

Tab 2-Level Menu - Help Guide

1. Description:

This tab menu component is an easy to use 2-level menu with numerous customizable features to work with your site. It can be added as is to your html web page or embedded to your flash file using only a few lines of actionscript.

Customization is done through an easy to edit external XML file and loaded during runtime. The tab menu was built in CS3 with actionscript 3.

2. Directions for Customizations:

To edit the properties of the menu, open up the *menu.xml* file. In the xml file, you will see 5 different types of xml nodes:

- menu
- tabfilter
- tab
- menuitem
- submenuitem

These nodes represent the structure of the menu and provide a clear view of their customizable attributes. The following sections will describe the 5 types of nodes in detail with a table showing its corresponding attributes.

Note: you do not have to list all attributes for the nodes, usually if you like the default behavior/value, you can just omit that attribute from the node.

2.1. Menu Node:

In the root menu node, you can customize various global attributes for the whole menu. For example, if you want to change all the text color to blue, you can just specify:

```
<menu textColor="0x0000FF">
```

Table 2.1 below shows a listing of all the attributes of the root menu node.

Table 2.1 – <menu> node’s attributes.

| Attribute Name | Description | Default Value | Possible Values |
|-------------------|---|---------------|--|
| textSize | The text size used for the menu text. This is in point size measurement. Text size must be a number within the range of 10 to 18. | 12 | Any positive number value within the range of 10 to 18. |
| textColor | The text color for the menu items. | 0x000000 | RGB color value in the format 0xRRGGBB. |
| hoverTextColor | The text color when the mouse cursor is hovered over the menu items. | 0x0066FF | RGB color value in the format 0xRRGGBB. |
| selectedTextColor | The text color for the menu items when click and selected. | 0xFF0000 | RGB color value in the format 0xRRGGBB. |
| bgColor | The background color of the menu. | 0xFFFFFFFF | RGB color value in the format 0xRRGGBB. |
| gradientColor | The gradient to color of the menu. If specified, the background color will be a gradient from bgColor to gradientColor. If no value is specified, the background will be a solid color in the bgColor value. | none | RGB color value in the format 0xRRGGBB. |
| borderColor | The border color for the menu. | 0x999999 | RGB color value in the format 0xRRGGBB. |
| target | The link target associated with all the menu items. This can be used in a similar way as html <a> tag’s target attribute or it can be used as the name of target movie clip in which to load an external SWF file to. | _self | _blank, _self, _parent, _top, yourframename, yourwindowname, yourtargetmc. |
| tabType | The type of tabs to use, either round or square tabs. | round | round, square |
| tabOffset | The offset to begin placing tabs. | 0 | Any non-negative number value. |
| tabGap | The gap width between tabs. Use a value of -1 if you want no gap and borders between tabs to be shared. | 2 | Any number value. |
| width | The width of the menu. | 600 | Any positive number value. |

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|--------------|--|-------|---|
| level1Height | The height of the 1 st level menu. (level1Height plus level2Height determines the total height of the menu). | 30 | Any positive number value within the range of 30 to 50. |
| level2Height | The height of the 2 nd level submenu. (level1Height plus level2Height determines the total height of the menu). | 35 | Any positive number value within the range of 30 to 50. |
| autoSelect | To enable or disable auto highlighting of menu item to reflect current page location. (see 3.2 for more detail) | false | true, false. |
| fadeSubMenu | To enable or disable the 2 nd level submenu fade-in effect when the mouse cursor hovers over the tab. | true | true, false. |
| borderOn | To enable or disable the menu border. | true | true, false. |

2.2. Tabfilter Node:

The tabfilter node allows you to customize the appearance and filter effect for tabs not selected or in focus. Table 2.2 describes the attributes for the tabfilter node.

