



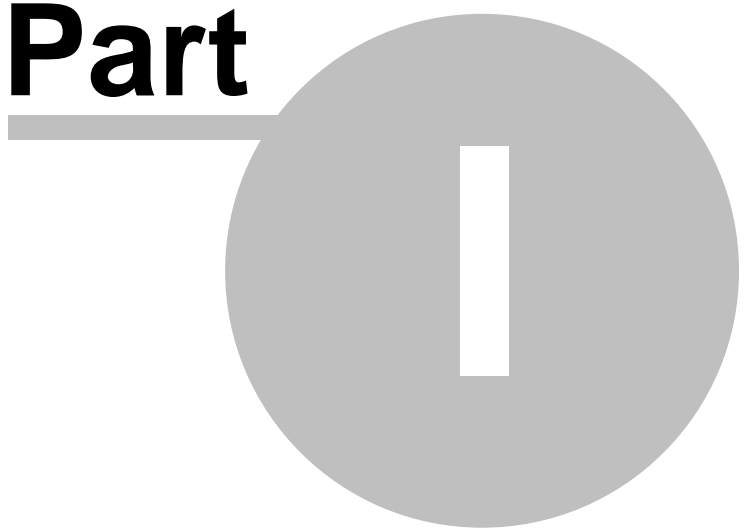
Xtreeme DHTML Menu Studio Help

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Part



1 Introduction

Welcome to DHTML Menu Studio!

DHTML Menu Studio is a program that allows you to create a dynamic menu navigation for your website. With over 200 ready-made menu skins to choose from and a powerful user interface you will be able to get straight to the point, having your menu built in just a couple of minutes. Moreover, menus generated by the program work with every major web browser (Netscape/Mozilla 6+, Firefox, Opera 7+, Internet Explorer 6+, Safari) on every major operating system (Windows, Mac OS, Unix platforms) and are fully compliant with web standards.

There are two editions of DHTML Menu Studio: Standard and Professional. The difference between the two editions is that the professional one supports dynamic creation of menus (from server-side scripts).

How to get started

- The easiest way to get started with **DHTML Menu Studio** is visiting the [Tutorials](#) section. You will find there brief tutorials that will familiarize you with basic concepts of the program.
- You should also visit [The User Interface](#) for an introduction to the program.

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2 Requirements

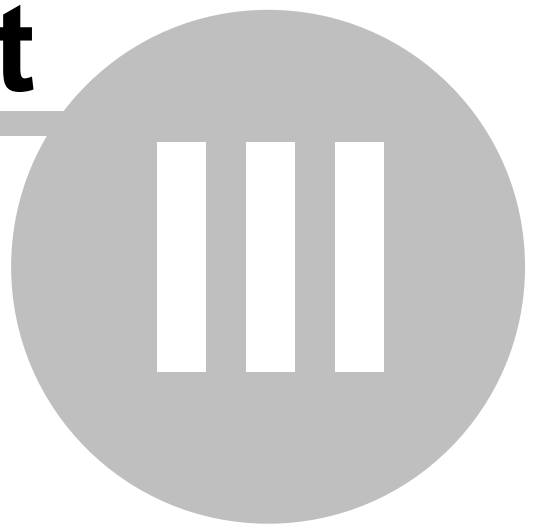
In order to run DHTML Menu Studio on your machine, your system must meet the following requirements:

- Compatible operating system:
 - Windows 2000/XP,
 - Windows 2003,
 - Windows Vista.
- Administrator privileges for installation of the program.
- Processor: Pentium or newer.
- Approximately 30 megabytes of free system disk space depending on the number of additional menu designs that you want to install.
- At least 30 megabytes of free system memory available for the application.
- Connection to the Internet in case of automatic uploading of menu files.

In order to host the generated menu on your website:

- Depending on the chosen menu output format, the server hosting the website needs to support the appropriate scripts. For example, for the *PHP include* format option, the server needs to support PHP scripts and for *ASP/ASP.NET include*, the server needs ASP/ASP.NET support. The same applies to the *Server Side Include (SSI)* and *JSP include* options.

Part



3 Features

Search Engine Studio Features

- DHTML Menu Studio menus will work with all popular browsers: Internet Explorer 6+, Netscape 6+, Opera 7+, Mozilla 1+, Safari, Firefox on all popular platforms: Windows, Unix, MacOS.
- You can create as many DHTML menus, for as many web sites as you like, when you purchase a single license of the program.
- The output code generated by the program is compatible with the XHTML 1.1 standard.
- Now you can insert items into the menu dynamically, from a server-side script such as ASP, PHP or ColdFusion. This is very useful if you want the menu to reflect a structure stored in a database or enable/disable items based on user's permissions (*Professional Edition* only).
- The program creates different JavaScript files for different browsers, so that with any single browser only the necessary code will be loaded. The JavaScript code is highly optimized using an internal optimizer to further increase loading time. On top of this, the program generates only as much code as necessary - all the functionality not selected in the options (e.g. certain effects) will not result in unnecessary code being generated. The size of the output code is usually around 12KB (depending on the selected features and target browser the size is guaranteed to be between 8KB and 21KB).
- You can use image-based backgrounds for the menu (also with roll-over effect), coming up with amazing results (the program comes with tons of such bitmap schemes created by professional artists). Since the top level menu bar items can be created in form of images, you can choose the coolest fonts and be sure that your visitors will see them the same way. You can even choose to anti-alias the top-level menu texts for an even nicer result.
- You can apply a number of visual effects to the menu (such as partial transparency, fading, roll-over, shadow, glow effect, or keeping the menu on top of the browser page at all times).
- You choose from tons of existing designs (most are bitmap-based schemes designed by professional artists) which you can also customize any way you want.
- The menu structure can be imported/exported in XML format.
- There's an option that you can switch on in order to make your menus search engine friendly. In such case the whole structure (all links) can be found by search engines such as Google.
- Menus can be easily integrated into your existing frame-based or frameless site design. It's up to you to decide in which frame / window the menu item links will open and in which frame the popups will appear.
- Menus are built on demand so the loading time is kept as short as possible. Also, the output script is compressed to ensure fast loading time. If image-based menus are created, the images are pre-loaded to ensure smooth roll-over effects. On top of this, the user can scroll between popup menu items if a popup menu with lots of items doesn't fit on the screen.
- You can easily include any number of horizontal / vertical DHTML drop down menus into a single web page or multiple web pages.
- You can now have the menu track the currently visited page (it's highlighted in the menu) -- this works also for frame-based configurations.
- The program can optionally create PHP / ASP / SSI / JSP / FrontPage / ColdFusion includes or use a DreamWeaver template so you can easily embed the menu into an existing website (on one or multiple pages) -- even if your web site is frame-based, you can visually click on the frames where specific menu parts will be displayed.
- Tons of options presented in a clearly view can be used to choose every possible aspect of the menu, from with the graphical appearance and effects, to integration method with existing website and desired functionality.

-
- You can have the program upload the output files automatically to an FTP server or to a local / network disk.
 - You can easily match the menu colors with the color scheme of your website. If using image-based menus, you can modify the image coloring (e.g. changing a reddish scheme into a bluish one) by changing the hue/saturation/luminance settings. If not using image-based menus, you can also choose different colors for different popups creating a very nice visual effect.
 - Informative and clear user interface: at every moment you can preview and test the menu by using the preview window. The menu structure is also built in a visual way, just as the final menu will look.

Part

IV

4 Tutorials

Expand the *Tutorials* branch in the panel on the left and choose the tutorial that you want see.

4.1 Creating a sample menu

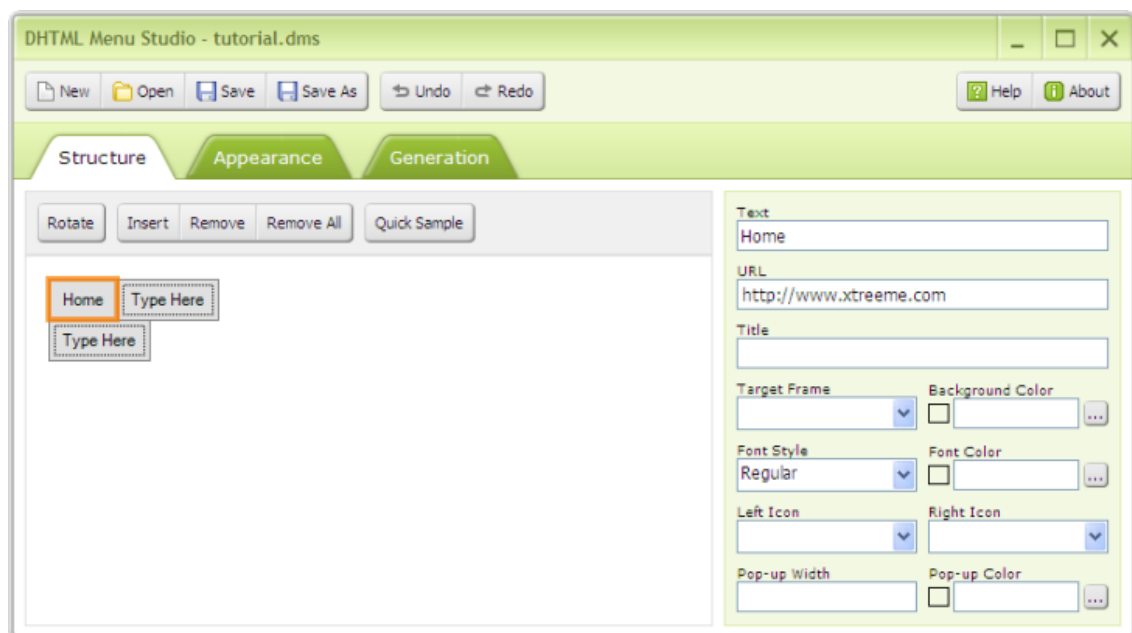
In this tutorial you will create a sample website menu containing a few items. You will add a few common menu elements, set their destination URLs, choose the menu appearance and generate it to a local folder. This will help you familiarize with the program and the process of creating a navigation menu for a website.

Creating menu structure

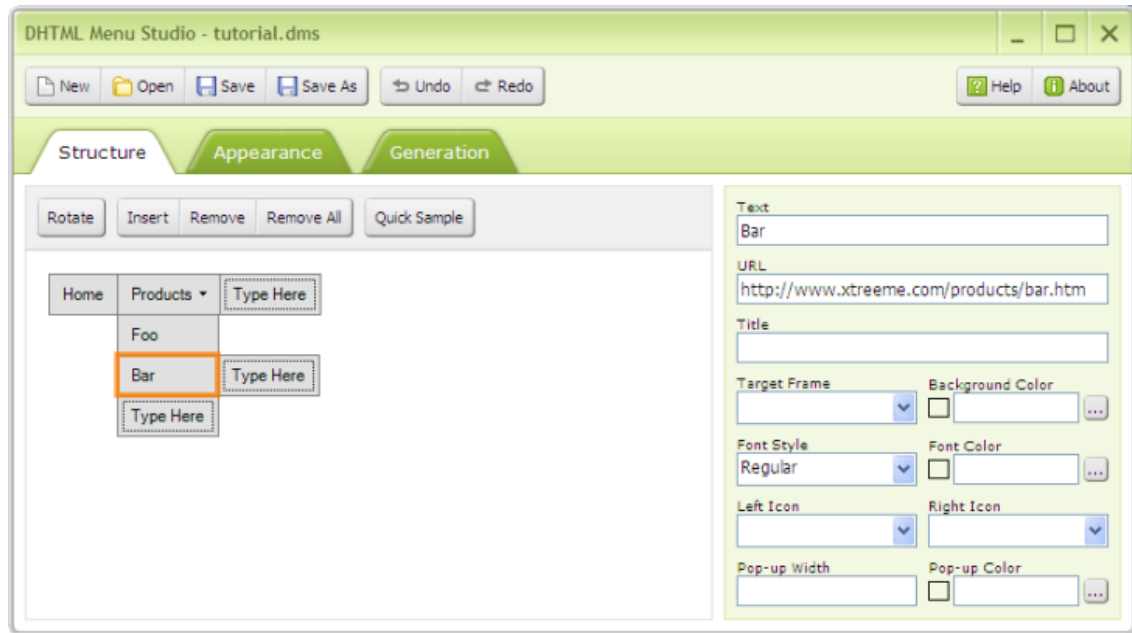
First, you need to create a structure of your menu. You can do this in the **Structure** tab of the main program window (see the picture below).

