

## Setting Up the XML file

```
<menu>
  <settings
    top_txt_symbol="my_font"
    menu_width = "500"
    anim="slide"
  </settings>

  <top txt="Column A" link="Insert URL" targetwindow="_self">
    <subcats>
      <subcat txt="a1" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="a2" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="a3" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="a4" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="a5" link="Insert URL" targetwindow="_self"></subcat>
    </subcats>
  </top>
  <top txt="Column B" link="" targetwindow="_self">
    <subcats>
      <subcat txt="b1" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="b2" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="b3" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="b4" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="b5" link="Insert URL" targetwindow="_self"></subcat>
    </subcats>
  </top>
  <top txt="Column C" link="Insert URL" targetwindow="_self">
    <subcats>
      <subcat txt="c1" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="c2" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="c3" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="c4" link="Insert URL" targetwindow="_self"></subcat>
      <subcat txt="c5" link="Insert URL" targetwindow="_self"></subcat>
    </subcats>
  </top>
</menu>
```

mentioned above.

The XML File is set up as shown. Each menu heading has its own tag <top>, which contains three attributes:

**txt** – the text that appears in the menu.

**link** – The URL that is opened when the button is pressed.

**targetwindow** – the window that the link is opened in.

note: See “Advanced Use” section for information on buttons triggering actionscript.

The <subcats> tag contains the information for the sub links. each sublink has a <subcat> tag, which contains the same three attributes as

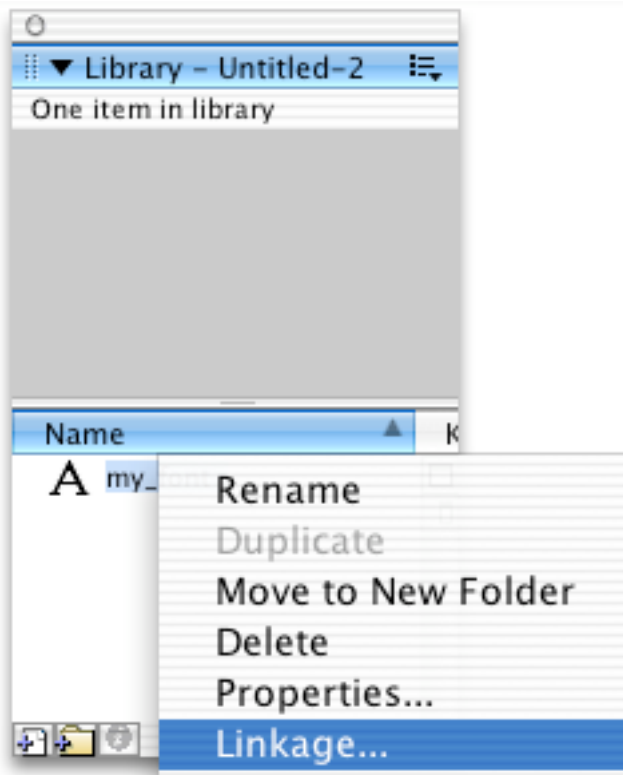
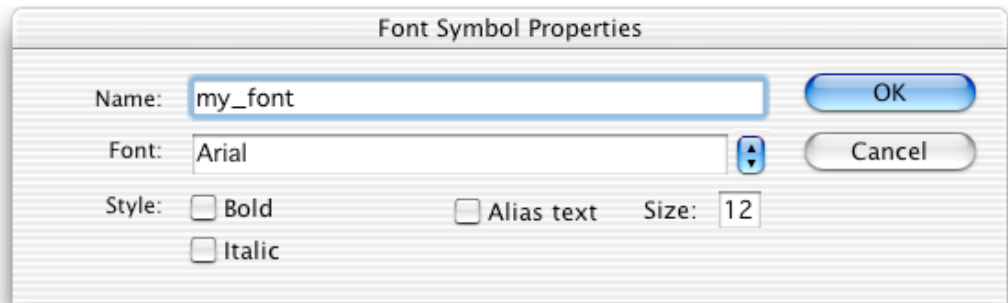
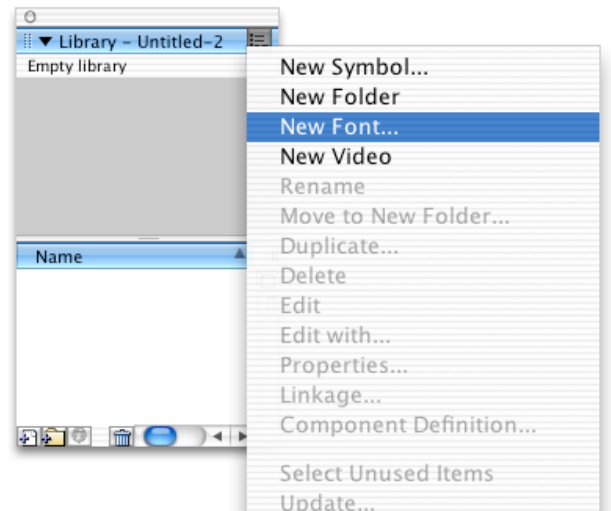
```
<top txt="Column A" link="Insert URL" targetwindow="_self">
  <subcats>
    <subcat txt="a1" link="Insert URL" targetwindow="_self"></subcat>
    <subcat txt="a2" link="Insert URL" targetwindow="_self"></subcat>
    <subcat txt="a3" link="Insert URL" targetwindow="_self"></subcat>
    <subcat txt="a4" link="Insert URL" targetwindow="_self"></subcat>
    <subcat txt="a5" link="Insert URL" targetwindow="_self"></subcat>
  </subcats>
</top>
```

