Introduction

Welcome to the new and exciting world of DHTML pull-down menus!

It has been proven that the easiest way to navigate the different options of any interface is through the use of menus. Operating systems and most software use menus to allow the user to navigate and find his way around.

So... why shouldn't your web site use menus, too?

DHTML Menu Builder not only creates menus, it creates beautiful menus composed of thousands of lines of code compatible with all the major browsers and platforms. But don't worry, you don't have to know anything about the code that DHTML Menu Builder produces. You can just concentrate on using it to spice up your navigation system. Let DHTML Menu Builder do the hard work!

From plain, text-based menus to complex graphical menus loaded with the latest DHTML and CSS standards, DHTML Menu Builder can deliver professional-looking menus that work and feel as if you were using some program on your computer.

DHTML Menu Builder's feature-rich options will let you build a navigation system just the way you want it. With support for any kind of web site configuration–including sites that use frames, sites that use pre-processor languages (such as ASP or PHP), and sites built with any HTML authoring application, DHTML Menu Builder is the ultimate site navigation solution.

Did we mention that the menus look cool? The menus created by DHTML Menu Builder can be highly customized so that the user will not even notice that the navigation system is made up of standard HTML elements!

This documentation will guide you through all of the different parts of DHTML Menu Builder and will also help you master the basics needed to easily add menus to your existing web site. Please read it carefully... there's a lot of important information that will help you set up your navigation system in a couple of minutes.

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Getting Started

The following sections explain the basics of preparing your menu project.
Here, you will also learn about all the components that make up a menu system and the styles that can be used to customize each and every one of these components.

Please select the section you would like to read about. We recommend that first time users read all of the topics in the order presented below.

- Preparing Your Web Site
- Project Properties
- Creating Menus

Preparing your Web Site

Depending on the type of menus you're going to build, certain preparations need to be made to your web site.

DHTML Menu Builder can be used to create a toolbar, or you can create menus which appear using elements that already exist on your web pages.

If you're going to use a toolbar created by DHTML Menu Builder, there's no need to do any additional preparations to the pages on your web site and you may continue to the next section: Project Properties

Using your own text and graphics

One of the most unique features of DHTML Menu Builder is the ability to attach menus to text or graphics which you have already placed in your web pages.
This feature lets you build your own custom toolbar using your favorite image editing program, and then have the menus react when the user activates an element from your toolbar. It is important to understand that the toolbar is the only element of a menu that is always visible to the user and its design should be consistent with the general layout and design of your web site.

When using your own toolbar, you need to set up each hotspot in a special way so than DHTML Menu Builder can later attach the menu groups to them. This setup is known as *converting the hotspots into null hyperlinks*.

Converting your hotspots into null hyperlinks

A hotspot can be an image or just some text. To convert your hotspot into a null hyperlink, simply create a hyperlink on that element and make it point to itself; this is done by using a hash (or pound sign) character "#" as the target of the link.

Let's say this is one of the images you're going to use to display a menu.

MENU

The HTML code of the image looks like this:
`<img border="0" src="images/sample_image.gif" align="middle" width="50" height="33">`

After converting the image into a null hyperlink the code looks like this:
<img border="0" src="images/sample_image.gif" align="middle" width="50" height="33" name="MyImage">

As you can see, by moving the mouse over the converted image, your mouse changes into a hand indicating that the image is a link. Highlighted in dark red you can see the code that converted the image into a null hyperlink. Also note that we have added a new setting, name, to the image's code. The name setting will allow DHTML Menu Builder identify the image and perform automatic alignment of the menus. You should give each image-based hotspot a unique name so DHTML Menu Builder can identify it.

This is all the preparation that needs to be done, so when you are ready to implement your menus into the page that contains the toolbar, everything will be ready to use the HotSpots Editor and automatically make your hotspots active and responsive to users' actions.

Once you have your web site prepared with all your hotspots converted into null hyperlinks, you can now move to the next section and start preparing your menus in DHTML Menu Builder: Project Properties

Related topics of interest:

- Creating Toolbars
- The HotSpots Editor

Project Properties

Every menu system you create with DHTML Menu Builder is stored in a project file with a DMB extension.

Many settings affect your entire project; these are set through the pages of the Project Properties dialog.

To access the Project Properties dialog, follow any one of the following steps:

- From the `File` menu, choose `Project Properties`.
- Press the `CTRL+P` shortcut
- Click the Project Properties icon 🖼 on the toolbar

The Project Properties dialog is divided into 5 main sections. Along with their main purpose, they are listed below:

- **General:** specify your project's name and location of the project files.

- **Configurations:** specify the location of your web and the JavaScript files DHTML Menu Builder needs to implement the menus . This section is also used to set up frames support.

- **Global Settings:** change several settings that affect the whole project.

- **Advanced:** change some of the advanced options of your project (e.g. type of optimization to be applied to the generated code files).

Configurations

The final process of implementing a menu system with DHTML Menu Builder involves the ability to save the menus in a folder on your computer.
To do this, DHTML Menu Builder needs to know where to save the compiled JavaScript files and the images that your menus use.

To access the Configurations editor click `File->Project Properties->Configurations`

By default, when you create a new project DHTML Menu Builder will create a new configuration called "Default".
Bellow is a list of the settings that need to be made:

- **Local Path to the Root Web**
  This is the route or path to the folder containing your main HTML page. Typically, this is index. htm, default.htm, index.html or default.asp.
  Always avoid typing the path manually; use the browse button 📂 to select the folder and avoid typographical errors.
- **Folder to Store Compiled Files**
  This setting must point to a folder inside your root web where you will store the JavaScript files compiled by DHTML Menu Builder. These files are the scripts that build and handle the menus.
  Again, always avoid typing the path manually and use the browse button 📂 to select the folder and avoid typographical errors.
- **Folder to Store Images**
  This path is where you want DHTML Menu Builder to store the images files used by your menus. This folder must also be inside your root web.
  As always, avoid typing the path manually and use the browse button 📂 to select the folder and avoid typographical errors.

DHTML Menu Builder needs some additional information about your web site and the files in it.
For example, if your site uses frames you will have to set up frames support and specify the necessary settings related to frameset structure of your web site.

Another group of settings will let you use the HotSpots Editor to automate the process of inserting the code necessary to run the menus on your web site.

Setting up the document that will trigger the menus

Besides the standard path settings described above, each configuration must have information about the document on your web site that will be used to trigger the menus. The menus can be triggered from the toolbar created by DHTML Menu Builder or through the use of HotSpots.

NOTE: This file will be modified by DHTML Menu Builder to include all the code necessary to make the

menus work. It is a good practice to always keep a backup copy of this file.

As you can see, DHTML Menu Builder gives you the option to install the menus onto a single file. However, you may want to install the menus on all the files on your web site, and there are several ways to this:
Ideally you should install the menus onto a single file and then share this file across all the other documents on your web site.

- Some applications, such as Macromedia's Dreamweaver let you create a template from which all the documents on your web site inherit their style. This template is where you should install the menus so every time you create a new document it will automatically inherit the code that loads the menus. For more information about templates, consult your Dreamweaver documentation.

If your HTML editor does not support templates you could then use some sharing technique that is either supported by your web server or your HTML authoring application.

- For example, Microsoft's FrontPage supports something known as the Page Inclusion component. This component allows you to include a page inside another page. For more information about the Page Inclusion component, consult your FrontPage documentation.

Finally, many web servers support SSI or Server Side Includes. To know if your web server supports this feature and for information on how to use it, consult your web server's documentation or ask your server administrator.

Setting up your project to support frames

DHTML Menu Builder has 100% support for implementing the menus on web sites that use frames.
A common issue when using frames is that most of the time the menus will not fit on the frame where you have designed the toolbar. The only solution, since it's not possible to display anything above the division of two frames, is to have the menus appear on another, larger frame.

More information about the setting up your menus to work with frames.

Related topics of interest:

- Implementing the Menus

Creating Menus

A DHTML Menu Builder menu is comprised of three items:

- **Groups**
  The groups are containers and control the space used to hold commands and separators.

- **Commands**
  These are the basic items of your menus. The commands are the options that user selects to navigate through your web site using the menus.

- **Separators**
  The separators are a special kind of command whose only purpose is to create a separation, with a thin line, between two commands.

In other words, a Project is made of menus. Each menu is made of groups that contain commands and separators.
The illustration below diagrams this relationship:

Since it is the most general item, the project controls the way the menus will work on your web site. The group is a container; it controls the background color, images and borders of the menus. The commands control the actions of the menus; the color and font used by the menus is also controlled at this level.

Of course, these are just the most basic settings of each item. Later on in this Help, you will find that DHTML Menu Builder provides unprecedented formatting options to let you make your menus look exactly they way you want them to appear.

Adding, Renaming and Deleting Groups

After a project is created, you must next create a group. Once you have created a group, you will then be able to add commands and separators to it and this will complete the creation of a menu.

A project can have as many menus as you need.

To add a group, do any one of the following steps:

- On the `Menu` menu, click `Add Group`.
- Press the `F6` shortcut key.
- Click the Add Group icon ⊟ from the toolbar.

When you create a group, DHTML Menu Builder will add an entry in the left side of the main window and will wait for you to type a name. This name is an internal reference for DHTML Menu Builder and is independent of the actual caption of the added item. Both the name and the caption can be the same if you wish.

After entering the name of the group, DHTML Menu Builder will auto fill the Caption property for you. Change it if you need to. The Caption is the actual text that will be displayed when your menu is viewed with a browser.

To rename the group, just select it and then choose `Rename from the Edit` menu. Alternatively, after selecting the group name, you can also press F2 or just click it again (after a short pause so it is not interpreted as a double-click) and you can edit in place. Note that if you have already set the caption for a group, DHTML Menu Builder will not update its caption when you rename the group.

To delete a group, select it and then choose `Delete` from the `Edit` menu.
It is important to note that when you delete a group, you will always delete any command(s) created under it. This is because groups are containers that hold commands; if you delete the container, all the commands under it are deleted as well.

To learn more about groups, click here.

Adding, Renaming and Deleting Commands

In order to create commands, you need to have at least one group in your project.
Each command represents an option in your menu. Commands can have actions associated with them to perform functions when a user activates them with the mouse.

A command can instruct the browser to open a page (and optionally to display it in a new browser window), to send an email,or to display another group and create what is known as a submenu.

To add a command, do any one of the following steps:

- On `Menu` menu, click `Add Command` (or click `Add Separator` to add a separator).
- Press the `F7` shortcut key (or press the SHIFT+F7 shortcut key to add a separator).
- Click the Add Command icon ⊟ from the toolbar (or click the Add Separator icon ⊐ to add a separator).

Right after the command entry has been added, DHTML Menu Builder will let you name the command. Again, this name is just an internal name used by DHTML Menu Builder and is not the actual text that will be displayed on the menus when these are viewed on your web site with a browser. To change the text to be displayed for this item, just change the caption.

To rename a command, just click over it to select it and then select `Edit` form the menu and then `Rename`.
Note that if you have already set the caption of this item, DHTML Menu Builder will not update its caption.

To rename a command, just select it and then choose `Rename from the Edit` menu. Alternatively, after selecting the command name, you can also press F2 or just click it again (after a short pause so it is not interpreted as a double-click) and you can edit in place. Note that if you have already set the caption for a command, DHTML Menu Builder will not update its caption when you rename the command.

To delete a command, select it and then choose `Delete` from the `Edit` menu.

To learn more about commands click here.

Groups

Groups are containers for the commands (items) on a menu. They are responsible for specifying attributes such as background color, frame thickness and color, margins, etc.

Listed below are the attributes of groups and specific information about each one:

- **Back Color**
  To change the background color of a group, select the group. Then, on the `Menu` menu click `Color`.
  You can also change the background color of a group by accessing the Image dialog. With the image dialog you will have many more options to customize the look of your group and select more properties from the dialog. (See Image below).

- **Font**
  A group can define the default font used by its commands. When you change the font on a group, newly created commands will inherit this setting.
  Also, when using toolbars, this will be the font used to represent this group.
  To change the font of a group, first select the group. Then, on the `Menu` menu click `Font`.

- **Cursor**
  You can make the mouse pointer change when a user moves the mouse over a hotspot, whether it is a hotspot created by you or a hotspot from the toolbar created by DHTML Menu Builder.
  To change the cursor of a group, fist select the group. Then, on the `Menu` menu click `Cursor`.

- **Image**
  Groups support several types of images:
    - **Back Image**
      This is the image used in the background of the container.
      When using images in the background of the groups, the commands will not display the normal background color. If they did, this color would cover the image producing an undesirable effect.

    - **Border Size and Colors**
      Groups are containers. You can customize the borders.
      The border size setting will let you adjust, in pixels, the width of this container. The color settings let you customize the color of each one of the four borders.

  When using the toolbar created by DHTML Menu Builder, you have the option to specify images for your groups to be placed at either or both sides of the group's caption.
  For more information, check the Creating Toolbars section.
  To change any of the above settings for a group, select the group. Then, on the `Menu` menu click `Image`.

- **Leading**
  This setting controls the vertical spacing between the commands in the group.

- **Margins**
  This setting controls the distance from the group's borders to its contents.

- **Selection Effects**
  The settings in this section affect the commands under the selected group and control the style and color of the bounding rectangle of the menu items.
  Also, if the selected group is going to be displayed on a toolbar, these setting will also affect the toolbar item.
  - **Normal and Over**
    These settings change the border of the commands when the mouse is over (Over state) and not over (Normal state).
    You can choose from three different types of border effects:
    - **(none):** No border will be drawn.
    - **Raised:** A border will be drawn which has the effect of raising the command towards you.
    - **Sunken:** A border will be drawn which has the effect of insetting the border into the group's background.
    - **Double:** Two two solid borders will be drawn around the command.
    - **Bevel:** Two borders – one raised and one sunken, each half the size of the total border width – will be drawn around the command.
    You can also define the base color that will be used to draw these borders by using the color selection boxes next to the border style controls.

  - **Border Size**
    This setting creates a border of the specified width around the commands.

  - **Horizontal and Vertical Margins**
    These settings control the distance from the border of the commands to their contents.

- **Special Effects**
  The special effects dialog is divided into two sections:
  - **Group Size**
    By default, DHTML Menu Builder measures the contents of the group and determines the optimal width and height of the group so that the contents fit into it.
    However you can manually adjust these values using the controls on this dialog:
    - **Auto:** The program will calculate the width and height automatically based on the item's contents. This is the default setting.
    - **Background Image:** The width or height of the item will be set to the size of the background image.
    - **Manual:** DHTML Menu Builder will accept the numbers (in pixels) that you enter here These numbers will define a specific width or height for the group. Note that defining a value that is too small will cause unpredictable results and will incorrectly render the contents of the group. Click the Calculate button to let DHTML Menu Builder calculate the recommended size of the selected item.

  - **Group Effects**
    This dialog will let you define some special effects for the selected group:
    • **Drop Shadow Color:** Move the slider towards the right to increase the darkness

of the shadow displayed behind the selected group.

- **Transparency:** Move the slider towards the right to increase the transparency of the group and its contents. This will reveal whatever contents are underneath the group.
- **Context Menu:** Check this option to make the selected group the context menu for the browser. This means that when a user right clicks a page, the selected group will be displayed instead of the browser's default context menu.

Note that the Drop Shadow and Transparency effect will only work for those using Internet Explorer 5.5 (or above) for Windows.

- **Commands Layout**

This setting controls the way the commands are aligned inside a group :

- **Vertically (default):** Commands will be placed one below the other creating a standard dropdown menu.
- **Horizontally:** Commands will be placed one next to the other creating a wide menu. These kind of menus are ideal when there's not enough vertical space to display a menu.

To change any of the Special Effects settings of a group, select the group. The on the `Menu` menu click `Special Effects`.

When the project uses a toolbar, groups are also treated as commands since they will be rendered inside a toolbar and will have properties and behaviors very similar to those that only apply to a command. Continue to read the information about commands as it will become handy when using the toolbar feature of DHTML Menu Builder.

Related topics of interest:

- Commands
- Anatomy of a Menu
- Copying and Pasting Styles
- Creating Toolbars
- Incompatibilities and limitations
- Style Dialogs

Commands

The commands are the basic components of your menus. They represent the options to display on the menus so the users can navigate to them.

Commands usually perform some action when activated by a user. They may be activated by moving the mouse over them, clicking the left mouse button on them, by double-clicking them, or by using combinations of the three available actions.

The type of actions a command can produce are countless, but DHTML Menu Builder provides an easy-to-use interface to let you implement the most common:

- Opening a page (following a link).
- Opening another group (this is used to create submenus).
- Opening a page in a new browser window.
- Sending email.
- Running a small piece of code written in JavaScript or VBScript.

There are two types of command components:

- **Commands**
  These are items that receive and perform actions

- **Separators**
  These are simple lines used to separate commands inside a group. Separators do not receive or perform any kind of actions.

Commands are dual-state items and therefore have (for the most part) two settings:

- **Normal**
  The settings in this mode apply when the command is *not* selected.

- **Over**
  The settings in this mode apply or become active when the mouse is *over* the command.

Below are all the possible attributes supported by a command.

- **Color**
  You can assign a background color and the color of the command's caption text.
  This setting supports two sets of two color definitions: background over and background normal; and text over and text normal.

- **Font**
  This setting controls the font type, size, and style used to display the command's caption text.
  You can apply different font settings for the two modes, Normal and Over.

- **Cursor**
  One of five predefined cursors can be set to display when a user moves his mouse pointer over a command.
  To change a command's cursor, select the command. Then click `Menu` on the menu and click `Cursor`.

- **Image**
  Commands support three types of images, one image to the left of the caption, one image to the right of the caption, and one image as the background.
  The two images that can be placed at the right and/or left of the commands support rollover effects. This means that you can change either image when the command is selected.
  Note: When using a background image, the color on the Normal state is not used and the command is rendered as transparent.

- **Selection Effects**
  The settings in this section control the style and color of the bounding rectangle of the menu items.
  - **Normal and Over**
    These settings change the border of the commands when the mouse is over (Over state) and not over (Normal state).
    You can choose from three different types of border effects:
    - **(none):** No border will be drawn.
    - **Raised:** A border will be drawn which has the effect of raising the command towards you.
    - **Sunken:** A border will be drawn which has the effect of insetting the border into the group's background.
    - **Double:** Two two solid borders will be drawn around the command.
    - **Bevel:** Two borders – one raised and one sunken, each half the size of the total border width – will be drawn around the command.
    You can also define the base color that will be used to draw these borders by using the color selection boxes next to the border style controls.

  - **Border Size**
    This setting creates a border of the specified width around the commands.

  - **Horizontal and Vertical Margins**
    These settings control the distance from the border of the commands to their contents.

Related topics of interest:

- Groups
- Anatomy of a Menu
- Copying and Pasting Styles
- Creating Toolbars
- Incompatibilities and limitations
- Style Dialogs

Anatomy of a Menu

Because DHTML Menu Builder affords you control over may settings, each menu you create can appear and behave in different ways.
The image below shows what settings affect what portions of the generated menu.
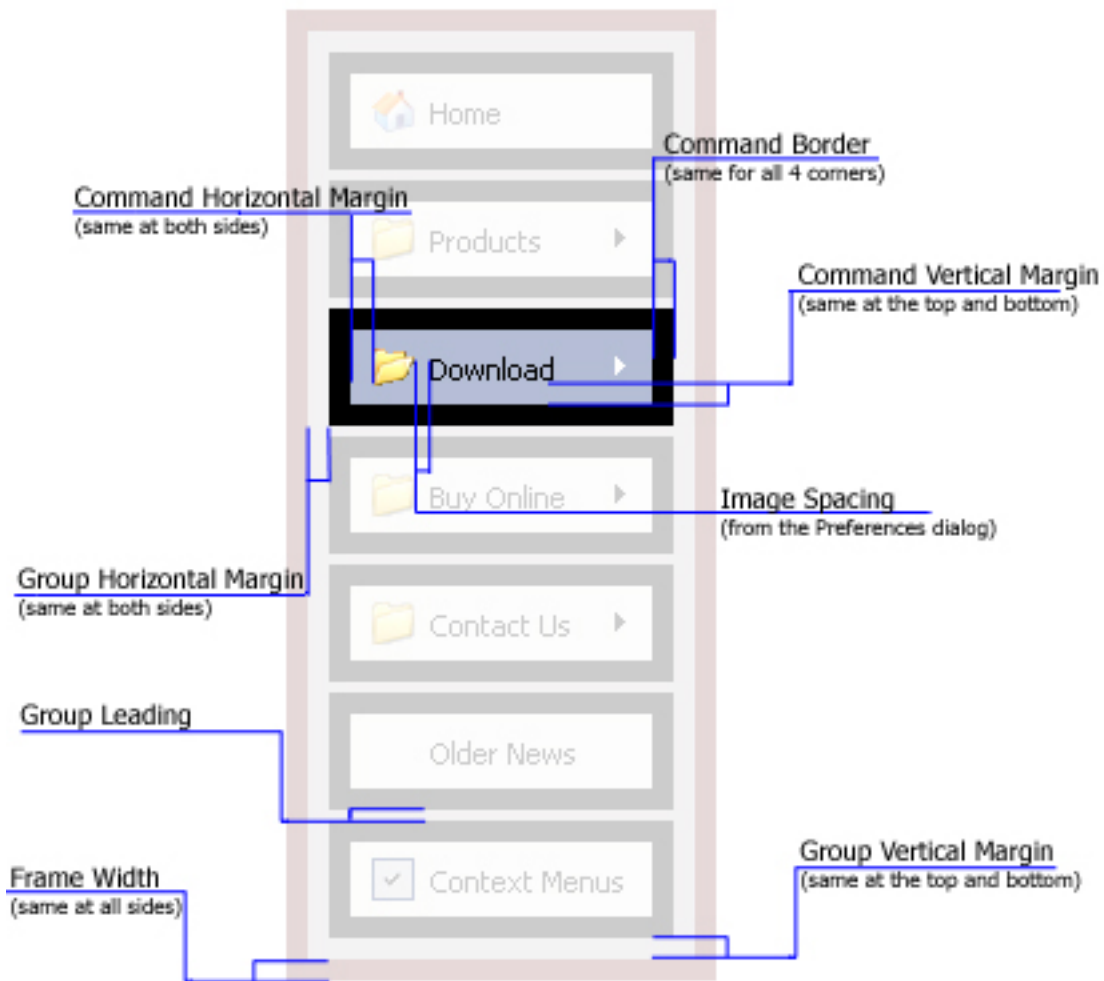
Use this link to get the DHTML Menu Builder project used to create the above menu sample. When the File Download dialog appears, click Open to load the project in DHTML Menu Builder.
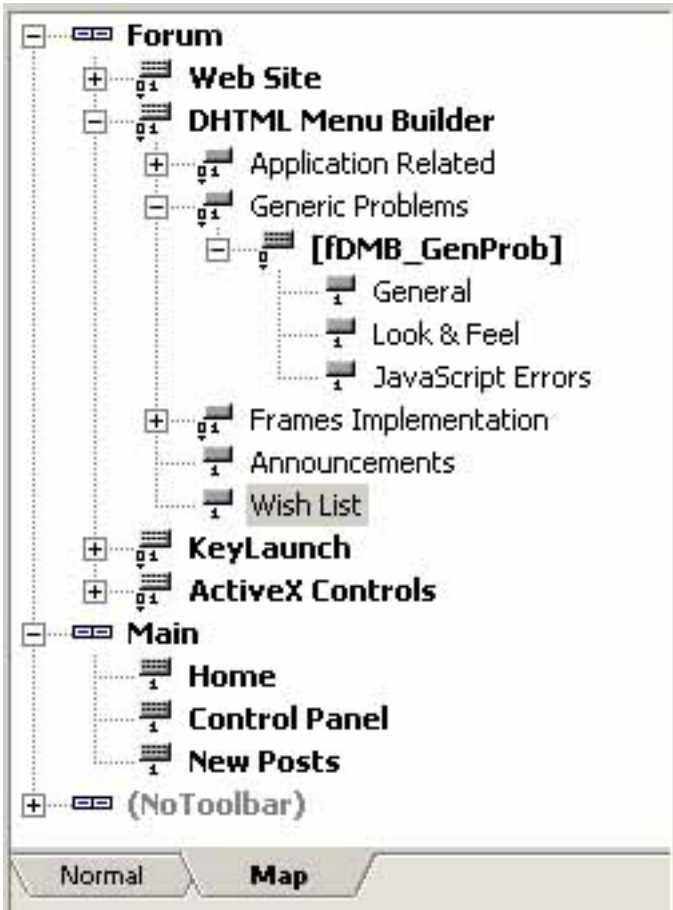
Related topics of interest:

- Commands
- Groups
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DHTML Menu Builder supports creating and implementing multiple toolbars within the same project and even the same web page.

As of version 4.0, the Toolbars Editor has been redesigned and the Map View has been enhanced to accommodate this feature. With the new Map View, you can manage and organize the menu items under multiple-toolbars projects.

To work in this mode you must select the Map tab from the mode tabs chooser.

As you can see on the image, the Map View lets you see the toolbars as well as the groups included in these toolbars. There is also a (NoToolbar) item. Groups created in this section are groups that do not belong to any toolbar. With DHTML Menu Builder you can create a muti-purpose project where you can have some groups displayed under a toolbar and others attached to hotspots. These groups that are not included in any toolbar are displayed under the (No Toolbar) item.

You can also create groups directly under a specific toolbar or you can even drag and drop items to move them from one toolbar to the other without having to use the Toolbars Editor dialog.

Creating Toolbars

DHTML Menu Builder can create one or more menu bars from which the menus will be triggered. The type of menu bars created by DHTML Menu Builder can be used to for other functions in addition to displaying menus. That's why they're known as toolbars.

A project configured to use toolbars enables many features in DHTML Menu Builder that are disabled by default. For example, when enabling toolbar support, DHTML Menu Builder will let you change the colors, fonts, and images just as you normally do with commands. Notice that in each style dialog there's an additional tab called "Toolbar Item" which refers to the properties of the group's appearance when displayed on a toolbar. This is because DHTML Menu Builder will treat the groups as commands when it creates the toolbar. A group displayed on a toolbar is known as a toolbar item.

Enabling Toolbar support

The toolbar items are comprised of the groups that you set up in DHTML Menu Builder. Therefore, you have to create at least some of the groups prior to setting up the toolbar. Once the groups are created (at least by filling in the captions), you can configure the toolbar.

To configure DHTML Menu Builder so it creates a toolbar for you, click the `Tools` menu and select `Toolbars Editor`. Notice that, by default, DHTML Menu Builder will always create a Default toolbar tab. If you need more toolbars simply create them by clicking Add Toolbar (⊞).

You can delete a toolbar using Delete Toolbar (⊟) and rename a toolbar clicking Rename Toolbar (a|e).
You can give your toolbars any name as this name is used only for your reference and does not affect the menus in any way.

Toolbars can also be created, renamed and deleted from the Map view.
To create a new toolbar, click the `Menu` menu and select the `Add Toolbar` option.
To rename it or delete it use the options from the `Edit` menu. Shortcuts that apply to groups and commands also apply to the toolbar items in the Map view, so for example, you could press the F2 key to rename a toolbar. Notice that the names of the toolbar are just for your reference; they have no effect over the generated menus.

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Stacking Multiple Toolbars

The order in which the toolbars appears on the Map view determines their Z order. Toolbars that are listed first have a lower Z order while toolbars appearing at the end of the list have a higher Z order. This useful because if you have toolbars that are stacked one above the other, those with a higher Z order will appear above those with a lower Z order. The Z order can be easily changes by using the Up (▲) and Down (▼) buttons from the toolbar.

Configuring the Toolbars
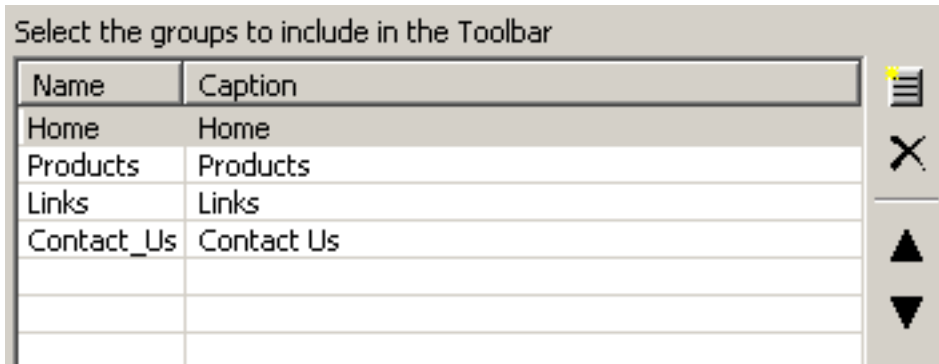
You can select which groups will be displayed in a toolbar and in which order. To add groups to the selected toolbar click Add Group (▤).
To remove a group from the toolbar, first select it and then click Delete Groups (✕).

When creating a toolbar that will be rendered horizontally, the first group in the list will be the group in the leftmost position.
When creating a toolbar that will be rendered vertically, the first group in the list will be the group in the topmost position.

You can also add groups from the Map view: to add a new group to a toolbar, simply select the toolbar item on the Map view (or any other element that belongs to the desired toolbar) and select the Add Group option from the Menu menu. Then you can also use the Up (▲) and Down (▼) buttons to re-arrange your groups' order. The same applies to the commands: you can move commands up and down to change their order.

Both groups and commands can also be dragged and dropped. You can drag & drop groups between toolbars and you can drag & drop commands between groups. While dragging and dropping these items you can control the desired results by holding a combination of keys so instead of moving you the items are actually copied (cloned). For more information see the Enhanced Map View section.

Groups that have no commands can also be included in the toolbar. These kinds of groups, as well as those containing commands, can be used to open pages or execute a script when clicked. This is very useful in creating groups that do not have any menus but you still need them to be linked to some page.

Adding the Toolbar to your web site

By default, the HotSpots Editor is used to place the menus on the page. However, when you use the integrated toolbar support, the hotspots are created by DHTML Menu Builder and there's no need to use the separate HotSpots Editor unless you also want to use other elements on your page to trigger the menus.

All you need to do in order to incorporate the toolbar is:

- **Compile your project**: To generate the JavaScript files containing all the information for both

your menus and the toolbar.

- **Install the Menus**: this process adds the necessary code on your pages so when they are loaded by the browser, they call and prepare (initialize) the toolbar and the menus. To install the menus, click the `Tools` menu and then click `Install Menus`.
Click here for a complete description on how the Install Menus tool works.

Using the Toolbar with frames

When you use the toolbar in a web site using frames, DHTML Menu Builder will automatically display the toolbar in the Target Document and the menus will be displayed on all the documents where you have installed the Frames Loader Code.

For more information see the Working with Frames section.

Setting the Toolbars Style

DHTML Menu Builder toolbars can be customized in many different ways.

The first setting is the kind of toolbar you want to generate:

- **Horizontal**: span across your page with the groups displayed next to each other. This layout is ideal when you need a toolbar on top of your page.
- **Vertical**: taller than wider with the groups displayed one beneath the other. The resulting toolbar is very narrow and usually placed at the left side of your page.

Other properties of the toolbar that you can set are the background color and image, separation between the toolbar items, and more.
A more detailed explanation of all these settings can be found here.

Positioning the Toolbar

The alignment dialog in the Toolbars Editor is a very powerful tool which lets you take complete control over the follow parameters that affect the way the toolbar is positioned on the browser's window:

- Anchor: This controls the fixed areas of the toolbar that will remain fixed regardless of the alignment setting
- Alignment: This controls how the toolbar will be positioned relative to the browser's window
- Position: And this controls where in the document the toolbar will be displayed

Being able to work with the above parameters on their own would be a quite complex and tedious task; this is why DHTML Menu Builder's Toolbar Positioning dialog provides a very easy to use interface where all you have to do is select from an alignment mode and if necessary set an offset.

The alignment control is divided in three modes:

- **Aligned and Anchored:**
  In this mode you select the position from 9 available options. Each option will automatically align and anchor the toolbar to a specified location of the browser's window and maintain this setting even if the browser is resized.

  For example, in the configuration shown here the toolbar will be anchored to top/right corners of the browser's window.
  This configuration will be maintained regardless of the window size and even if this size changes after the toolbar has been displayed.
  Please refer to the Positioning the menus tutorials for further information.

- **Custom and Fixed:**
  In this mode the toolbar will be placed at a give x,y coordinate.
  The coordinates are provided in pixels and as in the previous mode are maintained regardless of the browser's window size.

  In this sample the toolbar will be positioned at exactly 40 pixels from the left corner of the browser's window and 120 pixels from the top border.
  Please refer to the Positioning the menus tutorials for further information.

- **Attached to...:**
  Sometimes, placing the toolbar so it flows with the rest of the contents of the page can be quite a difficult task.
  With this positioning option you can force the toolbar to follow an item in the HTML document so its position will depend on the position of the "attached to" object (which is usually an image) and the selected alignment.

Optionally you can force the image to inherit the size of the toolbar, this way, whatever content appears next to the image will appear to flow as if it was flowing around the toolbar. Note that this option is only available when the alignment has been set to Bottom/Left.
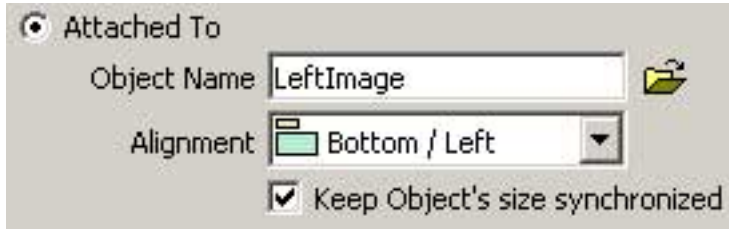
In this sample the toolbar will follow an object named "LeftImage" and it will be aligned in a way so the toolbar will always appear below the object and centrally aligned. Please refer to the Positioning the menus tutorials for further information.
Click here to see a small online tutorial that explains in greater detail how this option can be used.

- **Free Flow...:**
  All the previous positioning methods will create toolbars that appear floating above all the contents in a page.
  In this mode, the toolbar will not float, but instead, will be part of the HTML contents on the page allowing it to flow with the rest of the HTML content... just as if it were an image or a table or some other common HTML element.
  For this mode to work you need to add an ID to some enclosing element in the page. The toolbar will then look for that ID and will insert the toolbar inside the tag that contains that ID. A more detailed explanation of how this method works can be found on the Positioning the menus tutorial.

Finally you can further tweak the position of the toolbar by specifying a custom offset. The offset is specified in pixels and its applied to the position of the toolbar after it has been calculated based on the selected alignment.

Related topics of interest:

- Positioning Dialog
- Tutorial: Positioning the menus

Working With Styles

Because of the powerful features in DHTML Menu Builder, you can save a tremendous amount of time while you maintain the consistency of your menus.

Three specific features are the real timesavers: the Scope Selector control, the integrated clipboard and the preview page generator.

The integrated clipboard of DHTML Menu Builder is capable of globalizing the different style options from one item to a whole set of different items in the same project with just a couple of mouse clicks.

Then, you don't even need to go through the entire implementation process of placing the menus on a web page to see the final product. DHTML Menu Builder's integrated page generator can create a sample page for previewing. With this page, you can exercise your menus and determine what needs to be changed.

These features are detailed in the following sections:

- Copying and Pasting Styles
- The Scope Control Dialog
- Previewing

Copying and Pasting Styles

One of the most exciting features in DHTML Menu Builder is its ability to let you propagate the style of one menu item over to another item or even a set of items.

DHTML Menu Builder implements an advanced clipboard that will let you copy one, several, or all the styles applied to one item and then paste them over a set of items of the same type.

To copy the style of one item, just select it. Then, click the `Edit` menu and then click `Copy`. You may also use the shortcut copy icon ▤ on the DHTML Menu Builder toolbar.
This will open the selective copy dialog. This dialog will show you all the settings you can copy from one item, organized hierarchically so they can be easily selected.

On the topmost level of the settings selection are the most global style settings, such as Color, Font, Image, etc. When you click on the small ⊞ sign beside each style,you can expand the style definition and see more detailed options about the selected style.

Let's say for example that you would like to copy the image style of one command over to the other. To do so, just select the command, click `Edit`, then click `Copy` and check the box next to Image style. Click `OK` to proceed.
Now, select the command to which the style will be applied and click `Edit` and then `Paste`. You may also use the shortcut paste icon ▤ on the DHTML Menu Builder toolbar. Finally, click `OK` to paste the Image style.

Now, let's suppose that you just want to copy the right hand image of a command that is activated when the mouse pointer pauses over the command. In other words, the command has been assigned to the Mouse Over event.
To copy this image, just select the source command, click `Edit`, then `Copy`. Now, click on the ⊞ sign next to the Image style to reveal its settings. Then click the ⊞ sign next to the Right style property and check box next to the Over option.

To paste the selected style property, just select the target command and click the paste shortcut icon on the toolbar. When the dialog appears, accept the selection by clicking `OK`.
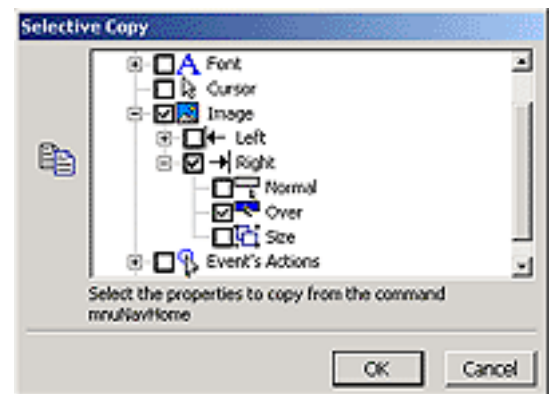
Selective Paste Dialog Options

When you want to propagate the style of one item over to several others, the paste dialog offers you several options to let you do a process that, if done by hand, would take hours of work.

The Selective Paste dialog has four main style propagation options:

- **Paste to the ... :** This option allows you to paste the selected style to the selected item of the same type.

- **Paste to all the commands under the .... group:** This option allows you to paste the selected style to all the commands under the same group. Note that this option is only available when you have copied a style attribute from a command.

- **Paste to all ... :** This option will paste the selected style to all the items on the project of the same type.

- **Advanced:** This option allows you to explicitly select which items (of the same type) will receive the pasted style.

The Scope Selector

The Scope Selector is an advanced control that will let you apply the same style to a different set of menu items, all at the same time.

This control is located on all the style dialogs such as Color, Image, etcetera. The control is also accessible through the `Edit->Paste` dialog by clicking on the Advanced button.