When creating a menu structure you add elements that will be visible in the top-level menu and pop-ups. Also, this is the place where you enter a URL that will be opened once a user clicks a given menu item. Let's say that you want to have a menu with four elements in the main bar: *Home*, *Products*, *Contact* and *Support*. Additionally, the *Products* item will have a pop-up containing two more element, *Foo* and *Bar*.

1. Open DHTML Menu Studio and go to the **Structure** tab. Next, click the menu item placeholder in the *Menu Editor* panel and type *Home*. You have just added the first menu item! Then, go to the *URL* field in the section on the right and type the destination URL of the *Home* item, let's say *http://www.xtreeme.com*. This way, once a visitor to your website clicks this menu item, they will be redirected to the home page at *http://www.xtreeme.com*

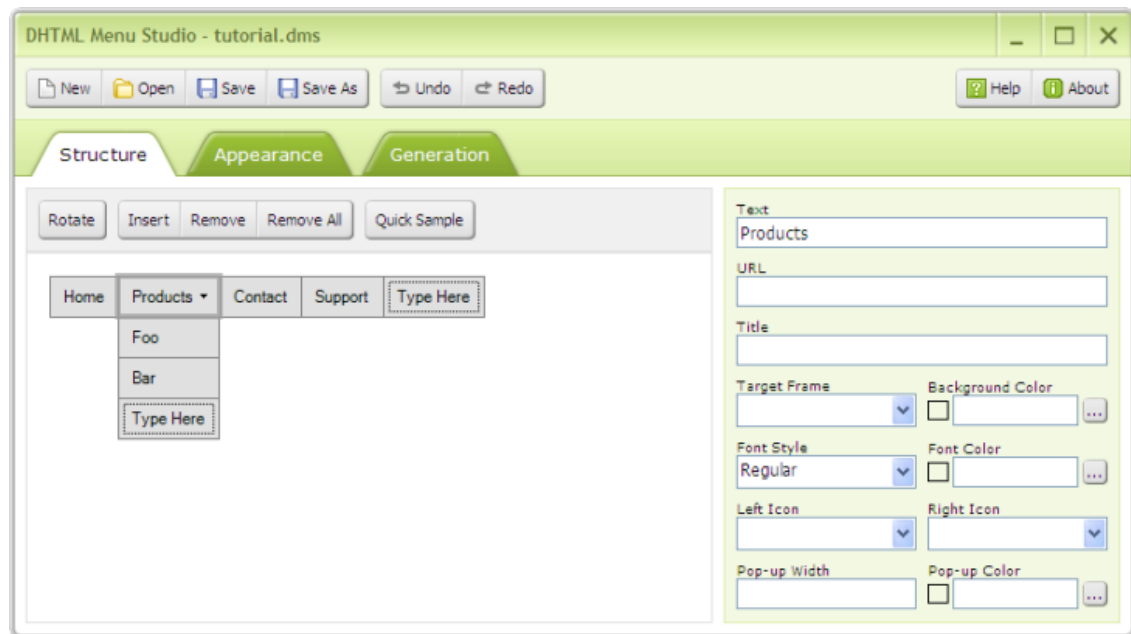


2. Next, click the placeholder to the right from *Home* and type *Products*. This item is supposed to have a pop-up with two more elements. Click the placeholder located below *Product* and type *Foo*. As the *URL* of this item type *http://www.xtreeme.com/products/foo.htm* Then, add one more item below the *Foo* element. As its caption type *Bar* and as the *URL* enter *http://www.xtreeme.com/products/bar.htm*



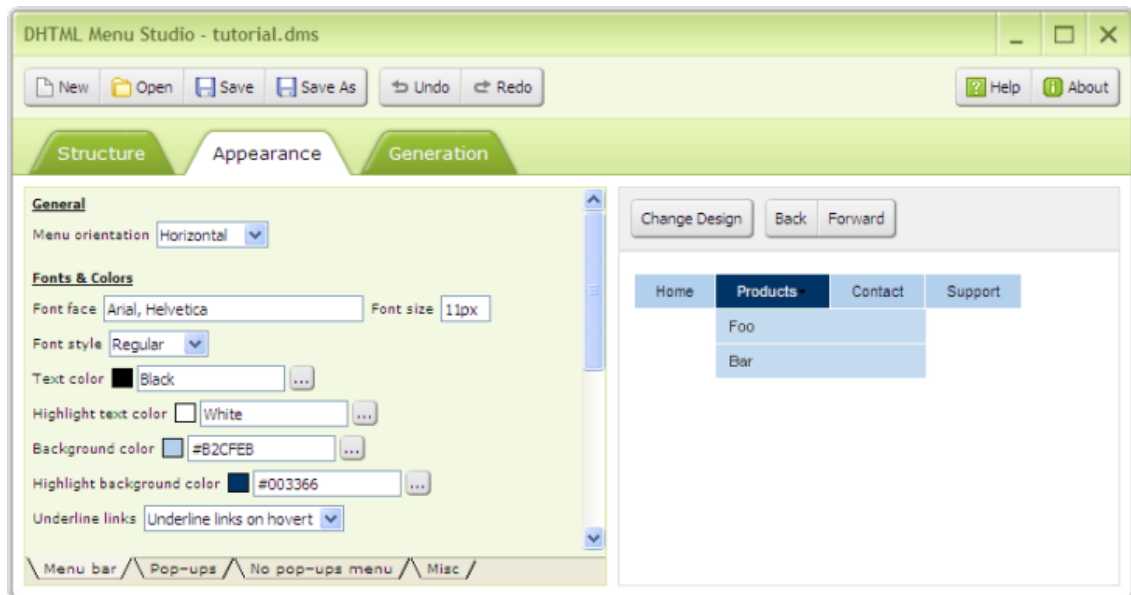
3. At last, add two more elements to the right from *Products*: *Contact* with the URL *http://www.xtreeme.com/contact.htm* and *Support* with *http://www.xtreeme.com/support.htm*

The whole menu structure should look like in the picture below.



Choosing appearance

- Now, you will choose the look of the menu. Go to the **Appearance** tab. As you can see, in the **Preview** section of the tab you can view the current look of your menu with the default design applied.

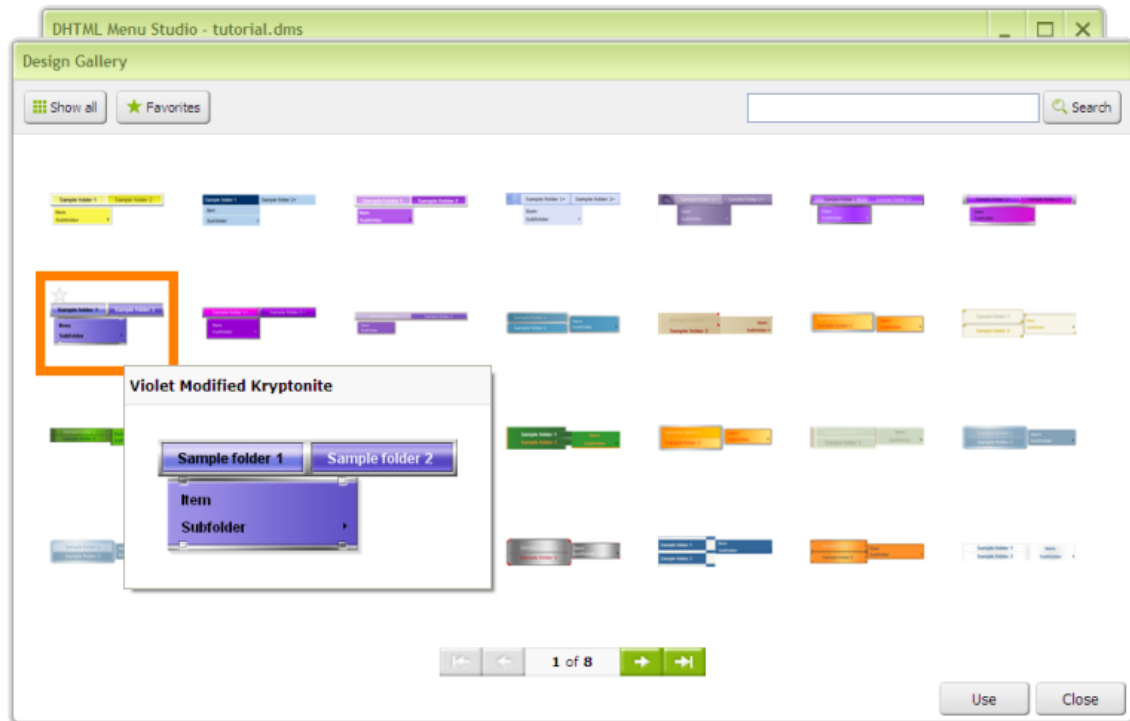


- To customize the menu look we will use one of the predefined designs that come with the

program. Click the **Change Design** button located over the preview. The **Design Gallery** window opens (see the picture below). In the gallery you can view all menu designs currently available on your machine.

To learn more about using the gallery see the topic [Menu Design Gallery](#).

6. Select the *Violet Modified Kryptonite* design (see the picture below) and click the **Use** button at the bottom of the window to apply the selection.



7. As you can see in the preview below, the selected design was applied to your menu. Note that in the properties panel on the left you can find a number of options that control the appearance and behavior of the menu. You can use these options to customize your menu even more.



Generating the menu

- Now it's time to generate the menu. Go to the **Generation** tab. To keep this example simple, we will generate the menu to a local folder. Go to the *Output directory for HTML files* field and type *C:/mymenu/*. This is the location where the menu file will be generated. Let's leave the default output file name, *menu.htm*.