• links

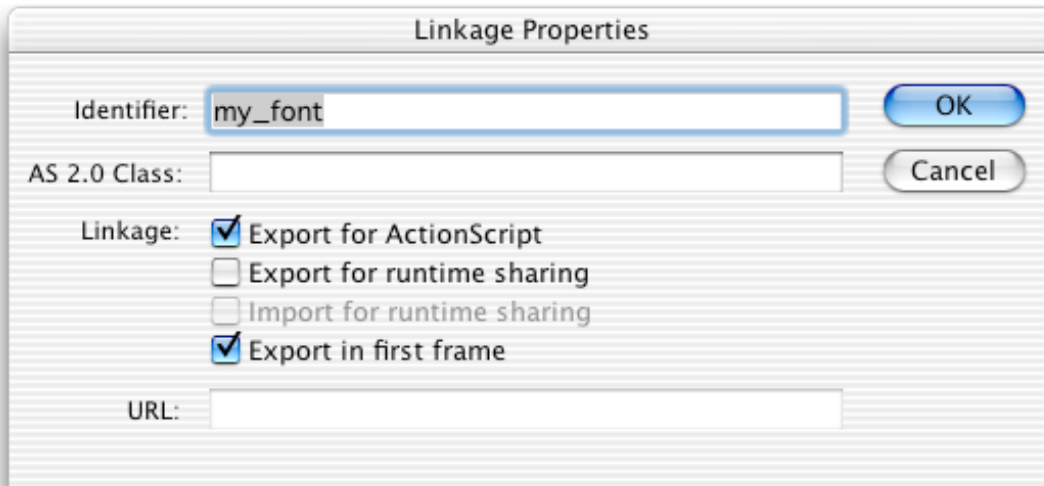
## Setting Up the Fonts

A font symbol must be set up that embeds the font to be used by the menu. The procedure for creating a new font and setting the linkage is as follows:

Open the Library (Window > Library) and chose “New Font” from the menu in the top right corner. This brings up the new font dialogue box, as shown below. Name the font, select the desired font from the drop-down menu, and click OK.



Then right-click on the newly created font symbol, and choose “Linkage”.



Select “Export for ActionScript” and “Export in first frame”, and give the font an Identifier name.

This identifier name should match the name given in the **top\_txt\_symbol** attribute of the settings tag in the XML file.

```
<settings  
  top_txt_symbol="my_font"  
  menu_width = "500"  
  anim="slide"  
></settings>
```

## Other Attributes

A number of attributes can be set in the settings tag of the XML File. Shown, are all the possible attributes:

```
<settings
  top_txt_symbol="my_font"
  top_txt_size="12"
  top_txt_color="0x000000"
  sub_txt_symbol="my_font"
  sub_txt_size="12"
  sub_txt_color="0x000000"
  menu_width = "500"
  anim="slide"
  padding="15"
  sub_padding="15"
  margins=""
  sub_margins="30"
  bg_right=""
  bg_center=""
  bg_left=""
  sub_bg=""
  top_button=""
  sub_button=""
  sub_bg_visible=""
>/settings>
```

