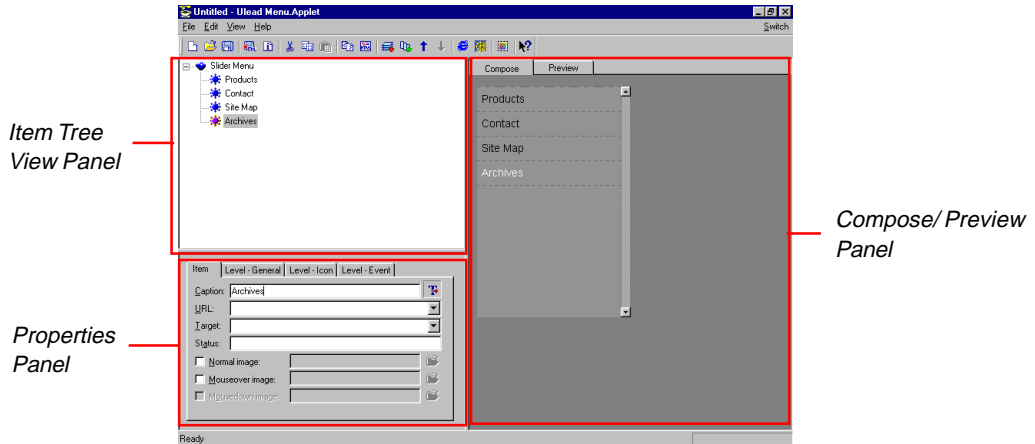


Mousedown state

The state when the menu item is clicked.

Getting to know Menu.Applet

To help you get started, this section provides an initial overview of the Menu.Applet interface. First, let's look at a typical Menu.Applet workspace:



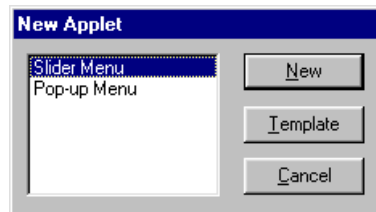
The Menu.Applet workspace contains three main panels: **Item Tree View Panel**, **Properties Panel**, and **Compose/Preview Panel**.

- **Item Tree View Panel** Displays the layout of the menu items in a flowchart diagram showing the various menu items and submenus. Add menu and submenu items (child and/or sibling items) to your menu in this panel.
- **Properties Panel** Configure and customize the applet and menu items in this panel. Preferences for dimension, color, background and behavior of each item can be set using this panel.
- **Compose/Preview Panel** Display the layout of your menu in two modes: Compose (layout only) or Preview (shows a running version). Correct errors, fine-tune settings, and preview menus through this panel.

Note: You must have Microsoft Internet Explorer 4 or above to be able to preview your work in the Preview panel.

Creating a new menu applet

1. Click **File : New** or press [CTRL + N].
2. In the **New Applet** dialog box, select the type of menu applet to create (**Slider** or **Pop-up**), or click **Template** to open an existing template.
3. A blank applet will be displayed. Its attributes can be adjusted in the **Properties Panel**. The following section provides further details on defining the applet's attributes.

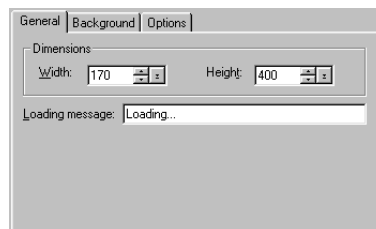


Note: There are three tabs for Slider Menu: **General**, **Background**, and **Options**. For Pop-up Menu, only the **General** and **Background** tabs are available.

Applet Properties Panel: General Tab

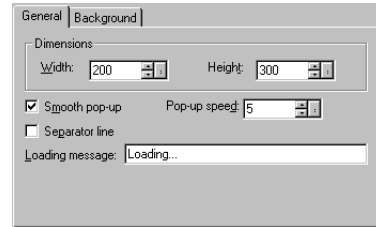
The General Tab for Slider Menus is different from the General Tab for Pop-up Menus in that it has fewer options.

- **Dimensions** The applet's width and height in pixels.
- **Loading message** The message that will be displayed while the applet is being loaded into the Web page.
- **Smooth pop-up** (*Pop-up menu only*) If enabled, the pop-up submenu will glide out on mouseover. Leaving this box clear will cause the entire submenu to be displayed instantly.



*Slider Menu Applet Properties Panel:
General Tab*


- **Pop-up speed** (*Pop-up menu only*)
Only enabled if the **Smooth pop-up** check box has been selected. The speed of the gliding motion of the submenu can be specified here. Assign a low value to slow the slide effect.
- **Separator line** (*Pop-up menu only*)
When selected, each submenu is separated by a thin line.