In the image at the right it is shown the Scope Selector for the command's Cursor dialog. By default, the Scope Selector will be set to apply the styles to the selected item only, however, there're several different options that can be selected to modify the scope of the style dialog:

- When the selected item is a command:
  - Apply to all commands under the same group
  - Apply to all commands under the same toolbar
  - Apply to all commands in the project
  - And an Advanced option
- When the selected item is a group:
  - Apply to all groups under the same toolbar
  - Apply to all groups in the project
  - And an Advanced option
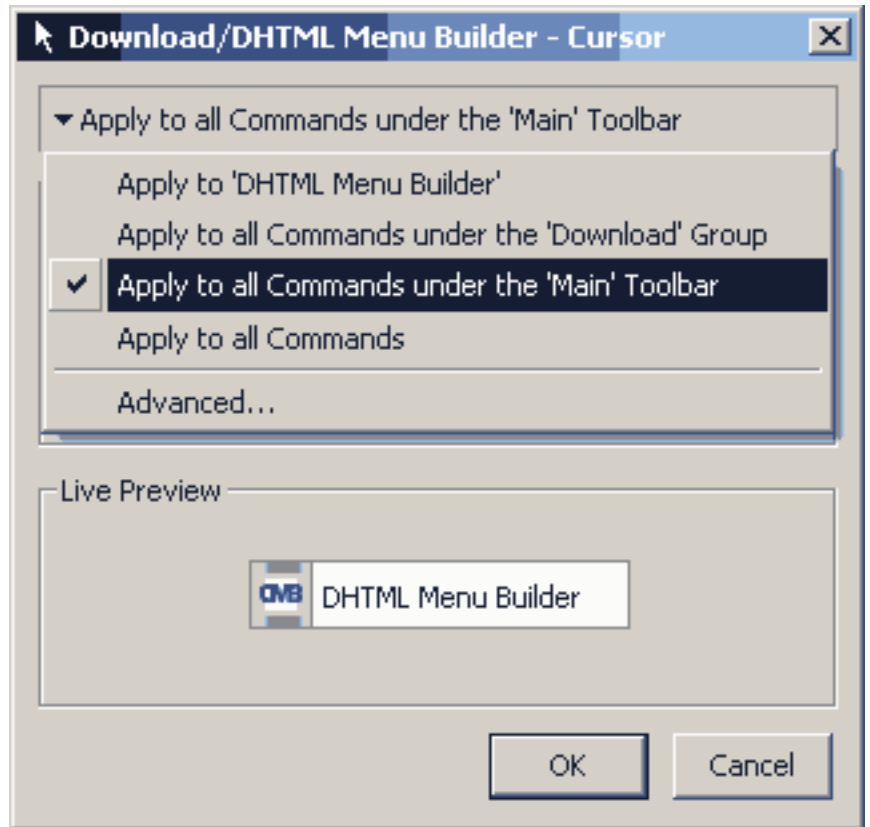
The Advanced Scope Selector

Besides the standard "apply to" options available in the Scope Selector control there's the Advanced option which will let you choose a set of menu items based on different parameters.

The Advanced Items Section feature in DHTML Menu Builder uses a filter to let you select a set of items that match the filter settings and then apply the styles on the dialog to this specific set of items.

To learn more about the Advanced Items Selection feature refer to the dialog section of the documentation.

Previewing

The ability to Preview without having to compile the menus and upload the files to a web server is a valuable feature of DHTML Menu Builder.

You can preview your project at any time by just choosing `Preview` from the `Tools` menu. Alternatively, you can click the Preview icon 🔵 on the Tools toolbar.

When DHTML Menu Builder previews a project, it actually compiles the menus (as if you were doing a full compilation) and displays the menus in a Web browser window.
The fact that the preview window is actually a real Microsoft® Internet Explorer window means that what you see on the preview is what you will see when you compile and implement the menus on your web site.

If you have groups that are not part of a toolbar or a submenu of a group included in a toolbar, then the preview will automatically create buttons that act as hotspots. These will let you trigger the groups. These buttons will appear on the top left corner of the preview window and will display the name of your groups. If all your groups can be viewed and tested by using items on any of the toolbars, then the preview will not create any buttons. Note that these buttons will not be generated when you compile your project; they're only being created in the preview so you can properly test all the groups on your project.

Preview Options

- The internal preview window offers three main options to let you customize the way your preview looks:
  - Background Color: Use this option to change the background color of the preview window. This is useful if you want to see how your menus look like with a different background color.
  - Use Target Document: Check this option if you want to use your target document (as specified in your default configuration) as the preview template.
    Note that this option may not always be able to properly display your target document.
  - Encoding: Use this option to change the default character encoding. This is very useful if you're developing menus that use non standard ASCII characters and you want to be able to see these special characters. Such characters are often used by double-byte languages such as Chinese, Japanese, Arabic, etcetera.
- By default, DHTML Menu Builder will use an internal instance of Internet Explorer to display your menus. You can also select alternate browser for previewing by clicking Tools->Set Default Browser

Live Preview

Yet one more preview option in DHTML Menu Builder is `Live Preview`. Appearing in many of the style dialogs and also in DHTML Menu Builder's main window, the live preview pane is extremely useful since it produces real-time previews of the selected item. Changes to settings of the selected item are instantly represented in the Live Preview pane.

Note: Unlike the full preview option, the Live Preview pane does not use an instance of Microsoft Internet Explorer to create the preview. Therefore, the results are not 100% accurate and some differences may appear on the menus when rendered with a browser. Nevertheless, the Live Preview pane is a great time saver.

In order to save space, the Live Preview pane is small enough to represent a single command using a moderate font size. The Live Preview pane will also show you the parent group style of the selected command.

If the selected item is a group, the Live Preview will not render it unless you have enabled the option to create a toolbar.

Presets

A preset is a specialized project configured to server as either a starting point to create a new project or to use it as a template to apply its styles to another project.

DHTML Menu Builder uses the Presets Manager dialog to let you work with any Presets that you may have installed.
The Presets Manager offers options to let you organize your presets, create new projects from any available preset and it also let's you select which styles should be imported from a preset into an existing project.

Select which topic related to Presets would you like to know more about:

- Creating Projects from a Preset
- Applying the Styles from a Preset
- Creating your own Presets
- Sharing your Presets

Creating Projects from Presets

To create a new project from a Preset click on `File->New->From Preset`
You will be presented with the Presets Manager dialog.

Select any preset from the list. When you select any preset a sample will be shown on the right pane allowing you see and test the menus created by this preset.

When you have found a preset that you like, click on the Load button. After the preset has been loaded into DHTML Menu Builder you should set up your project and then start changing the menu structure to fit your needs; that is, delete those menu items that you don't want and create the groups and commands that you need.

If, at any time, your project looses some of the styles originally provided by the Preset you can easily re-apply the lost styles using the Tools->Apply Style from Preset option. Click here to know more about this process.

Loading Presets from the Online Catalog

DHTML Menu Builder can connect to the Online Catalog and let you preview and download any presets available on the catalog that does not exist on your local library of presets.

To download the list of presets from the Online Catalog click `File->New->From Preset` and then click on the "Online Catalog" node.
Depending on the number of available presets this process can take some time.

Click on one of the downloaded presets to see its preview.
While a preset from the catalog is selected the `Load` button will be changed by a `Download` button. Clicking the `Download` button will download the preset to your local disk. The Presets Manager will then refresh your list of presets and automatically select the downloaded Preset.

The `Download` button will now be a `Load` button so clicking it will load the selected preset as a project in DHTML Menu Builder.

Related topics of interest:

- Applying the Styles from a Preset
- Creating your own Presets
- Sharing your Presets

Applying the Styles from a Preset

Presets can be used as templates so you can import any number of styles from them and apply them into the active project.

To select a preset as a template click `Tools->Apply Style from Preset`
A special version of the Presets Manager dialog will be displayed.

First of all select the Preset from which you want to import the styles from. Once a Preset has been selected you will be able to select which components from the preset you want to import.

A Preset exposes several components, such as Toolbars, Groups, Commands, etc.
Since a Preset can expose one or more component from the same class, (for example, a Preset may contain several Groups) you have the option to select from which of the groups you want to import the styles for the groups on your project. The same applies to all the components included in the select Preset.
If necessary you can also choose to not to import any styles form a given component by selecting the "do not import" option.
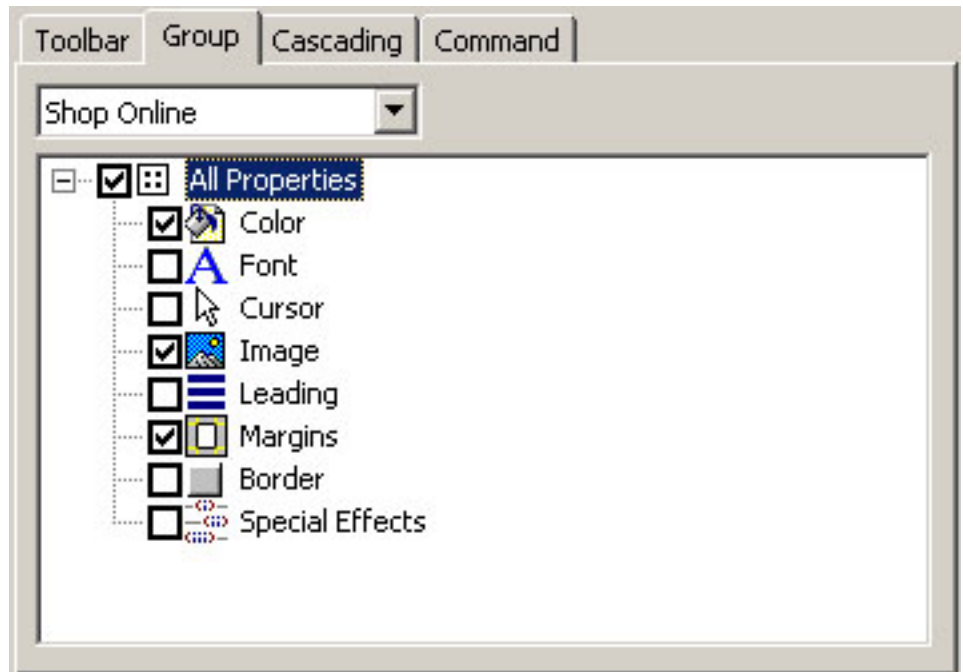
After you have selected the components you want to use as a template you have the option to choose which styles you want to import from them. For example, you could choose to import the color of one of the commands in the preset but not the font type. See the image on the right where we have selected to only import the Color, Image and Margins from the "Shop Online" group.

This tools offers an additional component not available anywhere else on the program: the Cascading element.
Cascading elements are commands in Preset designated to be used to display subgroups (or submenus). Because these type of commands usually have a slightly different style from the rest of the commands (such as an arrow image on the right) you can use this special element to import whatever special styles have been applied to the Preset to differentiate the commands used to display subgroups.

When you have finished selecting the components to use as templates and the styles that you want to import click on the `Apply` button.

You can use this tool over the same project as many times as you like allowing you to import different styles from different Presets.

Related topics of interest:

- Creating Projects from a Preset
- Creating your own Presets

Creating your own Presets

Since a Preset is nothing more than a specially packaged project you can create your own Presets from any Project.

This will let you re-use the styles on your projects and apply them to any new projects that you may create in the future. It can also let you create Presets so you can share them with your coworkers and friends.

The first step to create a new Preset is to load a Project into DHTML Menu Builder. Once a project has been loaded into the program simply click `File->Save As Preset`

You will then be presented with the Preset Properties dialog. In this dialog will be able to set the title of your Preset, your name (under Author), a small description (optional) and a Category. By default DHTML Menu Builder provides a series of Categories for you to choose from, but if you wish you can create your own Categories by typing their name on the Category parameter textbox.

When done click the `Save` button.

DHTML Menu Builder will pack the Preset into a single file. The file name will be the same as the Title of the Preset and will have the .dpp extension and it will be located on the "Presets" folder which will be inside the folder where you installed DHTML Menu Builder. For example, if you chose to install DHTML Menu Builder to the default location, the Preset folder will be located in `C:\Program Files \DHTML Menu Builder\Presets\`

Sharing Presets with other users

To share Preset you just have to send the Preset package via email, burn it into a CD or use any other type of media sharing. Just remember that Presets contain binary information and should be treated as binary files.

So, if you would like to share you latest Preset, locate it in the "Presets" folder and send it to the person (s) you want to share it with.

Once the other person(s) receives the file they just need to double click it and the Preset will be automatically installed into their "Presets" folder so the next time they access the Presets Manager the Preset will be available.

You can also submit your Presets to the Presets Online Catalog so other can see them and download them!
Click here to know more about this free service.

Related topics of interest:

- Creating Projects from a Preset
- Applying the Styles from a Preset
- Sharing your Presets

The Online Catalog of Presets

xFX JumpStart offers the Online Catalog of Presets as a free service to all registered users of DHTML Menu Builder.
Although the catalog can be used by anyone with a copy of DHTML Menu Builder only registered users can contribute.

The Online Catalog of Presets is a repository of Presets submitted by users of DHTML Menu Builder from all over the world.
You can browse the catalog by category, author, rating and number of downloads.

Click here to view the Online Catalog.

Submitting your own Presets

If you would like to submit a Preset that you have created simply click `File->Submit Preset`
The Presets Manager window will be displayed.
Select the preset that you want to submit and click the `Submit` button.

Note that by submitting a Preset you agree to the following terms:

- Any user will be able to download and use your Preset on their own projects
- Your name and the description for your Preset will be published on the Online Catalog
- The rating assigned to your submitted Presets is based on the votes of the users and cannot be changed

Related topics of interest:

- Creating Projects from a Preset
- Creating your own Presets

Implementing the Menus

DHTML Menu Builder offers several tools to help you add the code it creates to your web pages. The way you configure your project will determine the tool you use. Of course, you can always add the code to the pages manually. Understanding the manual process will allow you to understand how the automated tools work, what they do, and how you can detect and overcome possible conflicts and problems.

The most common project setups are described below. Read each one to determine which tools you should use:

- **Without Frames**
  If your project does not use frames, select the method below based on whether or not you are using a toolbar created by DHTML Menu Builder:
  - **Using the toolbar created by DHTML Menu Builder**
    If you're going to use the toolbar created by DHTML Menu Builder, all you need to do is place the code on the pages that will contain the menus. This is done using the Install Loader Code tool. (The loader code is the code that points to the JavaScript files created by DHTML Menu Builder.)
    To access this tool, click the `Tools` menu and then click `Install Loader Code`. The Install Loader Code dialog will allow you select which files from your root web should display the toolbar. You can select files one by one or add a whole directory at once.
    Click the `Install` button to start the process of placing the code on the pages.

  - **Using a toolbar you have created**
    When you're the one providing the toolbar, you will need to follow a different procedure:
    - **Attach the trigger code:** The trigger code is the code that is placed on your hotspots, and enabling them to respond to mouse actions and display the menus. The trigger code is attached using the HotSpots Editor. Since the HotSpots Editor automatically adds the loader code, using the `Install Loader Code` tool is *not* necessary with your own toolbar *if* you use the HotSpots Editor.
- **With frames**
  If your project uses frames, there's an extra step that needs to be taken in order to add the menus to your web site.
  All the documents that are to be displayed in the same frame as the menus (not the hotspots) need to load a special file.
  To install the loader code for this special file, use the `Install Frames Loader Code` option found on the `Tools` menu.
  In the dialog, select all the documents on your web that will be displayed in the same frame as the menus. Click the `Install` button to copy the loader code to the pages.
  More information on the frames support offered by DHTML Menu Builder

Manually adding the menus

As you have seen above, there are several pieces of code that need to be present on your pages so the menus can be used.

All the code that needs to be placed on your pages can be copied from a file that DHTML Menu Builder generates every time you compile your project. This file is located in the same directory as where the compiled JavaScript files are placed. The files is called `hRef.txt`. You can open this file using Notepad or any other text editor.

- **The loader code**
  The loader code is the code that points to the JavaScript files created by DHTML Menu Builder.
  This code is always placed after the opening <body> tag of your HTML document.
  To add this code to your web page(s), simply copy it from the hRef.txt file and paste it into your document(s).

- **The trigger code**
  This is the code that makes your hotspots active elements so they can react to the mouse actions and display the menus.
  This code is always placed in the anchor tag <a> of your hotspots.
  To add this code to your web page(s), simply copy it from the hRef.txt file and paste it into your document(s).

Related topics of interest:

- The HotSpots Editor
- Working with Frames

Working with Frames

DHTML Menu Builder can add menus to sites that use frames in three ways:

1. **When your hotspots or toolbars are in the same frame as the menus**
   This method is usually used when the frame containing the hotspots or the toolbar has enough space to display the menus.
   In this case there's no need to enable frames support. If the hotspots or the toolbar and the menus all work together in the same frame, you can leave the frames support turned off.

2. **When your hotspots or toolbars are in a different frame from the menus**
   This method is used when the frame containing the hotspots or toolbar is not large enough to display the menus.
   Because there's no way to display any HTML element over the borders of two frames (a limitation of HTML, not DHTML Menu Builder), it is necessary to display the menus on another frame with enough space to hold them.

3. **When you have several toolbars located in different frames and the menus are displayed inside the same frame**
   This is a special situation where you may have an horizontal toolbar in one frame, a vertical toolbar in another frame and then the menus from both toolbars are displayed inside the same main frame.
   If you are looking to create such type of project, read the following information and then follow the link at the bottom labeled "Advanced Frames Implementation".

It is important to remember that when you have enabled frames support, the Target Document setting in your configuration in the File->Project Properties dialog needs to point to the document where your hotspots are or where you want to display the toolbar.

To set up your project to support frames:

- Open the `Project Properties` dialog
- Click the `Configurations` tab
- Click the `Frames Support` button
- Check the `Enable Frames Support` checkbox

   The Frames Document parameter must point to the document that defines your web site's frameset.
   When you have selected this document, DHTML Menu Builder will analyze it and retrieve all the different frame names.

- Click the `Target Document` button

   Using the browse button ( ) select the document where you want to display the toolbar

After you have enabled frames support, DHTML Menu Builder will detect all the frames on your frameset document and you will be able to specify one of these frames as the target frame to open your links. To set the target frame for your menu items' links simply click on the Target Frame button ().

Installing the Menus

The process to install the menus is always the same:

- Compile the project (Tools->Compile)
- And install the menus into your HTML documents (Tools->Install)

You will notice that the Install Menus dialog looks a bit different when the frames support has been enabled: there're two target panes (on the right) instead of one.
This is because you now must distinguish between the document that will receive the toolbar and the documents that will display the menus.
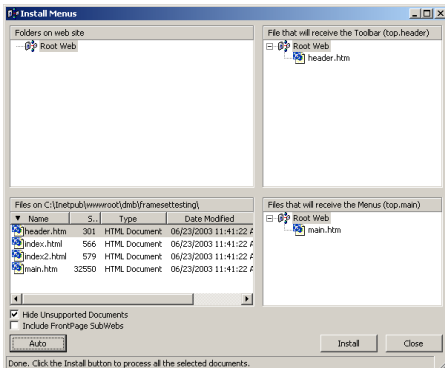
The top/right pane must list the document where you want to install the toolbar.
The bottom/right pane must list all the documents where you want to display the menus.

If you're not using SSI (server side includes), templates or shared borders you should click on the `Auto` button to let DHTML Menu Builder fill the right panes automatically.
Note that even after using the Auto button you should manually check that DHTML Menu Builder has correctly listed all the documents.

By default, DHTML Menu Builder will automatically detect the document that must be listed on the top/ right pane since this is the document defined by the `Target Document` from your configuration. However, DHTML Menu Builder not able to detect all the documents where you want to display the menus and you might need to add them yourself.

Let's consider this frame set:

```
┌─────────────────────────────────────┐
│ TOP FRAME                            │
│                                      │
├──────┬──────────────────────────────┤
│ LEFT │ MAIN FRAME                    │
│ FRAME│                               │
│      │                               │
│      │                               │
│      │                               │
│      │                               │
│      │                               │
└──────┴──────────────────────────────┘
```
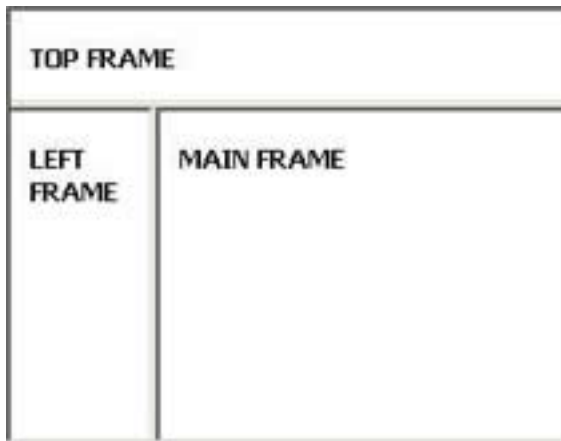
It is obvious that the documents displayed on the MAIN FRAME are the ones that will display the menus. So, you must make sure that the bottom/right pane of the Install Menus dialog contains all the documents from your web site that, at any time, will be displayed on the MAIN FRAME.

When you're done, simply click the `Install` button and DHTML Menu Builder will proceed to install your menus.

As mentioned earlier, DHTML Menu Builder will let you have several toolbars, each placed on different frames and display their menus inside the same main frame.
Follow to the Advanced Frames Implementation section for more information about this method.

Related topics of interest:

- Advanced Frames Implementation
- Working with IFRAMEs
- Project Properties
- Configurations
- The HotSpots Editor

Working with IFRAMEs

Because IFRAMEs (Inline Frames) function very similarly to Frames, it is not difficult to work with them and DHTML Menu Builder.

It is *highly recommended* that you *first* read the information on how to work with standard frames.

The basic difference between the standard frames support and the IFRAMEs support provided by DHTML Menu Builder is that when using IFRAMEs, DHTML Menu Builder will provide an additional frame named "top".
This frame refers to the document that contains all the IFRAMEs and should be the one pointed to by the "Frames Document" setting.

Knowing this, here are some common scenarios and a brief explanations on how DHTML Menu Builder should be set up:

- **The hotspots and the menus will be on the document that contains the IFRAMEs**
  In this case, frames support must be *disabled* and the only document that requires the loader code is the container for the IFRAME.

- **The hotspots are on the Frames Document but the menus will be displayed inside an IFRAME**
  This is very similar to the way the standard frames support works: the Loader Code is installed in the IFRAME container document and the Frames Loader Code is installed in all the documents displayed inside the IFRAME.

- **The hotspots and the menus will be displayed inside an IFRAME**
  In this case frames support must be *disabled* and all the documents displayed inside the IFRAME must contain the Loader Code.
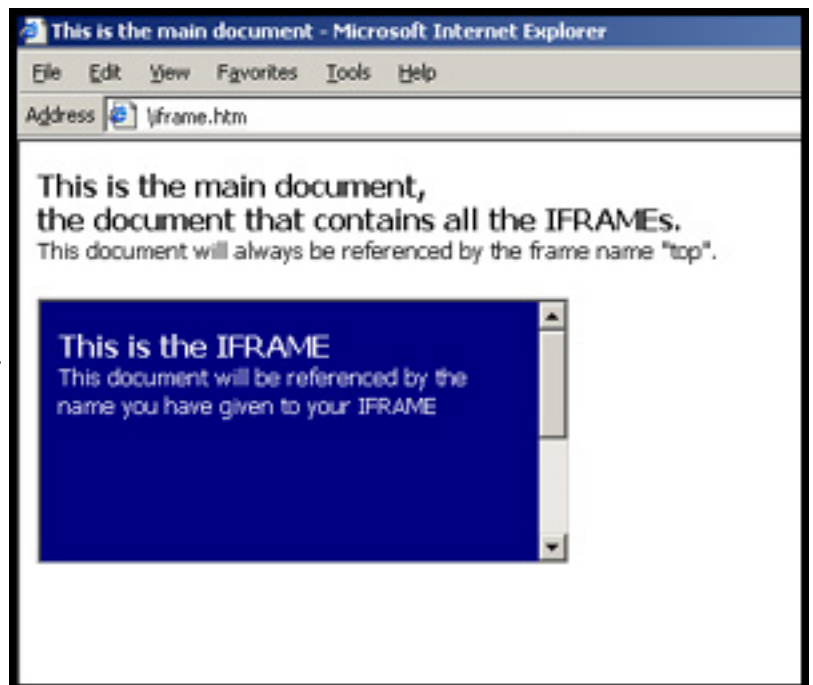
DHTML Menu Builder supports an infinite number of nested IFRAMEs, which means that you can have any number of IFRAMEs placed inside another IFRAME.

Advanced Frames Implementation

Sometimes you may want to have several toolbars, each placed on different frames and then share the same main frame to display the menus.

For example, consider the scenario described in the Working with Frames section where you have three frames:

```
TOP FRAME

LEFT
FRAME      MAIN FRAME
```
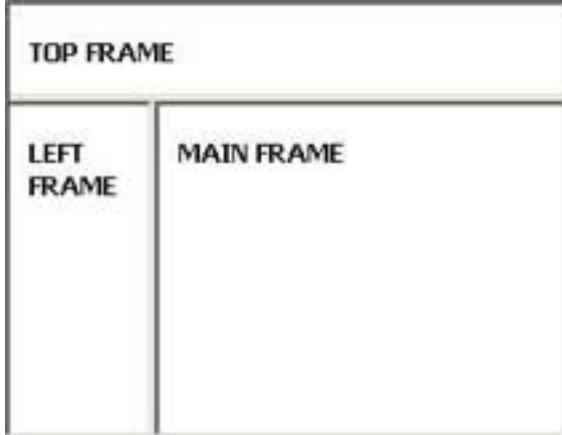
But this time let's say that you want a toolbar in the top frame, a toolbar in the left frame and that both toolbars will pull-down menus that will appear inside the main frame.

To achieve this you will have to follow these simple steps:

Follow the instructions in the Working with Frames section as if you only had one toolbar.
Configure each toolbar to use the "Free Flow" positioning technique.
Compile the project and install the menus as directed in the Working with Frames section.

Now, simply follow the instructions described in the Free Flow tutorial to designate the position of the toolbars. This will cause the toolbars to appear inside the tag corresponding to their ID regardless of the frame where this tag is located.

So, for example, if you add this code in the left frame:

```
<span id="dmbTB1ph"></span>
```

...the first toolbar in our project will be displayed in the left frame. Then, if we add this code in the top frame:

```
<span id="dmbTB2ph"></span>
```

...the second toolbar will appear in the top frame.

As you can see it is very important that you fully understand how to work with frames and how to use the Free Flow positioning method. This will ensure that you will have no problems implementing multi-frames menus.

Related topics of interest:

- Working with Frames
- Using the Free Flow positioning method
- Working with IFRAMEs
- Project Properties
- Configurations
- The HotSpots Editor

Installing Menus

DHTML Menu Builder provides a series of tools to help you with the process of installing the menus on your web site.

The menus are stored in separate JavaScript files (with an extension of .js) which are generated when you compile your project (using the Tools->Compile option). After they are compiled, you have to add some special code (known as Loader Code) to your pages so that the browser can load these JavaScript files and display the menus.

Starting with version 4.0, DHTML Menu Builder offers a new tool called "Install Menus". It is found on the `Tools` menu.

The Install Menus tool is divided into two panes and three main sections:

- The left pane (source files) is divided into
    - The directory structure of your web site
    - The files on the selected directory or folder
- The right pane (selected files)
    - The selected files that will receive the menus (the list of files into which DHTML Menu Builder will copy the Loader Code)

The web's directory structure section
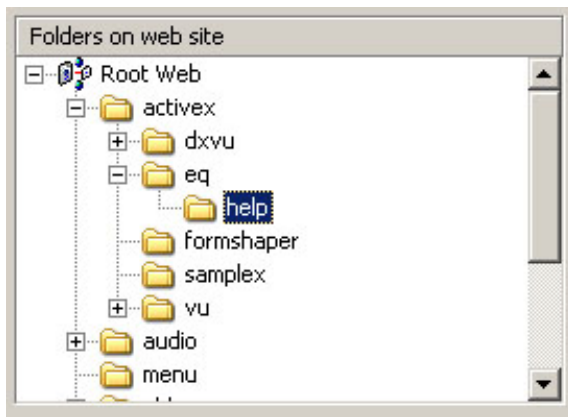
In this section you will see the folders on your web site.
Clicking any folder will display the list of HTML documents under the selected folder.

This section also lets you do global operations on the files under the selected folder. For example, to remove the menus from the files under a specific folder and all the folders inside it (if any) right click on the desired folder and select the `Remove Menus` option.

Another option would be to install the menus on all the documents under the selected folder. To do this right click the desired folder and select the `Install Menus` option.

You may also drag and drop folders to the pane on the right.

The files section

This section shows the documents inside the selected folder. Besides the standard information for a document such as its name, size, and date of modification, this section also displays the type of loader code, if any, currently installed on each file.

The loader code is a series of JavaScript instructions used by the browser to locate the .js file(s) containing the menus.
DHTML Menu Builder uses two different types of loader code depending on various settings:

- Standard: used to load the main .js file which contains the information to display the toolbar (if any). On projects that don't use DHTML Menu Builder frames support, this loader code is also used to handle the menus.
- Frames: used to load the menus on projects with frames support.

It is important to understand that the menus and the toolbar(s) are created, displayed, and handled differently. This is why the toolbar is stored in a separate file from the menus when using frames support: separate types of loader codes are required to load them both.

A file containing no loader code will be displayed in black, a file with the standard loader code in blue and a file with the frames loader code in green. Files displayed in light gray are documents that do not support any type of loader code.

Just as with the folders pane, you can perform several actions on the files displayed in the files pane. Right click a file and select a command from the context menu or simply drag and drop the file to one of the panes on the right. (Unless you have chosen Frames Support, there will only be one pane displayed on the right .)

The list of selected files to receive the menus

File that will receive the Toolbars
- Root Web
  - mainindex.htm
  - activex
  - audio
  - menu
  - oldnews
  - products
  - support
  - uboards
  - utilities
  - _borders
  - agreement.htm
  - buyonline.htm
  - cert.htm
  - coolsites.htm
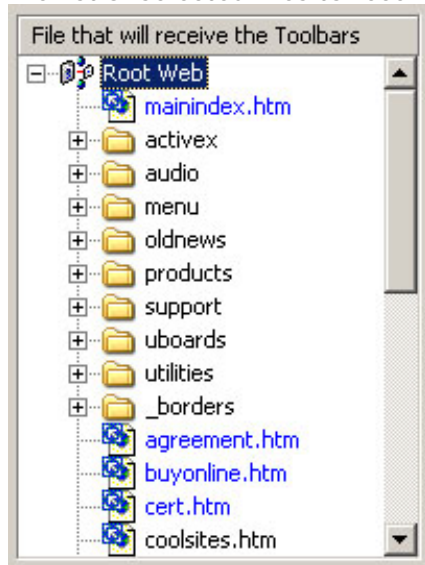
This pane displays the list of documents that will receive the loader code. For those documents that already contain the loader code, this display will be updated.

Clicking `Install` will result in the loader code being copied to the files displayed in this pane. As a result, the menus will be loaded into these documents when viewed from a browser.

To remove any file from this pane, right click it and select `Remove From List`. Note that if the selected file contains some loader code this option will not remove the code; the file will be simply removed from the list and will not be updated.

When working with frames

File that will receive the toolbar
- Root Web
  - navmenu.htm

Files that will receive the Menus
- Root Web
  - contact.htm
  - contact_conf.htm
  - emp.html
  - old_index.html
  - txtmenu.htm

Remember, when frames support is enabled, DHTML Menu Builder splits the code that it generates into two sections, generating two files. Each of these sections/files must be copied into different web pages:

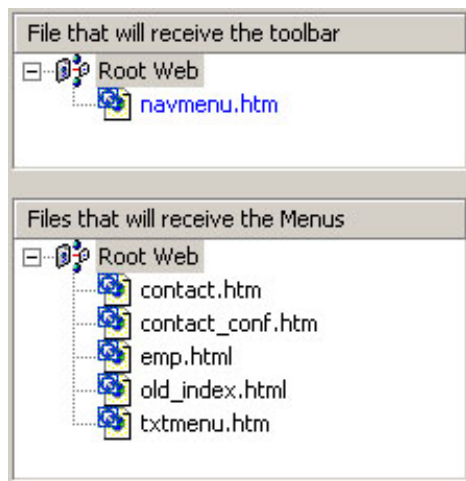- One section/file contains the code that handles the menus. If the project has been set up to use a toolbar, it will also contain the necessary information to render the toolbar.
- The other section/file will contain the necessary code and information to display the menus.

As a result, when frames support is enabled, DHTML Menu Builder will split the right pane into two panes: one of them to receive the standard loader code and the other to receive the frames loader code.

The Auto button

Some times it can be difficult to determine which files should receive the loader code. When the frames support is enabled, it can be even more difficult to determine which files should receive which loader code.

To make this task as simple as possible, the `Auto` button automates this process by analyzing the default configuration, the menu items on the project, and the files on your web site. Performing over a hundred different tests, the Auto function will quickly determine which files require which loader code either because they don't have any or the type they have is outdated.

Although the process has been tested under many scenarios, it is *not guaranteed* that it will always detect the appropriate files. In some circumstances, it may even fail to provide any help at all. In this cases, add the files yourself. If the menus don't work, do the

following:

1. analyze the results
2. fix the problem
3. remove the loader code from the whole web site

Repeat the operation and check the results again.

IMPORTANT: The Auto feature must not be used when the menus are going to be installed on a shared document (a document that is included by either your HTML authoring application or your web server). For example, if you plan on installing the menus into a Dreamweaver template, a FrontPage Shared Border, or an SSI document, then add this shared document yourself and do not use the Auto feature.

The HotSpots Editor

The HotSpots Editor is a tool integrated into DHTML Menu Builder that automates the process of implementing the menus in the files of your web site.

There are two basic steps performed by the HotSpots Editor:

- **The addition of the loader code**
  The loader code is a series of JavaScript instructions used by the browser to locate the .js file(s) containing the menus. These files contain all the information about your menus plus the code necessary to make them work.

- **The addition of the trigger code**
  The trigger code is the code that is placed on your hotspots, and enabling them to respond to mouse actions and display the menus. Without this code, your hotspots would not be able to detect when the mouse was over them.

To access the HotSpots Editor use either of following methods:

- From the `Tools` menu, click `HotSpots Editor`
- Click the HotSpots Editor icon on the toolbar

Attaching the Groups

The process of attaching a group to a hotspot is very simple:

- Select the hotspot from the list of available hotspots.
- Select the group you want to attach from the list of groups.
- Select the alignment.
- If the selected hotspot is an image you will be able to change the image name. In order to enable support for auto-alignment of the menus, the images must have a name.
- If the selected hotspot is text, the x,y (left and top) coordinates of where you want your menu to be displayed has to be specified. Since manually obtaining the best x,y position can be a tedious job, you can use the `Active Text` feature. This converts the text-based hotspot into an active element that supports auto-relative positioning, just like image-based hotspots do. This means that DHTML Menu Builder will be able to determine from the browser for the exact position of the hotspot when the web page is loaded and and automatically align the menu to the hotspot. This will occur accurately even if the position of the hotspot changes when the browser window is resized.

Repeat the above steps for all your groups.

Installing the loader code when using frames

If your hotspots are located in one frame and your menus are shown in another, each document

loaded in the frame where the menus are to be displayed must contain an additional loader code that loads a special file created by DHTML Menu Builder.

This is done using a tool integrated into DHTML Menu Builder. After you commit your changes in the HotSpots Editor, DHTML Menu Builder will automatically display a dialog to let you add files that need this loader code. You should add all the documents that will be displayed in the frame that displays the menus. After clicking the `Install` button DHTML Menu Builder will scan all the added files and add the required loader code.

DHTML Menu Builder offers two methods for implementing multiple navigation menus on the same page:

1. By creating multiple toolbars on the same project
    *   Pros: Easier to maintain and implement. Can control which toolbars to display using the Visibility Condition.
    *   Cons: The compiled javascript files may become quite large. The use of the Visibility Condition requires a considerable JavaScript knowledge.
2. By creating multiple projects and loading them simultaneously on the same page
    *   Pros: A separate JavaScript file is created for each project so secondary JavaScript files will be quite small (around ~4KB each) . Also, only the necessary JavaScript files will be loaded when needed.
    *   Cons: Complex installation process. Complex maintenance.

Before you decide to use one method or the other you should carefully consider the above mentioned pros and cons. The results are usually the same with both approaches, so try to determine which method will be more effective to meet your needs.

Note that the possibilities with DHTML Menu Builder are quite endless... and sharing multiple projects is one good example since you could even create a navigation system that uses both methods: sharing projects from multiple projects and controlling the visibility of some toolbars using the Visibility Condition.

You may also want to take a look at our online tutorial for implementing multiple menus available at: http://software.xfx.net/utilities/dmbuilder/tipstricks/multimenus/

Introduction

Merging projects is the process of installing menus from several projects into the same HTML document or documents.
The way DHTML Menu Builder handles the use of multiple projects is by working with a master project and secondary projects (explained below). All the tools related to the compilation and implementation of the menus have been enhanced to be able to handle the use of multiple projects.

In this small how-to you will learn the basics for creating, preparing and implementing a navigation system that uses two toolbars from two different projects:

Creating the projects
The first step is to create the projects that you want to merge together. Each project can have any number of toolbars and even completely different settings for their styles and special effects. However

there're several important rules that you must follow:

- Frames are not supported when sharing projects. So none of the project should have the Frames Support enabled.

- All projects must use the exact same type of configuration and their default configuration must be identical; that is, all the paths must point to the exact same location.

- Each project must have a completely different name for their compiled files. To change the name of the compiled files click File->Project Properties->Advanced and use a different name for each one of the projects.
If you don't change the names of the compiled files, DHTML Menu Builder will randomly select different file names when your compile.

- If one or more secondary projects use toolbars, the master project must have, at least, one toolbar. If your master project does not require a toolbar then you can create an empty toolbar and then set its "Visibility Condition" to false to keep it hidden. To do so, click `Menu->Add Toolbar` to add the toolbar to the project, then, right click the toolbar and select `Properties`. Go to the `Advanced` tab and type this on the `Visibility Condition` textbox: `return false;`

- Only projects created with version 4.1 (and above) can be used as secondary projects.

Defining a master project
A master project is a project whose menus are always going to be available. This project is the one that will always be included into all the documents of your web site. This is the project containing all the code to handle its own menus and the menus from all the secondary projects.