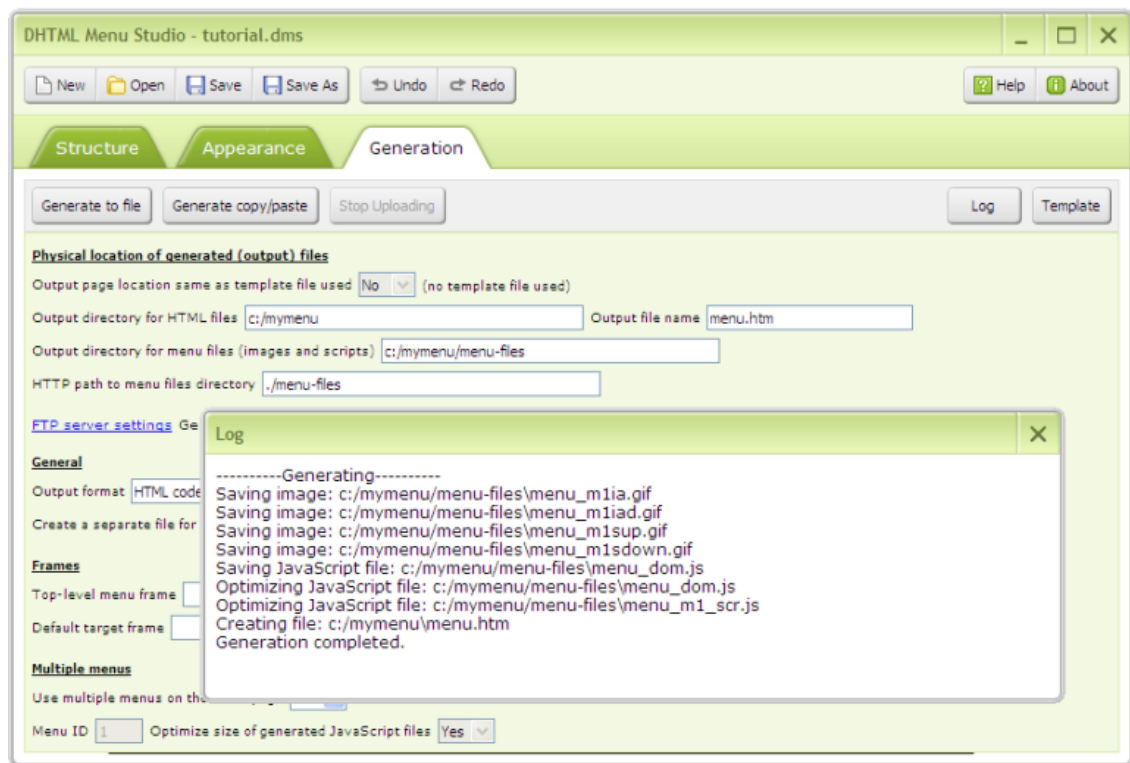
- Next, in the *Output directory for menu files* field type *C:/mymenu/menu-files*. This is the folder where menu scripts and images will be saved.

Note that in real situation you will need to upload this folder to your web server for the menu to work.

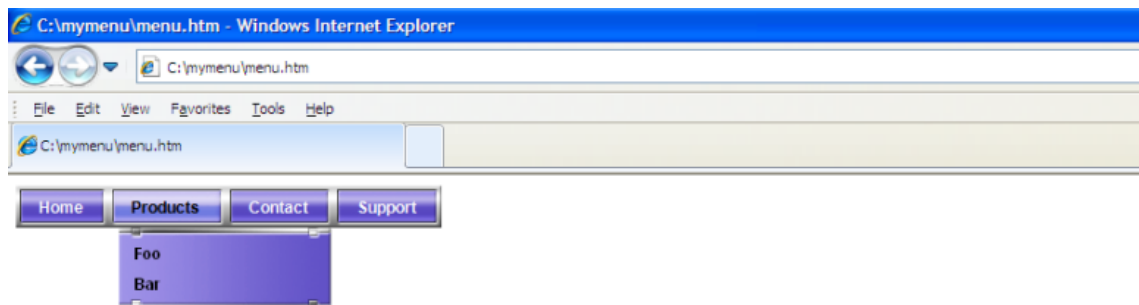
- Finally, you need to specify the HTTP path that the top-level menu code on the output page will use to access the script and image files. In this case we will use a relative path. Go to the *HTTP path to menu files directory* and type *./menu-files* (see the picture below).

Note: in real situation this is usually the path that points to the menu files folder (see point 9.) uploaded to your web server, e.g. *http://www.xtreeme.com/menu-files* or *./menu-files*

- Next, click the **Generate** button to create the menu. As you can see in the picture below, the **Log** window opens automatically. You can follow there the progress of the generation.



12. Now, go to the *C:/mymenu* folder on your local disk and open the *menu.htm* file in a browser. Move the mouse cursor over the *Products* element to expand the pop-up.



See also:

[Structure tab](#)
[Appearance tab](#)
[Menu Design Gallery](#)

4.2 Customizing the menu page with a template

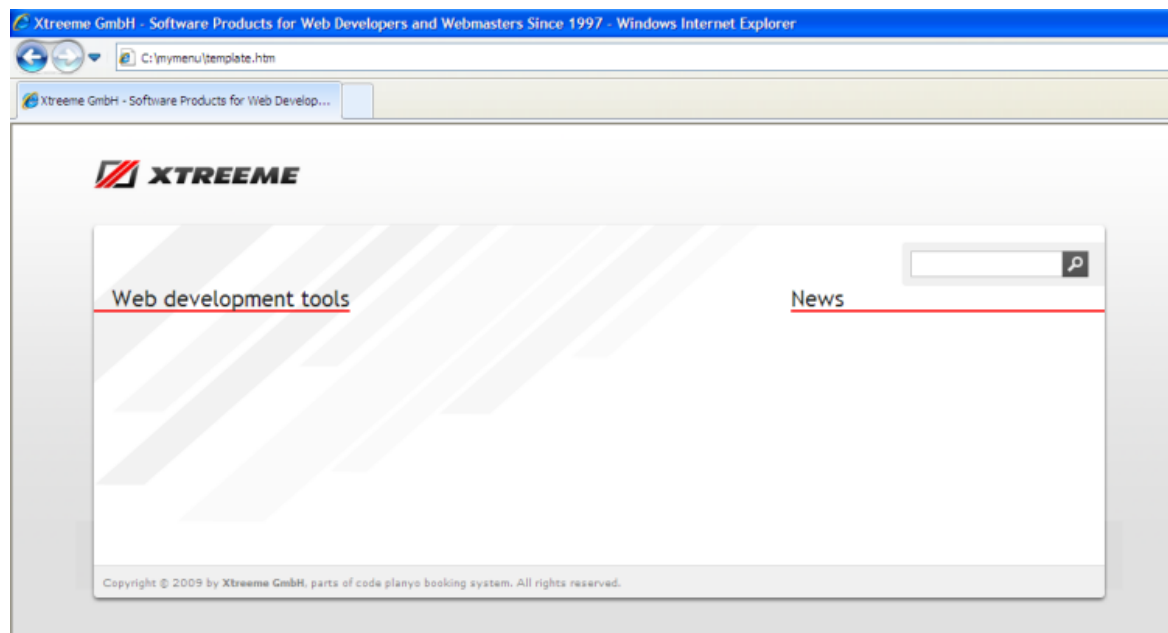
In this tutorial you will learn how to use templates to customize the output menu page. Using templates is especially useful when you want to insert a menu into e.g. a Dreamweaver or Expression Web template.

In this case, you can open in DHTML Menu Studio a previously prepared template page, insert the menu into the desired position and generate it back. Next, you can use this newly created template (that now contains the menu) in your website project in one of the mentioned program. You can of course use the same workflow to create a template for any other web development software.

Let's say that you already have a full designed DHTML menu (as in the picture below) and you want to insert it into the template page that is presented in the second picture.



Picture: The menu.



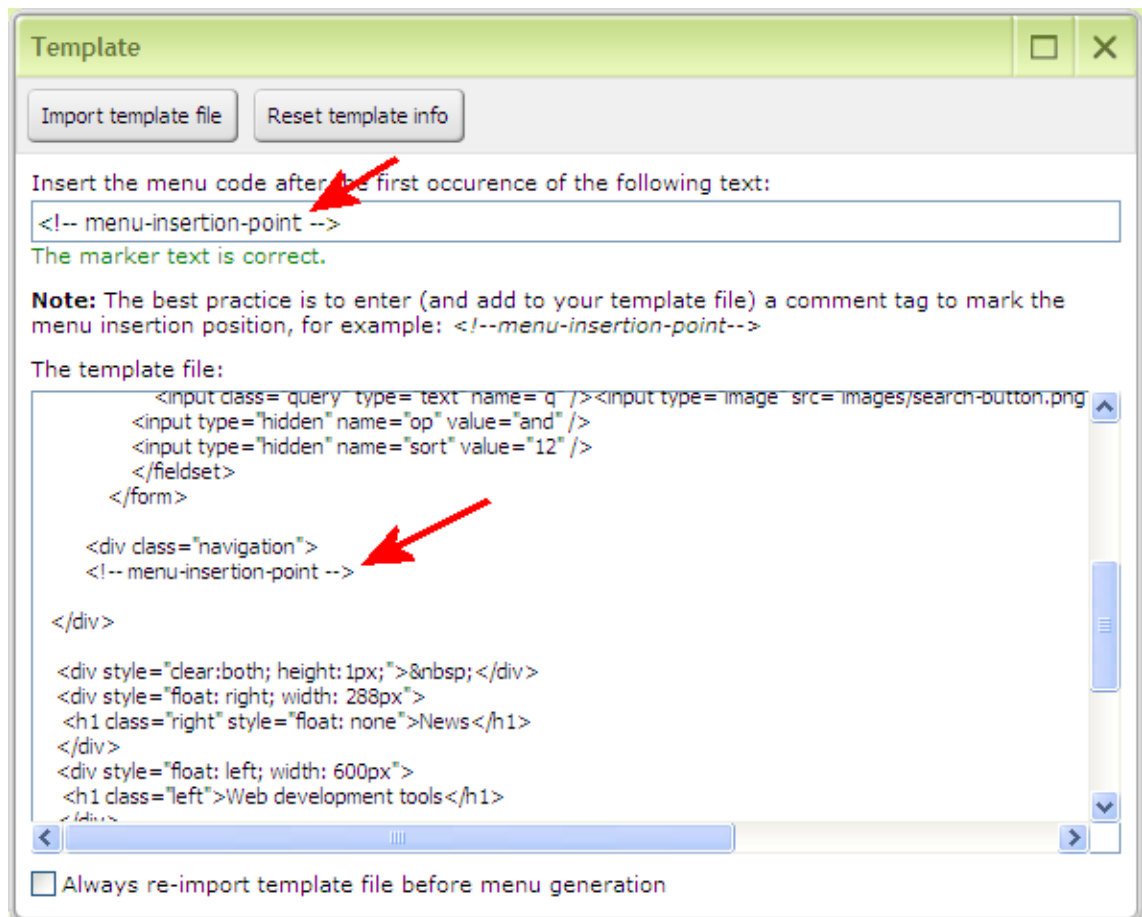
Picture: The template page.

1. Start DHTML Menu Studio, open your menu project file and go to the **Generation** tab. Next, click the **Template** button in the top-right corner of the window. The **Template** dialog opens (see the picture below).

Note: to learn how to create a menu navigation structure and choose menu appearance, go to the [Creating a sample menu](#) tutorial.

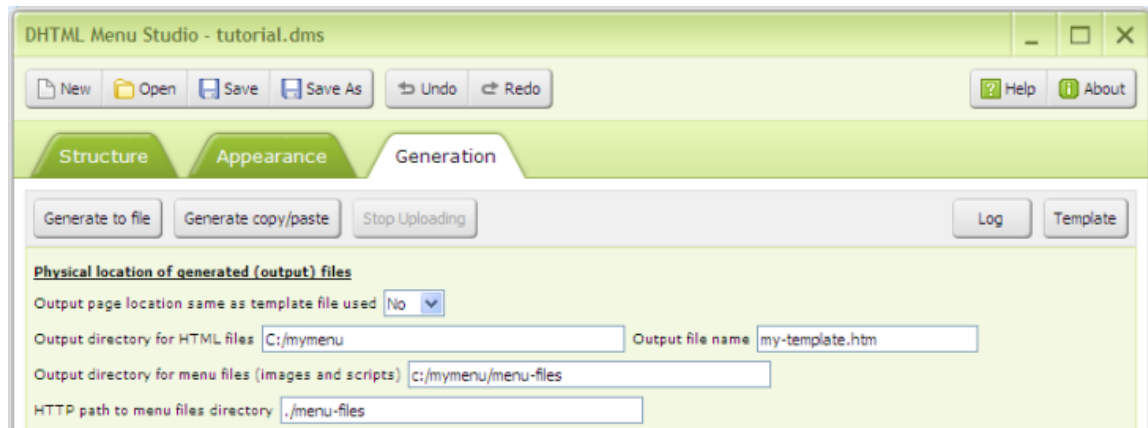
2. In the **Template** dialog, click the **Import template file** button and browse for your template page, e.g. `C:/mymenu/template.htm`. Once the file is loaded, its source code is presented in the main panel of the window (see the picture below).
3. Next, you need to specify the position where the menu will be added. You can do this by specifying a text from the template source after which the menu code will be inserted. The best practice here is to add a comment tag (e.g. `<!-- menu-insertion-point -->`) to the template source in the position where the menu should appear. Next, you can use this tag as the marker text in the **Template** dialog.