Table 2.2 – <tabfilter> node's attributes.

| Attribute Name | Description | Default Value | Possible Values |
|----------------|---|---------------|---|
| on | To enable or disable the tab filter. | false | true, false |
| textColor | The text color for the tab menu items when not in focus. | 0x000000 | RGB color value in the format 0xRRGGBB. |
| bgColor | The background color of the tab panel when not in focus. | 0xFFFFFFFF | RGB color value in the format 0xRRGGBB. |
| gradientColor | The gradient to color of the tab panel when not in focus. If specified, the background color will be a gradient from bgColor to gradientColor. If no value is specified, the background will be a solid color in the bgColor value. | none | RGB color value in the format 0xRRGGBB. |
| borderColor | The border color of the tab panel when not in focus. | 0x999999 | RGB color value in the format |

| | | | |
|--|--|--|-----------|
| | | | 0xRRGGBB. |
|--|--|--|-----------|

2.3. Tab Node:

In the tab node, you can customize the properties of each individual tab. A tab is basically the container/panel that holds a menu item and its submenu items. The menu is comprised of one or more tabs.

For example, if you want to change the background color of an individual tab to yellow, you can do so by specifying:

```
<tab bgColor="0xFFFF00">
```

Table 2.3 shows a list of the attributes of the tab node in more detail.

Table 2.3 – <tab> node’s customizable attributes.

| Attribute Name | Description | Default Value | Possible Values |
|-------------------|---|---------------|---|
| textColor | The text color for the menu items under this tab. | 0x000000 | RGB color value in the format 0xRRGGBB. |
| hoverTextColor | The text color when the mouse cursor is hovered over the menu items under this tab. | 0x0066FF | RGB color value in the format 0xRRGGBB. |
| selectedTextColor | The text color for the menu items when click and selected under this tab. | 0xFF0000 | RGB color value in the format 0xRRGGBB. |
| bgColor | The background color of the tab panel. | 0xFFFFFFFF | RGB color value in the format 0xRRGGBB. |
| gradientColor | The gradient to color of the tab panel. If specified, the background color will be a gradient from bgColor to gradientColor. If no value is specified, the background will be a solid color in the bgColor value. | none | RGB color value in the format 0xRRGGBB. |
| borderColor | The border color of the tab panel. | 0x999999 | RGB color value in the format 0xRRGGBB. |
| submenuAlign | The horizontal alignment of the 2 nd level submenu items. It can be | auto | Any non-negative |

| | | | |
|--|--|--|--|
| | <p>either an alignment text value or a number value.</p> <p>If an alignment text value is specified, it must be one of the following values:</p> <ul style="list-style-type: none"> • auto – align center directly under its 1st level tab. • left – align to left. • center – align to center • right – align to right. <p>If a number value is specified, it will be the x-coordinate value to where the submenu items begin.</p> | | <p>number value or any of the following string value: auto, left, center, right.</p> |
|--|--|--|--|

2.4. MenuItem and SubmenuItem Node:

Each tab contains one menuItem node and zero or more submenuItem nodes. The menuItem node represents the button located within the 1st level tab while the submenuItem nodes represent the buttons located on the 2nd level of the tab panel. The submenu items are visible when the mouse hovers over the tab.

The menuItem node and the submenuItem nodes allow you the flexibility to change each menu item in an individual way. The attributes for both menuItem and submenuItem are the same. In table 2.4 below shows the attributes for menuItem / submenuItem nodes.

Table 2.4 – <menuItem> / <submenuitem> node's customizable attributes.

| Attribute Name | Description | Default Value | Possible Values |
|----------------|---|---------------|--|
| label | The text for the menu item. | none | Any valid string value. |
| link | The link associated with the menu item. This can be a valid URL or the path location of an external SWF file. | none | Any valid url or location of an external SWF file. |
| target | The link target associated with all the menu items. This can be used in a similar way as html <a> tag's target attribute or it can be used as the name of target movie clip in which to load an external SWF file to. | _self | _blank, _self, _parent, _top, yourframename, yourwindowname, yourtargetmc. |

| | | | |
|-------------------|--|----------|---|
| mode | To specify between opening an URL link or loading an external SWF file. | link | link, swf |
| textColor | The text color for the menu item. | 0x000000 | RGB color value in the format 0xRRGGBB. |
| hoverTextColor | The text color when the mouse cursor is hovered over the menu item. | 0x0066FF | RGB color value in the format 0xRRGGBB. |
| selectedTextColor | The text colors for the menu item when click and selected. | 0xFF0000 | RGB color value in the format 0xRRGGBB. |
| width | The width of the tab menu item. If no value or 0 is specified, it will auto size the menu item accordingly to the menu text along with a little padding on both sides. | none | Any number value. |