Any project can be the master project, so always try to select the project whose menus are going to be common to all the sections of your web site.

Defining the secondary projects
The secondary projects are those projects that are going to be combined with the master project.

To define the list of secondary projects click Tools->Secondary Projects
Use the Add button to add projects and use the Delete button to remove projects from the list.

Press the OK button when you're done defining the list of secondary projects.

NOTE: Only projects created with DHTML Menu Builder 4.1 (or above) can be used as secondary projects.

Compiling the projects

To generate all the .js files for the master and secondary projects simply click Tools->Compile

NOTE: DHTML Menu Builder will automatically save your master project before starting the compilation process.

Installing the Menus

To install the menus click Tools->Install Menus
The Secondary Projects dialog will be displayed so you can select which combination of projects you want to install.
When done click OK

Then you will see the usual "Install Menus" dialog.
Select the documents that should receive the master project plus the selected secondary projects and click Install.

As you may have already guessed, you can repeat this process as many times as you like and each time selecting different sets of secondary projects. This will allow you to install different combinations of projects into different documents in your web site.

Related topics of interest:

- Toolbars' Visibility Condition
- Online Tutorial for implementing multiple menus

DHTML Menu Builder can be used to implement menus on a menubar that you create or by using the toolbar that the application creates. Since these two methods involve very different ways of using DHTML Menu Builder there are two separate tutorials.

You will use the menubar created by DHTML Menu Builder

DHTML Menu Builder has the ability to create menubars (known as toolbars) giving you great flexibility on how you want to design and position them. In this tutorial you will learn the basics about creating a toolbar, but there's a lot more that can be done... such as creating multiple toolbars on the same project, specifying advanced alignment and positioning settings, etcetera. It will be up to you, after you take the tutorial, to discover all the wonders that you can create with DHTML Menu Builder...

This tutorial has two main sections:

1. Creating and setting up your menus project
2. Implementing the menus on your pages

Click here to start the tutorial.

You provide the menubar

Under some circumstances you may want to create your own menubar. In this case you will have to attach the menu items in your project to the elements of your menubar. In this tutorial you will learn the basics of implementing a menu system whose menus are triggered from elements that already exist on your HTML documents.

This tutorial has three main sections:

1. Creating the menubar
2. Creating and setting up your menus project
3. Implementing the menus on your menubar

Click here to start the tutorial.

Introduction

This tutorial will guide you through the complete process of creating working menus from scratch. If you would like to see how the menus and the project will look like at the end, download the zip file containing everything mentioned in this tutorial.

The Toolbar Feature

DHTML Menu Builder can create a toolbar from the group elements on your project so each group element is treated as an item inside the toolbar. From now on we will call these items "toolbar items".

Using the Toolbar feature is the easiest way of creating and implementing the menus on your web site. You don't have to concern yourself with issues like alignment, positioning, preparing and creating your hotspots because DHTML Menu Builder will do everything for you.

Starting the Tutorial

Before we begin working with DHTML Menu Builder you should have an HTML document already created that will ultimately display the menus.

Create a folder on your hard drive and call it `DMB_Tutorial`. (For example, `"c:\DMB_Tutorial\"`) Then create an empty HTML file in that folder and name it `hotspots.htm`. Later in the tutorial you will see how we will use this file as the receiver for the menus.

Now, create a folder called `menus` inside the `c:\DMB_Tutorial\` folder. We will use this folder to store the JavaScript file generated by DHTML Menu Builder.
Finally, create a folder called `images` inside the `c:\DMB_Tutorial\` folder. We will use this folder to store any images you menus may use.

Your folder structure should look something like the image below.
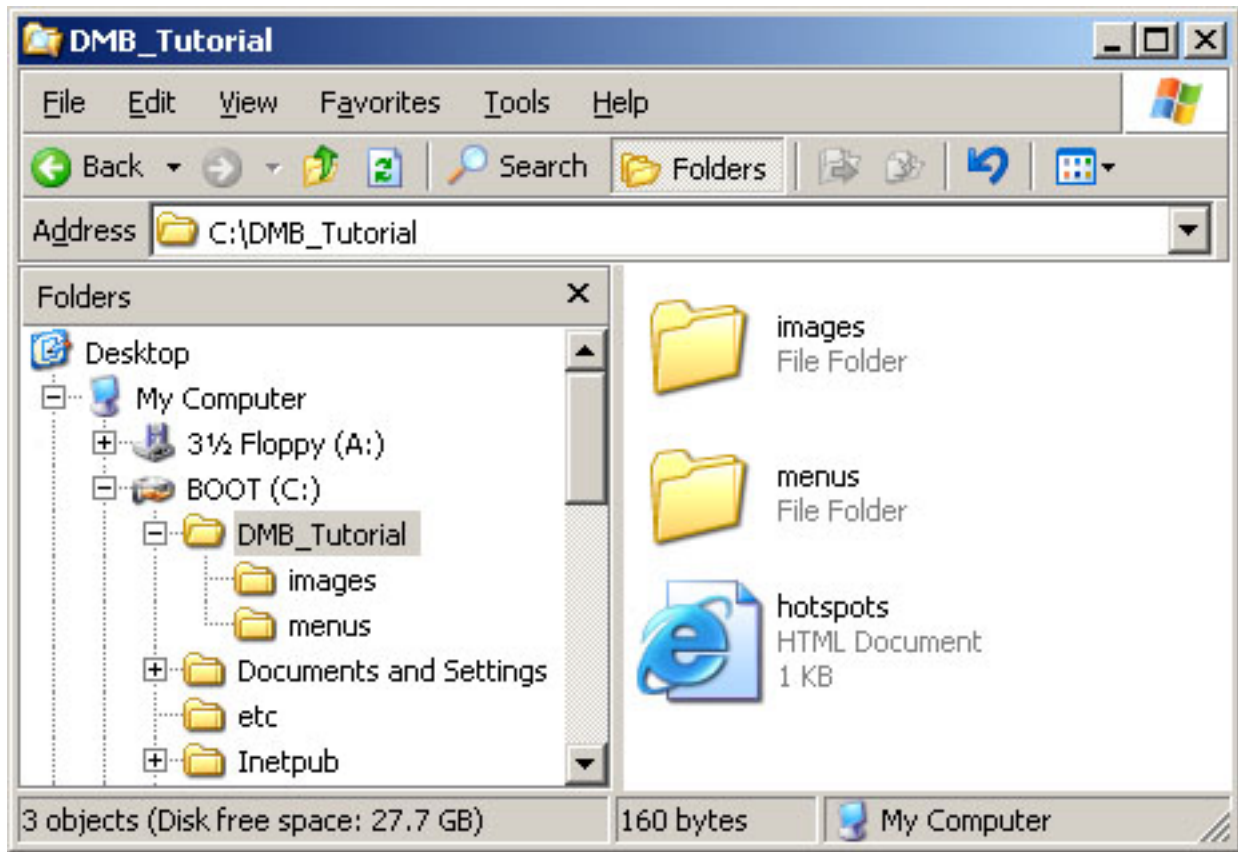
Continue »

Setting up your menus project

Before you even start to create the menus you need to set up your project. Start DHTML Menu Builder and create a new empty project (`File->New->Empty Project`).

The first step in setting up your project is to launch the Project Properties dialog. (If it doesn't appear automatically click `File->Project Properties`.)

Under the General tab you will see a setting called `Project Name`.
Type here the name of your project; for this tutorial we will call it "Tutorial", so type it without the double quotes.

The most important part of this dialog is the Configurations tab. By default, DHTML Menu Builder will create an empty Configuration for you to fill in.
Each configuration has two main sections, the Paths and the Target Document. In the Paths section you're telling DHTML Menu Builder where it should store the files it creates. When working with toolbars on projects that do not require frames support, the Target Document section can be left empty.
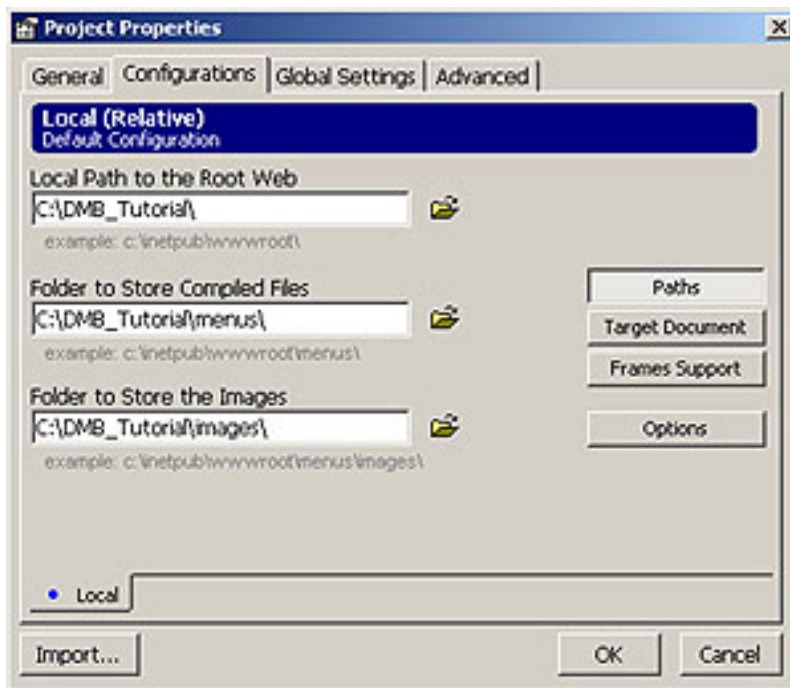
The Local Path to the Root Web setting must point to the folder where your introductory HTML page is located. This file is usually named index.htm, index.html, or default.asp.
(For this tutorial we'll use the folder where you saved the `hotspots.htm` file, `c:\DMB_Tutorial\`)
When setting up the Project Properties avoid typing the paths manually, instead, use the browse buttons (📁) provided in the dialog. As a rule, to avoid errors, it is always better to use the browse buttons in any part of DHTML Menu Builder.

The Folder to Store Compiled files must be a folder located inside the root web. It can be the same folder as the one above.
However, for organizational purposes, create a new folder under `c:\DMB_Tutorial\` and name it `menus`. Now use the browse button to select the `c:\DMB_Tutorial \menus\` folder.

The Folder to Store the Images should point to the `c:\DMB_Tutorial\images\` folder you created in the previous step of the tutorial.

Creating the menus

This is the fun part!
Now we're going to create some sample menus that later we'll implement (or install) into the `c:\DMB_Tutorial\hotspots.htm` document.

So you have an idea, this is the structure of the menus we're going to create:

Home	**Products**	**Links**	**Contact Us**

	Computers
	    High Performance
	    Gaming Systems
	    Desktop Systems
	    Computers for the Home
	Accessories
	    Cables
	    Adapters
	    Connectors
	    Batteries
	------------- 	
	Catalog Index
		Search the Web
		xFX JumpStart	

The top level items (in **bold**), Home, Products, Links, and Contact Us are groups (the toolbar items). The second level items (Search the Web, etc.) are the commands. The top level items (groups) will be used to create the toolbar.

So, let's start adding our menu items to the project!

First of all make sure you're in Map mode. In this mode DHTML Menu Builder displays all the menu items in a tree-like structure which makes it easier to work with the projects. You can switch modes using the modes tab on the main dialog as displayed on this image. Click here for a complete description about the Map View.

You will see that when a new project is created DHTML Menu Builder displays two items: the "Default" toolbar and the "(NoToolbar)" item.
The "Default" toolbar is an empty toolbar that DHTML Menu Builder creates every time you start a new project.
The "(No Toolbar)" is a special item that holds all the menu items that are not associated to any toolbar. Groups under this special item will not be part of any toolbar.

The first thing to do is to rename the "Default" toolbar item. To do so select it and click `Edit->Rename`
Now type "My Toolbar" (without the double quotes). Although this will not affect our project in any way it is a good idea to keep things organized.

To add a group to your project and under "My Toolbar", select the "My Toolbar" item and click `Menu->Add Group`
DHTML Menu Builder will add a new group and wait for you to type its caption. The caption is the actual text that will be displayed when the menus are viewed from a browser.

Type `Home` and press the ENTER key on your keyboard.
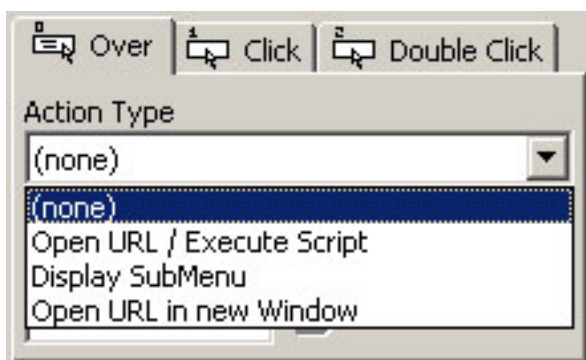
Because this item does not contain any commands (menu items) select `(none)` from the `Action Type` parameter of the `Over` event.

Add the second group: Products
You can use any of the above mentioned methods to create this new group.
Now, we can add commands to this group.

Now we will add the commands to the "Products" group.

To add a command to the Products group, select it and click `Menu->Add Command`
DHTML Menu Builder will add a new command and wait for you to type its caption. Type "Computers" (without the double quotes).
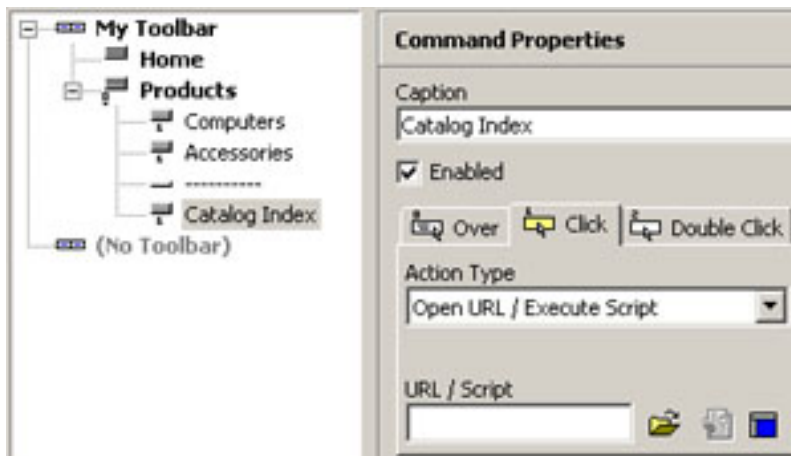
Create another command by clicking `Menu->Add Command` and name it "Accessories".

Now, let's add a special type of command, a separator. Separators are just horizontal lines (or vertical if the commands layout is set to horizontal) which can be used to separate commands inside the same group.

To add a separator click `Menu->Add Separator`
Because separators do not display any text DHTML Menu Builder will not prompt you its caption. In fact, when a separator is selected, all the fields in the Command Properties are disabled.

Repeat the above process to add a command and name it "Catalog Index".

Now let's create a subgroup (or submenu) under the Computers command.

Select the Computers command and click `Menu->Add SubGroup`
Add these commands to the subgroup:

- High Performance
- Gaming Systems
- Desktop Systems
<small>Computers for the Home</small>

Notice that the last command contains several HTML tags. The <br> tag is used to create multi-line captions and the <small> tag is used to reduce the size of the text. As you'll see in the Live Preview pane, DHTML Menu Builder has created a multi-line command. Multi-line commands are commands whose Caption contains two or more lines of text.

Let's now create another subgroup.
Select the Accessories command and click `Menu->Add SubGroup`
Add these commands to the subgroup:

- Cables
- Adapters
- Connectors
- Batteries

Finally let's add the last two toolbar items.
Right click the "My Toolbar" item, click `Add->Group` and name the new item "Links".
Add these commands to the Links group:

- Search the Web
- xFX JumpStart®

Again, right click the "My Toolbar" item, click `Add->Group` and name the new item "Contact Us".
Remember that since this group will not contain any commands (menu items) select `(none)` from the `Action Type` parameter of the `Over` event.

At this point DHTML Menu Builder's interface should look like this:
(note that the names of the subgroups may vary)

Tutorial - DHTML Menu Builder

File Edit Menu Tools Help

- My Toolbar
  - Home
  - Products
    - Computers
      - [SubGroup_Computers003]
        - High Performance
        - Gaming Systems
        - Desktop Systems
<small>Computers for tl
    - Accessories
      - [SubGroup_Accessories004]
        - Cables
        - Adapters
        - Connectors
        - Batteries
    - Catalog Index
  - Links
    - Search the Web
    - xFX JumpStart®
  - Contact Us
- (No Toolbar)

Normal Map

xFX JumpStart®

Command Properties

Caption
xFX JumpStart®

☑ Enabled

Over | Click | Double Click

Action Type
(none)

Target Menu

Status Text

Alignment
Right / Top

Commands Layout
Vertical
Horizontal

Command: Command013 (xFX JumpStart®)   Configuration: Local

If you want to take a look at how your menus are working so far, click `Tools->Preview`.

> Because the preview uses an instance of Internet Explorer what you see on the preview is what you will actually see when your menus are implemented on the pages of your web site.
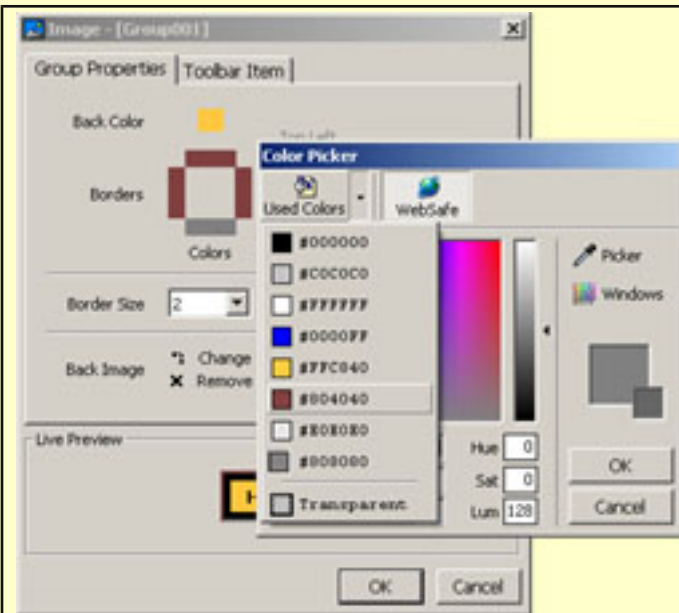
Now, lets make our menus look cooler!

Select the first group, `Home` and click `Menu->Color`
Click the `Back Color` button and type these values: `FF`, `C8` and `40` for red, green and
blue, respectively. (This will produce a "gold" color.)
Set the border size to `2` and set the four border colors to `80`, `40` and `40` for red, green
and blue respectively.

Notice that the Color
Picker dialog can let you
re-select previously used
colors quite easily. Since
we have already use the
80/40/40 color, to select
it again we just have to
click on the Used Colors
button and select the
color that we want to re-
use from the list.

We could also use the
Picker button to pick the
color from anywhere on
the screen, so if the color
that we're looking for is
visible on the screen just
click on the Picker button and click over the color. The Color Picker will read
that color and make it available for you.
You can also SHIFT+click the Picker button to use an alternate version of the
picker.

You could also use the Windows button to access the common color picker
used in most Windows applications.

Finally, the Color Picker dialog can display a slightly modified version of the
selected color which is optimized for the web. A web optimized color is a color
that is guaranteed to be properly displayed under any browser running under
any platform. To select the WebSafe version of the selected color simply click
on the small square besides the main color preview.

Remember that when using the Toolbar feature, a group has two "identities:" One is as
a container for the commands it will display, so the background color you've just set
changes the background color of the rectangle that encapsulates the commands. The
other identity is as a toolbar item.
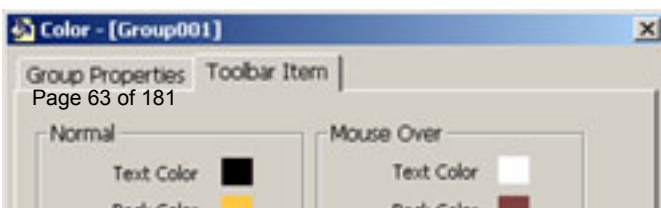
To change the colors of the `Home` toolbar
item click the `Toolbar Item` tab.
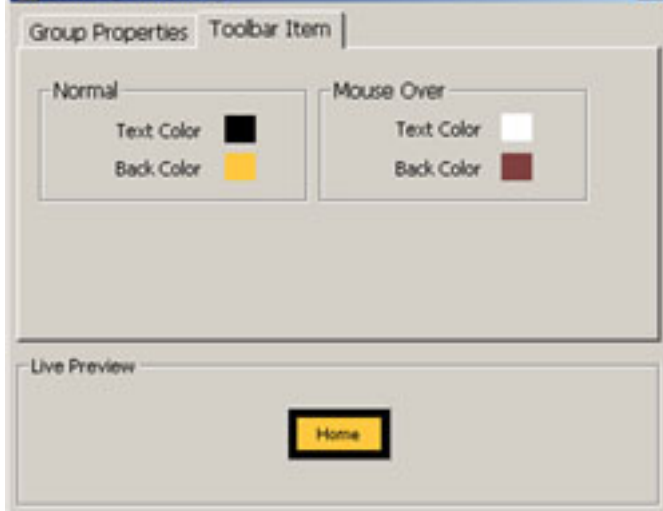
Under the `Normal` state click `Text Color` and set the color values to: 00, 00 and 00 (Black)
Again, under the `Normal` state click `Back Color` and set the color values to: FF, C8 and 40.

Now, under the `Mouse Over` state click the `Text Color` button and set the color values to: FF, FF and FF. (white)
Again, under the `Mouse Over` state click the `Back Color` button and set the color values to: 80, 40 and 40. (dark maroon)

Click `OK` to accept the changes and click `OK` again to close the `Color` dialog.

Click `Menu->Font` to set up the font that the toolbar item will use.
Click the `Change` button under the `Normal` state and set the font to Tahoma, 12, Bold. Do the same for the `Over` state.

Click `Menu->Margins` and select 2 pixels for both the horizontal and vertical margins.

To set up the other groups with the same style settings, just make sure the `Home` group is selected and click `Edit->Copy`
Check the `Color`, `Font`, `Image` and `Margins` checkboxes and click `OK`.
Now click `Edit->Paste`, select the `Paste to all groups` option and click `OK`.

You have just applied the same style changes to all the groups in the project! (You probably don't believe that it could be done that easily, so go ahead--check for yourself!)

Now, let's change the style of the commands.
The steps are very similar as changing the style of the groups.

Select the first command under the `Products` group, `Computers`, and click on `Menu->Color`
For the `Normal` state click `Reset`. This will assign the default settings of the parent group's style.
For the `Mouse Over` state, click `Text Color`. Then click `Windows` and select the White color.
Now click `Back Color` and type `80`, `40` and `40` for red, green and blue, respectively.

Now click `Menu->Font` to set the font type, size and style of the command's `Caption`.
For both states select `Tahoma` for the font name, `11` for the size and `Bold` for the style.

Finally, to propagate the same style to all the commands, make sure the `Computers`

command is selected and click `Edit->Copy`
Select the `Font` and `Color` checkboxes and click `OK`.
Click `Edit->Paste`, choose `Paste to all Commands` and click `OK`.

This is now a good time to preview your project by clicking Tools->Preview.
Verify that your menus look like the image below.
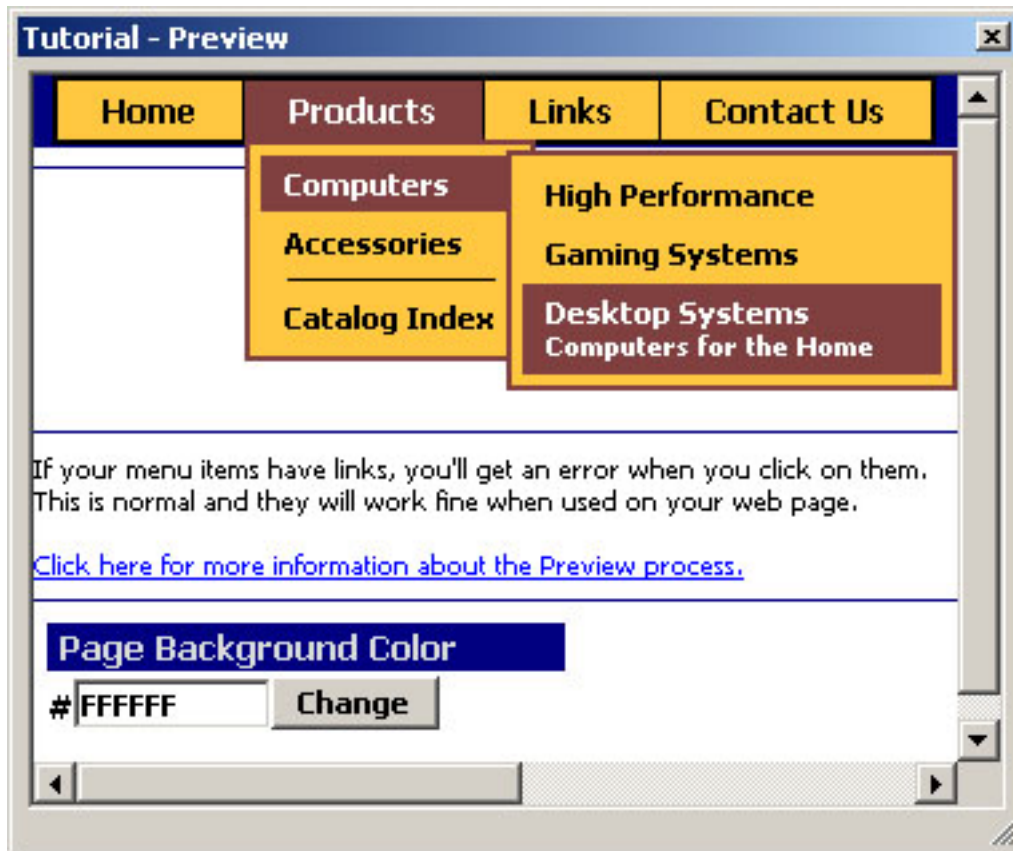
Because the Computers and Accessories commands are used to display another menu, it's a good idea to let the user know that by selecting them they will get another menu with more options. An easy and effective way is to add small arrows to the right of the Captions where this happens.

These arrows can be small images you have created with some graphic editor or you may use the two arrows below:

To save the above images, just right click on the image and select `Save Picture As...` from the context menu. You should save these images in the `c:\DMB_Tutorial \images\` folder.

Note that one arrow is black and the other is white. (The table cell background color was made black so that you can see the image. The image is smaller than the cell.) This is

because the menus we have created have a light background color when the items are not selected and a dark background color when selected. Therefore, we'll use the black arrow for the default state of the menus and the white for when the menus are selected. This way the arrow image will always contrast with the command's background color.
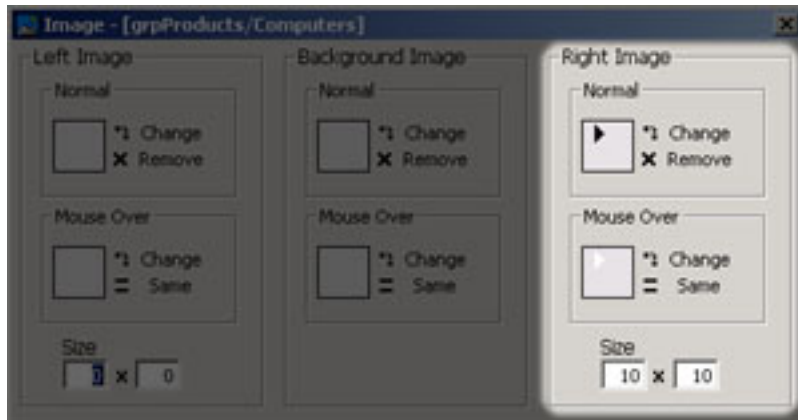
 To set up the `Computers` command to use these arrow images, select the command and click `Menu->Image`
Click `Change` for the `Normal` state, under the `Right Image` pane.
Click `From File...` and select the `black_arrow`.gif image.
Click `Change` of the `Mouse Over` state, under the `Right Image` pane.
Click `From File...` and select the `white_arrow`.gif image.

Because the arrow images are a bit too large, set the size to 10, 10.
By default you will notice that the size of the arrow images is set to 16,16 but this is too large and would affect the way our menus look by making the commands using these images too tall.

To apply these changes to the `Accessories` command, select the `Computers` command, click `Edit->Copy` and select the `Image` checkbox.
Now select the `Accessories` command, click `Edit->Paste`, make sure the `Paste to the command Accessories` option is selected and click `OK`.

Finally, let's set up the style properties of the toolbar itself.

Click `Tools->Toolbars Editor`.
You will notice that the `Toolbars Editor` dialog is divided into four sections, each represented by a tab at the bottom of the toolbar tab.

In the first section, `General`, we can perform the following actions:

- Select which groups must be included into the toolbar
- Select in which order we want our groups to be displayed on the toolbar

Click on the `Appearance` tab.
Set the `Toolbar Style` parameter to `Horizontal`.
Set the `Border` to 2 and its color to 80, 40, and 40 for red, green and blue respectively.
Set the `Separation` to 2. Because you cannot create separators for the toolbar, we add some separation between each item to reveal the background color of the toolbar.

This will have a similar effect to that produced by a separator.

Make sure the `Force the same width on the groups` is unchecked. This will allow each toolbar item to have each own width based on the length of its caption.

Set the `Back Color` to the values 80, 40, and 40 for red, green and blue respectively.

Click on the `Positioning` tab.

Click on the second dot from the first row. This will make the toolbar to appear centered on the page and auto center whenever the browser is resized. It will also keep it aligned to the top of the page.

This section of the dialog provides many different options to let you control the position and alignment of your toolbar; more information about the different options can be found on the Positioning the Menus tutorial.

Set the `Spanning` to (auto). This will keep the background of the toolbar to the same size as its contents. We do this because we don't want to have the background color of the toolbar to span across the width of the page.

Finally click `OK` to apply your changes.

This should be a good time to preview your project by clicking on `Tools->Preview`

Continue »

Implementing the menus into your menu bar

This is the final step in the process of creating a menus project.
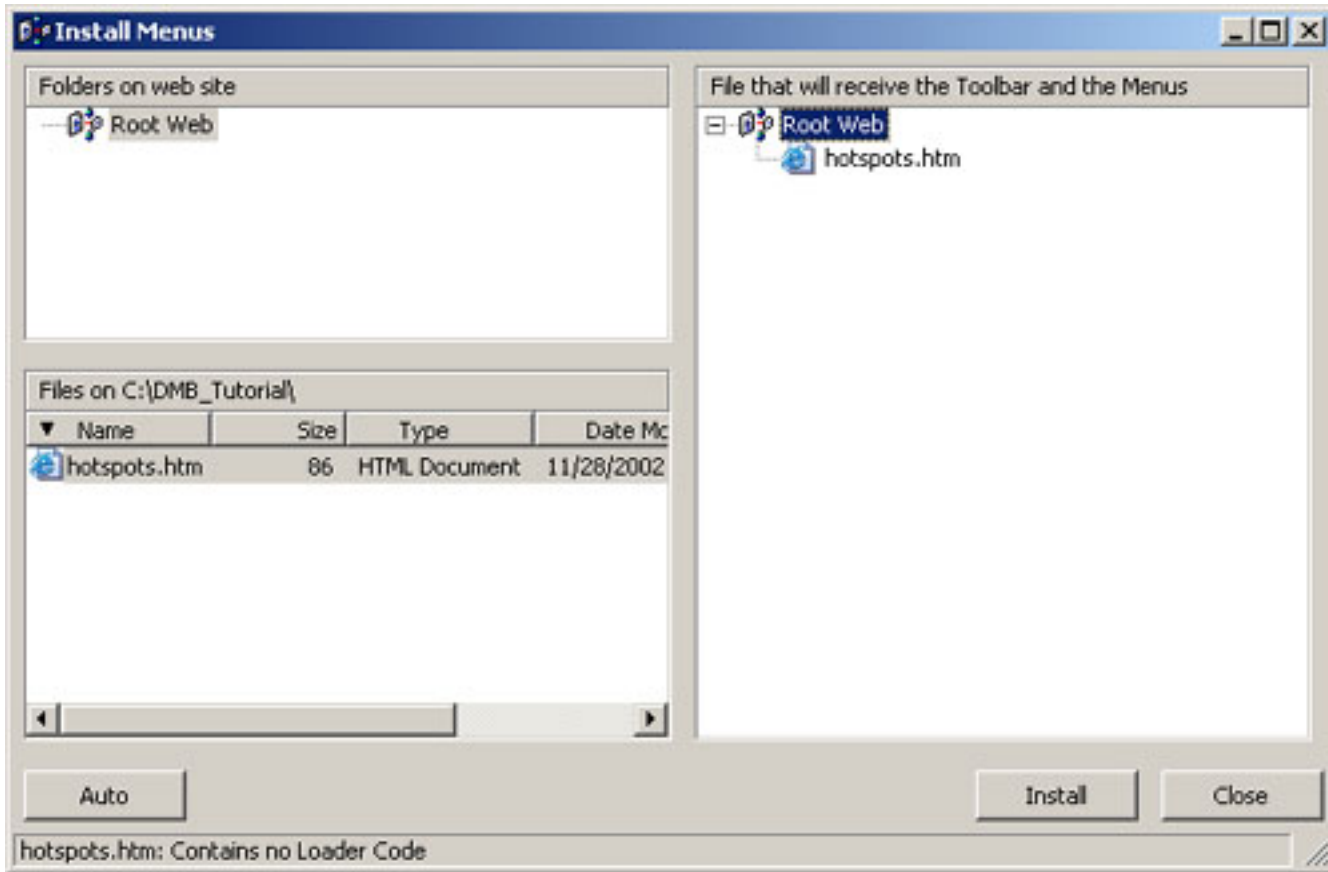
This process is accomplished by using the `Install Menus` option under `Tools`. You will be presented with the Install Menus dialog, as displayed on the image at the left.

The Install Menus dialog is divided into two sections; the lefts section shows the folders and files on your web site and the right section shows the files that have been queued to receive the menus.

To include a file (or a folder) in the right pane simply drag it from the left pane and drop it over the right pane. You may also right click a file (or a folder) and select the `Install Menus` option.

When you have all the files on the right pane (since in this tutorial we're working with just one file we'll have just the hotspots.htm listed) click the `Install` button. This will process all the files in the right pane and install the menus in all of them.

You could also use the `Auto` button to add files to the right pane. The `Auto` button will perform a series of tests to determine which files require the Loader Code. The Loader Code is a piece of JavaScript code that instructs the browse to load the menus. Without this code the menus will not be displayed. Sometimes, on more complex projects, determining which files require this code can be a bit more complex and the `Auto` button is an excellent aid to let DHTML Menu Builder do this for us.

Now that our `hotspots.htm` file contains the Loader Code click on the `Close` button to close the Install Menus dialog.

The only thing left is to generate the JavaScript code for your menus.
To do so, simply click on `Tools->Compile`.

Launch your file (`hotspots.htm`) with your preferred browser and test the menus.

This concludes the basic "Using a Toolbar" tutorial. Yet, there're many more things you can do with DHTML Menu Builder.
We now recommend you that you take the "Positioning the menus" tutorial to learn how to control the way your menus are positioned and aligned on your pages.

Introduction

This tutorial will provide you with detailed information on how to control the position of the menus on your HTML documents under different scenarios.

Positioning the menus

DHTML Menu Builder supports two different positioning methods:

- **Free Flow:** While in this mode the menus will be part of your HTML structure and will allow you place the menus anywhere on your page just as you do with images, tables, text , etc...
- **Floating:** In this mode the menus will be floating elements, which means, that they will not take any space in the HTML structure of your documents and will float above everything on your page. Although this provides great versatility to the menus it makes it a little bit hard to control their position.
  Fortunately, DHTML Menu Builder provides a highly configurable interface and will let you have total control over the way your menus are positioned and aligned on your HTML documents.

Understating the Positioning dialog

The position of the menus is controlled through the `Positioning` tab of the `Toolbars Editor` dialog. Click `Tools->Toolbars Editor->Positioning` to access it.

A complete description of each one of the options in this dialog is provided here. In this tutorial we're not going to describe them, instead, we're going to present a series of scenarios and we're going to figure out the best way to use those controls to position our menus.

Here's a list of different scenarios that we're going to examine in this tutorial:

Free Flow mode:

- Positioning the menus inside a table's cell

Floating mode:

- A horizontal menu must be placed inside a horizontally aligned cell
- A vertical menu must be placed inside a left aligned vertical cell
- A vertical menu must be placed inside a cell where its left position can vary depending on the browser's window size
- When the menus appear perfectly positioned under some browsers and not others

More information about the menus positioning can be found on our web site at the following resources:

- Understanding the Positioning Controls
- Placing a toolbar inside a table's cell using an image as a reference

Scenario: Positioning the menus inside a table's cell (Free Flow mode)

The Free Flow mode is the easiest of the positioning options provided by DHTML Menu Builder but it requires that you add or modify the HTML code on your HTML documents.
In this tutorial you will learn how to do this and insert the menus inside a table's cell.

Try to increase this window's size as much as possible to ensue that the sample layout is fully displayed.

Your browser does not support inline frames or is currently configured not to display inline frames.

As you can see, this is a very common design for a simple web site and yet and we're going to place the menus in the left dark-blue cell.

Since we're going to use the Free Flow method we must configure our project so the toolbar uses this method as the positioning mecanism.
Click the Continue button to learn how to do this.