As you can see in the picture below, we entered the `<!-- menu-insertion-point -->` marker in the text field. Once it's done, the status note confirming that the marker is correct appears.

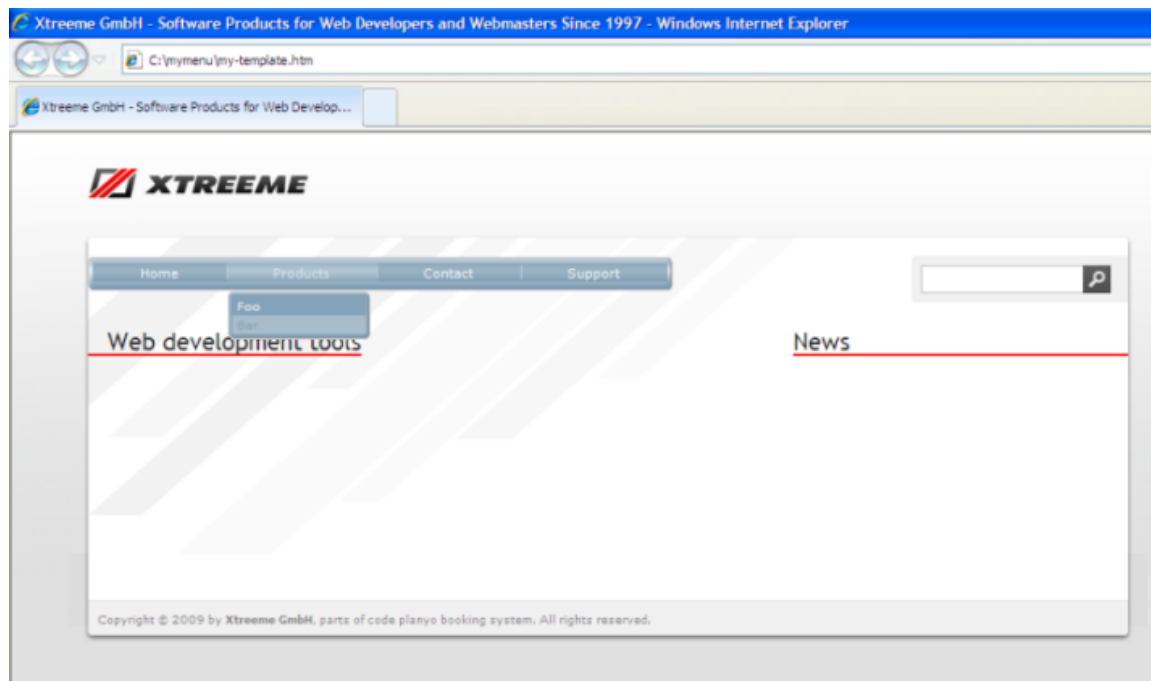


4. Close the **Template** window. Now you need to specify where the new template page will be generated. In the **Generation** tab, go to the *Output directory for HTML files* field and type `C:/mymenu/`. As the *Output file name* type `my-template.htm`. Note that in case of e.g. Dreamweaver template, you need to specify the `.dwt` extension.
5. Next, in the *Output directory for menu files* option you need to type where the menu scripts and images will be saved. Let's enter `C:/mymenu/menu-files`. At last, you need to specify the HTTP path that the top-level menu code on the output page can use to access these menu files. To keep it simple, go to the *HTTP path to menu files directory* option and type `./menu-files`.

Note: in real implementation, when you are using the generated template to create multiple pages of your website (e.g. in Dreamweaver), you will probably need to specify the absolute URL in the *HTTP path to menu files directory* option. For example, if the generated *menu-files* folder will be uploaded to the HTTP root of your online website, you have to type e.g. *http://www.xtreeme.com/menu-files* or */menu-files*. This way, whatever the location of a web page on the server is, the menu code will be able to locate the menu files successfully.

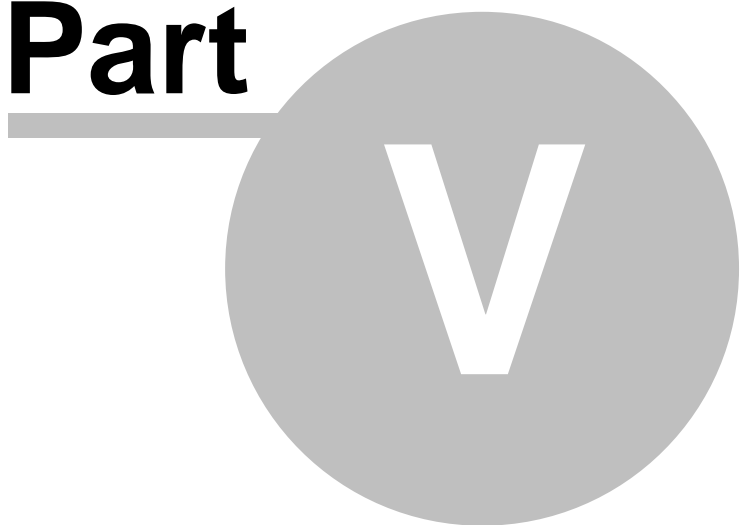


6. Once the menu is generated, you can open the newly created page in a browser. As you can see, the menu was inserted as you wanted, above the *Web development tools* text.



See also:[Structure tab](#)[Appearance tab](#)[Creating a sample menu](#)

Part



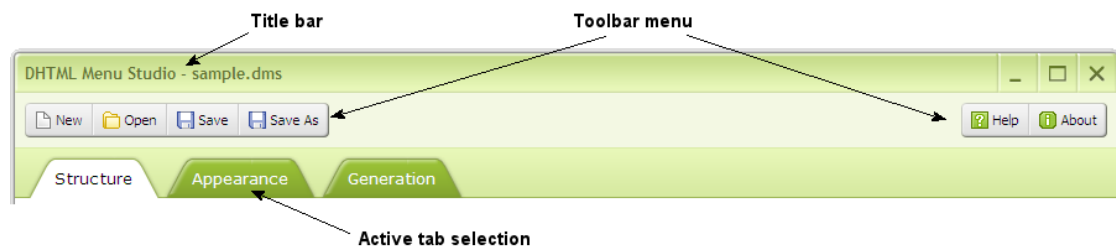
5 The User Interface

This section contains a reference of the program's user interface.

Choose a dialog name in the panel on the left to get the description.

5.1 Main window

This topic provides a brief guide to the main program window.



At the top of the window you there is the title bar with the program name and the name of the currently opened document.

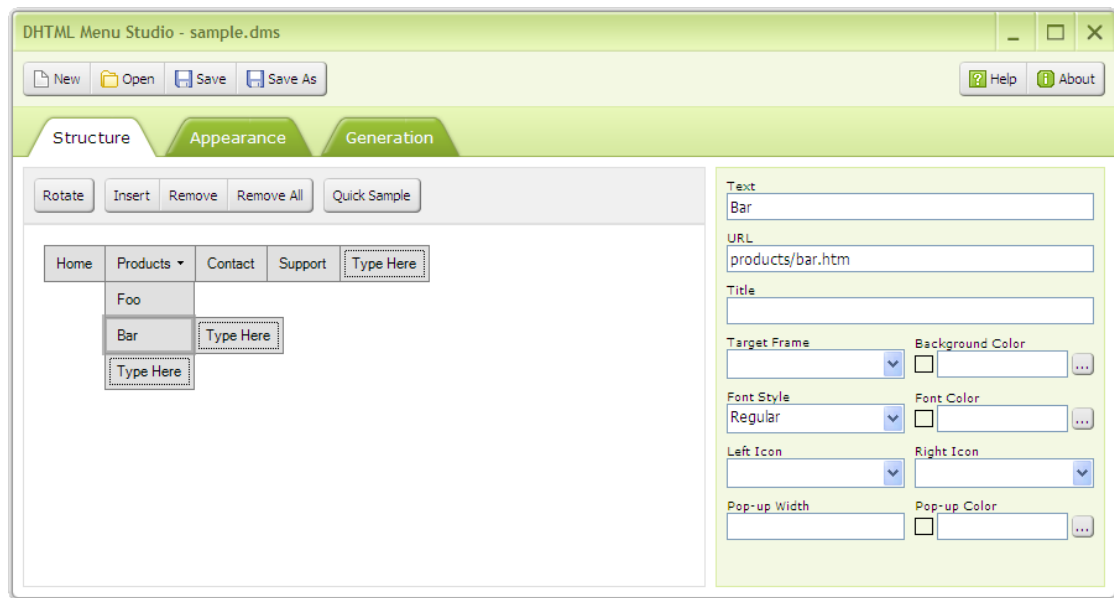
Below the title bar there is the toolbar menu with the following options:

- | | |
|----------------|---|
| New | Creates a new menu document. |
| Open | Opens an existing project file (*.dms) or imports menu structure from an XML file (*.xml). |
| Save | Saves the current project file (*.dms) or exports the menu structure to an XML file (*.xml). |
| Save As | Saves the current project under a different name. |
| Help | Opens this help file. |
| About | Opens the About dialog where you can find the program version (<i>Demo</i> or <i>Full</i>), edition (<i>Standard</i> or <i>Professional</i>) and the version number. |

In the main part of the window there are three tabs: [Structure](#), [Appearance](#) and [Generation](#). By selecting one of the tabs you go to the section where you can define your menu structure, choose graphical appearance and generate the menu.

5.2 Structure tab

All the menu structure editing takes place in the **Structure** tab. This tab is divided into two main areas: *Menu Editor* and *Item Properties*.



Menu Editor

In this panel you can see the working model of your menu structure. You can expand the pop-ups by clicking respective items. New items can be created by typing their captions in the empty placeholders. At the top of the menu editor there is a toolbar containing essential commands for manipulating the menu structure:

- | | |
|---------------------|--|
| Rotate | Switches the menu orientation from horizontal to vertical or <i>vice versa</i> . If the currently selected menu design doesn't have a rotated version you will be asked if you want to proceed and apply a default design instead. |
| Insert | Inserts a new item before the selected one. |
| Remove | Removes the selected item. You can also use the Delete button to remove an item. |
| Remove All | Removes all menu items. |
| Quick Sample | Fills the structure with sample items. Please note, that your current structure will be lost. |

Note: Rotating a menu with bitmap design requires that the design comes in both horizontal and vertical versions. If you try to rotate the menu with bitmap design that does not have its rotated counterpart, an appropriate warning message will be shown.

