




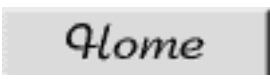









GraphicMenu 5.0

Getting Started with GraphicMenu

GraphicMenu allows you to easily combine custom graphics to build a dynamic navigation menu.

Please, do not be fooled. It is your responsibility to provide the images necessary to construct a GraphicMenu. Without images supplied by you, the component is absolutely useless.

To better explain the image requirements, take a look at the [example](#). To create that one example, it was necessary to create eleven different images. They are the following:

Item	Menu Closed	Menu Open, Normal	Menu Open, Highlighted
Home			
Page 1	n/a		
Page 2	n/a		
Page 3	n/a		
Page 4	n/a		

Key Points:

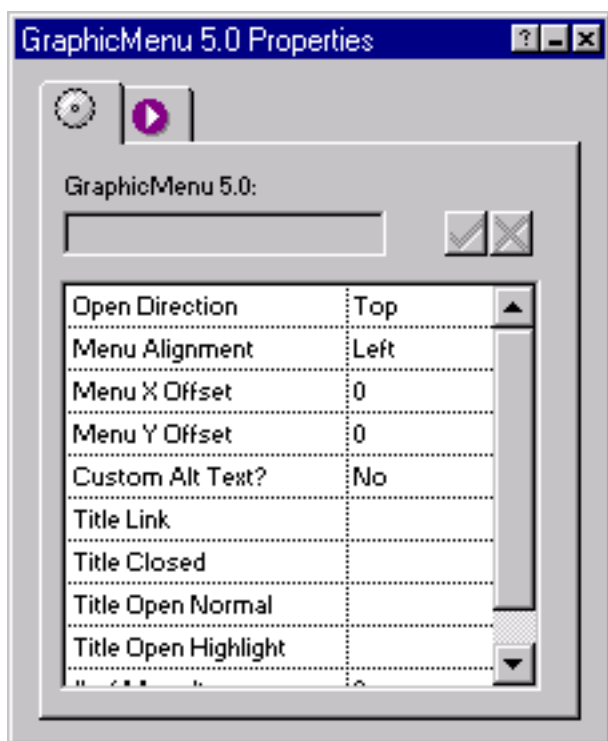
- All menu items require two images: a highlighted state and a non-highlighted state. In addition, the menu title (in this case "Home") requires an additional graphic that will be visible when the menu is closed.
- All "states" of a menu item must be the exact same size. That means, if the "Normal" image is 100x25 pixels, the "Highlighted" image has to be 100x25 pixels (and in the case of the Menu Title, the "Menu Closed" state has to be 100x25 pixels).
- All menu items must have the exact same width (excludes Menu Title). That means if the first item is 100 pixels wide, all proceeding menu items must have a width of 100 pixels.
- Image height can vary from menu item to menu item.
- The Menu Title can be of a different height and width than that of the menu

items.

Getting started with GraphicMenu 5.0 is easy!

- Run the Installation program, specifying the location of Fusion v4.0/5.0's component directory.
- Launch Fusion v4.0/5.0
- If the coolmaps.com component toolbar is not visible choose View > Toolbars > Component Tools > coolmaps advanced
- Select the GraphicMenu component and drag it out to an area on the page.

The GraphicMenu Properties now appears in Fusion's properties palette.



Please note that GraphicMenu is modular. In order to create a single menu bar, it is necessary to drop an instance of GraphicMenu for each menu you want on the menu bar. After configuring each menu, you can then arrange them so that they create a menu bar.

GraphicMenu Options

Open Direction [Top](#) | [Right](#) | [Bottom](#) | [Left](#)

Select the direction in which the menu will open. Click on the above links for examples.

Menu Alignment
 Top/Bottom: [Left](#) | [Center](#) | [Right](#)
 Left/Right: [Top](#) | [Center](#) | [Bottom](#)

This option controls the alignment of the menu items in relation to the menu title. Click on the above links for examples.

Menu X Offset

Option to move the menu along the X-axis relative to the menu's normal position. Entering a negative number shifts the menu left; entering a positive number shifts the menu right.

Menu Y Offset

Option to move the menu along the Y-axis relative to the menu's normal position. Entering a negative number shifts the menu up; entering a positive number shifts the menu down.

To better understand the previous two options, it needs to be understood that by default the menu will display directly beside the menu title. In some situations, though, it may be necessary or desirable to offset the menu from its default location. The following two examples demonstrate this point.

The [first](#) example is a menu with both the X-Offset and Y-Offset set to "0". This is where the menu will display by default.

The [second](#) example is a menu with the X-Offset set to "-6" and the Y-Offset set to "6". As you can see, the result of this offset configuration is that the menu overlaps the menu title.