Continue »

Scenario: Positioning the menus inside a table's cell (Free Flow mode)
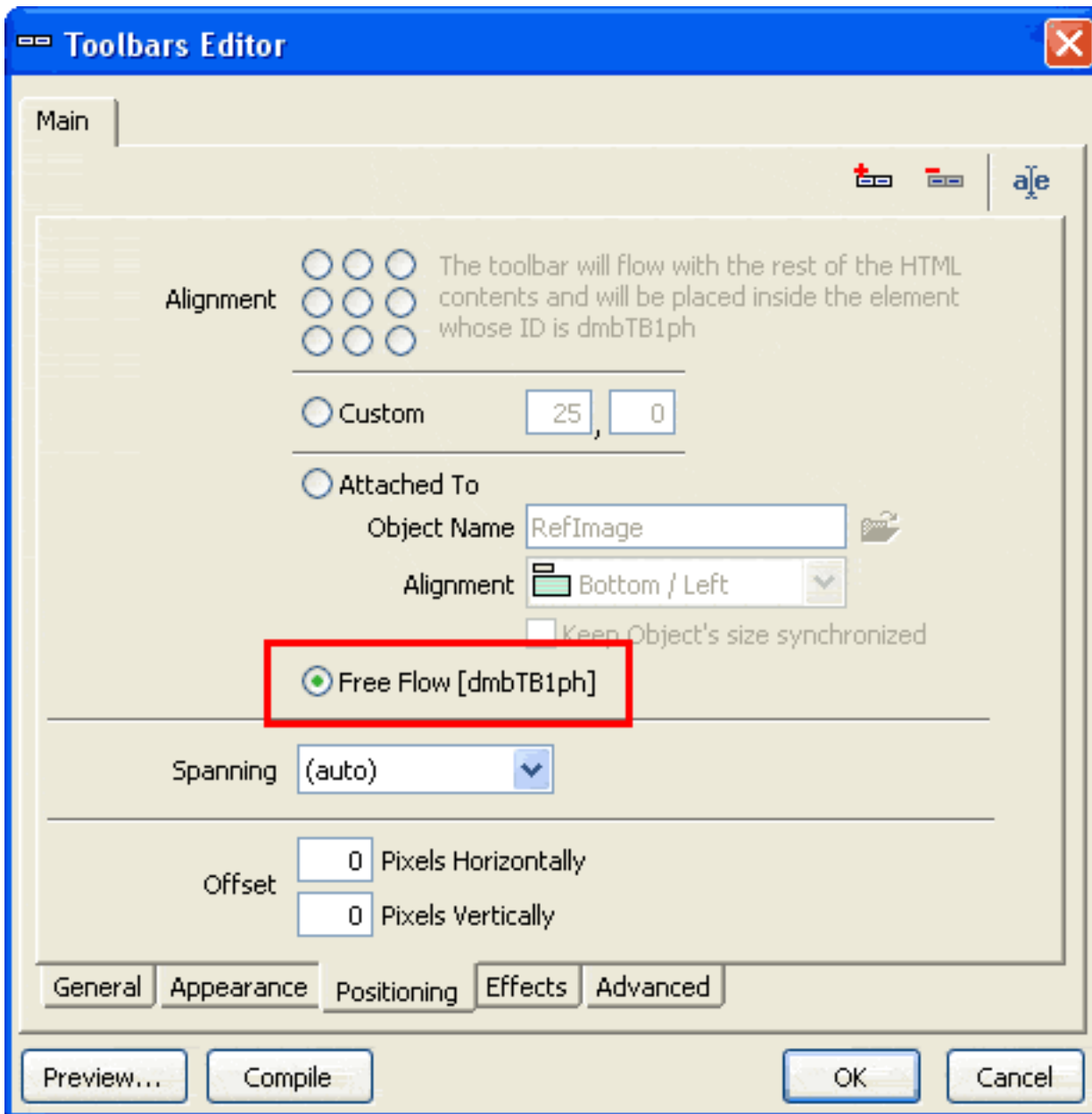
To configure our project so the toolbar is positioned using the Free Flow mode we first click `Tools->Toolbars Editor->Positioning` and select the `Free Flow` option.

That's all that is required to configure the project.

You may have noticed that, besides the Free Flow option, appears a code between brackets; this is the ID that the toolbar will look for on your pages.
An ID is something like a unique name that you can assign to an element on page to identify it and distinguish it from the rest. The ID displayed next to the Free Flow option is telling you the ID that you must use for this toolbar. If you have a project with more than one toolbar then each toolbar will have its own ID.

And how do we assign an ID to our cell? Its actually very easy and all you will need is a text editor or you could use your preferred HTML editor (such as FrontPage, Dreamweaver, etc...)

So, start you favorite editor for HTML documents and load the document containing the cell where you want the toolbar to appear.
If you're using a visual editor such as FrontPage or Dreamweaver you will have to switch to "Code View" so you can see the HTML code.

Next, locate the HTML code for the cell. In our example, this is how the HTML code for the cell looks like:

```
<td align="left"
valign="top"
bgcolor="#004080"
height="100%"
nowrap></td>
```

Now, all you have to do is to add the "ID" parameter and assing it the ID that DHTML Menu Builder generated for your toolbar: dmbTB1ph. When done, the code for your cell will look like this:

```
<td align="left"
valign="top"
bgcolor="#004080"
height="100%"
nowrap
id="dmbTB1ph"></
td>
```

Notice that we have highlighted the changes in bold/red text. That's it... that's all that is required to assign an ID to a cell.
Now, when you view your menus using a browser the menus will look for the dmbTB1ph ID and will position themselves inside whatever tag contains the ID.

Below you can see how the sample looks like after we have added the ID parameter to our cell.

```
Try to increase this window's size as much as possible to ensue that the sample layout is
fully displayed.
```

Your browser does not support inline frames or is currently configured not to display inline frames.

The great advantage of this method is that the toolbar will flow with the cell's size, alignment and all its parameters in general. This means that if you ever change your design layout, as long as you keep the cell's ID, the toolbar will reposition itself inside the cell... automatically.

This concludes this tutorial. Click here to return the "Positioning the menus" tutorial index.

Scenario: A horizontal menu must be placed inside a horizontal cell (Floating mode)

Let's consider this page layout where we have an image (perhaps, the logo of our company), a cell and then another cell with the HTML content.

> Try to increase this window's size as much as possible to ensue that the sample layout is fully displayed.

Your browser does not support inline frames or is currently configured not to display inline frames.

As you can see, this is a very common design for a simple web site and yet, placing the menus at the correct spot (inside the dark blue cell) can be quite tricky.

First of all we need to define the properties of our design. The two most important things to consider here are:

1. The layout is centered in the page. This means that as the browser window is resized, the content will remain centered.
2. The position of the dark blue cell is constant in respect to the top, which means that it will preserve that same distance to the top regardless of the browser size.

Click the continue button below to look at how a simple menu would look like if it was implemented in the above design without changing any of the default positioning settings.
You must keep in mind that every new toolbar that you create in DHTML Menu Builder will be placed, by default, horizontally centered and at the top.

Continue »

The Tutorial - Positioning the menus

Scenario: A horizontal menu must be placed inside a horizontal cell (Floating Mode)

Here's how a menu would look if we implemented it without changing any of the default positioning settings:

Your browser does not support inline frames or is currently configured not to display inline frames.

As you can see, the menus almost look right. Horizontally, they're centered but they are at the top of the page so all we need to do is move them down until they appear right above the dark blue cell. To do this we're going to use the `Vertical Offset` parameter found in the `Tools->Toolbars Editor->Positioning` dialog, as show in this screenshot.
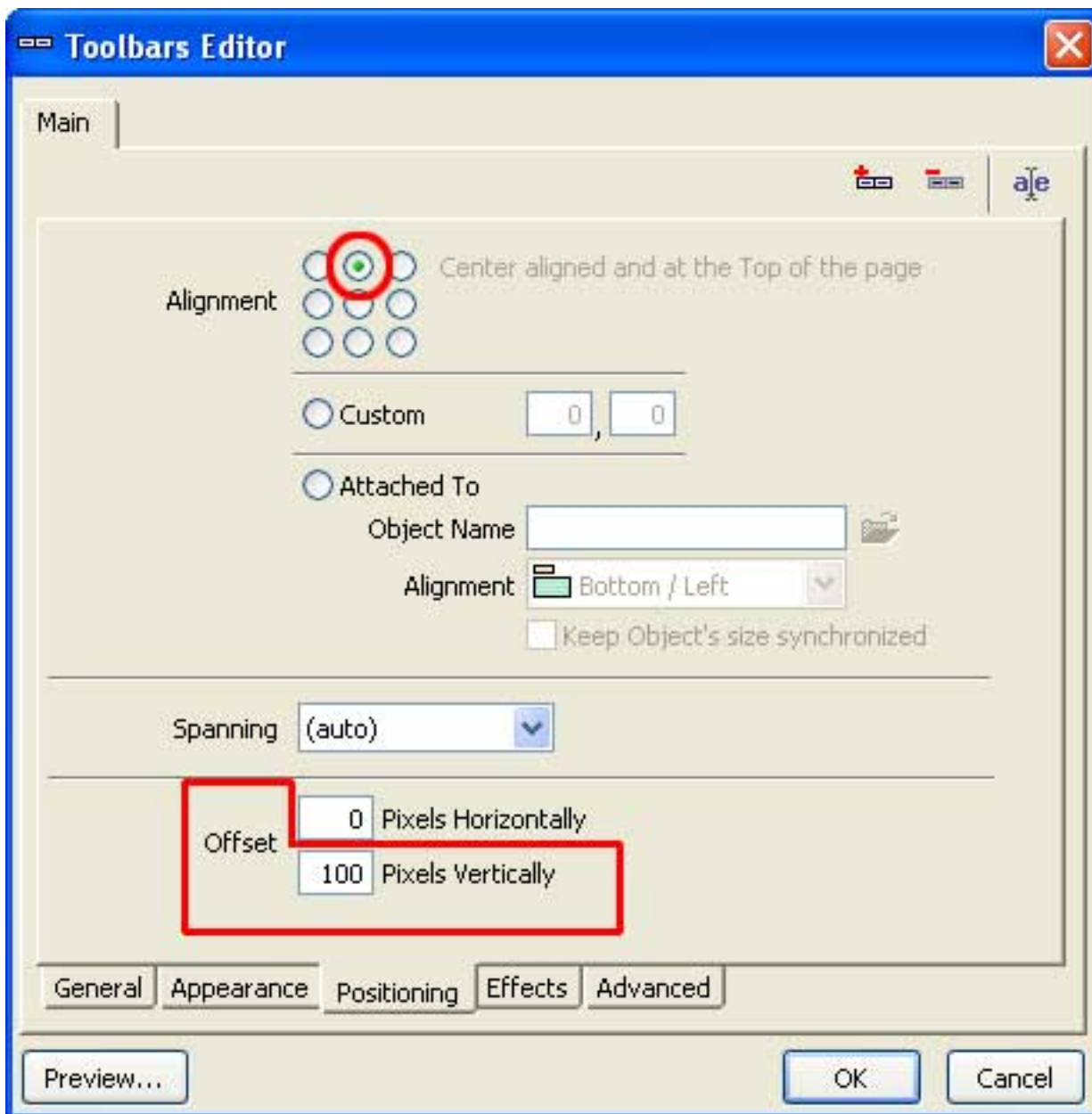
Highlighted in red you will see the settings that we need to adjust.

First of all its the alignment. By selecting the second dot from the first row we're configuring the toolbar to appear horizontally centered and at the very top of the page.

Next, we use the `Vertical Offset` to push the toolbar downwards. In this case we have chosen an offset of 100 pixels. This means that the toolbar will appear horizontally centered, just as our HTML content and 100 pixels from the top of the page.

Don't worry if you don't know the exact offset that you need to apply on your particular case. Try with a small value and compile the project. Then, test your settings by viewing the menus on your browser. Either increase or reduce the value you have used and recompile until you obtain the results that you're looking for.

Here's how the menus will look like after applying the above mentioned settings:

Your browser does not support inline frames or is currently configured not to display inline frames.

As we expected, the menus still maintain their horizontal centered position but have been pushed 100 pixels from the top placing them exactly above the dark blue area.

This concludes this tutorial. Click here to return the "Positioning the menus" tutorial index.

Scenario: A vertical menu must be placed inside a vertical cell (Floating mode)

Let's consider this page layout where we have an image (perhaps, the logo of our company), two cells underneath where the leftmost one will contain our menus and the other our HTML contents.

> Try to increase this window's size as much as possible to ensue that the sample layout is fully displayed.

Your browser does not support inline frames or is currently configured not to display inline frames.

As you can see, this is a very common design for a simple web site and yet, placing the menus at the correct spot (inside the dark blue cell) can be quite tricky.

First of all we need to define the properties of our design. The two most important things to consider here are:

1. The layout is aligned to the left of the page (although the contents frame is of a variable width). This means that regardless of the browser window is size the dark blue cell will remain in the exact same position.
2. The position of the dark blue cell is constant in respect to the top and the left borders of the browser window.

Click the continue button below to look at how a simple menu would look like if it was implemented in the above design without changing any of the default positioning settings.
You must keep in mind that every new toolbar that you create in DHTML Menu Builder will be placed, by default, horizontally centered and at the top.

Continue »

The Tutorial - Positioning the menus

Scenario: A vertical menu must be placed inside a vertical cell (Floating mode)

As expected, the toolbar appears horizontally centered and at the top of the page, as it can be seen here:

Your browser does not support inline frames or is currently configured not to display inline frames.

The first thing we should try to do is to bring the toolbar down so it appears at the same level as the dark blue cell. To do this we're going to use the `Vertical Offset` parameter of the `Tools->Toolbars Editor->Positioning` dialog.
Setting the Vertical Offset parameter to 97 pixels, as shown in the image below, will move the toolbar 97 pixels from the top, placing at the exact same level as the dark blue cell.
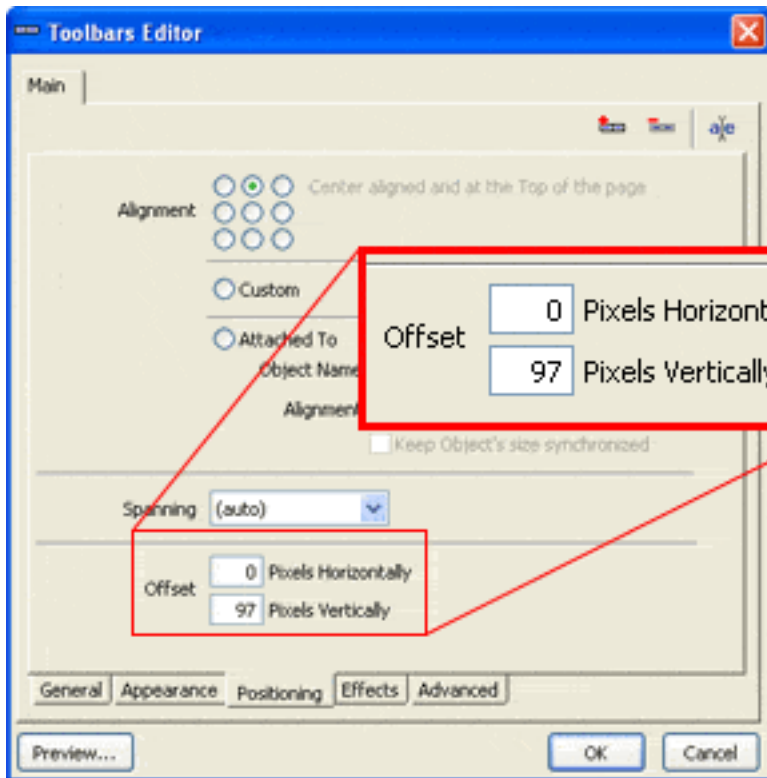
Don't worry if you don't know the exact offset that you need to apply on your particular case. Try with a small value and compile the project. Then, test your settings by viewing the menus on your browser. Either increase or reduce the value you have used and recompile until you obtain the results that you're looking for.

In the sample below you can see how the toolbar has moved downwards, placing it exactly at the dark blue cell level.

Now we'll need to move the toolbar to the left so it appears over the dark blue cell. There're several ways in which we can do this.
Click the Continue button below to continue to the next step where this process is better explained.

Your browser does not support inline frames or is currently configured not to display inline frames.

Continue »

Scenario: A vertical menu must be placed inside a vertical cell (Floating mode)
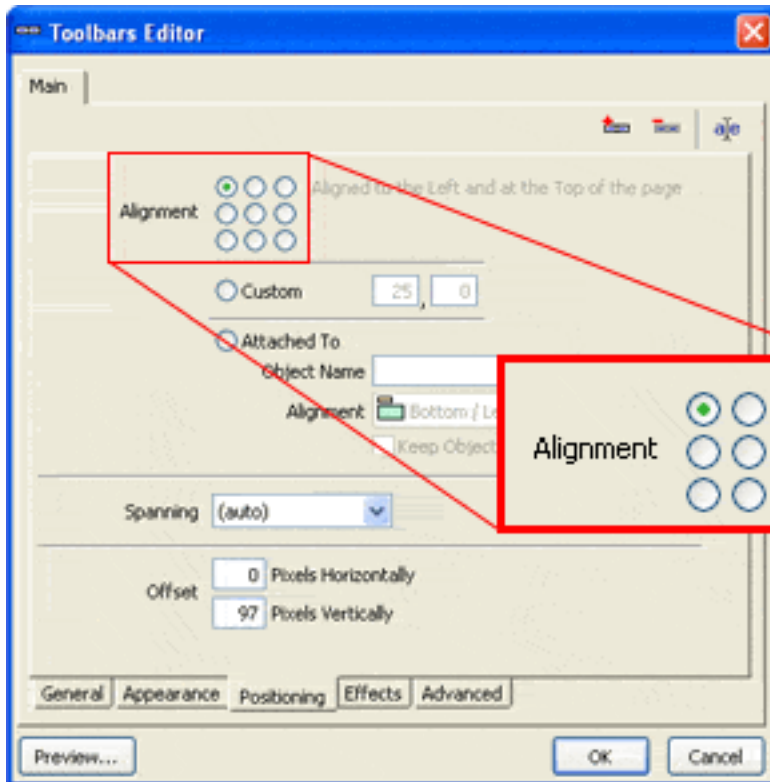
Since the dark blue cell will maintain its distance to the left border of the browser window, regardless of its size, we can safely say that if we anchor the toolbar to left it will appear over the cell.

To change the alignment we go to the `Tools->Toolbars Editor->Positioning` dialog and change the `Alignment` parameter by selecting the first dot. The first dot means: anchor the toolbar to the left border of the browser window and at the top.

What will happen is that now, the toolbar, instead of appearing horizontally centered it will appear anchored to the left border of the browser window.

Let's see what happens if we configure our project by changing the alignment option as shown in the image at the left.

Well, as expected, the toolbar has moved to the left and will preserve that position regardless of the browser's window size. Notice how it is still preserving the 97 pixels vertical offset that we applied earlier.

 [THIS LIVE SAMPLE MUST BE VIEWED FROM WITHIN DHTML MENU BUILDER'S HELP VIEWER]

Now, all that we need to do is to apply an `Horizontal Offset` to move the toolbar towards the right so it is placed, exactly, above the dark blue cell.
To do this we click `Tools->Toolbars Editor->Positioning` and enter a 31 in the `Horizontal Offset` textbox... and here's how the final product looks:

   Your browser does not support inline frames or is currently configured not to display inline frames.

Don't worry if you don't know the exact offset that you need to apply on your particular case. Try with a small value and compile the project. Then, test your settings by viewing the menus on your browser. Either increase or reduce the value you have used and recompile until you obtain the results that you're looking for.

This concludes this tutorial. Click here to return the "Positioning the menus" tutorial index.

Scenario: A vertical menu must be placed inside a cell where its left position can vary depending on the browser's window size (Floating mode)

Let's consider this page layout where we have an image (perhaps, the logo of our company), two cells underneath where the leftmost one will contain our menus and the other our HTML contents.

> Try to increase this window's size as much as possible to ensue that the sample layout is fully displayed.

Your browser does not support inline frames or is currently configured not to display inline frames.

As you can see, this is a very common design for a simple web site and yet, placing the menus at the correct spot (inside the dark blue cell) can be quite tricky.

First of all we need to define the properties of our design. There's only one important thing to consider here:

1. The layout is centered which makes all the cells in the table change their horizontal position as the browser window is resized.

This makes positioning the menus quite difficult because the position of the cell where we want to place the menus will vary depending on the browser's window size and we will never know, for sure, what offset to apply. In this case DHTML Menu Builder provides a method for attaching the menus to an element inside that cell. This will cause the menus to follow this element (which is usually an image) thus guaranteeing that the menus are always properly positioned.

Click the continue button to learn how to attach a toolbar to an image so it follows the image position.

Continue »

The Tutorial - Positioning the menus

Scenario: A vertical menu must be placed inside a cell where its left position can vary depending on the browser's window size (Floating mode)

Although the menus could be attached to almost any element in a page we recommend using an image as this will ensure that this technique works under any of the supported browsers.

So, in order to avoid the image from showing up on our page we're going to use a transparent image; the best way to create a small transparent image is to use any graphics editor and create an 100% transparent GIF image. Click here to download an image that can be used for this purpose.

The next step is to insert the image in the cell. Here's a sample piece of code that can be used to insert the image:

```
<img border="0" src="blank.gif" width="1" height="1">
```

Now, we must give the image a name. It must be a unique name which DHTML Menu Builder will use to reference this image. In this tutorial we'll call our reference image "RefImage" and here's the code that needs to be inserted into the <img> tag to give our image a name:

```
<img border="0" src="blank.gif" width="1" height="1"
name="RegImage">
```

Now, although you can't see it (and that's the idea) this sample below already contains our image inside the dark blue cell.

In this tutorial we're using an image that cannot be seen but, in fact, you could use any image that already exists on your HTML documents as a reference image. For example, if our HTML layout would have had the logo in the upper corner of the dark blue cell we could have used the logo as the reference image.

Your browser does not support inline frames or is currently configured not to display inline frames.
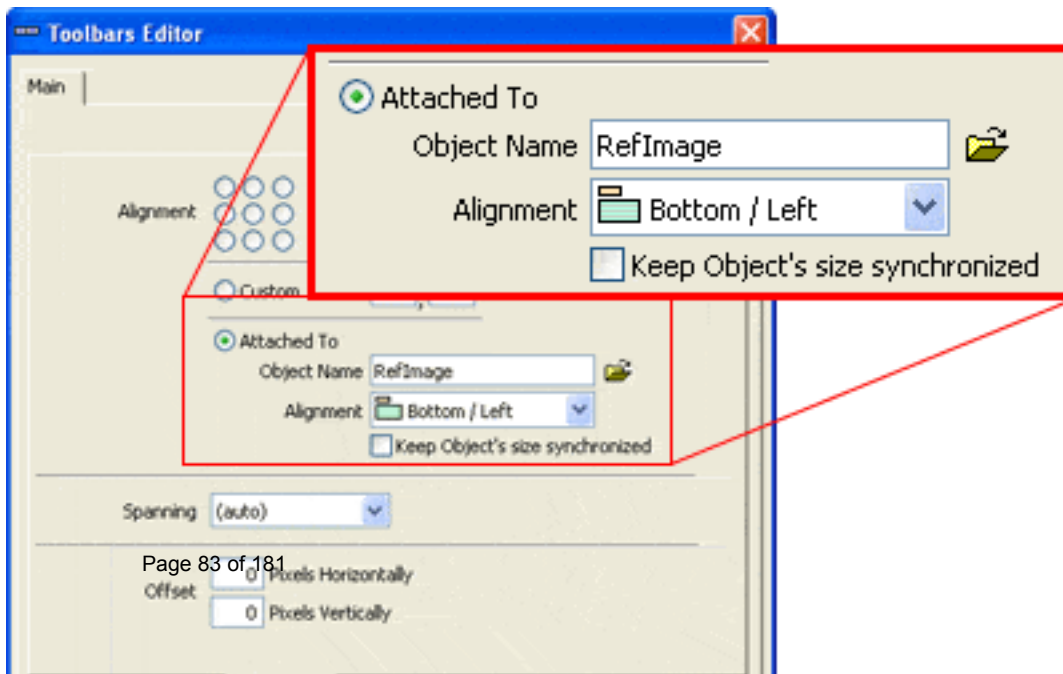
The final step is to configure our toolbar so its position is not fixed and, instead, it attaches itself to our image. To do this we go to the `Tools->Toolbars Editor->Positioning` dialog and set the `Alignment` setting to the `Attached To` option.

Inside the `Object Name` textbox we type the name of

Scenario: A vertical menu must be placed inside a cell where its left position can vary depending on the browser's window size (Floating Mode)
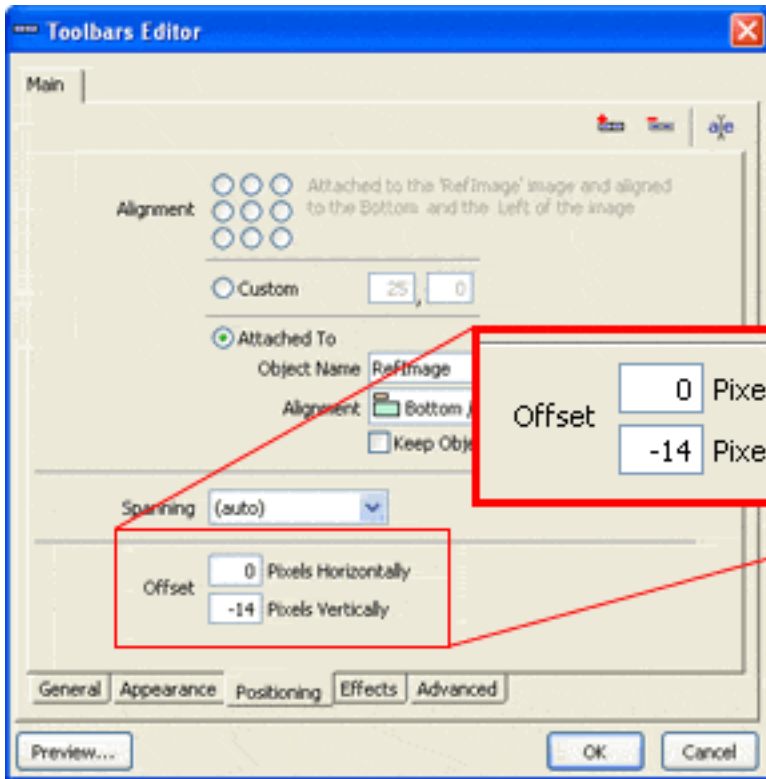
Notice how in the sample below the toolbar is now properly positioned, much closer to the top border of the dark blue cell.

This was achieved by applying a negative vertical offset to the toolbar. The offset used is -14 pixels, which means, that the toolbar now appears 14 pixels above its original position.

Although this is a very easy method for positioning the menus we recommend that you avoid its use whenever possible. Here're some important issues that you must know when this method is used:

- When using a reference image the menus will remain hidden until the whole page has finished loading. When using any of the other positioning/alignment settings, the menus will be among the first things displayed on a page while its loading. When using this method, the menus must wait for the whole page to finish loading before the menus can be displayed.

- Under Mozilla-based browsers the toolbar will not re-adjust its position as smoothly as it wil do it under Internet Explorer or when using some of the other positioning methods.

- Working with a hidden image can be tricky. Sometimes it might look as if the menus were not being positioned correctly when, in fact, it could be the image that it is not placed where you expected it to be. When this happens, try to temporarily change the transparent GIF image for an image that you can easily see and work with.

Your browser does not support inline frames or is currently configured not to display inline frames.

This concludes this tutorial. Click here to return the "Positioning the menus" tutorial index.

Scenario: When the menus appear perfectly positioned under some browsers and not others (Floating mode)

The previous tutorials about positioning only showed how the toolbars appeared under Internet Explorer. If you try one of the samples in the tutorials using FireFox or any other browser you would notice that the toolbars appear out of position... or do they?
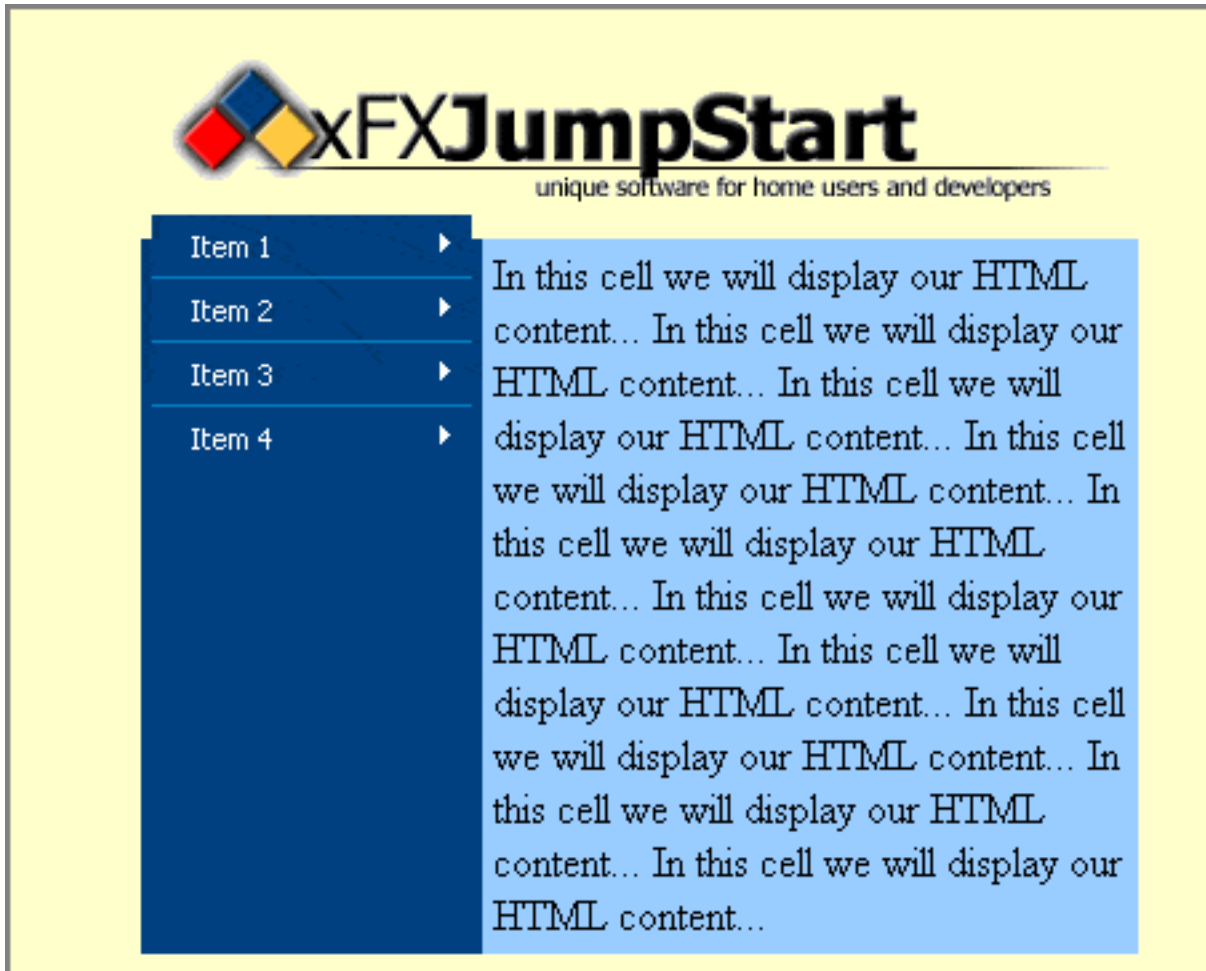
This image on the left shows how the menus look under FireFox. They appear to be out of position but the fact is that its the HTML content that is out of position. If you compared the position of the menus under Internet Explorer and FireFox you would see that they are being displayed at exactly the same spot but the HTML content is actually being rendered lower under FireFox. Why? Well, because on this particular sample we didn't specify a top margin for the BODY and Internet Explorer uses a different "default top margin" than other browsers.

Although most modern browsers try to follow the W3C standards as close as possible to render HTML content there're a lot of situations where one browser will interpret the standards in a different way resulting in the HTML layout being rendered differently.

So, how do we deal with this problem? Well, DHTML Menu Builder provides what's known as custom offsets. A custom offset is a highly configurable condition that, when met, will apply a specific offset. Since we designed the menus to work under Internet Explorer we could create a condition that when a Mozilla-based browser is detected we apply a different vertical offset so the toolbar appears properly positioned.

Here's how this is done:

Click `File->Project Properties->Advanced->Menus Offset`. Click the `Advanced` button.
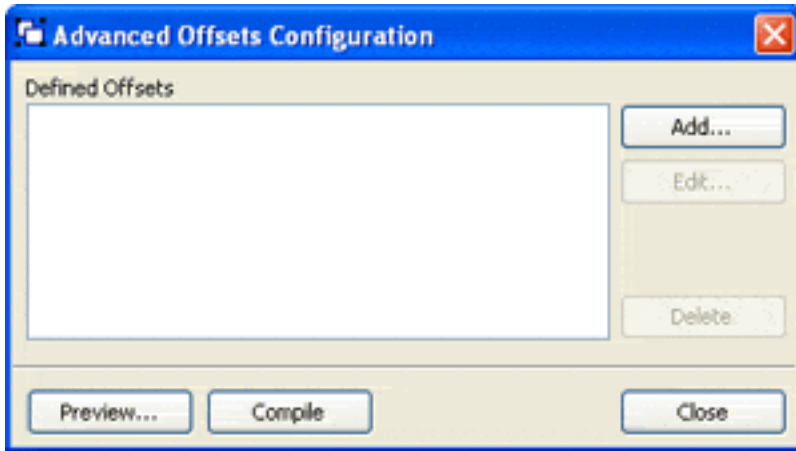
You will now see the `Custom Offsets` dialog. This dialog lists all the custom offsets that we have defined. DHTML Menu Builder supports an unlimited number of custom offsets.

Click the `Add` button to add a new custom offset.

The Custom Offsets dialog may look complex and overwhelming but it's actually very easy to use. The dialog is divided in to two main sections: the Assistant and the Advanced.

Most of the offset differences produced by the way HTML content is rendered under different browsers can be resolved by using the Assistant. The Assistant is the default section of the Custom Offset dialog and requires no knowledge of javascript programming and yet it is powerful enough to cover almost all circumstances and conditions where a custom offset might be needed.

Let's take a look at all the sections in the Custom Offsets dialog to get familiarized with them:

Description
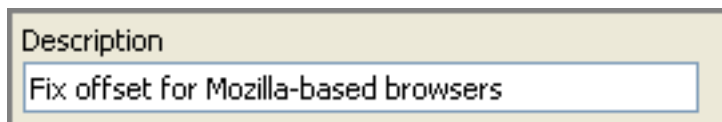
In this area you can type a small description for the custom offset. This is very useful so you know what this custom offset is used for in case you need to revise your project in the future.

For the purposes of this tutorial we're going to write this description: Fix offset for Mozilla-based browsers

---

Condition

This is the section where you define the condition. The condition is very important because it will determine when DHTML Menu Builder will apply the offset.

The section is divided into three main sub-conditions:
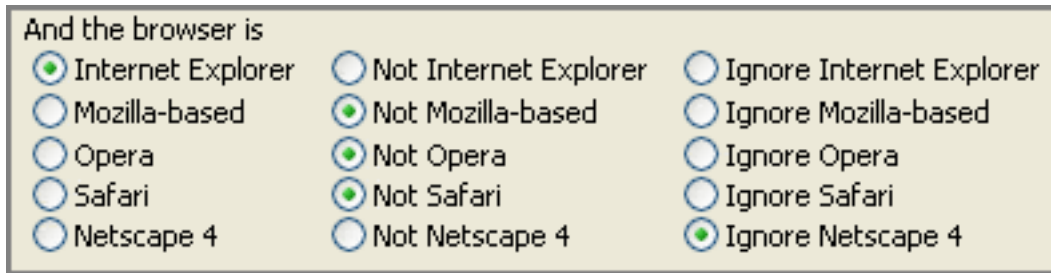
- **The Platform:** The platform defines the operating system under which the browser is being used and can have the following values:

  - Any: The condition will be applied regardless of the operating system being used to view the menus.
  - Windows: The condition will be applied when the browser is running under Windows.
  - Linux: The condition will be applied when the browser is running under Linux.
  - Mac: The condition will be applied when the browser is running under Mac.

  Although most cross-platform browsers, such as Mozilla, will render the content exactly the same under any platform there're situations where the HTML layout will present some minor variations depending on the platform under which the browser is being used. This is specially true for Internet Explorer 5 for Mac.

  In this tutorial we'll leave the condition as "Any" because we want to apply the same offset regardless of the platform being used.

- **The Browser:** Here we can choose for which browser we want to apply the offset. Notice that for each browser we have three options: "The browser", "Not the browser" and "Ignore the browser".
  This is so because DHTML Menu Builder will treat some browsers as a combination of browsers. Don't worry if you feel confused... there is a very good reason for this.
  For example, DHTML Menu Builder will "see" Safari as combination of three browsers: Internet Explorer, Mozilla-based and Opera. So, if you want to apply a

custom offset for Internet Explorer that doesn't affect other browsers you should setup your browser condition as seen in this image:

So why does DHTML Menu Builder sees browsers as a combination of other browsers? To simplify the code... but, don't worry too much about it. Just keep in mind that if you create a custom offset for browser A and you see the offset affecting browser B and you did not want this to happen then simply use the "Not the browser" option for browser B.

Here's a list of browser grouping performed by DHTML Menu Builder:

- Internet Explorer is seen as a unique browser
- Netscape 4 is seen as a unique browser
- Mozilla-based browsers (such as FireFox and Netscape 6 and 7) are seen as a combination of Mozilla-based browsers and Internet Explorer
- Opera is seen as a combination of Internet Explorer, Mozilla-based and Opera
- Safari (and/or Konqueror) is seen as a combination of Internet Explorer, Mozilla-based, Opera and Safari

Since in this tutorial we want our offset to affect all Mozilla-based browsers we are going to select the "Mozilla-based" option. According to the browser grouping table above, any offset applied to Mozilla-based browsers will also affect Safari and Opera. This is a good thing because the offset that you see on the screenshot at the top of this page is also occurring under these browsers so with just one custom offset we're going to solve a positioning problem under three different browsers!

- **The Browser Version:** Here you can restrict the condition so it is only applied under a specific version of the selected browser. This is particularly useful to accommodate issues with very old browsers. For example, suppose that you have discovered that there's an offset issue with Netscape 6, but the menus appear properly positioned under all other versions of Netscape; in this case you would select the Mozilla-based option and then set the browser version to "Less than 7", which means that the condition will be applied to all Mozilla-based browsers whose version is below 7.0:

And the browser version is

Less than   ▼   7

You're probably asking yourself, and why not use "Equal to 6"? Because using "Less than 7" is a more generic condition and it will let us target versions 6.0, 6.1, 6.2 and so on...

For the purposes of this tutorial we're going to leave the browser version condition as "Any" because we want to target all browser versions.

Offsets

Offsets

Toolbars		Root Level Menus		SubMenus	
0	Pixels Horizontally	0	Pixels Horizontally	0	Pixels Horizontally
10	Pixels Vertically	0	Pixels Vertically	0	Pixels Vertically

Here is where you specify the offset that will be applied when the Condition that you have defined is met.
As you can see you can specify offsets for all the elements in a project: toolbars, root level menus and submenus.