Item Properties

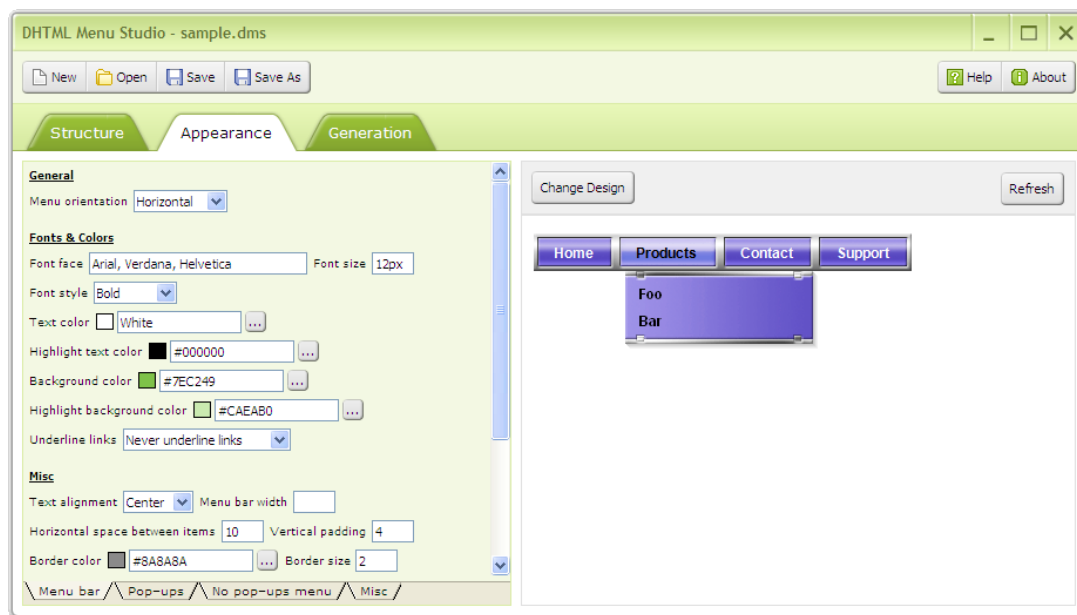
Here you can set the basic properties of every item. This includes options regarding navigation (caption, destination URL) as well as those responsible for visual aspects such as caption font, color and item icons.

Text	This is the caption of an item. If not using bitmap-based menus, you can enter HTML code here, e.g. <code>bold</code> or <code></code> . If you wish to use special characters (e.g. non-English characters), you should use character entities, e.g. <code>&uuml;</code> instead of <code>ü</code> . In this case, you won't need to set encoding declaration on the target web page. Please note that by entering "-" in place of the text, you will add a vertical white-space separator which can be useful to group items in a pop-up.
URL	This is the URL where you are redirected to once a user click this menu item. This can be a relative path such as <code>../index.htm</code> , an absolute path such as <code>http://www.yourdomain.com/index.htm</code> or even a JavaScript command in form of <code>javascript:command</code> , e.g. <code>javascript:alert('this menu items runs a JavaScript command')</code>
Title	Sets desired text in browser's status bar when hovering over an item. Please note that Firefox now by default disables scripts from modifying the status text.
Target Frame	This is a name of the frame where the URL will be opened. You can also choose one of the predefined values from the drop-down list. For example, choosing <code>_blank</code> will open the URL in a new browser window.
Background Color	In this field you can change the background color of menu item. See the note below.
Font Style	Here you can make an item bold or italic.
Font Color	This is the color of menu item. See the note below.
Left/Right icon	An image that appears to the left and/or to the right of menu item text. You can use predefined or custom images.
Pop-up Width	Here you set the width of the child pop-up menu.
Pop-up Color	This is background color of the child pop-up menu. See the note below.

Note: The color values need to be provided in an HTML-compatible format. This means that the color has to be in the #RRGGBB form, where R, G and B are valid hexadecimal numbers. This also can be a valid HTML color name like Green, Chocolate or DarkSlateGray. The RGB values and names are case insensitive (you can type them in any case you want).

5.3 Appearance tab

All the menu appearance fine-tuning takes place in the **Appearance** tab. This tab is divided into two main areas: *menu properties* (on the left) and the preview panel.



Menu Properties

In this panel you will find a number of available options that control the appearance and behavior of the menu. The options are divided into four sections. You can switch between the sections by clicking one of the tab buttons at the bottom of the panel. Please visit one of the following help pages for description of every property: [Menu bar options](#), [Pop-ups options](#), [No pop-up menu style options](#) and [Miscellaneous](#).

Note: Some properties, like for example Background color, only affect the simple HTML menu designs and changing them for a menu using bitmap design will have no visible effect.

Menu Preview

Provides an instant preview of how the menu will look like in a web browser. Every time you change an option in the *Menu Properties* this preview is automatically updated.

Change Design	Opens the Gallery Window. In the window you can choose a menu designs and apply it to your menu project.
Refresh	Refreshes the preview.

5.4 Appearance tab - Menu bar options

In this section you will find options that customize the appearance of the top-level menu bar. Below there is a list of the available options and their description.

General

Menu orientation Specifies the menu orientation which can be *Horizontal* or *Vertical*.

Fonts & Colors

Font face Here you can enter one or more fonts (separated by colons) of the top-level item text.

Font size Font size, e.g. x-small, 10px or 12px.

Font style Font style. Choose one of the options from the drop-down list.

Text color Item text color.

Highlight text color Hover text color that is displayed when a user moves the cursor over the item.

Background color Item background color.

Highlight background color Hover background color that is displayed when a user moves the cursor over the item.

Underline links Choose whether menu item links should be underlined always, when moving the mouse over them or never.

Misc

Text alignment Select text alignment of top-level menu items.

Menu bar width This option will set the total width of the top-level menu to the value specified either in pixels (e.g. 500px) or as percentage (e.g. 100% if the menu bar should be as wide as the browser window or parent element). Leaving this value empty will result in the total width being calculated based on other options and items' text width. Note: this option will not work with bitmap designs or when the *Enable fixed item width* option is turned on.

Horizontal space between items Determines how much space will be inserted between top-level menu items.

Vertical padding This value determines padding for top-level menu items.

Border color Choose color of the menu bar border.

Border size Enter border size of top-level menus. Entering 0 will remove the border.

Keep on top when scrolling Selecting this option will always keep the menu bar visible (usually near the top edge of browser window), even when scrolling further down into the document.

Top margin to browser window When *Keep on top when scrolling* is turned on, this is the distance between the menu bar and the top edge of the browser window.

Add item separators This option will add vertical separators between top-level items.

Opacity (transparency)	Select opacity (transparency) of top-level menu bar. This value should be in range 0..100. A default value of 100 means the items will be fully visible. A value of 80 means the menu bar will be partly transparent (text and images underneath the bar will be partly visible).
Show arrows	Selecting this option will add arrows to top-level items that have sub-menus.
Opening event	Choose whether a pop-up menu should be expanded when user moves the cursor over the item or after the item is clicked.

Fixed item width

Enable fixed item width	Determines whether top-level menu items all have a fixed width or if their width depends on the size of their text. Please note that this does not control the total width of the menu bar (see the <i>Menu bar width</i> option) but only the width of single menu items for a horizontal menu.
Width	When <i>Enable fixed item width</i> is turned on, this option specifies a width of a single menu item.

Note:

1. Some properties, like for example *Background color*, only affect the simple HTML menu designs and changing them for a menu using a bitmap design will have no visible effect.
2. In case of vertical bitmap designs, their width is fixed and depends on the size of the images that they are using. For simple, non-bitmap designs the width is variable.

5.5 Appearance tab - Pop-ups options

This section allows you can customize the appearance of the pop-up menus. Below there is a list of the available options and their description.

Fonts & Colors

Font face	Type one or more fonts (separated by colons) of the pop-up item text.
Font size	Font size, e.g. x-small, 10px or 12px.
Font style	Font style. Choose one of the options from the drop-down list.
Text color	Pop-up item text color.
Highlight text color	Hover text color that is displayed when a user moves the cursor over the item.
Background color	Item background color.
Highlight background color	Hover background color that is displayed when a user moves the cursor over the item.
Underline links	Choose whether menu item links should be underlined always, when moving the mouse over them or never.

Make selected item bold	Changes item's font weight to bold whenever the user hovers the mouse over a menu item.
--------------------------------	---

General

Text alignment	Specify text alignment of pop-up menu items.
Add item separators	This option will add horizontal separators between pop-up menu items.
Border color	Choose color of the pop-up menu border.
Border size	Enter border size of pop-up menus. Entering 0 will remove borders from pop-up menus.
Left item padding	Determines additional left padding (in pixels) of popup items.
Right item padding	Determines additional right padding (in pixels) of popup items.
Vertical item padding	This value represents distance between consecutive pop-up menu items.
Menu width	Enter width of pop-up menus. Note that this will have no effect when using bitmap-based pop-ups.
Fit to main bar item width	Select this option to adjust width of top-level popup menus to top-level item's width.
Opacity (transparency)	Select opacity (transparency) of pop-up menus. This value should be in range 0..100. A default value of 100 means the item will be fully visible. A value of 80 means the popups will be partly transparent (text and images underneath the popups will be partly visible).
Show arrows	Selecting this option will add arrows to items that open a child popup.
Force keep on top	Select this option to fix IE's bug which causes dynamic content to always appear behind SELECT elements (drop-down lists). This work-around, however, has the disadvantage of partially disabling the transparency effect for popups (the opacity option). You can see Q3008 (at http://www.xtreeme.com/dhtml/faq) for another work-around if you wish to use transparent popups.
White-space separator height	Height of a vertical white-space separator item. You can add a separator item to a pop-up by specifying "-" as item's text. This will move all subsequent items down by the number of pixels specified in this option.

Multi-color backgrounds

Extra background colors	When you type comma-separated colors in this field (e.g. <i>Red, Blue, #FFFFCD</i>) this will result in different background colors being used for different pop-up menus. In this case all the children popups of the 1st top-level menu item will use the original background color, then the children of the 2nd top-level menu item will use the 1st alternative color specified here (e.g. <i>Red</i>), the children of the 3rd menu will use the next color in the list, etc. If the top-level menu contains more pop-ups than the number of standard and alternative colors specified, the following pop-
--------------------------------	--

ups will again use the 1st color, etc.

Extra background highlight colors

Specifying comma-separated colors in this option (e.g. *Black, Green, #33AA33*) will result in different background highlight colors being used for different pop-up menus. The way it works is all the children popups of the 1st top-level menu item will use the original highlight color, then the children of the 2nd top-level menu item will use the 1st alternative color specified here (e.g. *Black*), the children of the 3rd menu will use the next color in the list, etc. If the top-level menu contains more pop-ups than the number of standard and alternative colors specified, the following pop-ups will again use the 1st color, etc.

Shadow effect

Add shadow effect

This option adds a shadow effect to all pop-up menus. Please note that this effect will only work with IE 5.5 or later browsers (older browsers will display the pop-ups without any effect).

Shadow size

Specify a size of the shadow.

Shadow color

Specify the shadow color.

Glow effect

Add glow effect

This option adds a "radiance" (glow) effect to all pop-up menus. Please note that this effect will only work with IE 5.5 or later browsers (older browsers will display the pop-ups without any effect).

Radiance size

Specify a size of the radiance effect.

Radiance color

Specify the radiance color.

Transition effect

Fading time (ms)

Setting this option to a value other than 0 will add a fade-in effect when popups are to be shown. This value is expressed in milliseconds and determines the transition time. This effect cannot be combined with the scroll effect.

Scroll-out time (ms)

A value of this option other than 0 will add a scroll (slide-out) effect when pop-ups are to be shown. This value is expressed in milliseconds and determines the transition time. This effect cannot be combined with the fade-in effect.

Step

This option determines how smooth the transition (fade-in or scroll-out) will be. By increasing the number of steps you make the transition smoother but you should keep in mind that this may cause longer delays than desired with slower machines/browsers.

Only top pop-ups

Selecting this option will result in 1st level popups appearing with the transition effect. The sub-popups will not use any transition effect. Switch this option off to apply the effect to all popups.

Delay before open

This option adds a short delay (expressed in milliseconds; 1s = 1000ms)

before opening a popup. This effect is used in MS Windows and allows users to reach popup menu items even if hovering over other menu items (up to the specified delay). If this option is set to 0, hovering over other menu items will immediately close the open popup. Normally this value shouldn't exceed about 300ms.

Positioning

Distance to menu bar (X, Y)	Distance of top-level pop-ups to the menu bar expressed in pixels.
Distance to parent pop-up (X, Y)	Distance of a pop-up to its parent pop-up window in pixels.
Reverse expand direction	Selecting this option will cause pop-up menus to be expanded to the top instead of bottom (for horizontally-oriented menu) or to the left instead of right (for vertically-oriented menu).