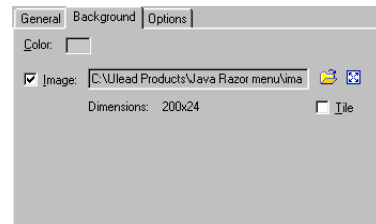


*Pop-up Menu Applet Properties Panel:
General Tab*

Background Tab

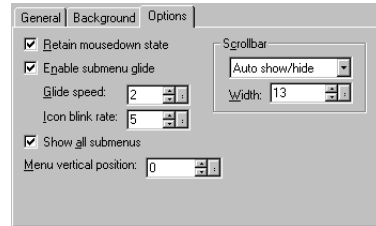
The Background Tab is identical for both Slider and Pop-up Menus.

- **Color** Use a solid color for the background. Click the color square to change the current color.
- **Image** Use an image as the background for your menu applet.
- **Fit applet to image dimensions**  Retain your image file's original dimensions and make the applet the same size as the image.
- **Tile** Repeat the image throughout the applet background if the image dimensions are smaller than the applet's dimensions.



Options Tab *(Slider menu only)*

- **Retain mousedown state** Maintain a menu item's mousedown state after it has been selected. It will return to its normal state when another menu item on the same level is selected.
- **Enable submenu glide** Make submenu items glide out when clicked. Leaving this box clear will cause the entire submenu to be displayed instantly.
- **Glide speed** The speed at which submenus glide out. Assign a low value to slow the glide effect.
- **Icon blink rate** The rate at which the icon blinks when the glide setting is enabled. Assign a low value for a slow blink.
- **Show all submenus** Keep submenus expanded even when other submenus have been clicked.
- **Menu vertical position** The anchor point from which the menu glides out with reference to the top edge of the applet.
- If a scrollbar is to be used, specify the **Width** of the scrollbar between 5 and 32 pixels.



Scrollbar options:

Always – A scrollbar is generated whether or not it is required.

Never – The scroll bar is disabled.

Auto show/hide – Program detects if a scrollbar is required and generates one automatically.

Creating a new Slider menu

1. Select **File: New** or press [CTRL + N].
Select **Slider Menu** then click **New**.

Note: Click **Template** to use a pre-defined template.

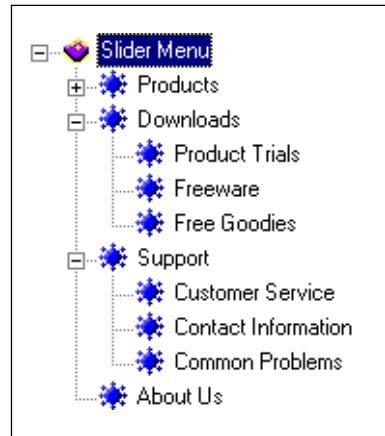
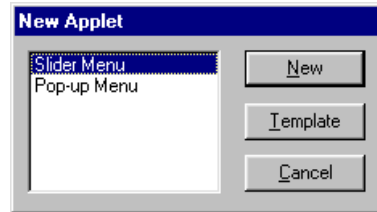
2. Set up the applet's attributes using the **Properties Panel**.

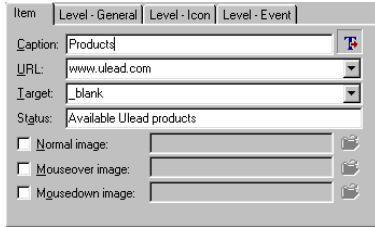
Note: See pages 5 - 7 to know the different settings available on the Properties Panel.

3. In the **Tree Level View** panel, click **Add Child Item** or press [CTRL + D] to add the first menu item of the applet. You can add additional same-level items by either:
 - a. Selecting the Slider Menu applet at the Tree View Panel then clicking **Edit: Add Child Item**, or pressing [CTRL + D] or
 - b. Highlighting the first Child Item then clicking the **Add Sibling Item** button, or pressing [CTRL + I].

Note: Always select the parent menu item before making child items of the same level. If making sibling items from a child item, select the original sibling first.

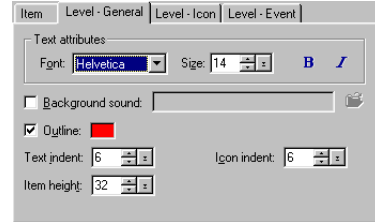
4. You will be able to adjust the settings of each item in the **Applet Properties Panel**. Following are details on how to adjust the settings in each tab.