For the purposes of this tutorial we only need to specify a small vertical offset for the toolbar. Notice that we have specified 10 pixels vertically.

This means that when DHTML Menu Builder detects that the menus are being viewed by any Mozilla-based browser, the toolbar will be pushed 10 pixels down.

The result can be seen on this screenshot of the FireFox browser:

This concludes this tutorial. Click here to return the "Positioning the menus" tutorial index.

Introduction

This tutorial will guide you through the complete process of creating working menus from scratch. If you would like to see how the menus, the menu bar and the project will look like at the end, download the ZIP file containing everything mentioned on this tutorial.

Creating the menu bar

There are many ways you can create a menu bar.
The easiest and most recommended is to create a set of images to serve as hotspots and place them inside the cells of a table. Although you could use text instead of images, the use of images is highly recommended. Also, it is *very important* that you create independent images for each one of your hotspots, instead of creating a single image and then using an image map to define hotspots; the HotSpots Editor (a tool you will learn to use in this tutorial) does not support image maps.

You can use any graphic application to create your hotspot images. Some sample images are provided here for you to use with this tutorial:

To save the above images, just right click on the image and choose `Save Picture As...` from the context menu.

Open your preferred HTML editing application and create a table with 4 cells in it. Since you will be using images, you can choose any type of alignment for the table and its cells. Then place one image inside each cell.
When using images as the hotspots, the menus created with DHTML Menu Builder will be able to auto-align to the images dynamically regardless of the size of the browser or the screen resolution. This is why it is so important the use images instead of text-based hotspots.

Now you must prepare these images so they are ready to accept the menus. Only those images that will display menus need to be prepared. In this tutorial we'll create two menus, one for the Products hotspot and another for the Links hotspot.

The first step is to convert the images into hyperlinks. Each HTML editing application has its own way to create a hyperlink, so you should consult your program's documentation to see how to do this. When you're asked for the target link to which the hyperlink should (the pound or hash sign, typically found above the number 3 on the keyboard) point to, type: # (the pound or hash sign, typically found above the number 3 on the keyboard).
The pound symbol (#) means that this hyperlink will point to itself. This is known as a "null-hyperlink." (If you want to do this by hand, enclose the image's code in <a> tags:

Setting up your menus project

Before you even start to create the menus you need to set up your project. Start DHTML Menu Builder and create a new empty project (`File->New`) .

The first step in setting up your project is to launch the Project Properties dialog. (If it doesn't appear automatically click `File->Project Properties`.)

The most important part of this dialog is the Configurations tab. By default, DHTML Menu Builder will create an empty Configuration for you to fill in.

Every configuration has two main sections, the Paths and the HotSpots Editor. In the Paths section you're telling DHTML Menu Builder where it must store (save) the files it creates. In the Target Document section you will tell DHTML Menu Builder which of the files in your web contains the hotspots.
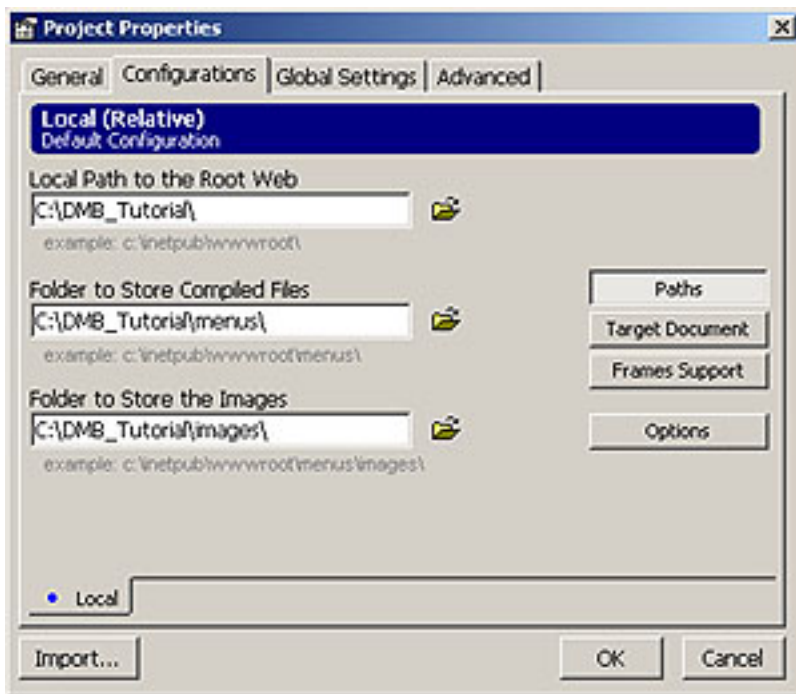
The Local Path to the Root Web setting must point to the folder where you introductory HTML page is located. This file is usually named index.html or default.asp.
For this tutorial we'll use the folder where you saved the `hotspots.htm` file, c:\DMB_Tutorial\

When setting up the Project Properties avoid typing the paths manually, instead, use the browse buttons provided in the dialog.

The Folder to Store Compiled files must be a folder located inside the root web or it can be the same as well.
For organization purposes, create a new folder under the `c:\DMB_Tutorial\` and name it `menus`. Now use the browse button to select the `c:\DMB_Tutorial\menus\` folder.

The Folder to Store the Images should point to the `c:\DMB_Tutorial\images\` folder you created in the previous step of the tutorial.

Now click on the `Target Menu` button.
Again, avoid typing it manually and use the browse button to locate the `hotspots.htm` file which is stored in the `c:\DMB_Tutorial\` folder.

Finally click on `Tools->Toolbars Editor` and click on the Delete Toolbar button (⊟) to avoid

DHTML Menu Builder from creating a toolbar.

Creating the menus

This is the fun part!
Now we're going to create some sample menus that later we'll attach to the hotspots we created in the first step of the tutorial.
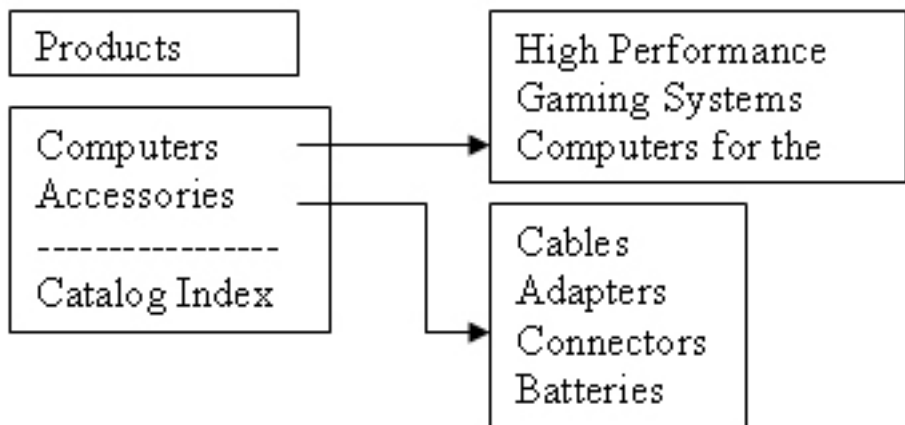
So you can have an idea, this is the structure of the menus for the Products hotspot that we're going to create.
This is composed by a main group (also known as a root level menu) where two of its commands will display a submenu with more options.

Menus are composed of two basic elements: groups and commands, so let's start creating the first group:

Before you add the first group it is recommended that you switch to the "Normal" view. By default DHTML Menu Builder will start in "Map" mode; in this mode DHTML Menu Builder modifies the way the menu items are presented in the project so its easier to work with toolbars. Since we're not going to use toolbars it is highly recommended that you switch to the "Normal" mode. To do so simply click on the "Normal" tab.
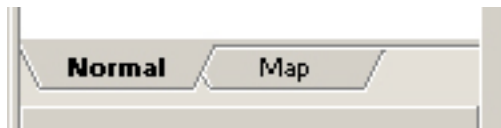
To add a group to your project select `Menu->Add Group`
DHTML Menu Builder will add a new group and wait for you to give it a name
Type `grpProducts` and press the ENTER key on your keyboard.

Now, we can add commands to this group.

To add a command select `Menu->Add Command`
DHTML Menu Builder will add a new command and wait for you to give it a name
Type `Computers` and press ENTER.

When creating new items, DHTML Menu Builder will fill the `Caption` property automatically for you. If required you can later change both, the `name` and the `Caption` to whatever you need to. You should note though that DHTML Menu Builder will automatically remove invalid characters from the item `name` and change them for an underscore (_).

Create another command by selecting `Menu->Add Command` and name it `Accessories`.
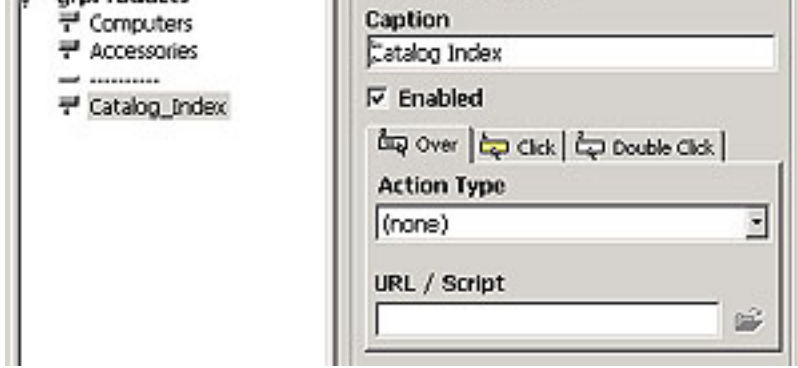
Now, let's add a special type of command, a separator.
Separators are just horizontal lines which can be used to separate commands inside the same group.

To add a separator select `Menu->Add Separator`

Separators do not have names so DHTML Menu Builder will not prompt you for one.

Repeat the above process to add a command and add a new one and name it `Catalog_Index`. Note that DHTML Menu Builder will automatically remove the space in the `name` and rename your entry to `Catalog_Index`.

Submenus, under DHTML Menu Builder are just normal groups, so to create the two submenus shown in the picture above we'll follow the exact same steps.

Create a new group and name it grpComputers and add these commands to it: `High Performance`, `Gaming Systems` and `Desktop / Home`.
Now let's do something interesting with the last command, `Desktop / Home`:

Select the command and change its `Caption` to: `Computers for the Home<br>Desktop Systems`
As you'll see in the Live Preview pane, DHTML Menu Builder has created a multi-line command. Multi-line commands are commands whose Caption contains two or more lines of text.
To create a new line simply use the
 HTML code.

Now let's create the second group that will be used as a submenu by the `Accessories` command.
Just follow the above instructions and name the new group `grpAccessories`.
Add these commands to the group: `Cables`, `Adapters`, `Connectors` and `Batteries`.

Now, we need to configure the `Computers` and `Accessories` commands so when selected they display the two respective submenus we just created.
Let's configure the `Computers` command first.
Select the `Computers` command and click on the `Over` tab of the `Actions` pane.
Select the `Display SubMenu` action type and select the `grpComputers` group from the `Target Group` list.

What you just did is tell DHTML Menu Builder that when the mouse passes over the `Computers` command, the `grpComputers` should be displayed.

Repeat the same process to set up the `Accessories` command so when the mouse passes over it, the `grpAccessories` group is displayed.

To take a look at how your menus are working so far, select `Tools->Preview` and DHTML Menu Builder will generate a sample toolbar for you so you can test your project.

To finish the project let's create the last menu: Links.
Repeat what you have learned and create a group named `grpLinks` and add two commands to it: `Search the Web` and `xFX JumpStart`.

When creating the Desktop / Home command you learned that you can use HTML tags to format the `Caption` of your menu items.
DHTML Menu Builder supports the use of almost any tag in the Caption, but not all of those tags will be properly rendered by the Live Preview.
An example is the use of the tags. These tags will make the text enclosed text appear superscripted.
To demonstrate this feature select the `xFX JumpStart` command you have just created and add the ® symbol at the end, so the `Caption` looks like this: xFX JumpStart®
NOTE: To add the ® symbol press and hold the ALT key and then type 0174 on your keypad.
Now, enclose the ® symbol with the <sup> tag, so the Caption looks like this: xFX JumpStart®

If you take a look at the Live Preview you will notice that the results are not what we expected, but if you preview your menus you will see that the real preview does render the tags and makes the Caption look like this: xFX JumpStart$^{®}$

Now, lets make our menus look cooler!

Select the first group, `grpProducts` and click `Menu->Color`
Click the `Back Color` button and type these values: `FF`, `C8` and `40` for red, green and blue respectively.
Set the border size to `2` and set the four border colors to `80`, `40` and `40` for red, green and blue respectively.
Click on the `OK` button to close and commit the `Color` dialog.

Click on `Menu->Margins` and select `2` pixels for both the horizontal and vertical margins.

To set up the other groups with the same style settings, just make sure the `prgProducts` group is selected and click on `Edit->Copy`
Check the `Color`, `Image` and `Margins` checkboxes and click `OK`.
Now select `Edit->Paste`, choose the `Paste to all groups` option and click `OK`.

As easy as that you have just applied the same style changes to all the groups in the project!

Now, let's change the style of the commands. The steps are very similar as changing the style of the groups.

Select the first command under the `grpProducts` group, `Computers`, and click on `Menu->Color`
For the `Normal` state click on the `Reset` button. This will assign the default settings based on the parent group's style.
For the `Mouse Over` state, click on the `Text Color` button, the click on `Windows` and select the White color. Now click on the `Back Color` button and type `80`, `40` and `40` for red, green and blue respectively.

Now click on `Menu->Font` to set the font type, size and style of the command's `Caption`.
For both states select `Tahoma` for the font type, `11` for the size and `Bold` for the style.

Finally, to propagate the same style to all the commands, make sure the `Computers` command is selected and click on `Edit->Copy`
Select the `Font` and `Color` checkboxes and click `OK`.
Click `Edit->Paste`, choose the `Paste to all Commands` and click `OK`.

This should be a good time to preview your project.

Because the Computers and Accessories commands are used to display another menu, is a good idea to let the user know that by selecting them they will get another menu with more options. An easy and effective way is to add small arrows to the right of the commands' Caption.

These arrows can be small images you have created with some graphic editor or you may use the two arrows bellow:

To save the above images, just right click on the image and select `Save Picture As...` from the context menu.

Note that one arrow is black and the other is white. This is because the menus we have created have a light background color when the items are not selected and a dark background color when selected. Then, we'll use the black arrow for the default state of the menus and the white for when the menus
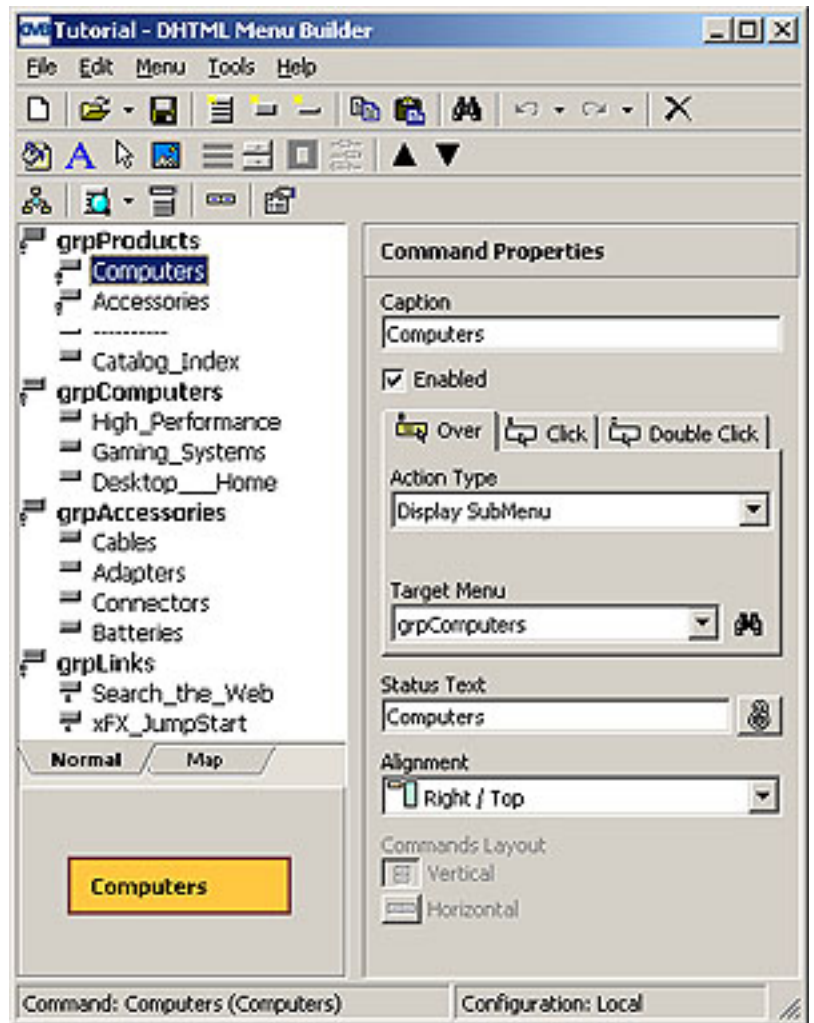
are selected. This way the arrow image will always contrast with the command's background color.

You should save these images in the `c:\DMB_Tutorial\images\` folder.
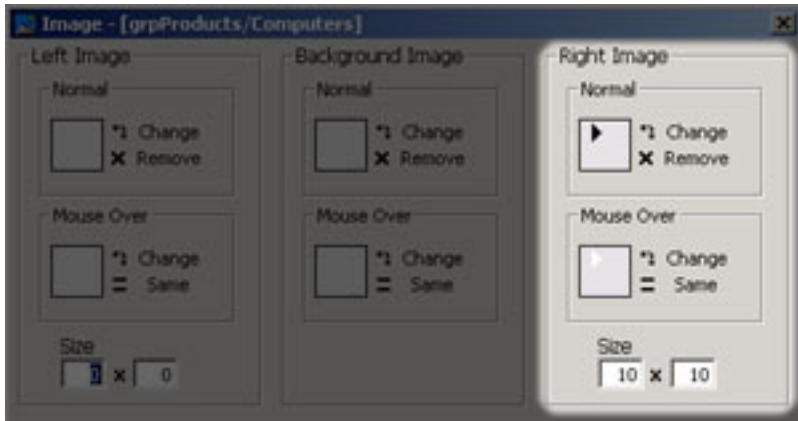
To set up the `Computers` command to use these arrow images, select the command and click `Menu->Image`
Click on the `Change` button of the `Normal` state, under the `Right Image` pane.
Click on the `From File...` button and select the `black_arrow`.gif image.
Click on the `Change` button of the `Mouse Over` state, under the `Right Image` pane.
Click on the `From File...` button and select the `white_arrow`.gif image.

To apply these changes to the `Accessories` command, select the `Computers` command, click on `Edit->Copy` and check the `Image` checkbox.
Now select the `Accessories` command, click on `Edit->Paste`, make sure the `Paste to the command Accessories` option is selected and click `OK`.

The Tutorial - Using HotSpots

Implementing the menus into your menu bar

This is the final step in the process of creating a menus project.
In this step you will combine the menu bar on your HTML page with the menus you've just created.

This process is accomplished by using the HotSpots Editor.
The HotSpots Editor will load the file containing your hotspots (this is the Target Document defined on your configuration) so you can attach each group on your project to its corresponding hotspot.

To start the HotSpots Editor select `Tools->HotSpots Editor`.
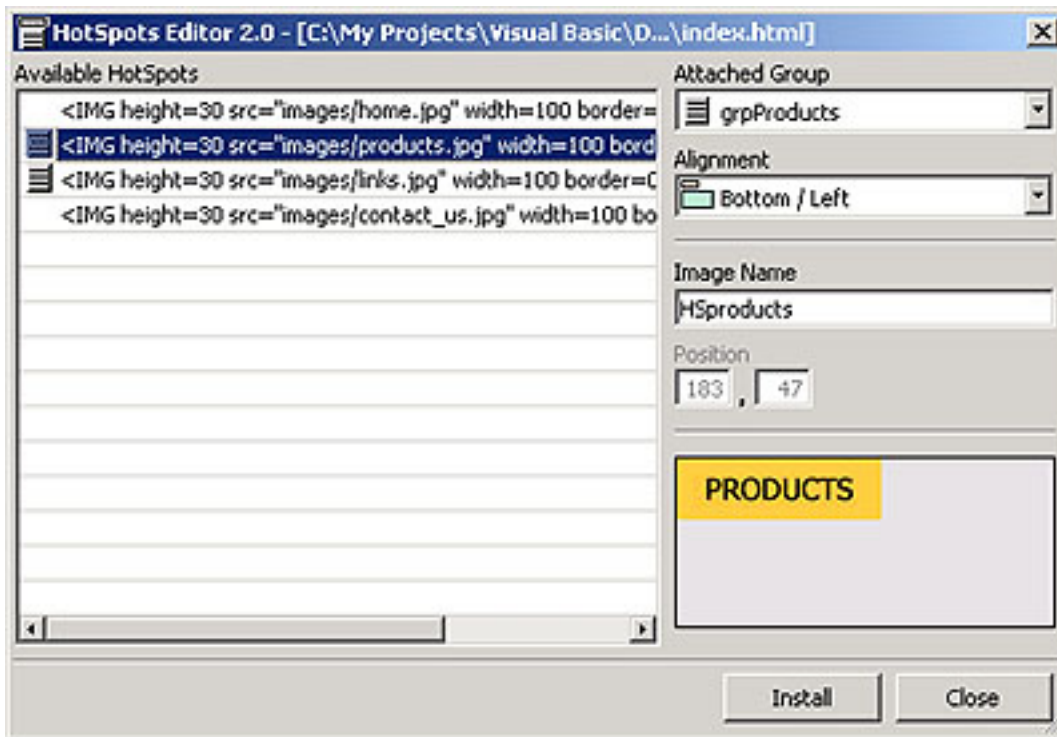
The HotSpots Editor will present all the hyperlinks found on the page. These are listed under the Available HotSpots list.
Each entry contains the HTML code for each of the hyperlinks. When these hyperlinks are images, a preview of the image (if available) will be displayed in the image preview pane, on the bottom right corner.

Locate the Products hotspot and select it.
Now select from the list groups (available under the Attached Group list) the group named `grpProducts`.
As soon as you select a group from this list, the group gets attached to the selected hotspot.

Because the hotspot is an image, DHTML Menu Builder will allow you type a name for the selected image. This is very important because without this name, the menus will not be able to auto-align to the hotspots that triggers them.

So, click on the Image Name textbox and type: `HSproducts`.
The name of the image can be anything, but remember that whatever name you choose it should be a unique name. This means that this same name cannot be used by another image or any other element in your page.

Now select the links hotspot and then select the `grpLinks` group from the list of groups.
In the Image Name field type: `HSlinks`

Finally, click on the Install button to commit your changes and the HotSpots Editor will add all the necessary code to your page so the hotspots can react to the mouse actions and display the menus you created.

Now the only thing left is to generate the JavaScript code for your menus.
To do so, simply click on `Tools->Compile.`

Launch your file with your preferred browser and test the menus.

Final Notes

There's no need to repeat this process (running the HotSpots Editor) unless:

- You add more groups on your project that need to be attached to a new hotspot
- You rename one of the groups
- You change the alignment of one of your groups

If you just make style changes to the items on your project, recompiling (Tools->Compile) will be enough.

More Help

The following sections cover additional information about the use of DHTML Menu Builder.

- Tutorial

  A step by step guide that goes from the very basics of preparing your web site to the final process of implementing your menus into your pages.

- Online Samples

  A list of real-life samples by users who have already used DHTML Menu Builder in their own web sites.

- Dialogs

  A full description of the functions and options on most of the dialogs available in DHTML Menu Builder.

- Frequently Asked Questions

  A list of the most commonly asked questions *and* their answers.

- Tips & Tricks

  Useful information to improve productivity while working with DHTML Menu Builder.

- Public Forum

  A place to look for answers and post your own questions, comments, and suggestions.

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- Public Forum
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Incompatibilities and limitations of different browsers and platforms

DHTML Menu Builder is optimized to take advantage of the great features in Microsoft's Internet Explorer 5.5 and above.
Because of Netscape Navigator 4's lack of support for standardized features, some features in DHTML Menu Builder can't be reproduced on other browsers.

Known Style Issues
Below you will find a list of style settings supported by DHTML Menu Builder that will not work on some browsers:

- **Drop shadow and transparency effects (Special Effects Dialog)**
  These effects use some proprietary features of Internet Explorer 5.5 and 6.0, so no other browser will be able to render them.

- **Raised and sunken borders effects on the commands selections (Special Effects Dialog)**
  These features are not available under Netscape Navigator 4
  The resulting menus will not show the effect

- **Colored borders (Special Effects Dialog)**
  These features are not available under Netscape Navigator 4
  The resulting menus will not show the effect

- **Cursors (Cursor Dialog)**
  The support for different cursors is not available under Navigator 4

- **Border Colors (Group Color and Group Image Dialog)**
  Netscape Navigator 4 does not support different color borders in the same group.
  The resulting menus will show a single colored border taken from the setting for the left corner.

- **Context Menus (Special Effects Dialog)**
  With the exception of Internet Explorer 4 and Opera, this feature is only supported on browsers running under Windows .

- **Fonts (Fonts Dialog)**
  Under Netscape Navigator 4, fonts may appear slightly smaller, especially when using the Macintosh or Linux versions.

Netscape Navigator 4 specific issues
Netscape Navigator 4 is a very old browser with a huge list of problems. Here you will find some of the most common issues that directly affect the menus created by DHTML Menu Builder.

- **Resizing the browser window crashes Navigator or makes the menus inoperable**
  This is probably the most annoying bug in Navigator 4.
  The reason this happens is outside the scope of this document, but if you would like more

information, including possible solutions, try these links:

- The Web Wise Wizard
- Dynamic HTML Lab (hierMenus columns)
- Navigator 3.0+ bug list (including the resize bug)

- **Font sizes under Netscape Navigator appear smaller**
  Because of a bug in Netscape Navigator 4 that forces us not to use in-line style sheet declarations, DHTML Menu Builder converts font sizes from pixels to points. Under some font types and sizes, this may cause the fonts under Navigator to appear slightly smaller than in other browsers.
  The cause of this problem is outside the scope of this document, but if you would like more information try these links:
  - PHP Builder (Mail Archive)
  - DejaNews Search Query (+ttyle)

- **Browser crashes when loading a page with the menus**
  Under some circumstances, very old versions of Netscape Navigator 4 (specifically 4.05 and 4.08) will crash when loading the menus.
  This is usually caused by the combination of the menus' scripts plus some other non-Navigator compatible code in your page, including scripts generated by other programs.
  You should try previewing the menus directly in Navigator. Alternatively, you might try creating a page that contains ONLY the menus and the toolbar. If the browser does not crash with the menus alone, then your pages contain some code that, when used in conjunction with the DHTML Menu Builder menus, crashes the browser.

Opera 5 and 6 specific issues

This excellent browser has made its way from a purely simple browser to an almost perfect browser in terms of compatibility with the W3C standards.

- **Commands do get selected when hovering over them**
  Opera 5 still has no support for several DOM properties that are required for menus highlighting. As a result only the images change when you move your mouse over menu items.
- **Resizing the browser window crashes Opera or makes the menus inoperable**
  Just as Navigator 4, Opera 5 may crash or improperly render the menus after resizing the browser window.

DEMO version limitations

The only limitation in the DEMO version of DHTML Menu Builder 3.5 (and above) is that the links will not work.
You will be able to compile your project, implement it on your web site, test it to see how it looks and behaves but the links on the menus will not respond.

As soon as you register your copy of DHTML Menu Builder and recompile your project, the links on the menus will work.

Importing Projects from older versions (2.8 or older)

One of the most significant improvements in DHTML Menu Builder Version 3.0 is the ability to generate paths that work under any scenario in which they are implemented. This can be done by virtue of the new Configurations section under Project Properties.

All of the information about the items in your project is strongly tied to the selected default configuration. If you are going to use a project from an older version (2.8 or older) of DHTML Menu Builder with a version 3.0 or newer, you must create this information contained in the default configuration.

When importing a project created with an older version of DHTML Menu Builder, the following three things will be done automatically:

- **Fix Groups Over action**
  Version 2 Groups had just one action: *Display the Group.* Version 3 Groups, on the other hand, can have multiple actions.

- **Fix Commands URL**
  Under earlier versions of DHTML Menu Builder, URLs could be root-level links or relative links. Under DHTML Menu Builder 3.0, all of the command links must be fully qualified URLs. The program will try to add the fully qualified path to each page based on the imported information about your server's root folder.
  You should check *each and every* link after you import a project. Those links found to be faulty can be fixed by clicking on the browse button under the selected action and then re-selecting the target document.

- **Create a default configuration**
  The single configuration that existed under earlier versions will be imported as the default local configuration under DHTML Menu Builder 3.

After importing an older project, you must check the settings of the default configuration to ensure that the setup is correct.

Here are more issues you should check if your projects use any of the features mentioned below:

- **Opening links in new windows**
  If your project used JavaScript commands to open a link in a new window, it is recommended that you convert these actions and use the integrated support to open new windows. To do the conversion, just follow these simple steps:

  - Change the action type to `Open URL in new window`
  - Remove all the JavaScript code from the URL and just leave the target link

- Click the New Window Settings button and set up your new window settings

---

- **AddIns**
  None of the AddIns that were developed for previous versions of DHTML Menu Builder will work in version 3. However, the following AddIns are now default behaviors, so these AddIns are no longer needed:

  - Auto Relative Positioning
  - AutoClose Timer
  - Context Menus
  - For Images Only

It is very important to understand that after saving an imported project under DHTML Menu Builder 3, you will not be able to re-open this same project under any previous version, so you should always make backup copies of your projects.

Registration Information

This document will guide you in the process of getting DHTML Menu Builder registered

Entering your registration information

Your registration information is composed of three pieces of data:

- **Your order number**
  The order number is the number of your receipt. This number can be located in the confirmation email you received when you purchased DHTML Menu Builder.
  This is not a serial number or unlock code from a previous release. It is the number of your invoice (and receipt).

- **Your name**
  This the name of registrant. This is the name of the person who purchased DHTML Menu Builder and it was used in the purchase form.
  Make sure you type the name <u>exactly</u> as it appears in your purchase receipt.

- **Your company's name**
  This the company to whom the program has been registered to.
  If you did not include any company name in the purchase form, leave this field empty.
  Make sure you type the company's name <u>exactly</u> as it appears in your purchase receipt.

Validating the information

Before clicking on the Validate button, make sure you're connected to the Internet.
The Validation process will submit the information you've typed to our servers and will be matched to our purchase database.

If the match is successful you will be able to click on the Register button. Doing so will restart DHTML Menu Builder in registered mode.

If the match is not successful in can be caused by one of the following reasons:

- The server was unavailable because of Internet connection problems or the server was protecting itself because of too many registration requests. The server can only handle 2000 registration requests per second.
- The information you provided was not correct. Verify and double check that all the fields contain the correct information exactly as it appears on your purchase receipt.
- Your order has not been processed yet. If you have just purchased DHTML Menu Builder, allow one to 3 hours for your information to become available on our databases and the validation can be performed.
- You're not using the latest version of DHTML Menu Builder. The Validation process also checks that you're using the latest version of DHTML Menu Builder. If our servers detect that your version is outdated, it will notify DHTML Menu Builder and deny the registration process.

NOTE: Even if doing a Help->Upgrade reports that you have the latest version, you should re-download and re-install DHTML Menu Builder if you're instructed by the Validation process to do so.

Registering DHTML Menu Builder

Once the validation process has been successfully completed click on the Register button and DHTML Menu Builder will restart itself as a registered program.

Related topics of interest:

- Privacy Information

Registration Process

When registering DHTML Menu Builder, the information you type in the Registration dialog is submitted to our validation server for verification. No other information is submitted.
The validation server is located on our offices and only the president of the company has access to this information.

Information we keep in our databases

The information in our databases includes:

- Registrant's name, company, phone, and address
- Number of copies purchased

A copy of your registration details is also maintained at RegNet's and RegNOW servers, as they process our transactions. If you used a credit card to purchase DHTML Menu Builder, the credit card information is never revealed to us. For more information on RegNet's and RegNOW's privacy statement use the appropriate links below:

- RegNet's Privacy Policy
- RegNOW's Privacy Statement

Access to your personal details (except for the credit card number) is only available to the president of xFX JumpStart.

Information transferred over the Internet when you click the Validate button

The only information that is transmitted:

- From DHTML Menu Builder to our validation server:
  - Your Order Number, as typed in the Order Number field.
  - Your Full Name, as typed in the User Name field.
  - Your Company Name, as typed in the Company field.
- From our validation server back to DHTML Menu Builder:
  - A result indicating if the registration information is valid
  - A server response based on the validation result. This data will never contain personal information, nor anything related to you personally, nor the details included in the purchase receipt used to validate the request.

xFX JumpStart's Privacy Policy

xFX JumpStart guarantees that the information on our databases is never used for *any* means other than to keep a list of customers and use it to match the information provided in the DHTML Menu

Builder's Registration dialog.

This information will never be shared with other people, companies or organizations.

We understand your privacy and highly respect it.

20/Dec/2005

- DHTML Menu Builder 4.10.005 is released
    - Added support to import ROR files.
    The ROR format is a new proposal for a standard to describe web sites through the use of XML documents.
    To use this new feature just click File->New->Import from ROR file
    Please refer to the http://www.rorweb.com for further information about the ROR file format.
    - The frames support has been enhanced so you can now have multiple toolbars displayed in different frames and share the same main frame to display their menus!
    Refer to the Advanced Frames Implementation section for further information
    - The developers' edition DynAPI has been enhanced to better handle projects containing images in the menu items and separators in the groups.
- Engine 2.5.005
    - This version contains many bug fixes and improvements; among them, the new loader code should now pass the most common W3C validation tests.

16/Oct/2005

- DHTML Menu Builder 4.10.002 is released
    - This is a maintenance release. This release contains lots of bug fixes reported by many DHTML Menu Builder users. The fixes include code fixes, for the code generated by DHTML Menu Builder, and fixes for the CollapsibleMenus and several other AddIns.
    - The developers' edition also includes many code fixes as well as support for two new functions that allow the creation and removal of toolbars (dmbAPI_addToolbar and dmbAPI_removeToolbar).
    - The loader code has also been improved so it now passes most of the W3C validation checks.
- Engine 2.5.002
    - This is a maintenance release.

12/Aug/2005

- DHTML Menu Builder 4.10.001 is released
    - This is a maintenance release.
    - ort for the CollapsibleMenus AddIn to specify which toolbar should be converted into a collapsible menu.
- Engine 2.5.001
    - Fixed bug that caused javascript errors with some submenu alignments.
    - Fixed bug that caused the menus to fail to work properly under Netscape 4.
    - Improved support for the new Free Flow positioning method which resolves some issues with Internet Explorer.

27/Jun/2005

- DHTML Menu Builder 4.10.000 is released
    - Fixed bugs that affected some old browsers such as Safari 1.0 and 1.1 and Internet Explorer 5.0.
    - Fixed bug that, with certain projects, caused the program to crash when accessing the Toolbars Editor dialog.
    - Added support to position the menus relatively so they take space and flow along with the rest of the HTML contents in the page (see the new "Free Flow" alignment option in the Tools->Toolbars Editor->Positioning dialog).
      A new tutorial has also been included to provide further information about this new positioning technique. Click Help->Tutorials->Positioning the menus to access it.
    - Improved the stability and performance of the CollapsibleMenus and pShowMenu AddIns.
    - Added support for the CollapsibleMenus AddIn to specify which toolbar should be converted into a collapsible menu.
- Engine 2.5.000
    - Several minor bugs have been corrected in the DynAPI (developers' edition only).
    - The code used to generate the toolbars has been considerably enhanced so it is now smaller and faster.

23/May/2005

- DHTML Menu Builder 4.9.018 is released
    - Fixed bug that could case the status bar to display the incorrect information about the selected item.
    - Fixed some minor bugs in the CollapsibleMenus AddIn.
    - Added support to exclude menu items (commands, separators, groups and toolbars) from being compiled.
    - Added a "Compile" button in the Tools->Toolbars Editor dialog.
      Items excluded from the compilation will appear in a different color and the color can be customized through the Edit->Preferences->Display dialog.
- Engine 2.4.018
    - The DynAPI has been enhanced so it now runs even faster. Preliminary support for images has been added; further information, samples and detailed documentation about the image-related functions will be made available on the next release.
    - Several tests have been performed to ensure full compatibility with the new Netscape 8.0 browser and the latest release of Safari (included in Mac OS X 10.4/Tiger)

12/Apr/2005
(never publicly released)

- DHTML Menu Builder 4.9.017 is released
    - This is a maintenance release.
- Engine 2.4.017
    - This is a maintenance release.

1/Apr/2005

- DHTML Menu Builder 4.9.016 is released
  - Fixed several problems with he "Install Menus" dialog:
    - The splitters will no longer cause the contents of the different panes to get cut (no clipping).
    - The list of files can now be properly sorted by date and size.
    - The headers for the files list pane are now properly displayed (no clipping).
  - Fixed bug with the Menus Report tool as it wasn't properly calculating the time required to download the menus.
  - The HelpViewer application will now order search results correctly.
  - The "Selection Delay" parameter will now work on toolbar items as well allowing the mouse to pass above both toolbar items and commands without changing the selection.
  - Added support to compress the generated .js files using GZIP. This can reduce the .js files by up to a third of their original size.
  - Included three new AddIns:
    - RollerEffect2: This is a new version of the RollerEffect which implements a smoother animation.
    - HideOnClick: Projects compiled with this AddIn will only hide the menus when clicking on the document.
    - HideOnMouseOut: This AddIn will hide the menus when the mouse is moved away from them. This is the standard behavior of the menus but this AddIn will allow the menus to maintain this behavior even when the mouse pointer position is unknown; a common situation is when the menus appear over an iframe.
- Engine 2.4.016
  - Fixed javascript error that occurred under Netscape 4 when a menu was about to be hidden.
  - Projects that use AddIns that implement substitution of complete functions (such as the CollapsibleMenus AddIn) will now produce much smaller javascript files.

16/Feb/2005

- DHTML Menu Builder 4.9.015 is released
  - Fixed problem with the File->Project Properties->Global Settings->Extended Features dialog that could cause the "Properties" button for the "In-Global Scrolling" option to disappear.
  - Fixed problem that could cause older projects to be incorrectly upgraded.
  - Fixed bug that could cause some colors to become corrupted due to a mathematical miscalculation.
  - The DynAPI for the developers' edition was been updated to version 1.0f which implements two new technologies, buffering and rendering on demand. This provides a huge performance boost allowing the DynAPI to run up to 55% faster.
  - The CollapsibleMenus AddIn has been updated again to fix some minor issues.
- Engine 2.4.015
  - Fixed some problems that affected the developers' edition.
  - Fixed problem with the Transparency support for FireFox that affected DHTML Menu Builder when running under an operating system where the decimal separator is a "," instead of a "."