Event closing pop-up

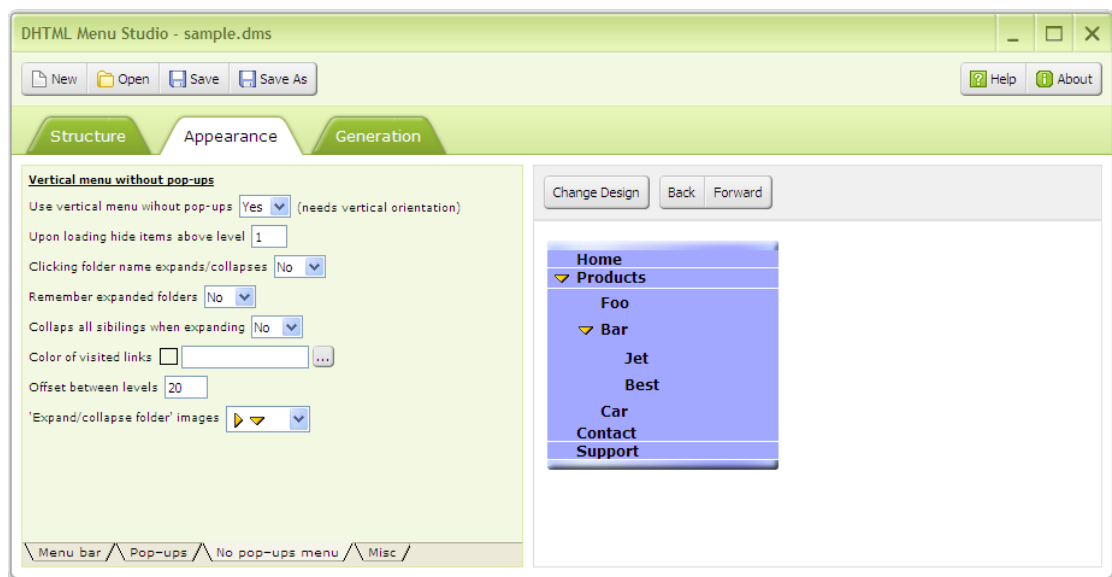
Event	Choose whether pop-up menus should be collapsed when user moves the cursor off the parent item or after the the user clicks outside of it.
Pop-up automatically close after... (ms)	This value determines the time (in milliseconds; 1000ms = 1 sec) it takes for pop-up menus to automatically collapse upon moving the mouse cursor away from the menu.

Optional scrollbar

Optional scrolling when pop-up items don't fit on the screen	Enable scrolling of pop-up items when they don't fit on the screen.
Scroll delay (ms)	You can change this value to increase or decrease the scrolling speed
Scroll step	Determines the number of pixels by which a single scroll step will scroll a popup.

5.6 Appearance tab - No pop-ups menu

In the **No pop-ups menu** section you can turn on the tree-like menu style. In this style menu items will expand instead of expanding pop-ups. This style can be used only for vertical menus.



Vertical menu without pop-ups

Use vertical menu without pop-ups

Turns on the *vertical menu without pop-ups* style. Enabling this option will result in all subsequent items being shifted down whenever an item is expanded. Instead of displaying a popup, the sub-items will be inserted into the menu just below the parent item.

Upon loading hide items above level

Increasing this number will result in the menu being expanded by default (upon loading) up to the given level.

Clicking folder name expands/collapses folder

When this option is selected, clicking on folder name expands or collapses this folder. You should not use this option if at least one folder in your menu has a link, since this introduces inconsistency and confusion.

Remember expanded folders

Set this option if you want to save information about expanded folders so that when a visitor comes back to the menu page, the state of the menu doesn't change. Unselecting this option results in the menu being collapsed every time the web page is loaded.

Collapse all siblings when expanding

When this option is selected, expanding a folder will automatically collapse all its siblings.

Color of visited links

You can set color of visited links by customizing this option.

Offset between levels

Determines horizontal difference in pixels between a parent and its child element.

'Expand/collapse folder' images

Here you can choose images that will stand for the expanded and collapsed folder state. Clicking the images will collapses or expands the folder.

5.7 Appearance tab - Misc

In the **Miscellaneous** section you will find more options that can help you customize the menu.

Bitmap scheme

Top-level menu generation method	If using a bitmap scheme, this option determines how the top-level menu will be generated: as image(s) - with or without hover effect, or as HTML code merged with multiple images. The HTML code option is necessary when dynamically creating the top-level menu. The other two options are recommended because they allow you to use non-standard fonts since the texts will be merged into the image (with anti-aliasing effect).
Pop-up bitmap background	When this option is turned on, the program generates bitmap backgrounds for popup menus if they are defined in the selected bitmap scheme. Please note that this can affect a number of options, e.g. the width of popup menus cannot be set when this option is selected.
Apply anti-alias effect	By selecting this option you can choose to have the anti-alias effect applied to the top-level menu texts. This will usually look nice for larger font sizes and will not work if <i>Top-level menu generation method</i> is set to <i>HTML Code</i> .
Color shift	In this option you can change the colors of the menu to match the color scheme of your web site. This parameter shifts the colors of menu images by the specified HUE offset (in range of -128 to +128).
Saturation shift	This parameter shifts the colors of menu images by the specified SATURATION offset (in range of -128 to +128).
Luminance shift	This parameter shifts the colors of menu images by the specified LUMINANCE offset (in range of -128 to +128).

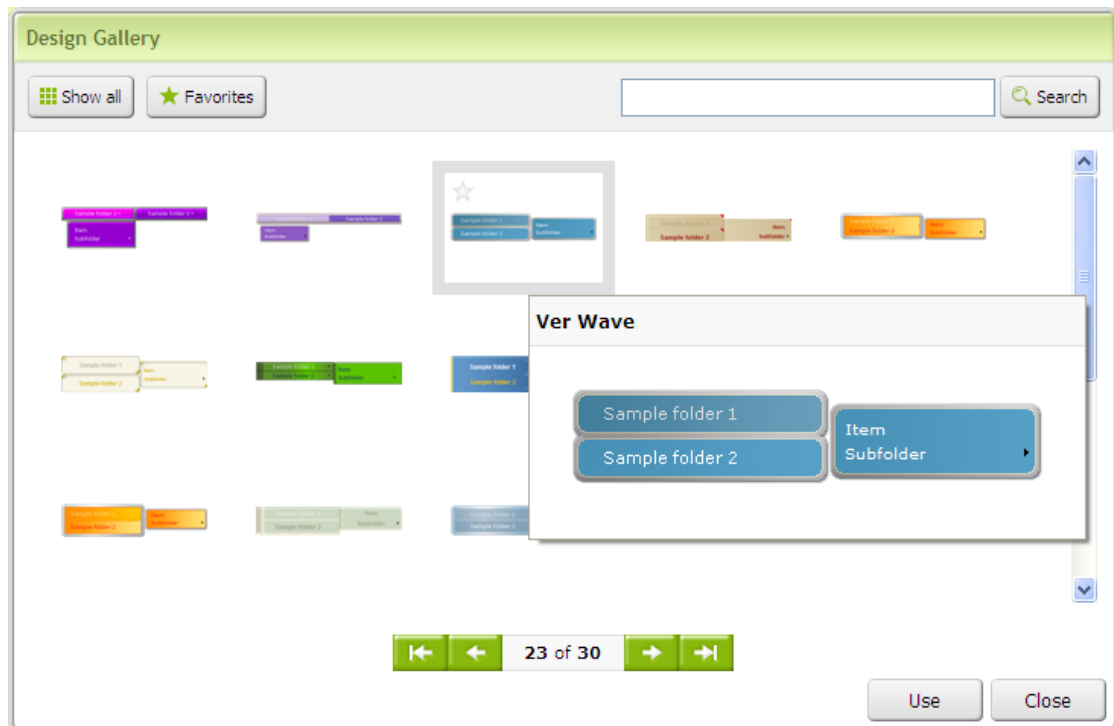
Misc

'Expand pop-up' arrow style	Choose the arrow image from the drop-down list. The arrow will be shown for items with a child pop-up.
Icon column width	This option has an effect only when using icons for top-level or popup icons. This should be same as (or more than) the width of the widest icon used so that menu items don't overlap with the images and are properly aligned. Increasing this value will also increase the left offset of menu item texts.
Highlight dummy items	Select this option if you want to highlight "dummy" menu items when hovering over them -- dummy items are all items that neither have a target link nor open a child popup.
Synchronize menu with current URL	Select this option if you want the menu to be automatically synchronized with the currently visited URL (if not using frames) or synchronized with the content frame (if using frames). Please note that automatic synchronization without using frames makes it very useful when embedding the menu into multiple pages (e.g. using server-side includes). In order for the synchronization feature to work

properly, you need to use full, absolute URLs (e.g. *http://www.site.com/dir* instead of a relative path such as *../directory*).

5.8 Appearance tab - Menu Design Gallery

You choose open the **Design Gallery** window by clicking **Change Design** button in the **Appearance** tab.



By default, the window shows all available designs installed on your machine. You can use the arrow buttons at the bottom of the gallery window to move between pages. If you hover your mouse over a design thumbnail, the full-size preview will be displayed.

Searching designs

However, because there are so many designs, gallery provides an option to search them by tags.

Note: Tag is a keyword or a phrase that functions as a category label. For example: "light blue" yellow simple, describes designs that contain both light blue and yellow colors and can be considered simple in their design.

In order to perform a search, type some tags into the search box located in the top-right corner of the window and click the **Search** button. After a while the list of available designs matching your query will be displayed. In order to browse all available designs again, click the **Show All** button located in the top-left corner of the gallery window.

Favorite designs

Once you find a design that matches your preferences you might want to add it to the list of your favorites for later use.

In order to mark or unmark a design as your favorite you have to:

- Hover your mouse over a design - you will see a star icon in the top-left corner of the selection frame.
- Click the star icon in order to mark or unmark the design as your favorite.

You can see that designs marked as favorites have a star icon displayed in the top-left corner.

If you want to show only your favorite skins, click the **Favorites** toolbar button. To go back and display all designs again, click the **Show All** button.

Choosing a design

Once you find the design that you would like to use in your menu, simply left-click its thumbnail. An orange border will appear around the thumbnail to mark your selection. Next, click the **Use** button to close the gallery window and apply the selected design to your menu.

5.9 Generation tab

In the generation tab you can setup all necessary output option. This is where you decide where the menu files should be generated, setup FTP settings etc.

DHTML Menu Studio - sample.dms

New Open Save Save As Help About

Structure Appearance **Generation**

Generate to file Generate copy/paste Stop Uploading Log Template

Physical location of generated (output) files

Output page location same as template file used ☐ (no template file used)

Output directory for HTML files Output file name

Output directory for menu files (images and scripts)

HTTP path to menu files directory

[FTP server settings](#) Generation to local/network disk (no FTP upload).

General

Output format Output search-engine friendly code ☐

Create a separate file for JavaScript code ☒ Dynamic creation of menu structure

Frames

Top-level menu frame Pop-up menu frame

Default target frame

Multiple menus

Use multiple menus on the same page ☒

Menu ID Optimize size of generated JavaScript files ☐

Toolbar menu

Generate to file	Generates the top-level menu code to a file specified in the <i>Output directory for HTML files</i> and <i>Output file name</i> options. The menu files (scripts and images) will be generated to the folder specified in the <i>Output directory for menu files</i> field.
Generate copy/paste	When you use this button the menu will be generated but the top-level menu code, instead of being saved in a file, will be shown in a window so you can copy it. Next, you can simply paste into your web page. The menu files (scripts and images) will be generated to the folder specified in the <i>Output directory for menu files</i> field, just like in case of generation to a file.
Stop Uploading	When you are automatically uploading the menu to a server (see the uploading options below) you can stop the process of uploading by clicking this button.
Log	Opens the log window where you can follow information about the generation process. See Log window for more information.
Template	Opens the template dialog. In the dialog you can import a page which will be use to create the output menu file. See Template window for more information.