Item Tab

- **Caption** The menu item's text string. When **Show Caption Text in Item** is disabled the text string is not displayed.
- **URL** The Web page address that is opened when the menu item is selected.
- **Target** The menu item's hyperlink target frame.
- **Status** The message to appear in the browser's status window on mouseover.
- **Normal image** The image file to be displayed as the default background of the menu item.
- **Mouseover image** The image file to be displayed as the background of the menu item on mouseover.
- **Mousedown image** The image file to be displayed as the background of the menu item on mousedown.



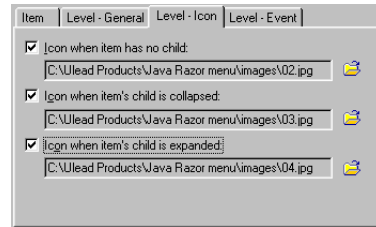
Level - General Tab

Specifications made to menu items on this tab will apply to all items on that menu item's level:

- **Text attributes** The level's universal font, size and style.
- **Background sound** The sound file to be played when any menu item on this level is clicked. Click the folder icon to locate the sound file.
- **Outline** Place a border on your menu item on mouseover.
- **Text indent** The indentation of the submenu item's text in reference to the left border of the parent item's text.
- **Icon indent** The indentation of the submenu item's icon in reference to the left border of the parent item's icon.
- **Item height** The vertical space in pixels to be allocated to the menu item. The text will be vertically centered in its allocated space.

Level – Icon Tab

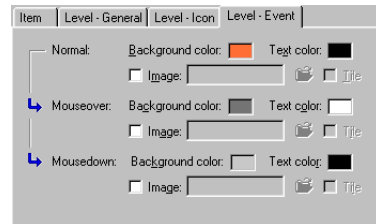
Icon settings determined in this tab will affect all menu items on this level. Image files can be specified for icons to appear beside each menu item. Different icons can be selected for menu items with no child submenus; menu items with unexpanded submenus; and menu items with expanded menu items.



Level – Event Tab

Click the color squares to select the colors of the background and text for the default state, and for mouseover and mousedown events. Settings determined on this level will affect the whole level.

Note: Select the **Tile** option to have the image fill the the whole menu item's allotted space. This is useful when you are using a patterned or textured image.



Creating a Pop-up menu

1. Select **File: New** or press [CTRL + N].

Note: Click **Template** to use a pre-defined template.

2. Specify the Applet's general attributes using the **Properties Panel**.

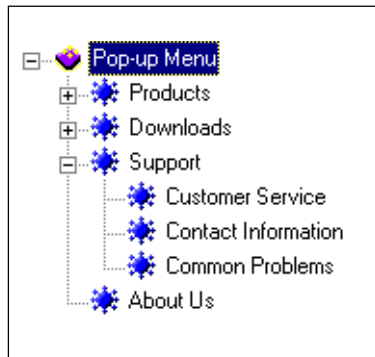
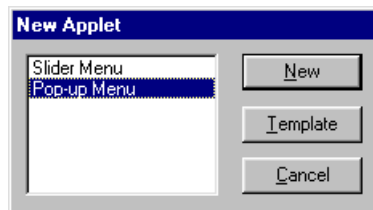
Note: See pages 5 - 6 to know the different settings available on the Properties Panel.

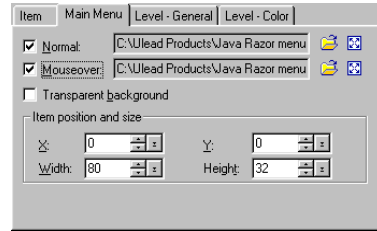
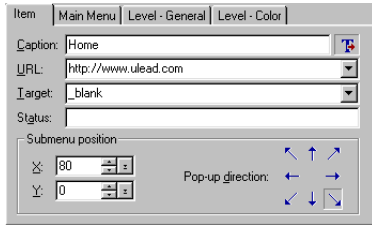
3. In the **Tree Level View** panel, click **Add Child Item** or press [CTRL + D] to add the first menu item of the applet. You can add additional same-level items by:
 - a. Selecting the Pop-up menu applet at the Tree View Panel and clicking **Add Child Item** or pressing [CTRL + D] or
 - b. Highlighting the first Child Item and clicking **Add Sibling Item** or pressing [CTRL + I].

Note: Always select the parent menu item before making child items of the same level. If making sibling items from a child item, select the original sibling first.

4. Determine the settings of the first generation child items using the **Properties Panel**. The following section describes the available settings in further detail.

Note: Attributes for Child Items in pop-up menus are determined individually.