Note: there are a few sample xml files in the zip file, including the default menu.xml file as a guideline to working with the customizable attributes.

3. Additional Notes on Customizations:

3.1. Customization Precedence:

The 5 nodes share some identical attributes. For example, the attribute textColor are possible within all nodes, if you specify it for all the nodes, the innermost node will take precedence first. So if you specify:

```
<menu textColor="0xFFFFFFFF">
  <tab textColor="0xCCCCCC">
    <menuitem textColor="0xFF0000" />
    <submenuitem textColor="0x0000FF" />
  </tab>
</menu>
```

The menu item and submenu item's text color will be 0xFF0000 and 0x0000FF respectively.

On the other hand, if you have the following with no textColor specified for menuitem or submenuitem:

```
<menu textColor="0xFFFFFF">
    <tab textColor="0xCCCCCC">
        <menuitem />
        <submenuitem />
    </tab>
</menu>
```

The menu item and submenu item's text color will be 0xCCCCCC. Note that the default values of the textColor defaulted to the specified value of the tab's textColor.

3.2. Auto Highlight & Select Menu Item by Link:

If auto select is turned on for the menu node, it can automatically detect and highlight a menu item based on your current URL and the menu item's link value if they match. For this to work, the user's browser must have javascript enabled. Also, the menu item and submenu items' link must use either absolute path or path starting from the root context. For example,

Absolute links can be:

<http://www.flashden.com/mymenu/page1.html>

<http://www.flashden.com/mymenu/page2.html>

Root context links can be:

</mymenu/page1.html>

</mymenu/page2.html>

3.3. Adding Out of Bound Menu Item and Submenu Item.

In the case where your menu width is not wide enough to hold all your menu items or/and submenu items, the out of bound items will not be added or visible within your menu. Pay special attention especially to the submenu items and the submenuAlign attribute in the tab node when adding large number of items and adjust the submenuAlign or/and width of the menu accordingly for your menu to look correct.

3.4 Changing Fonts.

You can also change the existing font from Arial to your favorite font from your computer's available fonts. To do so, simply open up the *menu.swf* file and view the library panel. From there, you will see a "Menu Font" font symbol, right click on it and select properties. Once there, select the available fonts from the font drop down menu. Re-publish the file to see the results.

4. Directions for Html/Flash Usage:

To use the menu within your html site, simply embed the published *menu.swf* file within your html page. Within the html file, make sure that the embed code for width and height matches the dimension specified in your *menu.xml* file. Also within the html page is where the background window color can be changed if needed, by default it is white.

If you need to specify a different path location for the *menu.xml* file, you can set it in flashvars of your html file. The flashvars name used for the *menu.xml* path location is **xmlpath**.

If you are using the menu as part of your existing flash file, you will need to add a few actionscript lines. Below is a basic way to insert the menu in actionscript.

```
import com.webtako.flash.*;

var menu:TabMenu = new TabMenu("menu.xml");
this.addChild(menu);
```

You will also have to import the “Menu Font” font symbol from the *menu fla*’s library into your own flash file’s library.

4.1. Files to Upload

The necessary files to upload to your server for the menu to work are the following:

- *menu.swf* file
- *menu.xml* file
- your html file
- Any necessary javascript file used to embed flash file like *swfobject.js* or *AC_RunActiveContent.js*, depending on your personal preference.

Note: Please **do not** upload the *menu fla* source file or any actionscript source files under the *com* directory.

Contact Information:

For further questions regarding this flash widget, please email me at info@webtako.com