Physical location of generated (output) files

Output page location same as template file used	This option will automatically set the location of the output page to be the same as the imported template file. Using this option will result in the original template file being replaced by a similar page but with menu code inserted by the program. You cannot use this option if not using a template file.
Output directory for HTML files	Specify the directory where output menu files (HTML documents) will be saved. This should be a local directory (e.g. <i>C:\menu\...</i>) or, when uploading to an FTP server, a relative or absolute FTP directory (e.g. <i>/usr/name/www/menu</i>).
Output file name	Specify a name of the output HTML file (the default value is: <i>menu.html</i>). Please specify file name only without a path.
Output directory for menu files (images and scripts)	This is a local directory (or an FTP directory if uploading to an FTP server) where scripts and images generated by the program will be saved. You can leave this option empty to generate scripts and images in the same directory as output HTML files. Please see also the <i>HTTP path to menu files directory</i> option below.
HTTP path to menu files directory	This is an HTTP path that the top-level menu code residing on your web page(s) will use to access the generated menu files (images, scripts etc.) on the hosting server. These files are saved during generation in the folder specified in the <i>Output directory for menu files (images and scripts)</i> option above. This must be a relative or absolute path. For example, if the menu files folder (e.g. <i>my-menu-files</i>) will be

located in the root of your website, you can type in this field the absolute path: *http://www.foo.com/my-menu-files*

FTP server settings

Click this option to open the [FTP Server Settings](#) window where you can turn on automatic upload of your menu to a server and specify all necessary option.

General

Output format	Specifies how the program should output the HTML menu code. Select one of the values from the drop-down list.
Output search-engine friendly code	Selecting this option will make the output HTML code search engine friendly by outputting <a> tags (HTML links) for each menu item inside a <noscript> tag, therefore allowing search spiders to crawl through your site.
Create a separate file for JavaScript code	Select this option if you want all menu-specific JavaScript code to be generated in an external .js file (this is the default). The advantage of this solution is that the external .js file will be cached on end user's computer and therefore all the pages containing the menu will load faster.
Dynamic creation of menu structure	This option is available in the professional edition only. It allows you to build the menus using server-side scripts based on e.g. currently logged-in user's permission or based on data dynamically pulled from a database. You can specify if you want the program to create output code in form of PHP, ASP, or simply JavaScript code. Please note that if you're using a bitmap scheme and the top-level menu bar items are created as images, you will only be able to dynamically add popup items (top-level items will be fixed).

Frames

Top-level menu frame	This is the name of the frame into which the menu bar will be inserted.
Pop-up menu frame	This is the name of the frame where the popup menus will appear.
Default target frame	This is the name of the frame where menu URLs will be opened. You can also enter one of the special window names (<i>_blank</i> , <i>_top</i> or <i>_parent</i>). For example, <i>_blank</i> will open a URL in a new browser window.

Multiple menus

Use multiple menus on the same page	Select this option if you want to embed two or more menus on a single HTML page. Each of the menus needs to have a different ID (see the option below).
Menu ID	Please leave this option unchanged unless creating multiple menus on a single web page. Menu ID is the index of the menu on

**Optimize size of
generate JavaScript file**

a web page. The first menu should have ID = 1, the second menu = 2, and so on...

Select this option if you want to minimize the size of the generated JavaScript files. Warning! If you're going to use one JavaScript file for different (feature-wise) outputs (e.g. two menus on a single page or different dynamic trees embedded into multiple pages) you should unselect this option because certain features of the script (e.g. fading effect for menus) may be unavailable in the optimized version.

5.10 FTP Settings window

In this window you can choose whether you want to automatically upload your menu to a server and setup all necessary FTP options.

**Upload output to an
FTP server**

Selecting this option will result in uploading output files to an FTP server. Note that in this case, the *Output directory for HTML files* and *Output directory for menu files (images and scripts)* options in the **Generation** tab should contain remote directory paths where the generated files should be uploaded on your server .

Server address

Specify the address of an FTP server where the menu should be uploaded, e.g: ftp.foo.com. Do not include the ftp:// protocol prefix.

Port

Port for the FTP connection. Usually the default value of 21 will be correct.

Use passive mode

In passive mode, it's the client that establishes the connection (just like in case of a web browser). This may be necessary with some firewalls which don't allow connections from the outside.

Login

Your login name for the FTP connection.

Remember password

Select this option if you want the program to store your password. Please note that storing your FTP password is insecure! If you decide not to store the password, you will be shown a dialog during the generation process where you need to type the password for the FTP connection.

Password

If you choose to store the FTP password, you can type it in this field.

Proxy settings**Use proxy server
(firewall)**

Select this option if you are behind a firewall and cannot connect directly to the FTP server.

Proxy host name

Specify the name of your proxy server.

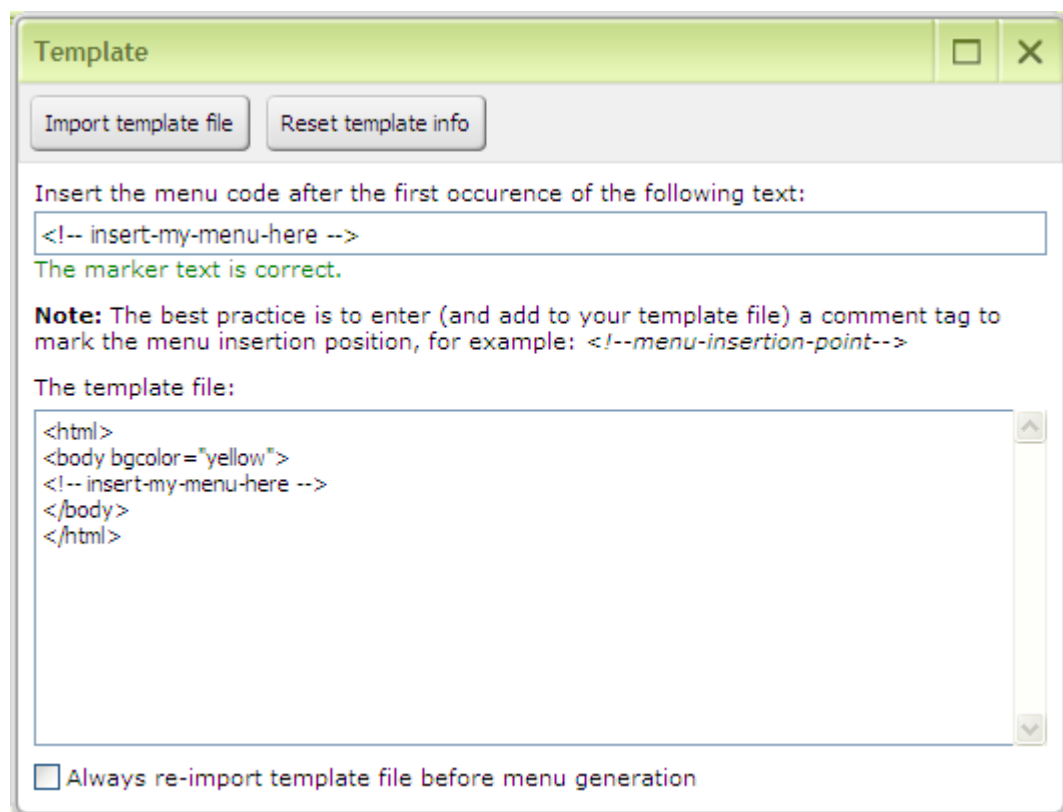
Proxy user name

Type the proxy user name for the connection.

Proxy password	Type the password for the specified user.
Proxy port	Enter the proxy port for the connection.
Proxy type	Choose the proxy connection type appropriate for your firewall.

5.11 Template window

In the **Template** window you can import an existing web page or other HTML document to customize the generated menu file. Note that the template will be used only in case of generation to a file. In case of copy/paste generation this option has no influence. See the [Customizing the menu page with a template](#) tutorial for a sample.



Toolbar menu

Import template file	Use this button to browse for a template file that you want to use.
Reset template info	This button clears all template information.

The template file panel

In this panel you can preview the content of the imported template file.

Insertion point marker

After you import the template page, you need to specify where your menu will be inserted. You can do this by typing the marker text. The program will insert the generated top-level menu code after this marker.

The best practice here is to add in your template file a marker text in a form of e.g. a comment tag and enter the same tag in this marker field. As the result, the menu code will be inserted after this comment. In the example above, the `<!-- insert-my-menu-here -->` marker was used.

Always re-import template file before menu generation

Turn on this option if you want the program to automatically re-import the template file every time the menu is generated. This way always the latest version of the file is used without a need to reopening this window and importing the template again.

5.12 Log window

In the log window you can follow the generation process. This window displays errors, warnings and status messages which inform about the generation.



Part

VI

6 Dynamic menu creation

With the professional edition of DHTML Menu Studio you can insert items into the menu dynamically, from a server-side script such as ASP or PHP. This is very useful if you want to reflect a structure stored in a database or enable/disable items based on user's permissions. You can enable dynamic generation in the *Dynamic creation of menu structure* option on the *Generation* tab. Note: if using a bitmap designs (and the top-level menu generation method is not set to HTML code) you will only be able to dynamically create popups. You will not be able to modify top-level menu items. The reason for this is that in such case, the for this kind of designs the program creates the top-level menu in form of image files containing fixed texts chosen at the design time.

Note: when using the variable-size, vertical *No pop-ups menu* style, the dynamic creation is slightly different. You will find the details [here](#) and [here](#).

Adding items to menu

When dynamic creation is enabled, in the output page created by DHTML Menu Studio you will notice PHP / ASP / JavaScript functions which should be called to dynamically add items to the menu. Please note that when creating the menus, you don't specify the position of items -- all items are always inserted at the end of a given menu (top-level menu bar or popup). The code for dynamic menu creation should be inserted just after the *Add items to the menu here* comment (the program will also create default code at this location -- this code will create a menu designed inside the program's UI). Below is the description of the functions you'll need to use:

function SSAddTopLevelMenu

Call this function to add a popup menu to the top-level menu bar (use SSAddMenuItem to add items which do not expand into a popup, instead). The function returns the id of the created menu (this id can be used as the parentMenu parameter when adding child items to the menu). This function accepts the following parameters:

- itemText -- text of the item (can be HTML code).
- itemUrl -- URL the item links to (can be empty). This can also be a JavaScript function call (in such case use the javascript: prefix).
- targetFrame -- target frame for the specified URL (can be empty). To open item in a new window, enter _blank.
- itemIcon -- url of the icon to be displayed next to the item (can be empty)
- nMenu -- identifies the menu bar being created. If creating a single menu bar, enter m1. For the second menu, enter m2 etc. If using PHP, you can leave this parameter empty, when creating a single menu.

function SSAddSubMenu

Call this function to add a popup menu as a child of another popup menu (to add popup menus to the top-level menu bar, use SSAddTopLevelMenu). The function returns the id of the created menu (this id can be used as the parentMenu parameter when adding child items to the menu). This function accepts the following parameters:

- itemText -- text of the item (can be HTML code).
- itemUrl -- URL the item links to (can be empty). This can also be a JavaScript function call (in such case use the javascript: prefix).
- targetFrame -- target frame for the specified URL (can be empty). To open item in a new window, enter _blank.
- parentMenu -- identifier of the parent menu into which the popup will be inserted. This is the

identifier being returned by the `SSAddTopLevelMenu`, `SSAddSubMenu`, or `SSGetTopLevelMenu` functions.

