Chapter 6

Menu : Menu is a navigation component with one level of submenus.

# Menu’s attributes are : : id overlay=”true” trigger = “btn” my = “left” top = “bottom left” class binding model parent rendered rendererType style styleClass tabindex transient triggerEvent widgetVar

# Menu contains many submenus.

# Submenu’s attributes are ::: binding calss icon id level parent rendered rendererType style styleClass transient

# Submenu contains menuitem.

# Menuitem’s attributes are ::: action actionListener ajax async binding class containerStyle containerStyleClass delay

# disableClientWindow disabled fragment

# global icon iconPos id ignoreAutoUpdate

# commondButton’s attributes are ::: id=”btn” value = “Show dynamic menu”

# type = “button”

# The location of the dynamic menu on a page is relative to the trigger and is defined by the my and at attributes, which take a combination of two values from the following.

# \* left

# \* right

# \* bottom

# \* top

# ContextMenu – Basic ::: ContextMenu is an overlay menu display mainly displayed using right-click.

# ContextMenu – Target ::: ContextMenu can be attached to any component, right-click on ImageSwitch component for options.

# ContextMenu ­-- Tree ::: ContextMenu has special integration with Tree. Even different menus can be assigned to different node types by matching node types.

# ContextMenu – Tiered ::: ContextMenu can have nested submenus and menuitems.

# DataTable – ContextMenu ::: ContextMenu has special integration with DataTable.

# ContextMenu-- TreeTable ::: ContextMenu has special integration with TreeTable. Even different menus can be assigned to different node types by matching node types.

# SlideMenu-- Menu ::: SlideMenu displays nested submenus with a slide animation.

# TieredMenu—Menu ::: TieredMenu displays submenus in nested overlays.

# MegaMenu—Menu ::: MegaMenu displays submenus of root items together.

# Orientation: Horizontal Vertical

# PanelMenu – Menu ::: PanelMenu is a hybrid of accordion-tree components.

# Menubar—Menu ::: Menubar displays root items horizontally and nested items as tiered.

# SelectCheckboxMenu ::: SelectCheckboxMenu is a multiSelect input component based on checkboxes in an overlay nenu.

# Menu – Dock ::: Dock is a navigation component consisting of menuitems.

# 

# 