The three required attributes are:

**top\_txt\_symbol** – the linkage identifier for the font symbol set up in the “Setting up Fonts” section.

**menu\_width** – the width in pixels of the menu

**anim** – the type of animation used by the sublinks. Possible values are “fade” and “slide”

The optional attributes are:

**top\_txt\_size** – the size of the font used by the heading links. Default is 12.

**top\_txt\_color** – the hex value for the color of the header links

**sub\_txt\_symbol** – the name of the font symbol used by the sub links, if different that for the header links.

**sub\_txt\_size** - the size of the sub link text.

**sub\_txt\_color** – the hex value for the color of the sub links.

**padding** – the number of pixels between header menu items.

**sub\_padding** – the number of pixels between sub links.

**margins** – the number of pixels on the left side of the menu before the menu items start.

**sub\_bg\_visible** – whether the sub links background is visible (true), or hidden (false).

The remaining attributes are used for skinning, which is discussed in the next section.

## Skinning

```
bg_right=""
bg_center=""
bg_left=""
sub_bg=""
top_button=""
sub_button=""
```

The various parts of the menu can be “skinned” with different movie clips to change the look. There are six different attributes which can be skinned, and each is defined in the <settings> tag of the XML file.

**bg\_right** – is the movie clip for the right-hand end of the background bar.

**bg\_left** – the movie clip for the left-hand end of the background bar.

**bg\_center** – the movie clip for the center portion of the background bar, which is stretched to meet the correct width for the menu.

**sub\_bg** – the movie clip for the background of the sub links. Automatically stretched to the correct width.

**top\_button** – the movie clip that contains the various states of the header buttons. Set up as shown below.

**sub\_button** – the movie clip that contains the various states of the sub-link buttons. Set up the same way as the top\_button..

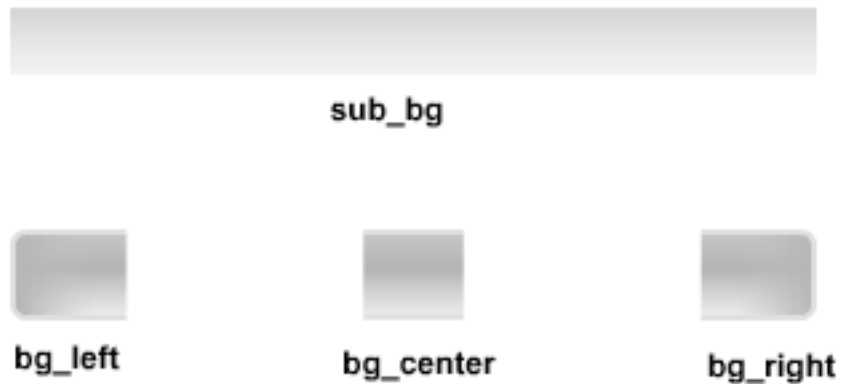
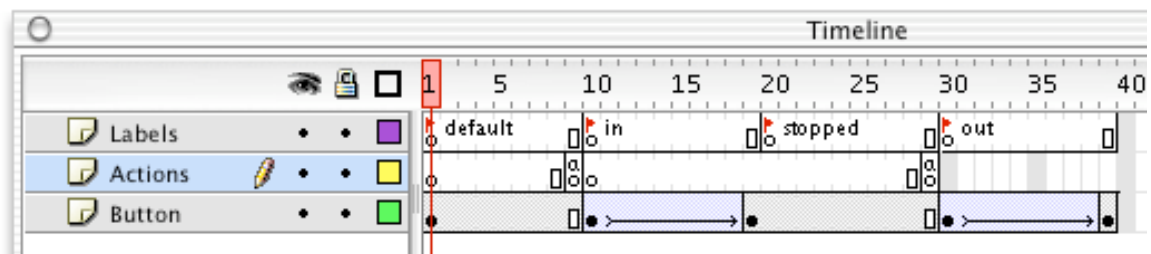


Figure 3 - the movie clips for the default skin

The two button movie clips should be set up as shown:



The movie clip should have four labeled frames in the following order: default, in, stopped, out.

There should be a “stop” actionscript command placed between default and in, and between stopped and out.