Custom Alt Text?

If "No," GraphicMenu will use the menu item's link asset name as the Alt text. If text other than the asset name for the link is desired, select "Yes."

Title Link

Select the link for the menu title.

Title Closed

Select an image. This is the title image that will be visible when the menu is closed.

Title Open Normal

Select an image. This is the title image that will be visible when the menu is open and NOT highlighted.

Title Open Highlight

Select an image. This is the title image that will be visible when the menu is open and highlighted.

Title Alt Text

Enter the Alt text for the title image. This option only available if the Custom Alt Text? option is set to "Yes."

of Menu Items

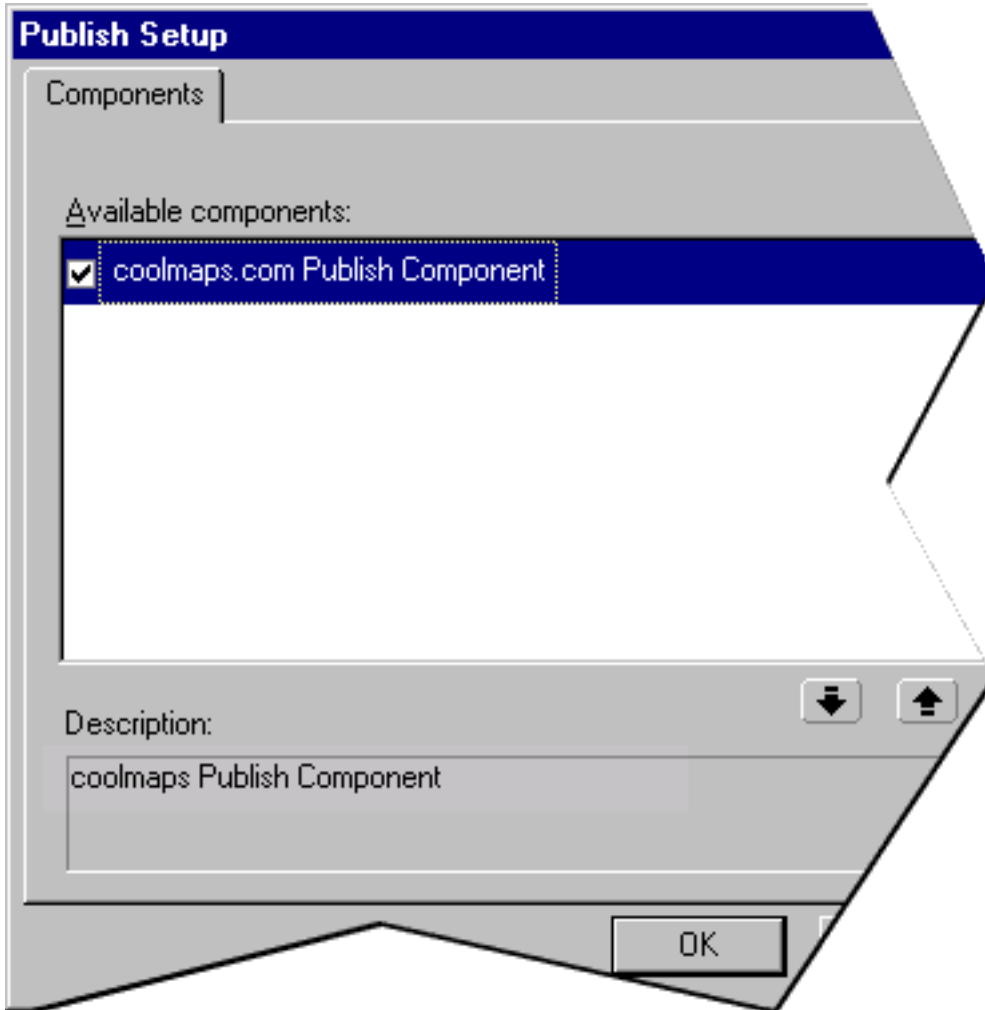
Enter the number of items that will be in the menu. For each item, there are the following options.

- Item #n Link
Select the link for the menu item.
- Item #n Normal
Select an image. This is the image that will be displayed when the menu item is NOT highlighted.
- Item #n Highlight
Select an image. This is the image that will be displayed when the menu item is highlighted.
- Item #n Alt Text
Enter the Alt text for the menu item. This option only available if the Custom Alt Text? option is set to "Yes."

Once the palette options are configured, the coolmaps.com Publish Component must

be enabled.

- Choose Publish View > Publish > Publish Components
- Check 'coolmaps.com Publish Component'



Don't see the coolmaps.com Publish Component listed? Get it [here!](#)