27/Jan/2005

- DHTML Menu Builder 4.9.014 is released
  - Fixed some minor issues.
  - Added four new tutorials that explain how to position the menus under several scenarios. These tutorials can be accessed by clicking Help->Tutorials->Positioning the menus
  - The CollapsibleMenus AddIn has also been updated.
- Engine 2.4.014
  - Fixed some minor issues.

6/Jan/2005

- DHTML Menu Builder 4.9.013 is released
  - Fixed a problem with the CollapsibleMenus AddIn while running under Internet Explorer 5 for Mac.
  - The validation and registration mechanism has been enhanced to provide a more reliable and problem-free process.
- Engine 2.4.013
  - Fixed a bug that affected the menus running under Internet Explorer 4.
  - Fixed some issues with the Item Highlighting functionality when running on frames.

28/Dec/2004

- DHTML Menu Builder 4.9.012 is released
  - Removed the fading effects on the nag screen and the About dialog to avoid compatibility issues with some video chipsets.
  - Added support to specify a "Selection Delay". This delay will allow the pass of the mouse over menu items without changing the current selection. This is very useful so users don't have to be too careful when moving the mouse and allows a certain amount of error when selecting menu items.
  - The CollapsibleMenus AddIn has also been updated. This version fixes several bugs and provides a great improvement in the menus usability.
- Engine 2.4.012
  - Fixed several issues that affected the <developers' edition> version.

26/Nov/2004

- DHTML Menu Builder 4.9.011 is released
  - Added support to allow a reference image (an image used to attach a toolbar) to be automatically resized so its size (width and height) matches the size of the toolbar.
    This will allow the toolbar to appear to occupy space in the HTML content and will let the content on the page to appear as if it was flowing around the toolbar.
    (See the Positioning the Toolbar section for further information)
  - Added support to delete a toolbar by simply right clicking it and selecting "Remove Toolbar" from the context menu.

- The so popular CollapsibleMenus AddIn has been updated with lots of bug fixes and several new features.
  (Visit the CollapsibleMenus AddIn official section for more information)
- Engine 2.4.010
  - Fixed a problem caused by Internet Explorer 6SP2 that could cause javascript errors under some web sites using frames support.
  - Improved the "max" compression algorithm resulting in the generation of even smaller .js files.

9/Nov/2004

- DHTML Menu Builder 4.9.010 is released
  - Fixed several minor bugs reported by users.
- Engine 2.4.010
  - Fixed several minor bugs reported by users.

25/Oct/2004

- Engine 2.4.009
  - Fixed bug that caused projects using frames, configured as "remote" and using tooltips to cause javascript errors.
  - The code generated by the engine has been considerably improved requiring less HTML to render a single menu item thus producing smaller .js files and faster (more responsive) menus.
    Projects using lots of images and special effects will be the most benefited from this improvement.
  - The code introduced in 2.4.008 to prevent popup blockers from preventing the menus from opening new windows has been improved.

24/Sep/2004

- DHTML Menu Builder 4.9.008 is released
  - Fixed bug that cause the Blinking Speed to decrease every time the Project Properties dialog was opened.
  - Fixed bug that caused the Shadow Size slider for the toolbars to allow only 5 possible values instead of 10.
  - Fixed bug that caused the Item Highlighting Wizard not to display files with the CFM extension.
  - Fixed bug that could cause, under some very specific scenarios, the "Select Reference Image" and "Target Frame" dialogs to display invalid images and frames names.
  - Fixed bug that could cause DHTML Menu Builder to save a new project with the wrong file extension or no extension at all.
  - Added support to specify a new cursor type: "SizeAll" (known as "move" under the CSS specifications), which displays the system cursor for the "Size All" action.
  - Added two new types of Selection Effects and Borders: "dashed" and "dotted".
  - Added support to specify that new windows opened using the "Open URL in new Window" action type appear centered on the screen.

- DHTML Menu Builder will now display the version type on the Nag and About screens so its easier to differentiate between the "Standard", "<developers' edition>" and "LITE" versions.
- Engine 2.4.008
    - Fixed bug that caused the Follow Scrolling settings to fail under some circumstances.
    - Fixed bug with the Blinking effect that could cause javascript errors when using Frames support.
    - Fixed bug that caused (under some circumstances) the javascript compression engine to corrupt the caption and the code from the "Visibility Condition".
    - Added a special piece of code that solves an issue caused by a bug in Internet Explorer: *when opening a document using the javascript location.href property, Internet Explorer will not send the referrer value in its headers.*
      This new code will force Internet Explorer to send the referrer information.
    - Added a special piece of code that should prevent some poorly designed popup blockers from corrupting the javascript code.

12/Aug/2004

- DHTML Menu Builder 4.9.007 is released
    - Fixed bug that could cause the Item Highlighting feature to fail with menu items containing special characters on their caption.
    - Fixed bug that caused DHTML Menu Builder to display incorrectly, under some Windows XP skins, when maximized.
    - Fixed bug that caused the menu item to scroll too fast when using the In-Group scrolling feature.
    - Added a tool to specify the reference image when using the "Attached To" feature to position toolbars.
    - Added support to specify Selection Effects (borders) for the scrolling buttons displayed when using the in-group scrolling feature.
    - Added a new feature called "Global In-Group Scrolling" under the File->Project Properties->Global Settings->Extended Features section, which will allow all the menus to enable the in-group scrolling feature when required.
- Engine 2.4.007
    - This is a maintenance release.

21/Jul/2004

- DHTML Menu Builder 4.9.006 is released
    - Fixed bug that could cause the program to start running slower after having performed changes to a very large project.
    - The interface has been enhanced to run smoothly, consume less resources and respond faster.
- Engine 2.4.006
    - Fixed a bug that caused the engine to calculate the height of a toolbar when the toolbar items contained both background images and left/right images.
    - Added support to display the transparency effects under Mozilla.
    - The compilation time has been considerably enhanced.

- Wizard 2.1.004
  - Fixed more bugs related to the use of Presets in the Wizard.

15/Jul/2004

- DHTML Menu Builder 4.9.005 is released
  - This version includes an updated Wizard, an updated Project Compiler and an Updated version of the RollerEffects AddIn.
- Wizard 2.1.000
  - Fixed bug that could cause javascript errors if the project was modified after applying a preset.
  - Fixed bug that caused Presets with images in their borders to be rendered improperly.
  - Fixed bug that caused the images in the menus not to be saved in the project file.
  - The project will now be saved after quitting the Wizard.

29/Jun/2004

- Engine 2.4.005
  - Fixed several bugs that caused the new blinking effect to stop working when using frames.

16/Jun/2004

- DHTML Menu Builder 4.9.004 is released
  - Fixed bug that caused the "Options" button on the File->Project Properties->Configurations dialog to become inoperable if the dialog was accessed through the new shortcuts on the toolbar.
  - Fixed bug that could cause the program to crash when selecting the "Timers" tab under the File->Project Properties->Global Settings dialog.
- Engine 2.4.004
  - Fixed bug that caused multiple javascript errors when a non HTML document was displayed inside the menus' frames.

13/Jun/2004

- DHTML Menu Builder 4.9.003 is released
  - Fixed bug that could caused the program to crash when clicking the small arrow next to the Preview toolbar button.
  - Fixed bug that could cause the "Remove Menus" option from the "Install Menus" tool to fail.
  - Added a button to the new "Custom Offsets" dialog so the project can be recompiled every time a new custom offset is created or edited allowing for easier testing of the custom offsets.

1/Jun/2004

- DHTML Menu Builder 4.9.002 is released
  - Minor improvements have been made to the following sections of the application:
    - The ColorPicker now uses the new xFX Slider.
    - The main toolbar now adds a small arrow besides the Toolbar Properties and Project Properties buttons for easier access to their respective areas.
    - Added a small Help icon to all the style dialogs for easier access to the documentation.
    - The Help->Tutorials menu now has direct links to the two tutorials included in the documentation.
    - The Global Settings section has been completely redesigned so its easier to use.
  - Added support to enable a blink/flashing effect when menu items are clicked. This option is now available as part of the effects that can be applied to the menus under the Global Settings dialog.
  - The overall performance of the application has been considerably enhanced to reduce load and compilation times.
  - The Live Preview component has been improved to provide a more realistic preview of menus using Bevel selection effect.
- Engine 2.4.002
  - Fixed some minor issues that affected Internet Explorer 5 for the Mac.
  - Fixed bug that caused custom cursors not to be extracted from the project file.

6/May/2004

- DHTML Menu Builder 4.9.001 is released
  - Fixed bug that caused the in-group scrolling support to generate javascript errors when used on secondary projects.
  - Fixed bug that caused the in-group scrolling controls in the Special Effects dialog not to function correctly.
  - Fixed bug with the Color Picker where some times could cause the whole application to crash.
  - The AddIn Editor has been improved to provide easier creation and editing of AddIns.
  - DHTML Menu Builder, the HelpViewer, the Wizard and the Project Compiler applications will now inherit *most* of the styles provided by the current them under Windows XP.
- Engine 2.4.001
  - Fixed bug with the way the scrollbar position was calculated under Safari and Konqueror causing the menus to close unexpectedly.

20/Apr/2004

- DHTML Menu Builder 4.9.000 is released
  - Several minor bugs have been fixed.
  - Added support to specify the selection effects (previously known as command highlighting effects) to each menu item individually.
    In previous versions the selection effects settings were located in the Special Effects dialog. These controls have now been moved to the Selection Effects dialog which can be accessed from the Menu->Selection Effects option.
    Now, both groups and commands support this setting and a different set of effects can

be applied to each menu item in the project.
The documentation has also been updated to reflect this major change in the program.
- The way DHTML Menu Builder rearranges menu items when using the up/down arrows on the toolbar has been considerably enhanced to provide a much smoother display and to avoid flickering.
The collapsed and expanded status of the menu items will now be preserved when rearranging menu items using the up/down arrows.
- Engine 2.4.000 is released
  - Several minor bugs have been fixed.
- Wizard 2.0.000 is released
  - Added support to apply styles from Presets
The "Apply Style from Preset" option is available on the last step of the Wizard.

02/Apr/2004

- DHTML Menu Builder 4.8.003 is released
  - Fixed bug that caused the tree-like menus generated by the "Export As HTML" feature to generate errors when using the "Expand All/Collapse All" options under Mozilla and KHTML based browsers.
  - Fixed bug that caused javascript errors in the preview window when previewing a tree-like menu and the "Show Project Information in the Preview window" option was disabled.
  - Added an option to ignore any internet connection errors when checking for updates with the Help->Check for Updates option
  - Improved the submenus creation:
    - When adding a submenu a new command will be added to the subgroup automatically.
    - The names of the subgroups will now be much shorter.

16/Mar/2004

- DHTML Menu Builder 4.8.002 is released
  - Fixed bug that caused DHTML Menu Builder to crash when some presets (such as the 'Bubbles Menus') were selected in the Presets dialog.
  - Added two new language packs.
- Engine 2.3.001 is released
  - Improved support for frames when displaying non HTML documents.

10/Mar/2004

- DHTML Menu Builder 4.8.001 is released
  - This is a maintenance release.

5/Feb/2004

- DHTML Menu Builder 4.8.000 is released

- Fixed problem that caused the "Export As HTML" dialog to loose the settings of the "Group Class" and "Commands Class" parameters.
- Added support for displaying tooltips for each menu item.
- The support for the Status Text parameter has been considerably enhanced:
  - You can now use the Edit->Copy and Edit->Paste features to propagate the status text of one item to all the other items in the project
  - The Status Text text field now supports two variables: %c and %u which will be substituted (at compilation time) for the menu item's caption and URL respectively.
- Added support to specify highly customizable offsets for toolbars, root level menus and submenus through the new "Advanced Offsets Configurations" tool.
- The alignment controls on the main dialog have been moved to appear inside the event tabs section to make it clear that this parameters works in conjunction with the "Display Submenu" action.
- The width and height settings of the "Image" dialogs will now remain disabled until an image has been assigned.
- The toolbar items shown in the Map View are now displayed using a new icon to help differentiate them from the standard groups.
- Engine 2.3.000 is released
  - Fixed bug that caused a javascript error when the menus where being navigated using the keyboard and the ENTER key was pressed on a toolbar item with no submenus displayed.
  - Fixed bug that caused javascript errors when using the Dreamweaver or ImageReady Rollovers support and the Code Optimization was set to "max".
  - Fixed bug that caused the "Item Highlight" functionality to leave items highlighted when frames support was being used.
- Wizard 1.2.000 is released
  - Minor improvements have been made to enhance the usability of the Wizard.
- HelpViewer 1.0.110 is release
  - Improved display of tooltips for the dialogs section of the documentation.

27/Jan/2004

- DHTML Menu Builder 4.7.002 is released
  - Fixed several problems that occurred when dragging menu items from one project to another.
  - Fixed problem that could cause the application to crash if it wasn't able to save a project.
  - Fixed problem with the Highlighting functionality when the feature was used on a framed web site.
  - Improved Live Preview component:
    - Fixed problem that could cause menu items to render improperly when using images on the groups' borders.
    - Slightly improved rendering performance.
  - Improved Map View:
    - When performing operations such as copy/paste over menu items over the Map View the tree will no longer scroll maintaining the original view and layout of the tree structure.
  - Highly enhanced Search and Highlighting feature in the Help Viewer application.

- Added new option on the Edit->Preferences dialog called "Show Project Information in the Preview window".
Disabling this option will remove all messages and information from the preview window leaving an empty document with just the menus.
- Engine 2.2.002 is released
  - Fixed flickering problem that occurred on the browser's status bar when the "Item Highlight" feature was activated.

12/Dec/2003

- DHTML Menu Builder 4.7.001 is released
  - Fixed bug that could crash DHTML Menu Builder if a corrupted language package was used.
  - The "Item Highlight Wizard" will now prevent the display of documents that belong to FrontPage subwebs.
  - Most of the new features introduced since version 4.6.010 are now localizable. At this moment, only the "Spanish" package has been fully updated.
- Engine 2.2.001 is released
  - Fixed problem with the follow browsers' scrollbars function which could cause a browser to scroll eternally.
  - Fixed bug that caused the browsers' status bar to flicker and prevented any status text to be displayed when the "Item Highlight" feature was being used.

05/Dec/2003

- DHTML Menu Builder 4.7.000 is released
  - Fixed multiple problems with the Item Highlight Wizard
  - Minor improvements have been made to the "Secondary Projects" support.
  - Added support to navigate the menus using the keyboard. To enable this feature turn on the "Keyboard Navigation Support" under the File->Project Properties->Global Settings->Extended Features section.
- Engine 2.2.000 is released
  - Fixed multiple bugs that effected the performance and reliability of the menus under some very specific circumstances.

14/Nov/2003

- DHTML Menu Builder 4.6.001 is released
  - Fixed several bugs that affected the new "Item Highlighting" functionality and the frames support.

11/Nov/2003

- DHTML Menu Builder 4.6.000 is released
  - Fixed problem that prevented DHTML Menu Builder from loading projects when a .dmb project was doubled clicked from FrontPage 2003

- Added a new tool called the "Item Highlight Wizard" which allows the easy implementation of automatically highlighting an item, or sets of items, based on the section in which the visitor is inside the web site.
  This new tool completely substitutes the AutoSel AddIn by providing a user interface to implement and remove the code required to highlight an item.
- Engine 2.1.000 is released
  - Fixed bug that caused the Map view to report links as broken when the local configuration used shares in the form of \\machinename\

24/Oct/2003

- DHTML Menu Builder 4.5.010 is released
- Engine 2.0.009 is released
  - Fixed a problem with the "Follow Scrollbars" feature which would prevent a toolbar from being properly displayed if the toolbar didn't fit inside the visible area of a browser window.
  - Fixed bug that caused the rollover effects on the toolbar items to stop working if a project used toolbars and image-based hotspots to display the menus.

16/Oct/2003

- DHTML Menu Builder 4.5.009 is released
  - This is a maintenance release that fixes a compatibility problem between the links in the menus and ZoneAlarm's popup blocker.
  - Several minor bugs have been fixed.

02/Oct/2003

- DHTML Menu Builder 4.5.008 is released
- Engine 2.0.008 is released
  - Fixed bug that caused javascript errors under Navigator 4 when some alignment settings other than Bottom/Left were being used.
  - Improved rendering engine so menu items with borders do not appear to "jump several pixels" when the mouse is moved over them.
  - Highly improved the rendering of borders so 3D effects are now more notable and cleaner.

23/Sep/2003

- DHTML Menu Builder 4.5.007 is released
  - Fixed bug that caused the program to freeze when using the "Background Color" option from the Preview dialog under Windows 95, 98 and Me.
  - Fixed bug that caused the program to run progressively slower after using it for some time.
  - Improved online connection testing. DHTML Menu Builder should now properly detect if the host computer is connected to the internet.

- Improved frames parser to discover the frames on a frameset document.
- Engine 2.0.007 is released
    - Fixed bug that affected the "follow scrollbars" feature.
    - Fixed bug that affected some projects with frames support.
    - Fixed bug that affected the frames support under Internet Explorer 5 for the Mac.

08/Sep/2003

- DHTML Menu Builder 4.5.006 is released
    - Fixed bug that caused the new Save function in the "Images" dialog to save the selected image as an empty file.
    - Added support to define how the different menu items should be displayed in the Map Mode.
      The display options are located in the Edit->Preferences->Display dialog.
      This feature also provides the ability to flag items with broken links by changing their color.
    - Added a Broken Links Report system available through the Tools->Reports->Broken Links Report menu.
    - Add support to specify automatic links verification when loading, saving and/or compiling a project through the Edit->Preferences->Links Verification dialog.
    - Changed the way DHTML Menu Builder detects if the host computer is connected to the Internet.
      Now DHTML Menu Builder should be able to detect the online status even if the computer is behind a firewall and/or proxy server.
    - The Tools->Install Menus dialog has been considerably enhanced to make the implementation of secondary projects easier and more intuitive:
        - The name of the projects to be installed is now displayed on the title bar of the dialog
        - When a file is selected, the name of projects that have been installed into the file will be displayed on the status bar
- Engine 2.0.006 is released
    - Fixed bug that could cause javascript errors when toolbar items are set to display a submenu when clicked.
    - Fixed bug that could cause a browser to freeze if an HTML document that contained one or more secondary menus was scrolled up and down several times.
    - Fixed bug that could cause the toolbar items to flicker under some types of projects.
    - Fixed bug that that caused an error under Mozilla-based browsers when the _blank target frame was specified.
    - Fixed bug that could cause some rollovers created with ImageReady to stop working when the "ImageReady Rollover Support" was enabled.

19/Aug/2003

- DHTML Menu Builder 4.5.005 is released
    - Fixed bug that could cause the application to crash when using the Edit->Copy tool on a separator.
- Engine 2.0.005 is released

- Fixed bug that caused javascript errors when using the "ImageReady Rollovers" support (again).
- Fixed bug with the ActiveText feature used in text-based hotspots that would cause the menus to disappear immediately after being displayed.
- Fixed bug that caused JavaScript errors in Internet Explorer 4.

09/Aug/2003

- DHTML Menu Builder 4.5.004 is released
  - Fixed bug that could cause the "Directory Scanner" tool to fail to detect files from custom file type definitions.
  - The "Export As HTML" feature has been enhanced so the tree-like menus can be collapsed/expanded all at once.
- Engine 2.0.004 is released
  - Fixed bug with the compression algorithm that caused it to generate corrupted javascript files when more than one menu items in the project being compiled used the "Open in new Window" action type.
  - Fixed bug that caused javascript errors when using the "ImageReady Rollovers" support.
  - The compiler has been enhanced so very large projects will be compiled much faster and will produce smaller .js files.

31/Jul/2003

- DHTML Menu Builder 4.5.003 is released
  - This is a maintenance release which fixes several minor bugs.
- Engine 2.0.003 is released
  - This is a maintenance release which fixes several minor bugs.

All users of DHTML Menu Builder 4.5.000, 4.5.001 and 4.5.002 are urged to upgrade immediately to ensure the proper functionality of the program.

24/Jul/2003

- DHTML Menu Builder 4.5.002 is released
  - Fixed typo on the File->Export As HTML dialog.
  - Added support to specify complex sets of items to receive style changes.
    This feature can be accessed through each style dialog by clicking on the new scope control and selecting the "Advanced" option. This advanced feature can also be selected from the Edit->Paste dialog by clicking on the "Advanced" button.
  - Now when generating an HTML version of the menus using the File->Export As HTML feature, DHTML Menu Builder will not add rollover effects to those groups and commands that are not linked.
  - Enhanced the way DHTML Menu Builder detects an internet connection. This will avoid potential problems with the validation system and the connection to the Online Catalog.
  - Minor cosmetic changes have been applied to some sections of the program.
- Engine 2.0.002 is released

- Fixed bug that caused the menus to continuously reset the status text of the browser.
- Fixed bug that caused some menus to close immediately after moving the mouse over them. This often occurred with menus displayed from hotspots where the first command in the group displayed a subgroup.

17/Jul/2003

- DHTML Menu Builder 4.5.001 is released
    - Fixed a small bug with the Preview feature of groups not belonging to any toolbar.
    - Fixed bug that could cause the File->From Directory Structure option to crash under some circumstances.
    - Increased the overall performance of the application. This will be more notable on projects using many images.
    - Added support to hold up to 8 recently used documents from the File->Open Recent menu; also, DHTML Menu Builder will now automatically remove from the recent files menu any projects that no longer exist.
    - Added support to specify the default charset encoding for the preview window. This option is accessible through the Edit->Preferences dialog as well as from the Preview window.
    - Added support to change the style of several menu items all at once from each style dialog.
    - Enhanced keyboard-based navigation of the DHTML Menu Builder interface using the TAB key.
    - The tree-like menus generated by the File->Export As HTML feature are now fully compatible with Opera 7 and Safari 1.0
- Engine 2.0.001 is released
    - Fixed bug in the generated code that could cause a toolbar item that does not display a menu to flicker when the mouse was moved above it.
    - Fixed bug that could cause the menus to generate a javascript error when using non-standard alignment settings for submenus.
    - Fixed bug that caused one of the images in the loader code to have two extensions: 'dmb_m.gif.gif'
    - Enhanced compression algorithm will now generate slightly smaller JavaScript files.

25/Jun/2003

- DHTML Menu Builder 4.5.000 is released
    - This version has been released to accommodate the enhancements in the 1.2 version of the DHTML Menu Builder Engine.
    - Added support to generate menus that are compatible with Lotus Domino web server.
    - Added support to display the subwebs of a FrontPage web under the Install Menus dialog.
    - Changed the way nodes in the Edit->Copy dialog are automatically selected so the "URL/Script" and "Target Menu" options are never auto-selected.
    This will solve the problem of ending with all menu items displaying the same group when moused over or linking to the same page when clicked.
    - Support for the "Opera Helper Functions" has been removed.

- Engine 2.0.000 is released
  - The new engine is now capable of producing smaller, faster and more compatible menus. The new code generated by the 1.2 version of the DHTML Menu Builder Engine generates code that is fully compatible with the following browsers:
    - PC/Windows Platform:
      - Internet Explorer 4, 5, 5.5 and 6 and all browsers based on Internet Explorer 4 and above.
      - Netscape Navigator 4
      - Opera 6.0 and above (see *note below regarding support for Opera 6)
      - All Mozilla based browsers including Navigator 6 and 7 and FireBird
    - Macintosh Platform
      - Internet Explorer 5 for MacOS 9 and X and all browsers based on Internet Explorer 4 and above.
      - All Mozilla based browsers including Navigator 6 and 7
      - Safari 1.0
      - Opera 6.0 and above (see *note below regarding support for Opera 6)
    - UNIX Platforms (including Linux)
      - Netscape Navigator 4
      - All Mozilla based browsers including Navigator 6 and 7 and FireBird

    The following list of browsers have been removed from the supported list:

    - Opera 5 and 6
      *NOTE: The menus will work perfectly fine under Opera 6 as long as no special effects, such as DropShadows, are used.

Related topics of interest:

- DHTML Menu Builder News
- Full DHTML Menu Builder History Log

Acknowledgements

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- VBNet
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- Thomas Parrish
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- RegNet
- My Wife
- ...and many more!

Glossary

Note: The following definitions all pertain to use within the context of DHTML Menu Builder.

A

AddIn
An **AddIn** is a reusable component that provides additional or modified behaviors for the menus. For more information see the AddIn Editor section.

Anchor
A tag in an HTML document that defines a section of text, an icon, or other element as a link to another element in the document or to another document or file. See also HotSpot.
Click here for a complete description.

AUE (Advanced Unfolding Effects)
Module integrated into DHTML Menu Builder to setup advanced visualization effects for the menus. To access this tool click File->Project Properties->Global Settings->Advanced Unfolding Effects

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B

Border
Area surrounding an element, specifically the area surrounding a group defined through the Color dialog.
For commands. this is the area surrounding the selection. It can be set through the Selection Effects dialog.

DMB
Short name for **D**HTML **M**enu **B**uilder.

C

Code

A series of instructions, variables and values that, when interpreted by the appropriate engine, produce some kind of result.

In DHTML Menu Builder the term usually refers to the code generated by the Compile process. The code generated by DHTML Menu Builder will always be saved in files with a "js" extension which means it is a JavaScript file. *It is important to know that JavaScript files created by DHTML Menu Builder must be treated as binary (as opposed to text) documents.*

DHTML Menu Builder generates more code than that stored in the "js" files. Below is a complete list of all the code that can be generated by DHTML Menu Builder:

- Menus Code: This is the code stored on the "js" files that display and control your menus. These files are generated through the compilation process.
- Loader Code: This is the code placed in your web documents that instructs the browser to load the "js" files. This code is installed through the Install Menus tool (or if you have enabled the "Use Advanced Installation Tools" option the Install Loader Code will be used).
- Trigger Code: For projects using hotspots, this is the code placed on the hotspots so when the hotspots are selected they display the attached menu. This code is installed through the HotSpots Editor tool.

Compile (Compilation Process)

The action of generating the JavaScript code that will display and control the menus of your project. For more information about compiling see the Implementing the Menus section.

E

Effect

A setting that applies a special feature to an element in the menus.
See AUE, Unfolding Effects, Special Effects.

F

Frame

An individual frame within a FRAMESET. In HTML, this is usually a window within a page where the contents are separated and independent from the contents on another frame. DHTML Menu Builder provides support for triggering the menus on one frame and displaying them in another.

For more information see the Working with Frames section.

H

HotSpot

An element on a web page that can be used to trigger (display) a menu. A HotSpot must always be a hyperlink and the hyperlinked object can be any HTML element that supports the anchor tag.

For more information, see the Preparing your Web Site section.

Hyperlink

An HTML element enclosed in anchor tags.

I

Image

Technically, a file containing information about a two dimensional array of pixels that represent some sort of graphic. In practical terms, any graphic.

You can assign images to various elements in your menus such as the background of the groups, toolbar, commands, and either or both sides of a command or toolbar item.

For more information, see the Images dialog.

M

Margin

Margin defines the distance from the outer border of an element to the inner border of the container. Margins can be applied to numerous elements in DHTML Menu Builder:

- Group Margins
- Commands' Margins
- Toolbar Margins

Menu

A menu is what the user sees when a hotspot is triggered. A menu is composed of a group and its commands.

For more information see the Anatomy of a Menu section.

Menubar
(see toolbar)

P

Project
The file where all the information about your menus is stored.
DHTML Menu Builder's projects have a "dmb" extension and should be treated as binary files.

T

Toolbar
A toolbar (also known as menubar) is a special object used to display a series of menu items. A toolbar remains always visible and can be used to allow access to the different menus in your project.
In DHTML Menu Builder you can create as many toolbars as you want, place them anywhere on a page. Click here to know more about toolbars.

Advanced Topics

The following topics cover sections and features of the program that require a reasonable knowledge of the technologies used by the menus, such as JavaScript, DHTML, the Document Object Model, etc.

It is no necessary that you understand these topics to use the program, but, if you feel comfortable with the mentioned technologies then knowing how to use these features can greatly and considerably enhance your experience with DHTML Menu Builder:

- The Toolbars' Visibility Condition
- The AddIn Editor

Toolbars' Visibility Condition

Under some situations you may want to be able to display or hide a toolbar. For example, you could create a project with two toolbars: one which is always visible and the other that its only displayed under a specific section of your web site.

The toolbars' visibility is controlled through the state of a condition known as the "Visibility Condition". To access this parameter, click Tools->Toolbars Editor->Advanced

The condition must be defined by the body of a function that, when evaluated, must return either true (visible) or false (hidden).

So, for example, if you add this code to the Visibility Condition of a toolbar:

```
return document.title.indexOf("Customers")!=-1;
```

The toolbar will remain hidden unless the title of the document being displayed contains the "Customers" string in its title.
If you need to match the exact title of an HTML document to determine the visibility state of a toolbar you could use this code:

```
return document.title == "Ink Cartridges - Color";
```

In this case, the toolbar will remain hidden unless the title of an HTML document exactly matches the "Ink Cartridges - Color" string.

These are just some basic examples that take advantage of the page title to determine the visibility state of a toolbar... but you could be a lot more creative and use some more complex conditions.
For example, you could create a condition that depends on some other javascript variable in your page, or perhaps a condition that depends on the actual time or date.
The possibilities are just endless...

Modifying the Visibility Condition programmatically

The state of a toolbar can also be changed by directly accessing the variable that controls their visibility by adding some code into an HTML document.
For example, this code will turn the toolbar number 1 off:

```
<script language="JavaScript">
    tbVisC[1] = new Function("return false");
    SetupToolbar();
</script>
```

The first line of code defines the body of a simple function that returns a false value setting the visibility state for the toolbar number 1 to be hidden.

The second line of code causes a refresh in all the toolbars by re-evaluating all their parameters. If the second line is omitted the visibility state will not change.

Creating a blinking effect

Although it may not be a useful thing to have a toolbar blink it demonstrates the power and versatility of this new feature in DHTML Menu Builder 4.1 (and above)
Here's the code used in the Visibility Condition of the toolbar:

```
var m=new Date().getMilliseconds(); if(!SM)window.setTimeout
("SetupToolbar()", 100); return (m<800);
```

First of all, notice that the code must always be contained in a single line and must always return either true or false.
So, let's analyze the code, piece by piece:

```
var m=new Date().getMilliseconds();
```

The first piece of code queries the system and retrieves the current time, but only the milliseconds. The result is stored in the variable 'm'.
The second section of the code:

```
if(!SM)window.setTimeout("SetupToolbar()", 100);
```

This code setups a timer so the SetupToolbar() function is called again. This will force the code to keep re-evaluating our condition until the page is unloaded. Notice that this timer is only required on Internet Explorer; this is why we use the "if(!SM)" condition, which means: "...if its not a mozilla-based browser, then...".
And finally, the third piece of code:

```
return (m<800);
```

...is the return statement.
In this statement we're comparing the value in the variable 'm' with the number 800. If the value in 'm' is less than 800 the function will return true, otherwise it will return false.

This causes the function to return true for about 800 milliseconds and false for about 200. This will cause the toolbar to remain invisible (hidden) for about 200 milliseconds per every second.

Related topics of interest:

- Secondary Projects Support
- Online Tutorial for implementing multiple menus

AddIn Editor

The AddIn Editor is an integrated editor which offers many more options than those available through DHTML Menu Builder's user interface. Since DHTML Menu Builder generates code that is based on an editable template, you can modify the template to customize your menus even further than the program normally allows. These changes can also be reused in any DHTML Menu Builder project that you want.

You can add features, do real-time modifications to the menus, change standard settings, etc. You can even add variables (parameters), so they can be easily modified without having to re-run the AddIn Editor. All changes supported by AddIns are compiled into the JavaScript files ultimately generated by DHTML Menu Builder. You do not have to concern yourself with any additional files on your web site.

Please note that the AddIn Editor is *only intended for use by advanced users* with a working knowledge of HTML, DHTML, JavaScript, CSS, and the DOM of the latest browsers. (If you are not familiar with any of these terms, you probably should not be using the AddIn Editor.)

The AddIn Editor Window

The AddIn Editor window is composed of five main sections:

- **The Section selector**
  This list displays all the standard functions used by DHTML Menu Builder. Selecting a section from this list displays the contents of that section. The predefined functions can be modified but not deleted. Any functions you create will also be found in this list.
  In the DHTML Menu Builder code template, there is one special section which is not a function. It's called GLOBAL. This is where all the global variables used by the functions are defined.

- **The new code pane**
  This pane shows the modified code.

- **The original code pane**
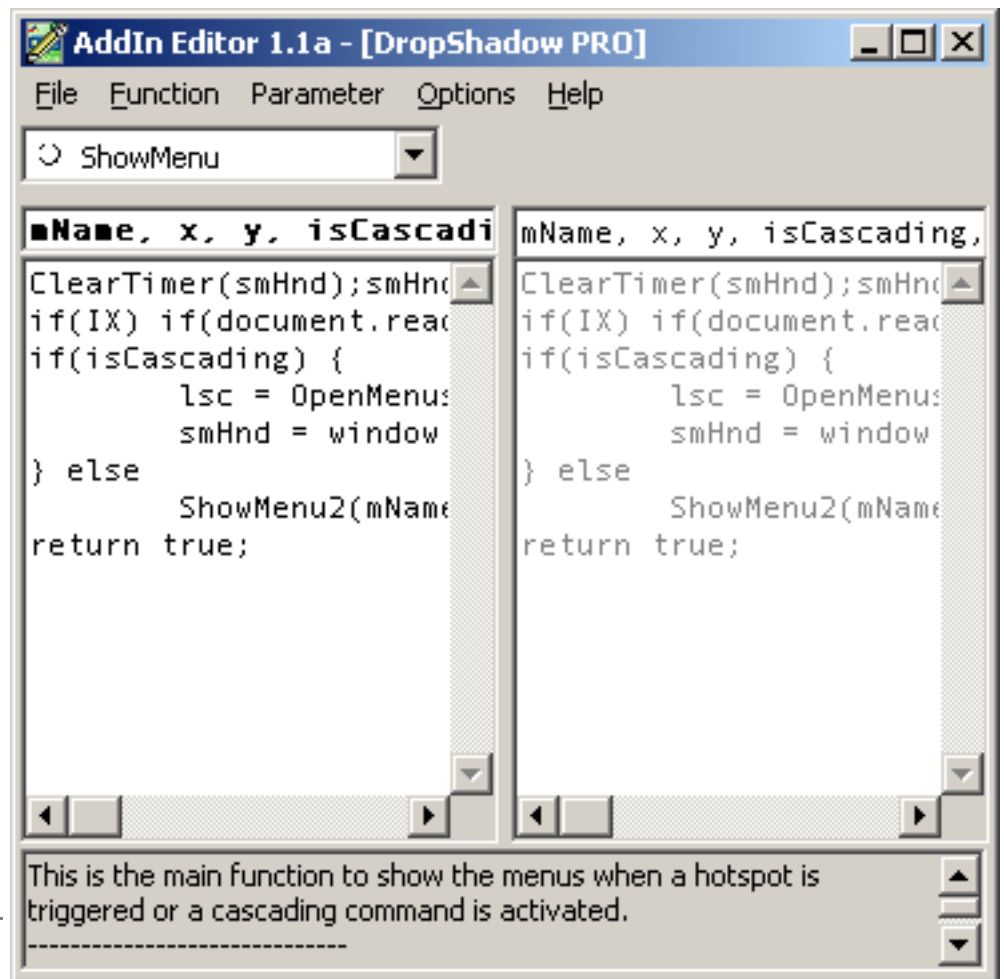
This pane shows the original code as found on the default template.

- **The functions variable bar**
  This small bar shows all the variables defined on the selected section.

- **The description pane**
  This pane will show a small description of what the selected function does.

Working with the AddIn Editor is very simple, and basic customizations to the default template are easily implemented.

Basic Operations

Starting the AddIn Editor

To start the editor, click `AddIn Editor` on the `Tools` menu.

Creating a New AddIn

The easiest way to create an AddIn is to click `Properties` on the `File` menu .
Type the name and the description of the new AddIn and click `OK` to save your changes.

Subsequent changes will be saved to a file under the name of the AddIn. All the AddIns are saved in the same place, a directory called AddIns under the folder where you installed DHTML Menu Builder.

Opening a previously saved AddIn

To open an AddIn click `Open` on the `File` menu.
Then select which AddIn to open from the displayed list.

Deleting a previously saved AddIn

To delete an AddIn click `Open` on the `File` menu to display the AddIn file dialog.
Then select which AddIn to delete and click `Delete`.

Note that you *cannot undo* this deletion.

Installing a new AddIn

Several AddIns are usually available for download on our web site. These typically offer support for some of the most requested features.
To install a new AddIn, double-click the (downloaded) AddIn file. It will be automatically installed into the correct folder.

Adding a new function

To add a function to the selected `AddIn`, click `Add` on `Function` menu.

The function name should be made of alphanumeric characters only and the first character must be a letter. The naming conventions for the JavaScript functions applies. Note that you should not add the parameters declaration on the name.

Finally, if you wish, you can type a small description of what the function does.

Editing or removing a custom Function

Default functions cannot be deleted although they can be edited. To edit a function, select the function from the list and then click `Edit` on the `Function` menu. To remove (delete) a custom function, select the function from the list and then click `Delete` on the `Function` menu.

Restoring the original code from a function

To restore the default code of the selected function, click `Restore` on the `Function` menu.

Parameters

The `AddIn` Editor supports inserting parameters in the code. This is useful if you want some values changed without having to re-edit the code in the `AddIn` Editor.

The `Parameters` menu offers options to Add, Edit, Remove and Insert parameters to your code.

Changing the compilation value of these parameters can be performed by clicking the `Parameter Properties` button , which is located in the Advanced tab of the Project Properties dialog.

While working in map view
There're many tasks that can be performed directly from the Map View interface. Once you have reviewed all the possible options that are available while working on this mode you will be able to work faster and more efficient.

Creating Items

- Toolbars: click Menu->Add Toolbar
- Groups: Select the toolbar where you want to create the group and click Menu->Add Group
- Commands: Select the group where you want to create the command and click Menu->Add Command

Creating SubMenus

To create a submenu simply select a command and click Menu->Add SubGroup
DHTML Menu Builder will automatically set the Over/Cascading mode for the command and will cerate a group for you so you can start adding the commands for the new submenu.

