# Menu's content directory (database)

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This directory describes the menu's names created in DSSim-PC database for allowing dynamic changes on the menu's names. This capability allows users to customize the language of DSSim-PC menus. These texts can be found at the table called PUP_MENUS at DSSim-PC database.

## PUP_ID 1:

This record contains the menu items for activating the *constructor* mode in DSSim-PC and other functions that can be explored in *Simulation* mode. This menu will activate if in *simulation* mode the user makes click on an element's terminal (bus).

## PUP_ID 2:

This record contains the menu items for the menu displayed when the user is working in *Simulation* mode and the user makes right click over the white board.

## PUP_ID 3:

This record contains the menu items for the menu displayed when the user is working in *Constructor* mode and makes click on a bus.

## PUP_ID 4:

This record contains the menu items for the menu displayed when the user is working in *Constructor* mode and makes right click on the white board.

## PUP_ID 5:

This record contains the menu items to feed the dialog window when opening a project on DSSim-PC.