Item Tab

Define settings for individual menu items:

- **Caption** The menu item's text string. When **Show Caption in Item** is disabled the text string is not displayed.
- **URL** The Web page address to be opened when the menu item is selected.
- **Target** The menu item's hyperlink target frame.
- **Status** The message to be displayed in the browser's status window on mouseover.
- **Submenu position** The X and Y coordinates of the starting position of the selected item's submenu, relative to the top left corner of the selected item.
- **Pop-up direction** Use the arrows to specify how the submenu pops up when the parent item is selected.

Main Menu Tab (*First level menu only*)

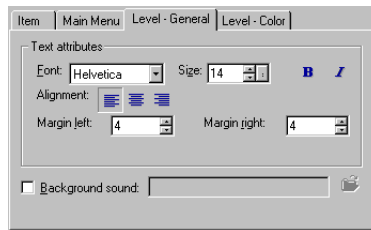
Specify an icon and icon attributes for each child item:

- **Normal** The image to be displayed as the menu item's default background.
- **Mouseover** The image to be displayed as the menu item's background on mouseover.
- **Transparent background** If enabled, the background will be transparent.
- **Item position and size** The menu item's X and Y coordinates at the top left corner, relative to the applet. Specify also the height and width of the menu item in pixels.

Level - General Tab

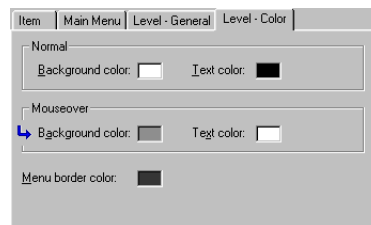
Specify text and attributes for all child items within the same level:

- **Text attributes** The level's universal font, size and style.
- **Margin left/right** The size of the left and right margins in pixels.
- **Margin top/bottom** (second level and above menus only) The size of the above and below margins in pixels.
- **Background sound** The sound (WAV or AU) file to be played when the menu item is clicked. Click the folder icon to locate the sound file.



Level – Color Tab

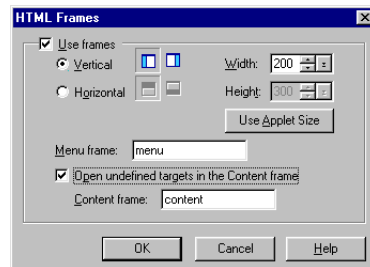
Click the color squares to select the colors of the background and text for the Normal state and for mouseover events. Also select the color of the border around menu items. Settings determined on this level will affect the whole level.



Using HTML frames

Menu.Applet offers the choice of using frames in a Web page, providing greater flexibility when creating menus. Frames allow the menu to remain static while links are opened in the adjoining frame. Expanded menu items will therefore remain expanded while a selected link opens in the adjoining frame. Each frame can be given its own URL, enabling each frame to be loaded individually.

- **Use Frames** Output an HTML file using frames.
- **Vertical** Split the browser window vertically into two frames. Select one of the two buttons to specify whether the menu should be in the left frame or in the right.
- **Horizontal** Split the browser window horizontally into two frames. Select one of the two buttons to specify whether the menu should be in the top frame or in the bottom.
- **Menu frame** The name of the frame in which the menu is displayed.
- **Open undefined targets in the Content frame** Make target URLs open in the adjoining frame.
- **Content frame** If the **Open undefined targets in the Content frame** option is enabled, assign a name to the Content frame.



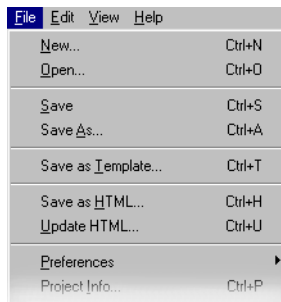
Note: Giving the frame a name will allow that frame to be targeted by other URLs.

Saving your work

Menu.Applet files can be saved in two different ways; either as project files or as HTML files. Project files contain information about source images and settings. These can be opened again for editing at a later time. Java™ files are the final output that will be seen on your Web page.

To save a Menu.Applet project file:

1. Click **File: Save As** or **Save** on the **Standard Toolbar**.
2. Locate the folder where you want to save your project file. Assign a name to the project. The file extension for Menu.Applet files is UMA.
3. Click **Save**.



To save your work as Java:

1. Click **File: Save as HTML** or **Output HTML** on the Standard toolbar.
2. Locate the folder where you want to create a new HTML file. Assign a name to the new HTML file.
3. Click **Save**.



To update existing Java components or insert a new component in an existing HTML file:

1. Click **File: Update HTML**.
2. Locate the HTML file to be updated.
3. Select the file and click **Open**.