Deleting Items

To delete an item simply select the item that you want to delete and press the DEL key on your keyboard or click Menu->Delete
Notice that while in Map View DHTML Menu Builder will automatically perform some additional tasks when:

- Deleting a toolbar: All the groups that were attached to the deleted toolbar will be automatically moved to the (NoToolbar) section
- Deleting a group: All the commands that belonged to group will be deleted automatically
- Deleting a submenu: The command that displayed the submenu will be automatically configured to do nothing when the mouse is moved over it

Renaming Items

- Notice that after creating a new item the Map View will auto-select it and wait for you to give it a caption. To do so, simply write the caption for the newly created item and press the ENTER key when done.
- Once an item has been created, to rename it, simply select the item and press the F2 key or click Edit->Rename
- When renaming an item you're actually changing the caption of the item. If you would like to change the items' name (this only applies to groups and commands) then start renaming the item by clicking Menu->Rename and enclose

the item's name in brackets.

<u>Rearranging the menu items</u>

The order in which the toolbars, the groups and commands appear in the Map View affects your project. Rearranging the menu items in the Map View is a very easy task:

- To move toolbars, groups and commands up and down simply use the Up (▲) and Down (▼) buttons from the toolbar.
- Groups and commands can be dragged and dropped while the Map View. This way you can easily move or copy group from one toolbar to another or you can move or copy a command from one group to another. While dragging and dropping a command hold down the ALT key to change the default move action to copy.

The *smart* Context Menu

The Map View features a smart context menu which automatically modifies itself to display only the most commonly used options based on the selected item.
This is a very powerful feature that can save a lot of time when creating and working with a project because instead of having to search through the menus or the toolbars for a specific option you just have to right click an item from the Map View and the context menu will be customized to provide you with the most useful and most frequently used set of options.

The menu items' colors and icons

Each items in the Map View is represented by its caption and an icon.

- ⬜ This is the icon used to represent toolbars
- ⬜ This is the icon used to represent toolbar items
- ⬜ This is the icon used to represent groups
- ⬜ This is the icon used to represent commands
- ⏋ This is the icon used to represent separators

The icon for toolbar items, groups and commands have several variations used to represent the events used by the item. For example, a command icon with a "0" and arrow (⬜) means that the over event for the item has been configured to display a submenu. A command icon with a "1" (⬜) means that the click event has been configured to open a page when clicked (link).

Each menu item is also represented using a different set of colors and styles. For example, toolbars,

toolbar items and groups are displayed using bold text; items with broken links are displayed using a red color, etcetera.

To customize how the different items are displayed, use the Edit->Preferences->Display dialog.
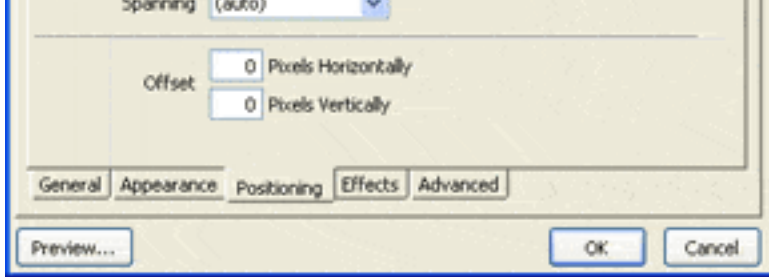
the image that we want to use as a reference. In this case we called our image "RefImage".

And, finally, its just a matter of recompiling the project using the `Tools->Compile` command to see how our changes are working.

Well, as expected, the toolbar is appearing "near" the image in the dark blue cell and it is following it (you can verify this by resizing this window). But... it is not exactly over the image. This is normal and it can be fixed by applying some small offsets to tweak the final position of the menus.

As you can see in the sample below the toolbar is appearing a couple of pixels to the right so we'll need to compensate this by applying a negative offset. A negative vertical offset will move the toolbar towards the top and a negative horizontal offset will move the toolbar towards the left.

Click the Continue button below to see how we apply these offsets and finalize our project.

Your browser does not support inline frames or is currently configured not to display inline frames.

Continue »

even previewing.

When a group is selected, the Live Preview shows how the background of the menu will appear. If the toolbar option is selected, the preview will show how the actual toolbar hotspot will appear.

When a command is selected, the Live Preview shows how the selected command will appear against its parent group.

16/Jun/2003

- Engine 1.07.007 is released
  - Fixed bug that caused background images on some menu items not to appear under Netscape Navigator 4.

11/Jun/2003

- DHTML Menu Builder 4.3.009 is released
  - Added support to preview the sitemap generated through the File->Export As HTML option.

06/Jun/2003

- DHTML Menu Builder 4.3.008 is released
  - Fixed bug that could corrupt non-HTML documents if the "Remove Menus" option was used while the "Hide Unsupported Documents" option was not selected.
- Engine 1.07.006 is released
  - This is a maintenance release.

22/May/2003

- DHTML Menu Builder 4.3.006 is released
  - Fixed bug introduced in version 4.3.005 that caused the ImageReady and Dreamweaver Rollover Support to stop working.
    When enabling any of these extra features the Root Menus Delay will be ignored in order to ensure that the rollover support is properly implemented.
  - Greatly improved the speed at which styles are applied through the `Tools->Apply Style from Preset` option.
  - The Menus Offsets will now be applied from the select Preset when using the `Tools->Apply Style from Preset` option.

19/May/2003

- DHTML Menu Builder 4.3.005 is released
  - Fixed bug that could crash the program if a user tried to delete an Online preset from the Presets Manager.
  - Added support to specify a delay to show root level menus.
  - Added a new AddIn, *AutoSel*, which will allow you to select a menu item programmatically.
    Click here for more information.
- Engine 1.07.005 is released
  - Fixed bug that caused the DropShadow effect not to work on toolbars with transparent backgrounds.

- The context menus will now be shown instantly regardless of any delay.
- Installer
    - The installer has been enhanced to properly install all files and perform a successful upgrade when installing DHTML Menu Builder over a previous version.

13/May/2003

- DHTML Menu Builder 4.3.004 is released
    - Fixed minor bugs that affected the way the menus in the program work.
    - Fixed bug that caused the program not to update the interface when a menu item was being selected and required the item to be selected twice.
    - Fixed bug that caused the "Live Preview" to incorrectly render some menu items when using custom toolbar sizes.
    - Added support to browse the Presets on the Online Catalog directly from the Presets Manager window.
- Engine 1.07.004 is released
    - Fixed bug that caused links on toolbar items to generate a javascript error or to stop working when the target frame contained a document from a different domain.
- DHTML Menu Builder Wizard 1.1.004 is released
    - Fixed bug that caused the font alignment setting to be ignored.

06/May/2003

- DHTML Menu Builder 4.3.003 is released
    - Fixed several bugs that affected the Secondary Projects support.
- Engine 1.07.003 is released
    - This is maintenance release.

29/Apr/2003

- DHTML Menu Builder 4.3.002 is released
    - Fixed bug that could cause the HelpViewer window to always appear behind the main DHTML Menu Builder window.
    - Fixed bug that could cause the Preview window to appear modal when activated from the main DHTML Menu Builder window.
    - Fixed bug that could cause the "Menu" menu to appear empty.
    - Fixed bug that caused the "Live Preview" to incorrectly render caption-less toolbar items.
    - Fixed several bugs with the "Secondary Projects" support that could cause the application to crash or to incorrectly report incompatible projects.
- Engine 1.07.002 is released
    - Fixed bug that caused the menus to behave unexpectedly under Navigator 4 when using frames support.
    - Fixed bug that affected the way the engine calculates the size of caption-less toolbar items.

25/Apr/2003

- DHTML Menu Builder 4.3.001 is released
  - The menu system used in the program has been changed from scratch in order to fix the following problems:
    - The "File" menu does not work.
    - The program crashes under Windows 95 when the SHIFT, CTRL or ALT keys are pressed.
  - Added support to trigger the groups' scrolling feature when the mouse is over the scrolling buttons.
  - Added support to create new projects from a directory structure or by following the links on the documents of a web site.
  - Added support to access the File->New menu from the main toolbar.
  - Added support to recursively delete menu items by holding the SHIFT key while selecting the Edit->Delete option.
  - Added support to submit Presets online to the Presets Online catalog by using the new File->Submit Preset option.
  - Minor enhancements have been made to the "Secondary Projects" support.
- Engine 1.07.001 is released
  - Fixed bug that, under some circumstances, caused the size of the toolbars to be miscalculated.
  - Fixed bug that caused some Advanced Unfolding Effects to stop functioning due to a corrupted style description.
  - Enhanced how the menus are positioned on the visible area of the browser when they don't properly fit in it.
- Installer
  - The installer has been redesigned to make it smaller and faster.

02/Apr/2003

- DHTML Menu Builder 4.3.000 is released
  - Fixed bug that affected the way new menu commands are added to a project when their parent groups have crosslinked assignments (that is, groups that display other group's commands).
  - Enhanced support to drag and drop items while in the Map view. DHTML Menu Builder will now properly copy groups being dragged and dropped, specially groups with submenus and complex structures.
  - Added support to specify background images in the toolbar items. The Images dialog for the groups have been redesigned to accommodate this new feature.
  - Added support to display the context menu of any menu item using the context menu key on the keyboard.
- Engine 1.07.000 is released
  - Fixed bug that could cause javascript errors if the "Support for ImageReady Rollovers" feature was enabled.
  - Fixed bug that caused separators on horizontally aligned groups to appear corrupted or not to appear at all.
  - Minor enhancements have been made to the generated code to make it cleaner and more compatible/compliant to the standards.
  - Several javascript functions have been revised to provide better support for Opera 7 and KHTML-based browsers.

24/Mar/2003

- DHTML Menu Builder 4.2.003 is released
  - Minor bug fixes related to the Map view will prevent unexpected results when performing operations such as drag&drop, pasting and deleting menu items.
- Engine 1.06.005 is released
  - Enhanced rendering engine so the font information does not affect the size of caption-less menu items.

20/Mar/2003

- DHTML Menu Builder 4.2.002 is released
  - Minor enhancements have been made to ensure that DHTML Menu Builder's interface is properly rendered under Windows XP in skinned mode.
- Engine 1.06.004 is released
  - Fixed bug that could cause the "Optimize Paths" option of a configuration of type remote to generate invalid absolute paths.
  - Fixed bug in the compression engine which could corrupt the code used to pre-load the images in a menu when using a configuration of type remote.
  - Enhanced code generation on projects using image-only menu items.
  - Added a new function to overcome a bug in Internet Explorer 5 for Mac that could cause a misalignment on groups and/or toolbars attached to images.

19/Mar/2003

- DHTML Menu Builder 4.2.001 is released
  - Fixed multiple bugs regarding the new Map view functionality.

17/Mar/2003

- DHTML Menu Builder 4.2.000 is released
  - Fixed bug that could cause the Preview window to fail to assign the background color and become modal.
  - Fixed bug that prevented the drag&drop operation to copy groups from one toolbar to another.
  - Added support to set the size and color of the drop shadow. Consequently the DropShadow PRO AddIn is no longer required.
  - Added "Single Select" support to the Tree mode in the Export As HTML function.
  - The drop shadow and transparency effects are now rendered in such a way that the drop shadow will not be visible through the groups due to the transparency setting.
  - Added support to specify drop shadow and transparency effects for the toolbars.
  - The application has been enhanced to consume about 10% less system resources on Windows 95, 98 and Me.
  - The Map view mode has been dramatically enhanced for performance. Large projects with 500 or more menu items are now rendered almost instantly with minor notable delays.

- Engine 1.06.003 is released
  - Fixed bug that caused a javascript error when using the groups' scrolling support on projects with frames support.
  - Fixed bug that caused the menus to render improperly on documents running with XHTML compatible DOCTYPE.
  - Fixed several problems with Navigator 4 and the Toolbar's "Attached To" feature.
  - Highly improved support and compatibility for Opera 7.
  - The code will now reset itself whenever the menus' frame is reloaded to avoid possible crashes on some versions of Internet Explorer. This applies to projects with frames support.
  - Some parts of the code have been tweaked to properly support the upcoming final version of Mozilla 1.3

06/Mar/2003

- Engine 1.06.002 is released
  - Fixed bug that could crash the program when using separators on menus wider than 300 pixels.
  - Minor enhancements to the compression algorithm should provide smaller compiled files on large projects.
  - The compiled menus should now be more responsive under Internet Explorer 5 for the Mac as well as all Mozilla based browsers.

03/Mar/2003

- Project Compiler 1.1.123 is released
  - Fixed bug that could cause some projects using separators to be compiled incorrectly.
- Engine 1.06.001 is released
  - Fixed bug that could crash DHTML Menu Builder when starting multiple instances
  - Fixed bug that caused javascript errors when the group scrolling feature was activated on projects using configurations of type remote.

26/Feb/2003

- DHTML Menu Builder 4.1.000 is released
  - Fixed bug that caused the Map view to improperly render the menu's structure after changing the action type.
  - Fixed bug that caused the Map view to improperly render the menu's structure after moving a toolbar using the Up/Down arrow controls.
  - Fixed bug that could cause the use of the Install Menus option to corrupt some non-HTML documents.
  - Fixed several bugs that affected the functionality of the ColorPicker.
  - Fixed bug that caused DHTML Menu Builder to crash if a new toolbar was created and then a menu item was moved up or down.
  - The Map view has been improved so the state of the expanded and collapse items is maintained.
  - The Integrated Preview has been enhanced so you can now easily change the

background color of the preview document and you can also preview the menus directly over the Target Document, as specified on the default configuration.

- New subgroups and new commands created under a subgroup will now inherit the styles from their parent elements.
- Added support to show and hide toolbars programmatically through the new "Visibility Condition" property.
- Added support to combine projects into the same document.
- Added support to see all the documents on the web site through the Install Menus tool.
- Added support to specify the border type of groups (Menu->Color dialog) and Toolbars (Tools->Toolbars Editor->Appearance dialog).
- Added support to create scrollable menus. This is specially useful for menus that are too long to fit in a standard browser window; with this feature users will be able to scroll up and down the contents of the menus.
- The presets are now compressed to save space.
- The Used Colors menu from the ColorPicker dialog will now display a small red rectangle on the currently selected color.
- The documentation has been updated to reflect all the new features.
- Export As HTML fixes and enhancements
    - The links on the tree-like menu items will now have the correct relative path when using configurations of type relative.
    - The links on the tree-like menu items will now include the target frame information so the menu can be included in a frame.
- AddIn Editor 1.5 has been released
    - This new version of the AddIn Editor is able to properly upgrade AddIns to the current version of the default code template. By simply opening an AddIn with the AddIn Editor and saving it is enough to update all the non-modified functions.
- Engine 1.06.000 is released
    - Fixed bug that caused a javascript error when the support for "ImageReady Rollovers" support was enabled.
    - Fixed bug that caused javascript errors under Internet Explorer 5 for the Mac.
    - Fixed bug that caused menu items with no submenus to remain highlighted after moving the mouse away from them under all Mozilla-based browsers.
    - Fixed bug that caused corruption on some menu items' links when the links where manually entered (not using the browse button).
    - Fixed bug that could case incompatibility problems with third-party scripts.
    - The loader code from relative configurations now fully complies with the W3C standards by adding the width, height, border and alt parameters to the <img> tags.
    - The menus will now acquire their z-index value programmatically based on the z-index value of their parent toolbar allowing them to always be placed above every other menu object in the document. This fixes bug where a menu could be appearing behind other toolbars from the same project.
    - The overall performance of the menus has been increased resulting in more responsive rollover effects for the commands.

30/Jan/2003

- DHTML Menu Builder 4.0.002 is released
    - This is a maintenance release.

- Engine 1.5.003 is released
    - This is a maintenance release.

24/Jan/2003

- DHTML Menu Builder 4.0.001 is released
    - Fixed bug that caused menu items to get deleted when the DEL key was pressed to delete something from the Caption, URL/Script or Status text boxes.
    - Fixed bug that under some circumstances caused the wrong item name/caption to appear on the Paste dialog.
    - Fixed bug that caused the Map view not to refresh after doing a Paste operation.
    - Fixed bug that caused new projects created from a Preset to have a corrupted default configuration.
    - Some minor bugs have been resolved with the Find/Replace feature.
    - The "Export as HTML" feature has been enhanced to properly support projects with no toolbars and disabled items.
    - The documentation for the Advanced section of the Project Properties dialog has been updated to reflect the new Code Optimization setting.
    - The Map mode has been enhanced so you can now move (rearrange) groups and toolbars up and down using Up and Down arrows on the toolbar.
- Engine 1.5.002 is released
    - Fixed bug that caused JavaScript errors when enabling the support for Dreamweaver and/or ImageReady rollovers.
    - Fixed bug that caused the AUE to stop working on groups using the DropShadow and/or Transparency effect.
    - Fixed bug that could crash the program if a project contained a toolbar with no groups.
    - The DropShadow effect will now be displayed in-synch with the AUE effects.
    - Fixed bug that caused the menus to be incorrectly rendered under IE when documents followed the XHTML specification.
    - Fixed bug that caused a javascript error if the mouse was hovered over a menu being closed with an slow AUE effect.
    - Fixed bug that caused a document to stop loading if a toolbar item was selected before the document had finished loading.
    - Improved how the toolbar sizing is handled under Navigator 4 and Mozilla.
    - Added new functionality to the Toolbars' size parameters: When specifying a manual width or height setting, the engine will optimize the size of each one of the toolbar items instead of justifying them (making them all the same size). However, you may still force them to have the same size by enabling the Justify option.
    - The frames support has been considerably improved by providing a method of locating frames when the specified target frame does not exist. This is useful when the menus are run from a web site which uses a redirector or when the menus are being viewed from inside another frameset.
- DHTML Menu Builder Wizard 1.1.003 is released
    - This is a maintenance release to keep the code generated by the Wizard compatible and up-to-date with the latest changes in the application.

10/Jan/2003

- DHTML Menu Builder 4.0 is released

11/Jul/2002

- DHTML Menu Builder 3.6 public beta 1 is released
    - Several interface enhancements
    - Add support to create multiple toolbars
    - Added new Loader Code Manager
- Engine 1.5 is released
    - Enhanced compression
    - Fix several bugs related to the way some URLs are handled

28/Jun/2002

- DHTML Menu Builder 3.5.003 is released
    - This is a maintenance release that fixes several bugs introduced since the official release of version 3.5
- Engine 1.3.003 is released
    - This is a maintenance release that fixes several bugs introduced since the official release of version 1.3

21/Jun/2002

- DHTML Menu Builder 3.5.002 is released
    - Improved the load time of the application.
    - Added support to choose a default browser for previewing from the main window.
    - Add the "Add Links" button to the Install Frames Loader Code dialog.
    - The browse for folder dialog will now appear properly centered to the parent calling dialog.
    - Added support to specify any of the four standard target frames: _self, _top, _blank and _parent.
- Engine 1.3.002 is released
    - Fixed bug that could cause the JavaScript error 'location is undefined' when importing projects created with older versions.
    - Fixed a minor bug that was preventing the hide timer used to hide the menus from properly working.
    - Better handling of HTML tags in the caption now results in more accurate calculations of the width and height of the menu items.
- Wizard 1.1 is released
    - Added support to create submenus.
- Fixed bug that could cause the HelpViewer application to crash when performing a search operation.
- The documentation has been revised to make sure the content matches all the new features and changes.

16/Jun/2002

- DHTML Menu Builder 3.5.001 is released
  - Fixed some bugs with the Install/Remove Loader Code dialogs.
  - Improved some minor cosmetic issues with the Install/Remove Loader Code dialogs.
  - The Wizard is now part of the standard setup and its accessible through the Tools menu.
- Engine 1.3.001 is released
  - Minor improvements to the compression engine results in smaller compiled code.

10/Jun/2002

- DHTML Menu Builder 3.5 is released
  - Added support for a new configuration type: Relative. Click here for more information.
  - Added support to set transparent colors.
  - Added support to set the background color of separators.
  - Added support to set the alignment of submenus.
  - Added support for the toolbar items to display the Highlight Effects assigned to the groups.
  - Added support for pre-loading all the images used on the project. Older version would just pre-load some images.
  - Added support for customizing the width and height of the toolbar.
  - Added support to use Macromedia Flash animations as the background of any menu item.
  - Added preliminary support for the Konqueror browser.
  - Added support to type in a custom font size on the Font Dialog even if the font size is not displayed on the list.
  - Added support to control the unfolding effect speed, the time the menus will remain open before auto-hiding and the time the pointer must be on a command before the submenu is displayed.
  - Added support to enable Opera to display rollovers.
  - Added support to keep rollover effects created with ImageReady in synch with the menus.
  - Image-based hotspots now can be placed inside layers (or divs) and still preserve the proper alignment of the menus under Navigator 4.
  - The Frames Support has been highly enhanced making it simpler to set up the project in order to support frames. Also, the new support offers the ability to place the menus on any subframe that can be nested inside any number of parent frames. Finally, this new enhanced code will let you change the names of the frames without having to reconfigure or recompiling your project.
  - Several enhancements have been made to the registration system to avoid downtimes.
  - The LivePreview control has been considerably enhanced to reflect all the new features in this release.
  - Fixed bug that could cause DHTML Menu Builder to enter an infinite loop if a browser, previously configured on the Available Browsers dialog, was deleted from the system.
  - Fixed bug that caused the Live Preview component to appear when DHTML Menu Builder started even if the Live Preview option was disabled.
  - Fixed bug that caused the list of recently used colors menu on the Color Picker dialog didn't display the complete list of all the colors on the project.
  - The DEMO version of DHTML Menu Builder now supports all the features of the final release. Its only limitation is that the generate menus will not contain any links so when clicked will do nothing.
  - The AddIns "Dreamweaver Rollover Over Support" and "Navigator 4 Clip Bug" are now

integrated into the program.
- All the sound support options have been removed. The options will be re-enabled as soon as this feature is considered safe and stable.
- The FTP/Publishing feature has been completely removed from the program.
- Engine 1.3 is released
  - The generated code for Navigator 4 has been highly enhanced resulting in smaller, faster and more stable menus.
  - Fixed bug that caused URLs containing single quotes to be improperly parsed.

Click here for information on how to properly upgrade your project.

24/Mar/2002

- Engine 1.2.008 is released
  - Fixed bug that caused the preloading of images to fail when compiling a project using the FINAL optimization mode.
    This is a serious bug that caused numerous error entries on the web server's log files, slowed down the menus and under some circumstances caused an annoying flickering under Navigator 4. (Thanks to Tim)

21/Mar/2002

- DHTML Menu Builder 3.3.004 is released
  - Fixed bug that could cause DMB to crash when accessing the Validation/Registration dialog.
  - Fixed bug that could cause the caption of toolbar items to appear incorrectly aligned under Navigator 4.
  - Fixed bug that caused the Caption and Status text to lose any blank spaces placed after a punctuation mark.
  - Enhanced detection support for complex nested Frames and IFrames.
  - Updated some sections of the documentation such as:
    - Incompatibilities and limitations of different browsers and platforms
    - Registration Information
    - Frequently Asked Questions
    - DEMO version limitations

17/Mar/2002

- Engine 1.2.005 is released
  - Fixed bug that could cause the loader code from a CD-ROM configuration to cause problems if used on .asp documents.
  - Fixed another bug that caused the Upgrade function to improperly represent the date format under non-US systems. (Thanks to Jason)
  - Fixed bug that caused the toolbar items to render incorrect colors when using CD-ROM configurations. (Thanks to Wayne)
  - All the AddIns have been updated to reflect the latest changes in the code, introduced in

the March 9th release.

09/Mar/2002

- DHTML Menu Builder 3.3.003 is released
  - This version accumulates the fixes that were released on the 6th and 7th of March:
    - Fixed bug introduced in 06/Mar release that caused the menus to appear improperly aligned on the preview.
    - Fixed a bug with the Transparent Toolbar Items AddIn that caused JavaScript errors.
    - Fixed a bug with the latest version of the code generated by Engine 1.2.004 that could cause a JavaScript error under very old releases of Navigator 4.
    - Fixed bug that caused DHTML Menu Builder to display an incorrect release date for the latest version available when using the Help->Upgrade feature.
    - Fixed bug that caused URLs containing a comma to be corrupted in the compilation process.
    - Fixed bug that caused the Preview to hang or raise an error if a group contained customized trigger code.
  - Here's the list of the new fixes introduced in this release:
    - Fixed bug that caused the cached list of documents used on the Install Loader Code dialogs to be improperly restored
    - Added a new button "Add Links" on the Install Loader Code dialog to load all the documents linked from the menus. This is particularly useful when using a CD-ROM configuration and you want to install the loader code on all the documents linked from the items on your project. This button is not available on the Install Frames Loader Code dialog because this function is automatically executed when the dialog is loaded. This means that, by default, when you launch the Install Frames Loader Code dialog, all the files linked from the menu items are automatically added to the list.
    - All the Loader Code related dialogs display status information while they are working. On large projects it looked like DMB would have frozen. Now, with the status information you can see the progress of what DMB is doing.
    - Fixed bug that could cause the Upgrade feature to improperly represent the date information under systems not using the US time and date format.
- Fixed several bugs on some functions required by the CD-ROM configuration. These bugs caused the links on the commands to generate invalid relative paths.

28/Feb/2002

- DHTML Menu Builder 3.3.002 is released
  - Now the Up and Down arrow keys can be used to navigate the menu items.
  - Now the Del key can be used to delete the selected item.
  - The ColorPicker dialog initialization code has been dramatically enhanced reducing the loading time of the dialog to just a fraction of a second.
  - Added support to drag groups and commands between projects. Just open two instances of DMB and load two different projects on each instance. Then simply drag and drop a command or a group from one instance to the other.
  - Enhanced Upgrade dialog now shows the "What's New" information about the latest

version.
- The tutorial for creating projects using the toolbar option has been finally included in the documentation.
- Engine 1.2.004 is released
  - Fixed a serious bug that caused shared projects compiled with the FINAL optimization method to generate JavaScript errors.
  - Fixed several bugs that caused hotspots using the onclick event to display the menus to work inconsistently. Because of the changes required to fix this issue it is highly recommended that you re-run the HotSpots Editor to update the code on your hotspots.
  - The compression algorithm has been enhanced again providing better compression for projects using many images on the toolbar items.

21/Feb/2002

- Engine 1.2.003 is released
  - Fixed bug introduced in version 1.2.002 that could cause some projects to improperly render all the commands at the top of the group.
  - Implemented the new technique to align commands to the toolbar items.
  - Fixed several bugs on the "Dynamic Caption Change" and "Dynamic Enable-Disable" AddIns.

19/Feb/2002

- Engine 1.2.002 is released
  - Fixed bug that could cause a JavaScript error when compiling a project using a CD-ROM configuration.
  - Fixed bug that caused the caption of a command to loose the spaces after a "," when compiling the project using the FINAL optimization.
  - Improved alignment support for the caption of the menu items.
  - Enhanced compression algorithm.

18/Feb/2002

- DHTML Menu Builder 3.3.001 is released
  - Fixed bug with the group width setting as it would reset to Auto every time the Group Size tab was selected.
  - Fixed bug that caused DMB to crash if trying to resize the Images dialog when no images were loaded.
  - Fixed bug that caused DMB to crash if the Color Picker dialog was cancelled from the Extract Icon tool.
  - Enhancement to the User Interface continue:
    - Expanded the visible area for the tree view of the menus by making all the controls flat.
    - Added the Menu's Style Properties back to the Context Menu.
    - The Map view now supports context menus.
    - Slightly increased the viewable are of the Live Preview.
  - Added the support back for typing the underscore character on the Window Name

parameter of the New Window Parameters dialog.
  - Some code cleaning has been done resulting in a slighter smaller EXE and faster interface.
- Engine 1.2.001 is released
  - Fixed bug with the way Actions were being parsed.
  - Fixed bug that could cause the font size of the menus to increase every time a new page was loaded under Navigator 4 for the Macintosh when using frames support.
  - Fixed bug that caused the menus to generate a JavaScript error when running under Internet Explorer 5 for the Macintosh on documents with the strict HTML 4.0 doctype declaration.
- Added a new AddIn, called AutoFrames, which should provide a great improvement in the way frames support is handled by DMB. Click here for more information.

12/Feb/2002

- DHTML Menu Builder 3.3 is released
  - User Interface Enhancements and Changes:
    - The main window has been slightly redesigned to support splitting and appear clearer and less cluttered.
    - You can now rename an item by selecting it and then clicking it again, just like in Explorer.
    - The context menu for the menu items has been simplified.
    - When a color button has the same color as the dialog's background a rectangle is drawn around it so it remains visible.
    - When saving a project using the File->Save As command, the project's name will be changed to match the file name.
    - The title bar of the application now shows the name of the project followed by the name of the application to comply with the document-oriented applications specification.
  - You can now enter percentage values on the New Window Parameters dialog to set the position and size of the new window.
  - Opera 5 appears to have a bug that affected the way toolbars are positioned. This version implements a fix that will make the toolbars appear perfectly aligned under this browser.
  - When attaching groups to images using the HotSpots Editor and no name is given to the images, the HotSpots Editor will automatically assign an image name for you.
  - Another cool feature is that you can now extract icons from applications (or libraries such as ICLs and DLLs) and save them as GIF images. To use this feature, which is not yet covered anywhere on the documentation, go the Menu->Images dialog, select to change any image and then click on the Extract Icon button.
  - Added support for IFRAMEs. Click here for more information.
- Engine 1.2 is released
  - When using fully qualified URLs, these will be properly parsed even when using a configuration of type local as the default one.
  - The function that hides the form elements so the menus can be displayed has been enhanced to handle both single and multiple select lists (thanks to Dayna).
  - The menus are now positioned (z-index'ed) at a much higher level that in previous versions to avoid conflicts with other positioned DHTML elements.
- The setup for DHTML Menu Builder now contains all the files it requires so there's no need to

download any dependencies from the Internet. This should fix many problems some users were having but unfortunately it has increased the setup file about 2MB.

- Fixed a bug that caused the Live Preview control to render background images incorrectly. (Thanks to Alexander S.)

05/Feb/2002

- DHTML Menu Builder 3.2.027 is released
    - Finally!!! Fixed the bug with the FTP Publishing feature. Now it will properly publish both the images and the .js files.
    - Fixed bug with the Project Compiler. In versions .025 and .026 the Project Compiler wasn't starting when launched from the Explorer context menu.
    - Fixed bug that caused the icons of the menu items not be updated when using the Copy/ Paste feature to change the Actions of a group of items.
- Engine 1.1.030 is released
    - Fixed bug that caused the paths of the links not to be properly generated when disabling the new Optimize Paths option.
    - Some enhancements have been made to the engine in order to reduce the compilation time.
- The Project Compiler application has been enhanced to support command line arguments and perform silent/background compilations on demand. For more information double-click the dmbc. exe program and a list of the supported command line arguments will be displayed.

28/Jan/2002

- DHTML Menu Builder 3.2.026 is released
    - Fixed bug with the recent used colors menu on the Color Picker dialog. The color preview on the menu should now be properly displayed.
    - Fixed bug with the Enable-Disable AddIn.
    - Removed check for the read-only attribute on the documents when selecting a link using the browse button.
    - Fixed some minor user interface problems.
    - The frame names will now be checked to make sure there're no reserved names being used.
- Engine 1.1.029 is released
    - This is a maintenance release.
- Fixed some small bugs in the documentation.
- Fixed and enhanced the Dynamic Enable-Disable AddIn.

18/Jan/2002

- DHTML Menu Builder 3.2.025 is released
    - Fixed some minor bugs in the way the HotSpots Editor attaches the hotspots' trigger code.

- Fixed a bug that could cause a project running on frames to generate JavaScript errors when the frameset is loaded for the first time.
- Added support to monitor the available free resources and warn the user when Windows is running dangerously low. This system has no effect under Windows NT, 2000 or XP.

08/Jan/2002

- DHTML Menu Builder 3.2.024 is released
  - Fixed bug that caused the toolbar's follow scrolling feature to fail under Navigator 6 and Mozilla.
  - Fixed bug that could cause the menus with frames support turned on to generate a JavaScript error under Opera 6 when a link was selected.
- Engine 1.1.028 is released
  - Fixed bug that caused a command to do nothing when it was assigned to display a submenu when clicked. The bug affected Navigator 4 only.

04/Jan/2002

- DHTML Menu Builder 3.2.023 is released
  - Fixed bug that could cause DHTML Menu Builder to crash if the the Active text option was chosen on a document with no hotspots.
  - When creating a new remote configuration using a local configuration as a template, the associated local configuration will point to the template local instead of the first local.
  - Added "Optimize Paths" option to configurations of type remote. For more information on this feature click here and click on the Options button.
  - The Window Name parameter on the New Window dialog will only accept letters for the names of the windows avoiding potential JavaScript errors.

30/Dec/2001

- DHTML Menu Builder 3.2.022 is released
  - Fixed bug with the ColorPicker component which could crash DHTML Menu Builder if manually entering incorrect values.
  - Added support to warn the user if the system is running out of system resources.

12/Dec/2001

- DHTML Menu Builder 3.2.021 is released
  - Fixed bug that caused the icons on the menus of DHTML Menu Builder to appear empty under Windows XP.
- Engine 1.1.027 is released
  - Fixed bug that could cause the program to crash when trying to preview a project with an incorrect remote configuration setup.
  - Fixed several bugs that caused problems when using Shared Projects. The documentation about sharing projects has also been updated.
- Fixed several bugs with the Delayed Submenus AddIn.

11/Dec/2001

- DHTML Menu Builder 3.2.020 is released
    - Improved the New Window Parameters dialog.
    - Fixed some minor cosmetic issues when running DHTML Menu Builder under Windows XP.
    - Enhanced support for importing AllWebMenus projects. (Looks like everyday we have more and more users switching to DMB ;)
    - Added the .jsp file extension to most of the Open dialogs.
    - Minor enhancements have been made to the HotSpots Editor to avoid conflicts with the names of the images assigned through the Image Name parameter.
- Engine 1.1.026 is released
    - Fixed bug that caused toolbars under Navigator to appear randomly on the screen and the reposition at the designated point. The toolbar will not appear at the designated point with "jumping around" on the page while it loads.
    - Fixed bug that caused menus to briefly appear at the (0, 0) position and then reposition to the expected position under Navigator 6.
- A new AddIn is available (Navigator 4 CLIP bug) which fixes a bug in Navigator 4 that causes the menus to disappear after rapidly moving the mouse over the menus.

05/Dec/2001

- DHTML Menu Builder 3.2.017 is released
    - Fixed bug that could cause the HotSpots Editor to improperly update the ShowMenu function parameters when using frames.
- Engine 1.1.025 is released
    - Fix bug that caused the cursors on the toolbar items to appear as an I-beam cursor when using Navigator 6 or Mozilla.
    - The size of the compiled code has been considerably reduced on projects using a toolbar.

02/Dec/2001

- DHTML Menu Builder 3.2.016 is released
    - Improved Registration process:
        - Users behind a firewall or proxy will now be able to ignore any errors produced during the two first steps of the registration process.
        - Under some situations you will be able to register without having to validate. This will become quite useful when upgrading your copy of DMB so by just selecting Register->Enter Registration Information will be enough to convert the DEMO into the FULL version.
- Engine 1.1.024 is released
    - Fixed bug that could cause the compression engine to damage the path for some images when using the FINAL optimization method.

29/Nov/2001

- DHTML Menu Builder 3.2.015 is released

- Improved Registration process.
- Engine 1.1.022 is released
  - Fixed bug that affected projects compiled with the "This is a shared project" flag.
  - Fixed bug that could cause the toolbars to appear improperly aligned when using DOCTYPE declarations under Netscape Navigator 6
- A new Installer is now being used to distribute DHTML Menu Builder. Among other features this installer is about 1.5MB smaller.

20/Nov/2001

- DHTML Menu Builder 3.2.014 is released
  - Fixed several bugs in the HotSpots Editor. It should now be able to properly implement the code on highly formatted pages.
- Engine 1.1.021 is released
  - Fixed bug that could cause the menus to not disappear under Navigator 6 when using toolbars created by DMB.

09/Nov/2001

- DHTML Menu Builder 3.2.013 is released
  - Fixed bug that could cause any group's "Open URL / Execute Script" action to become corrupted after running the HotSpots Editor more than once on projects using Frames Support.
  - Fixed several bugs that could cause the HotSpots Editor to corrupt the event code attached to the hotspots.
- Added some more sample projects and images.

2/Nov/2001

- DHTML Menu Builder 3.2.012 is released
  - Fixed bug with the Install Loader Code dialogs. The cached list of files should now be properly generated.
  - Fixed bug that could cause the HotSpots Editor to crash DHTML Menu Builder when loading some types of documents.
  - Added support to import hierMenus 4 projects (arrays).
- Engine 1.1.021 is released
  - Fixed bug with the way some style parameters were being initialized.
  - Fixed bug that caused the engine to generate extra closing double quotes on some entries when using toolbars.

28/Oct/2001

- DHTML Menu Builder 3.2.011 is released
  - Fixed bug that could cause DHTML Menu Builder to fail to retrieve the complete frameset structure from a manually coded HTML document.

24/Oct/2001

- DHTML Menu Builder 3.2.010 is released
  - This is a maintenance release that fixes many known problems with Windows XP:
    - Fixed problem with the icons displayed in the following dialogs:
      - Main menu tree
      - Copy/Paste dialogs
      - Default Browser dialog
      - Images Browser dialog
      - Validation dialog
    - Fixed problem with the size of some of dialogs. Dialogs should now be properly displayed without clipping any controls. This fix should also solve the problems caused by having the Large Font setting in the Display control panel.
    - Known bugs that still need to be fixed:
      - The icons that should be displayed the menus options such as File->Open, Tools->Compile, etc, are displayed as an empty box.
      - The icons that should be displayed in the Used Colors menu from the Color Picker dialog are displayed as empty boxes.
- Engine 1.1.020 is released
  - Fixed bug that caused some elements to render larger that they should. Thanks to Bill Lanides from Intrasphere for giving us the solution!
  - Added support to display the hand cursor under Navigator 6.
- Fixed bug in the Dreamweaver Rollover Support AddIn that could cause a JavaScript error if a hotspot with no group attached was selected.
- Fixed bug that could cause DHTML Menu Builder to crash when attempting to change a property of a command-less group.

