

Using XML

The XML file for any of the menus should look something like this:

```
<menu>
  <top txt="Column A">
    <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">
    <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>
</menu>
```

<top> tags represent categories, and <subcat> tags represent individual links.

Within each <top> tag is the text for that category's name (e.g. <top txt="Name">)

Within each <subcat> tag are three attributes – **txt**, **link**, and **targetwindow**.

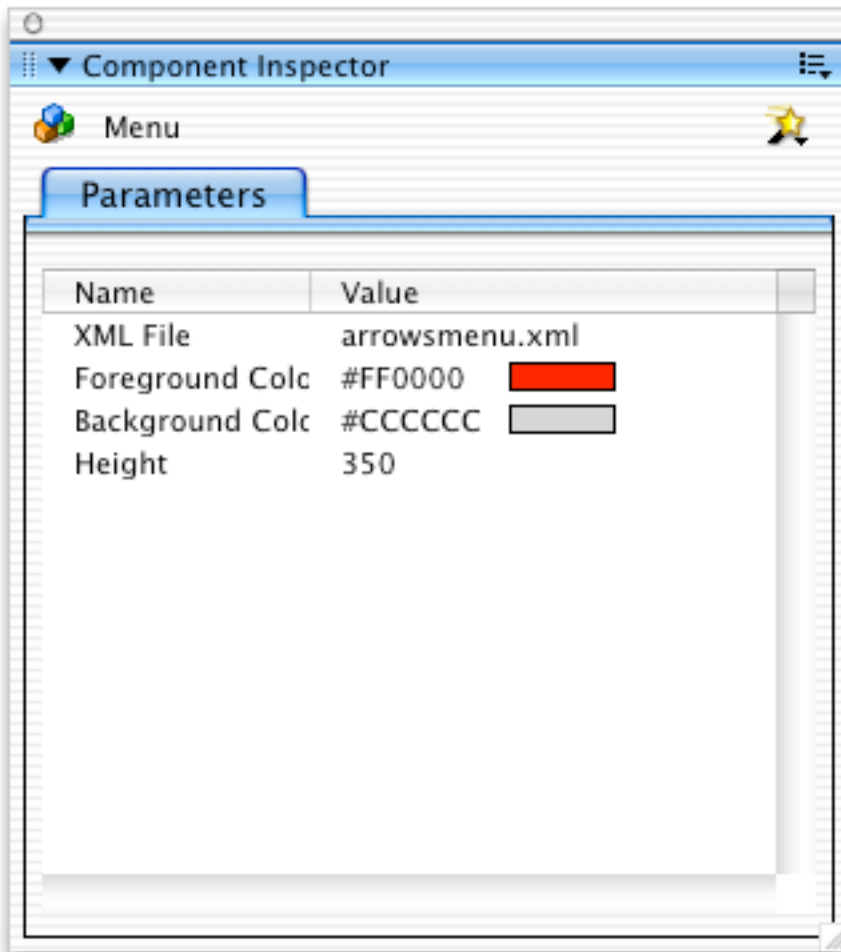
txt	the text to show for the specific menu item
link	the URL for the menu item to link too
targetwindow	the window for the URL to open into (see Target on p.1)

In the drop-down menu, the number of <top> tags and <subcat> tags must remain the same. To deactivate one of the menu items, leave the link as "Insert URL" or set it to "".

In the expanding/collapsing menu, the number of these tags may change, allowing any number of categories and subcategories, as long as the same basic format is followed.

Expand / Collapse Menu

The Component Inspector for the Expand/Collapse Menu should look something like this:



There are four parameters:

XML file is the path to the XML file with the menu information in it.

Foreground Color is the color of the text and the arrows.

Background Color is the color of the background box.

Height is the height of the menu in pixels. This does not update in the flash environment, and changes will only be seen when the movie is tested.