- `itemIcon` -- url of the icon to be displayed next to the item (can be empty)
- `nMenu` -- identifies the menu bar being created. If creating a single menu bar, enter `m1`. For the second menu, enter `m2` etc. If using PHP, you can leave this parameter empty, when creating a single menu.

function `SSAddMenuItem`

Call this function to add a menu item which does not expand a popup (if you want to create an item which expands into a popup, use `SSAddTopLevelMenu` or `SSAddSubMenu`). This function accepts the following parameters:

- `itemText` -- text of the item (can be HTML code).
- `itemUrl` -- URL the item links to (can be empty). This can also be a JavaScript function call (in such case use the `javascript:` prefix).
- `targetFrame` -- target frame for the specified URL (can be empty). To open item in a new window, enter `_blank`.
- `parentMenu` -- identifier of the parent menu into which the item will be inserted. When inserting into the top-level menu bar, enter `null`. When inserting into a popup, this is the identifier being returned by the `SSAddTopLevelMenu` or `SSAddSubMenu` functions.
- `itemIcon` -- url of the icon to be displayed next to the item (can be empty)
- `nMenu` -- identifies the menu bar being created. If creating a single menu bar, enter `m1`. For the second menu, enter `m2` etc. If using PHP, you can leave this parameter empty, when creating a single menu.

function `SSGetTopLevelMenu`

This function returns the id of a top-level menu created statically by DHTML Menu Studio at design time (the top-level menu bar is created statically when top-level items are created as images). You can use the id returned by this function in subsequent calls to `SSAddSubMenu`.

- `nSubMenu` -- index of the top-level menu item being returned. For the first pop-up menu, enter 1, for the second enter 2 etc.
- `nMenu` -- identifies the menu bar being created. If creating a single menu bar, enter `m1`. For the second menu, enter `m2` etc. If using PHP, you can leave this parameter empty, when creating a single menu.

Here's a sample code (PHP version) which creates the whole menu (top-level bar and popups):

```
...

// -----
// Add items to the menu here
// -----

// adding top-level items
$e_1=SSAddTopLevelMenu("Sample folder 1","", "");
$e_2=SSAddTopLevelMenu("Sample folder 2","http://www.xtreeme.com/", "");

// adding first popup items (and a sub-popup)
SSAddMenuItem ("Item","http://www.google.com/", "", $e_1);
$e_1_1=SSAddSubMenu("Subfolder","http://www.yahoo.com/", "", $e_1);
SSAddMenuItem ("Item opened in a new window","http://www.msn.com/", "_blank", $e_1_1);

// adding item to second popup
```

```
SSAddMenuItem ("Item", "http://www.websmill.com/", "", $e_2);

...
```

Here's a sample code (PHP version) which creates popups only (top-level menu created at images):

```
...

// -----
// Add items to the menu here
// -----

// getting IDs of top-level items
$e_1=SSGetTopLevelMenu(1);
$e_2=SSGetTopLevelMenu(2);

// adding first popup items (and a sub-popup)
SSAddMenuItem ("Item", "http://www.google.com/", "", $e_1);
$e_1_1=SSAddSubMenu("Subfolder", "http://www.yahoo.com/", "", $e_1);
SSAddMenuItem ("Item opened in a new window", "http://www.msn.com/", "_blank", $e_1_1);

// adding item to second popup
SSAddMenuItem ("Item", "http://www.websmill.com/", "", $e_2);

...
```

The above samples will result in the following structure being created:

```
Sample folder 1
  Item
  Subfolder
    Item opened in a new window
Sample folder 2
  Item
```

Reusable (typical-use) sample

The remaining part of this document provides a sample code which dynamically creates menus based on a structure saved in a database on server. In our sample the whole structure is kept in a single database table with the following fields:

field name	field type	description
id	int	unique item identifier (cannot be zero)
parent_id	int	parent item (or zero for top-level items)
node_name	varchar	text of menu item
node_url	varchar	target URL

The above table is called *sample_structure* in the sample code. Please note that if you're using a different format for storing the structure, all you need to do is change the SQL queries in the sample code.

Implementation using PHP + MySQL

The following PHP code should be inserted just after the following comments generated by DHTML Menu Studio:

```
// -----
// Add items to the menu here
```

```
// -----
```

Please note that in order to get the menu to work with PHP dynamic creation code you have to:

- make sure you have the Professional edition of the program
- make sure the extension of your page where the PHP code is to be inserted is .php (or .php3 etc.)
- make sure you chose dynamic creation before generating the code (the *Dynamic creation of menu structure* option on the *Generation* tab should be set to *PHP code*)

The sample code below is very simple. You will need to modify it in places which are preceded by the comment: **// MODIFICATION REQUIRED**.

```
// -----
// Add items to the menu here
// -----

function getFindChildrenQuery ($db_id)
{
    // MODIFICATION REQUIRED
    // You might need to modify the query below
    // Its goal is to fetch all entries whose parent is identified by $db_id
    return "select * from sample_structure where parent_id=$db_id";
}

// The function hasChildren returns true if item identified by $db_id
// has children or false otherwise
function hasChildren ($db_id)
{
    $query = getFindChildrenQuery ($db_id);
    $result = mysql_query ($query) or die ("SQL Query Failed: $query");
    return (mysql_num_rows ($result) > 0);
}

function createMenuLevel ($db_parentId, $menu_parentId)
{
    $query = getFindChildrenQuery ($db_parentId);
    $result = mysql_query ($query) or die ("SQL Query Failed: $query");
    while($row = mysql_fetch_array ($result))
    {
        // MODIFICATION REQUIRED
        // Adjust the following three lines so that the proper fields
        // of the result rows get referenced
        $text = $row ['node_name'];
        $url = $row ['node_url'];
        $id = $row ['id'];
        if (hasChildren ($id))
        {
            if ($menu_parentId == null)
            {
                $menu_id = SSAddTopLevelMenu ($text, $url);
            }
            else
            {
                $menu_id = SSAddSubMenu ($text, $url, NULL, $menu_parentId);
            }
            createMenuLevel ($id, $menu_id);
        }
        else
        {
            SSAddMenuItem ($text, $url, NULL, $menu_parentId);
        }
    }
}

function createMenu ()
{
    // MODIFICATION REQUIRED
    // Open database
    // You'll need to change the values of server, user name, password
    // and database name below.
```

```
// Note: very often the server should often be set to localhost
mysql_pconnect ("your_server","your_login","your_password") or die ("Unable to connect to SQL server");
mysql_select_db ("database_name") or die ("Unable to select database");

createMenuLevel (0, null);
}

createMenu ();
```

Implementation using ASP + ODBC

The following ASP code should be inserted just after the following comments generated by DHTML Menu Studio:

```
' -----
' Add items to the menu here
' -----
```

Please note that in order to get the menu to work with ASP dynamic creation code you have to:

- make sure you have the Professional edition of the program
- make sure the extension of your page where the ASP code is to be inserted is .asp
- make sure you chose dynamic creation before generating the code (the *Dynamic creation of menu structure* option on the *Generation* tab should be set to *ASP code*)

The sample code below is very simple. You will need to modify it in places which are proceeded by the comment: ' MODIFICATION REQUIRED.

```
' -----
' Add items to the menu here
' -----

Function getFindChildrenQuery (db_id)
' MODIFICATION REQUIRED
' You might need to modify the query below
' Its goal is to fetch all entries whose parent is identified by db_id
getFindChildrenQuery = "select * from sample_structure where parent_id=" & db_id
End Function

' The function hasChildren returns true if item identified by db_id
' has children or false otherwise
Function hasChildren (db_id, connection)
query = getFindChildrenQuery (db_id)
Set result = connection.Execute (query)
If result.EOF = True Then
    hasChildren = False
Else
    hasChildren = True
End If
End Function

Function createMenuLevel (db_parentId, menu_parentId, connection)
query = getFindChildrenQuery (db_parentId)
Set result = connection.Execute (query)
Do While Not result.EOF
' MODIFICATION REQUIRED
' Adjust the following three lines so that the proper fields
' of the result rows get referenced
text = result.Fields ("node_name")
url = result.Fields ("node_url")
id = result.Fields ("id")
bFolder = hasChildren (id, connection)
If bFolder = True Then
    If menu_parentId = Null Then
        menu_id = SSAddTopLevelMenu (text, url, Null, Null, Null)
    Else
        menu_id = SSAddSubMenu (text, url, Null, menu_parentId, Null, Null)
    End If
End If
```

```
                createMenuLevel id, menu_id, connection
            Else
                SSAddMenuItem text, url, Null, menu_parentId, Null, Null
            End If
            result.MoveNext
        Loop
    End Function

Function createMenu ()
    ' MODIFICATION REQUIRED
    ' Open database
    ' You'll need to change the values of server, user name, password
    ' and database name below.
    ' Note: very often the server should often be set to localhost

    Dim connection
    Set connection = Server.CreateObject("ADODB.Connection")
    connection.Open "DSN=database_name; UID=your_user; PWD=your_password;"
    createMenuLevel 0, null, connection
    connection.Close
End Function

createMenu
```

In case of the other server-side creation methods supported by the program (ASP.NET, JSP) you should have no problem with appropriate changes in the code syntax as the general algorithm is the same.

Part

VII

7 Importing and exporting XML structure

The professional edition of DHTML Menu Studio allows exporting and importing the menu structure in XML format. To import or export an XML structure, click **Open** or **Save** button in the main window and select *DHTML Menu Structure (*.xml)* in the **File of type** option.

Below is the specification of the XML format used. The XML document should conform to the following DTD (document type definition):

```
<!DOCTYPE sitemap [
  <!ELEMENT sitemap (node+)>
  <!ELEMENT node (node*|text)*>
  <!ATTLIST node
    href CDATA #IMPLIED
    target CDATA #IMPLIED
    icon CDATA #IMPLIED
    icon2 CDATA #IMPLIED
    icon2pos (left|right) "right">
  <!ELEMENT text (#PCDATA)>
]>
```

Here's a sample XML file that can be used:

```
<sitemap>
  <node>
    <text>Images</text>
    <node href="Cars/">
      <text>Cars</text>
      <node href="Cars/BMW.htm" icon="c:\icons\caricon.gif" icon2="1">
        <text>BMW</text>
      </node>
      <node href="Cars/Porsche.htm" icon2="c:\icons\caricon2.gif" icon2pos="left">
        <text>Porsche</text>
      </node>
    </node>
    <node>
      <text>Nature</text>
      <node href="animals/" icon2="4" icon2pos="right">
        <text>animals</text>
      </node>
      <node href="forests/">
        <text>forests</text>
      </node>
      <node href="mountains/" icon2="c:\icons\c.gif">
        <text>mountains</text>
      </node>
    </node>
  </node>
</sitemap>
```


Part



8 Customer and Technical Support

In this section you can learn how to get more information about DHTML Menu Studio and how to find solutions for problems that you may have when using the program.

Frequently Asked Questions

On our web site you can find a [Frequently Asked Question](#) section that contains solutions for most frequent problems that may occur when using the program.

Discussion Forum

You can also take a look at our discussion forum at <http://www.xtreeme.com/forum/> where you can find many help topics about creating menus, choosing appearance and generating. You can also add your own questions at the forum and get opinions and answers from other users of the program or members of our customer support.

Technical Support Email

If you can't find solution for your problem on our [FAQ](#) page or on the [discussion forum](#) you can always send us an email. You can do this at <http://helpdesk.xtreeme.com> by filling out the Request Assistance form.

Don't forget to choose the *DHTML Menu Studio* option in the **Product** drop-down on the form so your question directly goes to the DHTML Menu Studio team. It is also a good idea to mention in the message the version of your DHTML Menu Studio and the system you are running.