23/Oct/2001

- DHTML Menu Builder 3.2.009 is released
  - Fixed bug with the HotSpots Editor's new Active Text feature that could cause unpredictable results when the group name was exactly the same as the text in the link.
  - Added option to launch the Help Viewer in search mode (Help->Search)
- Engine 1.1.018 is released
  - Fixed bug in the toolbar code that caused toolbar items with images to generate a JavaScript error.
- Added feature to the HelpViewer to highlight the words from a search query.

18/Oct/2001

- DHTML Menu Builder 3.2.008 is released
  - Fixed bug that could cause an incorrect parsing of the paths in a local configuration.
  - Fixed bug that could cause the Publishing feature to crash DHTML Menu Builder if the FTP information was invalid.
  - Fixed bug that caused that error in the Install Loader Dialog is the paths to the files was in the form of \\compname\
  - Fixed bug in that caused Active Text hotspots to display a white line beside the hotspots.

- The browse button in besides the Action text box to select links will be unavailable (appeared dimmed) until some valid information is available in the local configuration.
- Added option to remove the loader code from any file or set of files. This option is available under the Tools menu.
- A new tips system has been implemented which will provide you very helpful information while you work on DHTML Menu Builder.
- Engine 1.1.017 is released
  - The toolbar generated by DHTML Menu Builder now specifies a z-index position in order to ensure that is positioned above any element in the page.
- Fixed bug in the DropShadow PRO AddIn that could cause the menus to remain hidden and only the shadow could become visible.

17/Oct/2001

- Engine 1.1.016 is released
  - Fixed bug with several event handlers. Triggering actions to display submenus for the onclick and ondoubleclick events should work now.

16/Oct/2001

- DHTML Menu Builder 3.2.007 is released
  - This is a maintenance release that improves the way complex framesets and nameless frames are parsed.

15/Oct/2001

- DHTML Menu Builder 3.2.006 is released
  - This is a maintenance release that improves the new HotSpots Editor's Active Text feature so it works properly on HTML documents created with Microsoft Word ort that contain special formatting tags.

14/Oct/2001

- DHTML Menu Builder 3.2.005 is released
  - Changed some of the messages displayed in the status bar while DHTML Menu Builder is compiling to better reflect what is the program doing.
  - The HotSpots Editor has been upgraded providing these new features:
    - The icon for the hotspots reflects the type of hotspot: text-based, image-based or active text
    - You can now implement what we call "Active Text". The Active Text features converts a simple text-based hotspot into an active element which makes it support auto-relative positioning just as the image-based hotspots do.
- Engine 1.1.015 is released
  - Fixed bug that caused the menus to disappear if the mouse was moved over the hotspot that displayed the currently active menu.

12/Oct/2001

- DHTML Menu Builder 3.2.004 is released
  - Fixed bug that could cause DHTML Menu Builder to report a file invalid because it wasn't found, when the file actually existed.
  - Fixed bug in the new HotSpots Editor that could cause a hotspot not to be installed/ attached if the contents of the event handlers where empty, such as OnClick=""
  - Fixed bug in the new HotSpots Editor that could cause a hotspot to loose any none-DMB code.
  - Fixed bug with the sound preview button. The preview should work fine now and the selected audio file will be played when the play button is clicked.
  - Fixed some minor cosmetic problems when using non English language packs.
  - The cursor now changes into the hourglass cursor when the program is busy compiling.
  - Changed some of the messages displayed in the status bar while DHTML Menu Builder is compiling to better reflect what is the program doing.
- Engine 1.1.014 is released
  - Fixed bug calculating the height of the commands when groups use the horizontal layout.
  - Fixed bug that avoided the background of the toolbar to be smaller than 21 pixels.

11/Oct/2001

- DHTML Menu Builder 3.2.003 is released
  - Fixed bug that could cause DHTML Menu Builder to report a file invalid because it wasn't found, when the file actually existed.
  - Fixed bug with the sound preview button. The preview should work fine now and the selected audio file will be played when the play button is clicked.
  - Fixed some minor cosmetic problems when using non English language packs.
  - The cursor now changes into the hourglass cursor when the program is busy compiling.
  - Changed some of the messages displayed in the status bar while DHTML Menu Builder is compiling to better reflect what is the program doing.
- Engine 1.1.013 is released
  - Fixed bug in the way the browser version was being calculated. This could affect the way some AddIns worked.
  - The compression of the compiled .js files has been enhanced providing smaller files, specially under Navigator 4.

09/Oct/2001

- DHTML Menu Builder 3.2.002 is released
  - Fixed bug in the FTP configuration tab. Selecting the account information will now be properly saved.
  - Fixed bug with the options Tools->Install Frames Loader Code. Under some circumstances the option would appear not to work.
  - Added support to specify the type of menubar (horizontal or vertical) in the new HotSpots Editor when using frames. This new option will become available automatically when implementing the menus on a framed environment and after clicking the Install button in the HotSpots Editor.

- Engine 1.1.009 is released
    - Captions using special characters such as "<" or "|" should now be properly parsed to avoid crashing Navigator 4.
- Different parts of the documentation have been updated to reflect the latest changes in the program's interface.

08/Oct/2001

- DHTML Menu Builder 3.2.001 is released
    - Fixed bug in the Project Properties dialog that could cause unpredictable results if while browsing for a folder the browse button on the main dialog was clicked again.
    - Fixed bug that caused the Install button to become unavailable when trying to upgrade through the Help->Upgrade command.
    - Fixed some minor bugs in the Live Preview Component
    - A new HotSpots Editor has been implemented. This new version of the HotSpots Editor is easier to use, faster, consumes less resources and fixes many bugs found on the older version of the tool.
    See HotSpots Editor for more information.
    Another important improvement is that the original code of the file being modified by the HotSpots Editor will be preserved intact: no modification to the code, not relevant to the hotspots will be modified in anyway.
    Finally, this version also incorporates a couple of new features such as:
        - The ability to set the position of the menus manually (when using text-based hotspots)
        - Change the name of the images (when using image-based hotspots)
        - Attach the same group to different hotspots
        - And the highly requested feature of de-attaching groups.
    - The Final HTML Document parameter has been removed from the configurations as it is no longer required by the new HotSpots Editor.
    - A new frameset parser is now available which does not require Internet Explorer to work, making it faster and allowing you to use any kind of file as the "Frames Document".
    - The size of the "Open Recent" option under the "File" menu has been increased to allow easier reading of the entries.
    - DHTML Menu Builder will not allow you to install the Frames Loader Code into the file specified by the Document Containing the HotSpots. This should avoid the common 'out of stack' error.
    - The documentation on how to set up shared projects has been updated.
    - Added new Map View. In this mode DHTML Menu Builder will present the menus in a tree-like display to let you examine your project's menus structure.
    - The password for the FTP account is no longer saved in the project file. Every time a publish operation is started you will be asked for the account's password.
    - A .log file will be created when Publishing the menus to an FTP site.
    - When creating a new project, DHTML Menu Builder will display the Project Properties dialog. You can disable this feature in the Preferences dialog.
    - The ColorPicker component has been updated to allow an easier setup of the RGB parameters.
    - In the status bar you can now see the selected default configuration.
- Engine 1.1.008 is released

- Fixed bug in the new CD-ROM configuration type that could cause incorrect paths is the menus where loaded from within a complex subdirectory structure through a web server. This configuration type is still considered to be under development.
  - Fixed bug in the way toolbar items where being rendered when using right aligned text and an image at the right of the caption.
  - Fixed bug that cause JavaScript errors when using Shared Projects compiled with the FINAL optimization mode.
  - The size of the optimized code when using the Toolbar support has been considerably reduced.
- The HelpViewer application now supports sorting the search results.

25/Sep/2001

- DHTML Menu Builder 3.2 is released
  - Fixed bug in the ColorPicker dialog where the blue text box wouldn't auto select its contents when selected.
  - Fixed bug in the ColorPicker dialog that could cause the selection cursor to jump around under some circumstances.
  - Fixed bug in the ColorPiclker component that could cause DHTML Menu Builder to crash when run under Windows Me.
  - Fixed bug with the Install Loader Code and Frames Loader Code functions. Complex directory structures should be properly retrieved now.
  - Fixed bug with the Upgrade feature. Under some Windows languages this feature could generate an error and fail to obtain the required information.
  - Fixed bug with the height parameter of the Group Size setting as it wouldn't accept manual settings.
  - Added support to add images to the borders of the groups. See the groups' Image dialog for more information.
  - Added support to update the location of images. See the Images Browser dialog for more information.
  - Added support to specify font substitutions. See the Advanced section of the Project Properties dialog.
  - Added support to change the value of the "DoFormsTweak" variable from the user interface. See the Advanced section of the Project Properties dialog.
  - Added a new configuration type: CD-ROM. This type of configuration will create relative paths instead of absolute paths so the menus can be used on scenarios where the root location can change.
  - The list of files included into the Loader Code and Frames Loader Code dialogs is now saved and automatically retrieved every time the dialogs are re-used.
  - Minor revision of the HotSpots Editor should make it more stable and use less system resources.
  - Fixed bug that could case the HotSpots Editor to freeze when closing it.
  - DHTML Menu Builder now requires about 4MB less of RAM memory to run.
  - The Compile & Update HotSpots option has been removed.
  - Projects with no commands, only groups, can now be previewed and compiled.
  - A warning will be displayed if trying to use a non-HTML file in the "Final HTML Document" or "Frames Document" parameters.

- Engine 1.1.005 is released
  - Fixed bug when parsing URL's containing login information (user name and password).
  - Fixed bug that could cause the fonts to appear excessively larger under Navigator 4 for the Macintosh.
  - Fixed bug that caused the menus to align improperly when using the new vertical setting for the Commands Layout option.
  - The size of the code generated for Navigator 4 when using toolbars has been considerably reduced.
  - Font names with spaces are now enclosed in double quotes preventing problems under Navigator 4 and 6.
- Fixed bug in the documentation. The Remote configuration dialog wasn't being displayed.
- Fixed bug in the documentation. The information for the Font Selection dialog was incorrect.
- Minor compatibility fixes have been applied to the generated code to improve backwards compatibility with Internet Explorer 4 for Windows.
- The speed (responsiveness) of the menus has been considerably increased resulting in a better experience when using slow browsers such as Navigator 6 and Internet Explorer 5 for the Macintosh.
- The Dreamweaver Rollover Support AddIn has been updated to support version 4.0 of Macromedia® Dreamweaver™ and Fireworks™.
- The Dropshadow PRO AddIn has been updated so the dropshadow is displayed at the same time as the menu fixing a cosmetic problem in previous versions.
- Two new AddIns have been added:
  - Dynamic Enable-Disable: This AddIn allows you programmatically change the enabled state of any command.
  - Dynamic Caption Change: This AddIn allows you to programmatically change the caption of any command or toolbar item.
- The Samples have been updated with more features. Some new samples have been also included.

29/Aug/2001

- DHTML Menu Builder 3.1.001 is released
  - The Upgrade feature has been enhanced so it also compares the release date with the date of dmb.exe file on the system. This will allow you to know if an update is available even if the program hasn't changed.
  - Fixed bug with the menus offset parameters not being reset when creating a new project.
- Engine 1.1.001 is released
  - Fixed bug that caused toolbars to generate an error under Internet Explorer 5.0 for Macintosh when using frames.
  - Fixed bug that caused the menus to generate JavaScript errors when using the UTF-8 charset encoding.
- Fixed bug in the new DropShadow PRO AddIn that caused the shadow to appear at the incorrect position if the menus changed position.
- Fixed bug in the HelpViewer application that could cause an Overflow error when using the search function.
- Added support to change the color and size (distance) of the shadow in the DropShadow PRO

AddIn
- Added description for the Advanced Project Properties and Menus Offset dialogs.

24/Aug/2001

- DHTML Menu Builder 3.1 is released
    - Several cosmetic enhancements have been made to the following dialogs:
        - Group and Command Color
        - Group and Command Font
        - Group and Command Image
        - Group Special Effects
        - Project Properties
        - Main program window
    - Added support to change the color of the four corners of each group independently.
    - Added Support for creating horizontally aligned menus.
    - Added support for two new border styles applicable to the Commands' Highlight Effects: double and bevel.
    - The Selective Copy/Paste dialogs are now resizable.
    - The shortcut to Preview is now F12.
    - The shortcut to Compile is now F9.
    - Startup speed has been increased considerably.
    - The option "Use Colored Borders" allows you to customize the base color for the selected Commands' Highlight Effect. In previous versions, the custom color was applied only when the effects were set to (none).
    - The Color Picker Dialog has been enhanced to provide easier color selection.
    - Fixed bug that was damaging the link information on items pointing to external sites while using a configuration of type local.
    - Fixed bug with the Groups Color dialog. The background color should now be properly applied.
    - Fixed bug while importing projects created with an older version.
    - Fixed bug that could cause DHTML Menu Builder to crash reporting an error on the xfxdll. dll file.
- Engine 1.1 is released
    - Fixed bug that was causing some problems with Internet Explorer 5 for the Macintosh.
    - Fixed bug that was causing the menus to stop working after a long period of use under Navigator 4.
    - Fixed bug with the Leading parameter not being applied to the spacing over separators.
    - Fixed bug with the use of images in the toolbar. Under Navigator the image for the over event wasn't being displayed.
    - The generated code now supports the Navigator 4 resize bug. The fix was taken from the excellent code created by the JavaScript gurus at DHTML Lab.
    - The engine has been enhanced to produce more accurate results based on the different parameters that affect the size of the menus.
    - Compilation time and memory usage have been slightly reduced.
    - The menus responsiveness to mouse actions has been considerably increased for Internet Explorer and Navigator 6.
    - The overall look & feel of the menus is much better across all the supported browsers.

- The documentation for each dialog has been updated with important crossbrowser and crossplatform compatibility notes.
- Several new sections have been added to the documentation:
  - Anatomy of a Menu
  - Sharing Projects
  - Acknowledgments
- Enhanced Live Preview now produces more accurate results, almost identical to the Internet Explorer browser output.
- A new AddIn is now available. The DropShadow PRO AddIn will create gradient and semi-transparent shadows for Internet Explorer 5.5 and above.

14/Aug/2001

- Engine 1.0.404 is released
  - Fixed bug with the Spanning setting of the toolbars.

13/Aug/2001

- DHTML Menu Builder 3.0.658
  - Maintenance Release
- Engine 1.0.403 is released
  - The menus should work fine under explicit DOCTYPE declarations. A few known issues still exist that may cause unpredictable results.
- Improved the Live Preview to display open accents, commonly used in French and fixed a bug that was producing incorrect alignment results of the selected item's caption.

09/Aug/2001

- DHTML Menu Builder 3.0.657
  - Fixed a problem importing projects created with older versions of DHTML Menu Builder.
  - Updated the validation system which should hopefully provide a more stable connection to our validation servers.
  - Fixed bug with the Color Picker Dialog. Minor enhancements have also been made to avoid the input of invalid color codes.

08/Aug/2001

- DHTML Menu Builder 3.0.656
  - Fixed a problem with project handling routines. Under some circumstances a project could not be loaded after setting up the FTP support.

07/Aug/2001

- DHTML Menu Builder 3.0.655

- Fixed bug in the Validation process
- The Help Viewer is now a separate application. Now you can view the Help while working on DHTML Menu Builder. This will also reduce the resources required to run DHTML Menu Builder.
- Engine 1.0.401 is released
  - Maintenance Release

02/Aug/2001

- DHTML Menu Builder 3.0.650
  - Added new options to the Compiler Options dialog:
    - Enable/Disable the compilation of code for recent browsers (IE4, 5, 5.5 and 6, NS6/SM and OP5)
    - Enable/Disable the compilation of code for Navigator 4
    - Enable/Disable the creation of the hRef.txt file
    - Support for Shared Projects. Enabling this option will allow you to use several projects on the same page.
  - Fixed bug that caused the program to crash when you tried to change the color of a group item when this group was the only item in the project. (The fix in version 3.0.627 didn't completely fix the problem)
- Engine 1.0.400 is released
  - Fixed a bug that affected the position of context menus when an offset setting for root-level groups was being used.
- Fixed compatibility issue with Internet Explorer 4.0. The fix applies to the template code and all the AddIns distributed with DHTML Menu Builder.
- Updated some of the sample projects.

29/Jul/2001

- DHTML Menu Builder 3.0.632 is released
  - Fixed a problem with the HotSpots Editor as it was not attaching any onclick actions to the hotspots.

27/Jul/2001

- DHTML Menu Builder 3.0.631 is released
  - Fixed several problems with the HotSpots Editor
    - The HotSpots Editor should no longer freeze when closing it.
    - Fixed a bug that caused an error when implementing the code into a non-standard HTML file.
  - Fixed problem validating orders placed via RegNOW!

26/Jul/2001

- DHTML Menu Builder 3.0.630 is released
  - Fixed several problems with the way the Project Properties was handling the
Configurations administration:

- Working on any configuration after a configuration deletion no longer generates an error.
- Changing the associated remote configuration in the FTP support tab, is now reflected without having to close the Project Properties dialog.
  - Tooltips on the main dialog are now properly localized.
- Engine 1.0.395 is released
  - Fixed bug in the way the engine was encoding URLs.
  - Minor enhancements have been made to the compression algorithm resulting in smaller .js files.
- Minor changes have been made to this documentation.
- The template code (and the AddIns distributed with DHTML Menu Builder 3.0) have been updated to overcome a compatibility issue with very old versions of Navigator 4.

24/Jul/2001

- DHTML Menu Builder 3.0.628 is released
  - Fixed bug that caused DMB to crash while loading the frames information from a file located in a non existing shared resource.
  - Fixed a memory access bug that could cause DMB to crash after setting the paths information of a local configuration.

20/Jul/2001

- DHTML Menu Builder 3.0.627 is released
  - Fixed bug that caused the program to crash when you tried to change the color of a group item when this group was the only item in the project.
- Engine 1.0.392 is released
  - A serious bug is fixed: Toolbar items that perform some sort of action when clicked are not correctly compressed and generate an error under Navigator 4.
- The setup now uses lower quality images to save space in the final installer executable.

19/Jul/2001

- DHTML Menu Builder 3.0.626 is released
  - Fixed display problems under IE/SM/OP when using background images in the commands.
  - Fixed bug in validation process as it would not process companies with a "," in their name.
- Engine 1.0.391 is released
  - Fixed bug in parsing URLs with an underscore.
- Updated all the AddIns that are distributed with DHTML Menu Builder with the latest code.
- Updated several language packs.
- Fixed bug that left some items un-translated when switching languages packs.
- Fixed bug that left some resources un-translated.
- Added a Help button in the Registration dialog. Clicking on this button will provide assistance on the registration process.
- Enhanced the returned information when the Validation process fails.
- Fixed compatibility problem between the toolbar code and very old versions of Navigator 4.

16/Jul/2001

- Official DHTML Menu Builder 3.0 Release (3.0.625)
- Official Engine 1.0 Release (1.0.390)

This is a list of what's new in version: **2.8.14**

- Maintenance release.

This is a list of what's new in version: **2.8.12**

- Maintenance release.

This is a list of what's new in version: **2.8.11**

- Fixed bug that caused all the commands to have a one pixel separation even when setting the Leading value to its minimum.
- Added more optional values to the Border Size of the commands highlight effects, including the (none) parameter which will allow you to create menus that have commands stacked with no visible separation between them.

This is a list of what's new in version: **2.8.10**

- Maintenance release.

This is a list of what's new in version: **2.8.9**

- Enhanced the way the leading setting affects the separation of each command.
- Enhanced the positioning of submenus. Now submenus appear perfectly aligned to their parent commands.
- Fix bug with the menus under Navigator 4 that could cause a JavaScript error.
- Improved the way DMB asks for folders preventing you from selecting files or folder from outside your root web.
- Enhanced groups' background image previewing.

This is a list of what's new in version: **2.8.8**

- Fixed bug when calculating the relative path of the JS files, images and links.
- DMB will now check for valid names when crating or renaming a group or command item.

This is a list of what's new in version: **2.8.7**

- Maintenance release.

This is a list of what's new in version: **2.8.6**

- Fixed problem where DMB would try to save a menu's project as an HTML file.
- Fixed bug in the ContextMenu AddIns (Thanks to NJ for making us aware of this issue).
- Fixed error when opening a project *Can't Find DLL entry point GetLongPathName in kernel32.*

This is a list of what's new in version: **2.8.5**

- Maintenance release.

This is a list of what's new in version: **2.8.4**

- Fixed JavaScript error *'OpenMenus[...].SelCommand' is not an object.*
- Fixed bug that prevented DMB from correctly parsing Actions using the "mailto:" protocol.
- When calculating the width of the commands, the " " parameter is no longer taken into consideration, fixing a problem where the menus should result too wide compare to their contents.

This is a list of what's new in version: **2.8.3**

- Fixed bug that was causing cascading commands to loose their target group when a group was deleted from the project.
- Cosmetic improvement for file handling... no more "~" characters on the Recent File list nor the Project Properties dialog.

This is a list of what's new in version: **2.8.2**

- Fixed several bugs with the way DMB calculated the positioning and size of the different elements that compose the menu's elements.
- Improved performance of the compiler resulting in a 7% speed increase.

This is a list of what's new in version: **2.8.1**

- Fixed bug when launching the HotSpot Editor and using an URL instead of a direct link to a file in the Final HTML Document setting of the Project Properties.
- Several enhancements to the HotSpot Editor will fix a problem where you didn't get any errors but the trigger code got never inserted.
- Several minor internal enhancements.

This is a list of what's new in version: **2.8**

- Minor internal enhancements to the HotSpot Editor.

- Enhanced engine:
  - When compiling commands with no caption, no code specifying text attributes will be generated, minimizing the size the of the scripts.
  - Commands are now properly vertically aligned when the height of the command is taller than the contents it self. This fix only applies to Internet Explorer, Navigator 6 and Opera 5
  - Better support for Opera 5.01
- Minor corrections to this help file

This is a list of what's new in version: **2.7.8**

- Minor maintenance release.
- Improved detection code to detect the presence and version of Internet Explorer.

This is a list of what's new in version: **2.7.7**

- Minor maintenance release.

This is a list of what's new in version: **2.7.6**

- The HotSpot Editor will no longer add the <tbody> and </tbody> tags to the HTML documents.
- Enhanced support for cascading menus under Navigator 6.
- Enhanced code generation for Internet Explorer and Navigator 6 which produces smaller JS files.

This is a list of what's new in version: **2.7.5**

- Even more safety checks. This will prevent DMB from crashing when the Root Web or the Folder to Store Compiled paths contain invalid entries.
- Small enhancements to the scripts.

This is a list of what's new in version: **2.7.4**

- Fixes the timeout problem with the frames detection dialog.
- Fixes a bug introduced by the new safety checks incorporated into the HotSpot Editor by the 2.7.3 version.

This is a list of what's new in version: **2.7.3**

- Added more safety checks to the HotSpot Editor to avoid potential problems.
- Fixed sever problem with the Undo/Redo feature.

- Fixed potential problems while importing projects created with very old versions of DMB.

This is a list of what's new in version: **2.7.2**

- Changed the way the browser version is calculated.
- Better support for Navigator 6 (which still isn't working 100% yet).
- Added some debugging code to the HotSpot Editor to better troubleshoot some of the most common problems.
- Minimized the problem that causes Navigator to issue, under some circumstances, a JavaScript error message about "OpenMenus[nOM]". This is still being investigated.
- Enhanced detection code for the automatic retrieval of frames information.

This is a list of what's new in version: **2.7.1**

- Fixed bug that was causing the scripts to fail under Navigator when some scripts from DreamWeaver were being used on the same page.
- Fixed bug that was causing the commands to appear slightly misplaced, with the wrong width and height under Navigator.
- Fixed bug that when using the *DropShadow* effect, was causing the last command on the groups to appear larger.
- Fixed bug that was causing problems with the scripts when using very old versions of Navigator.
- Minor enhancements to the Navigator scripts. This makes it possible to decrease the size of the Navigator portion of the code.
- Minor enhancements have been made to the internal JavaScript compressor engine, delivering about 2% smaller JavaScript files.
- The *Command Highlight Effects* setting is still not functional under Navigator, but you can use it to make your commands look wider and taller (similar to a margin setting). This now works under Navigator too.

This is a list of what's new in version: **2.7**

- Major improvements in the rendering engine.
    - Menus under Internet Explorer and Navigator 6 are no longer rendered using tables, providing a better looking menus with better crossbrowser/crossplatform compatibility.
    - Separators are now rendered much better than in version 2.6.
    - Submenus now appear perfectly aligned to their calling commands under Internet Explorer and Navigator 6.
- Support for Navigator 6 is almost complete. Some problems still exists with submenus though.
- Navigator now displays a one-color border based on the Light Corners color.
- Fixed compatibility problems with Navigator for Linux (and other UNIX flavors probably).
- Many scripts enhancements in order to keep the compiled scripts as small as possible.
- Preliminary support for the Opera 4.02 browser when configured as "Mozilla 5.0".
- Fixed bug that caused DHTML Menu Builder to crash when no printer was available.

This is a list of what's new in version: **2.6.5**

- Fixes compatibility problems with Internet Explorer 5 for the Macintosh
- Menus are automatically hidden, after a period of time, when the mouse moves away from the hotspot
- Implements better menus behavior based on numerous users requests

This is a list of what's new in version: **2.6**

- Adds support for infinite cascading levels (submenus)
- Fixes a bug in the copy/paste code
- Increased support for frames
- New Cursor property for each group (supported only under Internet Explorer for Windows)
- The unfolding effects are now working for Navigator again
- Even smaller JavaScript code generation
- Many improvements and bug fixes have been made to the AddIn Editor. Now is easier to upgrade your custom AddIns
- To install an AddIn just double-click its icon and it will be copied to the AddIns folder automatically
- Huge user interface enhancements
- Support for images in the commands has been enhanced allowing the use of two separate images, one to the left and the other to the right of the command's caption
- Unlimited Undo/Redo capability. With this new feature you're no longer required to save your project when previewing or compiling
- Added a list of all the used colors in the current project when working on the new Color Picker
- Removed the Absolute Path setting in the Project Properties... it was too confusing for some users. Now, DHTML Menu Builder will automatically generate the correct absolute path to the JS files, the images used in the menus and the links
- Added a browse button to select the target files when setting the action of a command
- Added a new option in the Project Properties, Use Full Paths. use this option to select whether your menus will be viewed from a local folder or from a web server
- Fixed a bug that caused that deleted, renamed or moved items will still preview and compile just as if they were never deleted, renamed or removed
- The menus are now automatically repositioned so they don't disappear outside the browser's client area
- By request, removed the CTRL+X shortcut to close the program
- You can also use the F12 shortcut key to to start the Preview
- You can now choose to preview to an external browser
- Major updates have been made to the HotSpot Editor.
  It should now detect a hyperlink no matter how deep it is placed inside nested tables or other similar tags (such as span's, div's, etc...)
  Support for imagemaps has been removed due to the numerous problems this was causing.
- The JavaScript template that DHTML Menu Builder uses has been rewritten almost completely, fixing bugs and adding new features
- The Preview template has been completely modified

- The DEMO version is now capable of saving all the different parameters so you can preview. This way you will get a much better idea of what DHTML Menu Builder is capable of.
  The only disabled features in the DEMO version are: Compiling, the HotSpot Editor and the option to preview to an external browser

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This is a list of what's new in version: **2.5.103**

- Frames support is finally available!
- AddIns support and integrated AddIn Editor to expand the capabilities of the program
- The setup will install two AddIns that show some of the potential the new feature adds to the program
- The URL property has been renamed into Action. Also, this Action can be disabled so the command does not respond to any mouse actions... ideal to mimic disabled menu items!
- The text is now properly aligned on the commands for Navigator
- Better cascade menu alignment for Internet Explorer
- The Java Script part of DHTML Menu Builder has been rewritten almost entirely
- Lines, or command separators, now support coloring
- The Project Properties dialog has been enhanced to show the project file location, support for frames and support to select an AddIn.
- The two optimization options have been renamed to better reflect what they actually do and what are they for
- The Preview, Compile and HotSpot Editor menu options have been moved from the File menu to a new menu called Tools
- New Color Picker will let you use the common Windows Dialog to choose colors, enter your colors manually in Hex format or use a color picker to choose from any color on the screen
- When using the optimization method, the compiled JS files are now even smaller!
  Even when the program now produces more lines of code (and much larger lines due to the new features that have been added) the JS files can be up to 10% smaller than those compiled with version 2.4!
- This documentation has been updated to reflect all the new features of this version
- Builds 112, 115, 121, 125 and 126 are maintenance releases to improve the frames support and Macintosh compatibility

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This is a list of what's new in version: **2.4**

- New Effects:
  - Raised/Sunken effect for the commands of a group
  - Transparency effect for a group
  - Drop shadow effect for a group
- Enhanced Upgrade function. Now you can see the download progress and the amount of bytes downloaded. You can also stop the operation at any time.
- Several bug fixes for the new HotSpot Editor

- The compilation time has been reduced dramatically!
- Several bug fixes for the compilation engine
- Cascading menus no longer overlap their parents

This is a list of what's new in version: **2.3**

- The Position Agent tool is no longer available because it has been merged with the HotSpot Editor
- The HotSpot Editor has been improved
  - Now is a graphical / WYSIWYG tool
  - It attaches the code to the hotspots, sets the position of the menus and also implements the loader code... no more manual (copy/paste) editing is need it!!!!
- Improved compatibility for Internet Explorer 5.0 for the Macintosh
- The JS files, when compiled with the "for Size & Speed" setting, are now about 30% smaller.
- Images are correctly displayed and aligned on the commands
- A new option, Help->Upgrade, is available for easier upgrading of the program
- The commands are correctly spaced, vertically, under Navigator
- The documentation has been updated to reflect the changes in this new version
- The Windows's Common Color Dialog is now correctly updated with the currently selected color
- The background image property of the groups is now functional when the menus are viewed with Navigator
- Several cosmetic enhancements
- And as always... several bug fixes

This is a list of what's new in version: **2.2**

- The Leading property is now functional when the menus are viewed with Navigator
- The Frame border size property is now functional when the menus are viewed with Navigator
- The menus, when viewed under Navigator, are rendered much better, resulting in a much better cross-browser compatibility
- Under Navigator, the flickering of the commands when moving the mouse pointer is now no longer perceptible
- The width and height values of the menus is now calculated in much better way, resulting in more accurate results
- When a cascade menu is displayed, the parent menu is closed properly
- This documentation has been updated according to the changes in the program
- The "Size & Speed" optimization method can now be used on ASP pages

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This is a list of what's new in version: **2.0**

- Main Window is now resizable
- Both, the main window and the preview window remember last position/size
- Added support for random unfolding effect
- Minor UI enhancements
- Added support for background image in menu groups
- Now, when adding a command is inserted it after the selected one, instead of putting it at the end of the list
- New Auto function on the Color Properties dialog sets an appropriate combination of colors for the Mouse Over event
- All the properties dialogs reflect all the other properties on the sample label
- New property has been added to support per command alignment
- Enhanced Copy / Paste dialog, now gives even more flexibility
- Hot Spot Editor lets you select where to place the "trigger" code on the target HTML document
- Option to change the generated code optimization for either:
  - Easier implementation (same as v1.5)
  - Smaller file size (up to 60% decrease!)
- Faster loading and compilation times
- Enhanced compilation code:
  - Fonts size under Navigator should look better
- The Project property *Relative Path* has been changed to *Absolute Path*
- The help documentation has been revised and updated with all the new features
- Context sensitive help has been implemented on almost every displayed dialog

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This is a list of what's new in version: **1.5 (final release)**

- Frames support has been removed. Anyway, we're currently working to release an update which will have full support for frames. There's no release date, yet. Check our web site for more information.
- Fixed problem that was causing, on some configuration, to show two menus at the same time.

- Fixed the annoying runtime error 5! Thanks Matthew!!!
- The shareware version is no longer shareware, but a demo.
 **The limitations are:**
  - **You can not customize the font properties of the commands**
  - **You can not customize the color properties of the commands**
  - **You can not customize the image properties of the commands**

  You can, however, set the default font and color properties of every command using the Color and Font properties settings of its parent group. Click here to know how to do this.

  I'm really sorry for this, but its the only way I had to fight piracy. Version 1.5.80 (which was beta 3/4) was being pirated, and there were two cracks from two different groups available all over the Internet!
  I just don't think is fair to crack a US$25.00 program! (1.0 and 1.5 beta versions were available at US$25.00)
  So don't blame me... and blame it on Syndicate and LASH.p
- Fixed the problem with
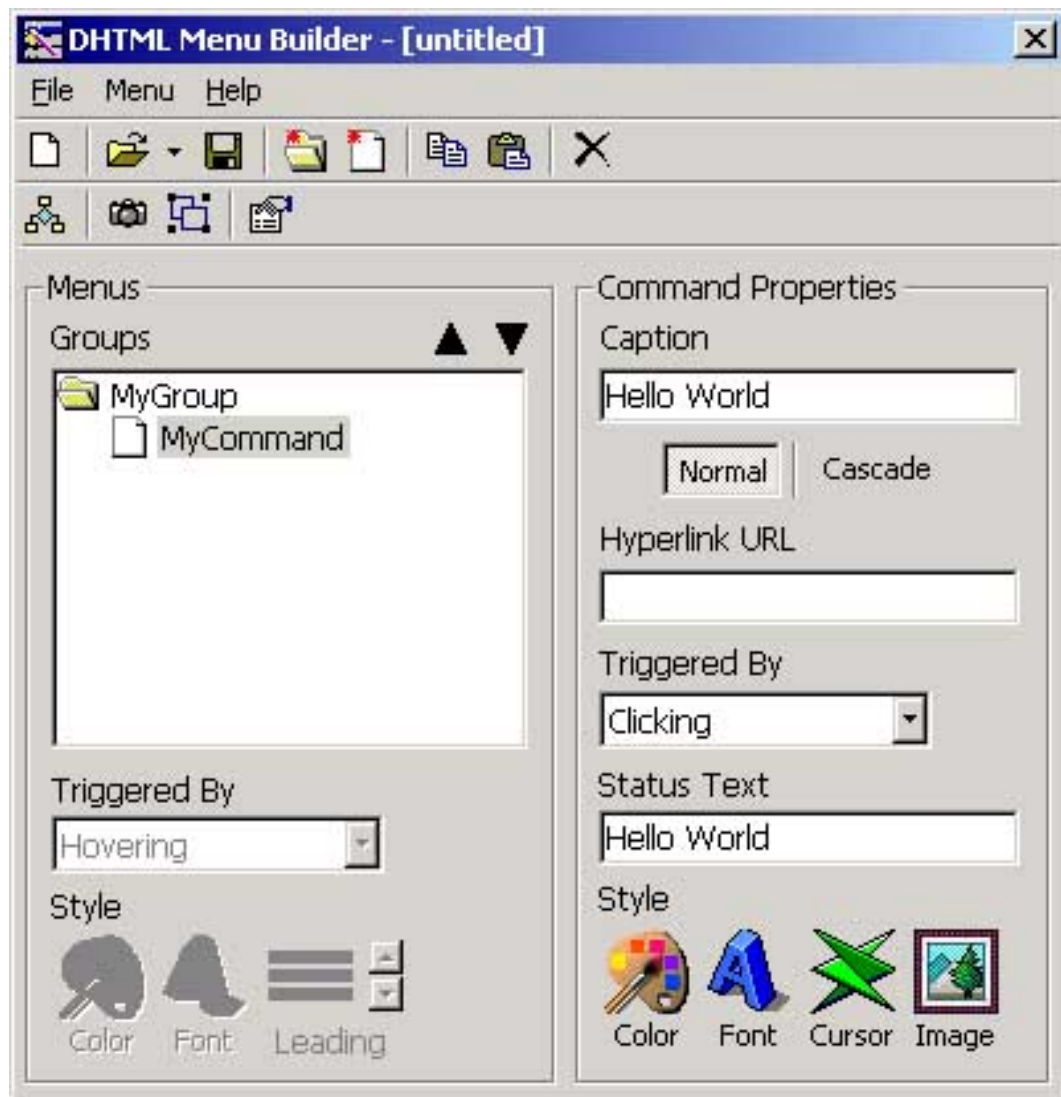
the disabled OK button in the Browse For Folder dialog, when DHTML Menu Builder was being run under a non-English Windows version.

- The documentation has been revised and updated with all the information that covers the new functions and options of version 1.5. I've also included a couple of sample pages to illustrate the implementation of the menus.

- Many bug fixes! As usual.

- The price has increased.
  Why? Well, because the engine was upgraded to support Navigator.
  Ok, Navigator may be a great browser, but its worst than a nightmare to the developers due to the huge limitations and the poor implementations of DHTML and CSS standards plus the limited document object model flexibilities.
  It took me about 2 weeks to code version 1.0... and it took me near three months to crate an acceptable engine that was capable of generating Navigator compatible code... go figure!

This is a list of what's new in version: **1.5 (beta 3, 4 and RC1)**

- Preliminary frames support!
  This feature has been added for testing purposes only, but will probably be removed by the final release, since there's no time to finish the necessary modifications to make it work with Navigator

- Fixed problem with the menus unexpectedly stop working under Navigator when using unfolding effects

- Better height calculation of the menu groups under Navigator
- Fixed a problem that was causing DMB to generate invalid code when using URLs with parameters, such as
  http://domain.com/page.asp?type=user
- The documentation is almost finished...
- The Copy Color command, when used against groups, now copies the frame settings too
- Fixed? Problem with the hyperlinks in the About dialog
- Fixed some problems with the image handling code

This is a list of what's new in version: **1.5 (beta 2 second release)**

- Support for Netscape is about 95% complete
- New Leading option lets you set the spacing between each menu command
- Image support for the menu commands is finished
- New project property, Relative Path added
- Now, DMBuilder will check for invalid groups and commands names
- It will also check for invalid characters in the URL and Status fields
- The help document has been slightly updated
- A couple of bugs have been fixed
- A couple of UI enhancements

This is a list of what's new in version: **1.5 (beta 1)**

- Preliminary support for Netscape browser
- The new Position Agent, lets you position your menus in a WYSIWYG interface
- Support for one level cascading menus
- Recent projects list to access your projects faster
- Preliminary support to add images in the menu commands
- New toolbar lets you access more options faster
- Some shortcut keys have been changed
- Unfolding pulldown menus effects lets you add fancy effects to your menus when they are shown, a-la-Office!
- New help system, using the compiled HTML Help System, which is now common to many Windows applications
- A couple of bugs have been fixed
- A couple of UI enhancements

This is a list of what's new in version: **1.0**

- First release of DHTML Menu Builder, never made public.