**default** – this is what the button looks like when the mouse is not rolled over.

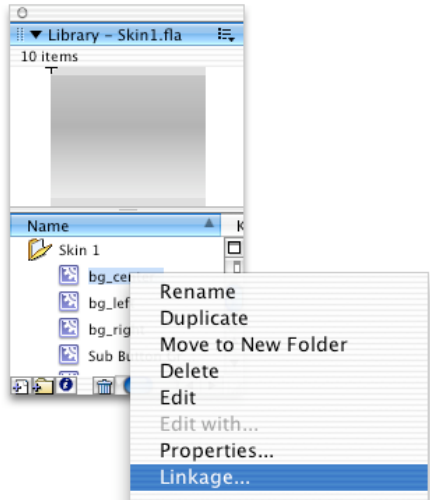
**in** – the animation played when the button is rolled over.

**stopped** – the graphic/animation show after the “in” animation when the mouse is still over the button.

**out** – the animation played when the mouse is rolled off of the button

The first frame of the movie clip should have something in it **indicating the size** of the movie clip, such as a rectangular symbol with alpha set to 0. If the first frame is blank, the button will not scale correctly.

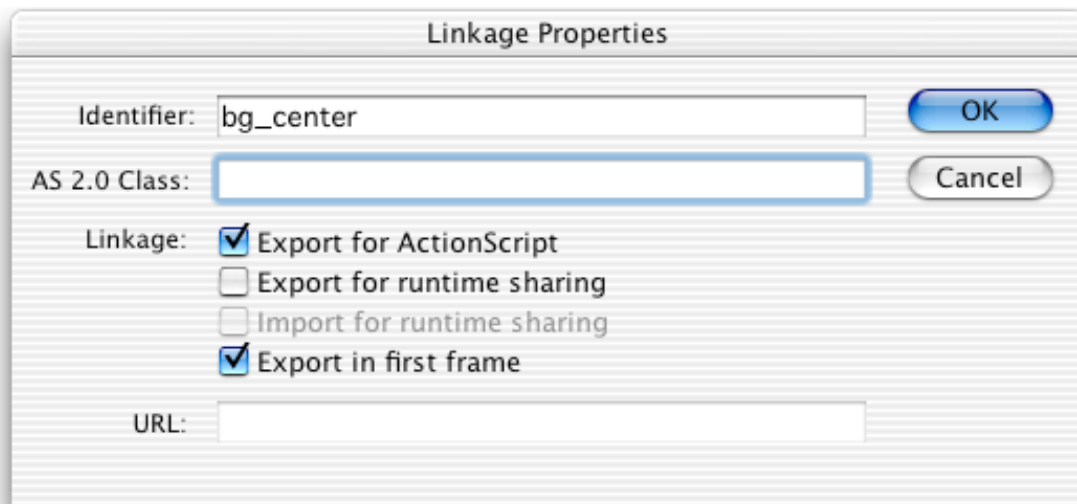
The names given in the XML file for skinning should match the linkage names given to the movie clips. Set up linkage names as follows:



Right-click the movie clip, and select linkage.

Select “Export for ActionScript” and “Export in first frame,” then give the movie clip a unique linkage identifier.

Click OK.



The movie clips can be created from scratch, or the included skinning movie clips can be edited. To use one of the included skins, open the .fla file, select the movie clip on the stage. Copy it, then paste it into the .fla file with the menu you wish to skin. Edit any of the symbols if desired, then delete the movie clip from the stage.

Be sure that all of the movie clips except for the buttons are set so that the **top-left corner** of the graphic within the movie clip is located at **(0,0)**. The x-coordinate of the button graphics should be 0, but the y-coordinate can be changed to affect placement of the button graphic in the menu.

### Advanced Use

The buttons in the Horizontal Menu can be made to trigger actionscript function through addition of the “asfunction” parameter in the XML file as shown:

```
<subcat txt="linkText" asfunction="myFunction" param1 = "1" param2="2"
param3="3"></subcat>
```

Then in your Flash movie, in the same movie clip that contains the Horizontal Menu Component, define a function that does what you want. For example:

```
function myFunction (num1, num2, num3) {
    trace(num1 + num2 + num3);
}
```

You are allowed up to 3 parameters for the function, although some or all of these parameters can be omitted. If you only want to call one actionscript command, it can be specified in the asfunction parameter, for example the following would cause the movie to go to frame 2 whenever it was pressed, without the need for additional functions:

```
<top txt="linkText" asfunction="gotoAndStop"param1="2">
```