



MenuComposer 4

Application Manual

Dacons

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This tutorial assumes that you have elementary knowledge of FileMaker Pro and you know how to use plug-ins and external functions of this database platform.

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INTRODUCTION

About MenuComposer

The MenuComposer is a standalone application tool that will create the menu code needed to set custom menus in FileMaker using the plug-in MenuControl.

With MenuComposer the menu structure for a custom menu for FileMaker can be created using a simple point-and-click interface.

Spend a few minutes with the *Quick Start* FileMaker file first that came with the MenuControl package. This will help you to understand the need for the menu code.

The MenuComposer application is part of the MenuControl package you downloaded. This tool does not require any installation procedure. Just double-click the application file to launch MenuComposer.

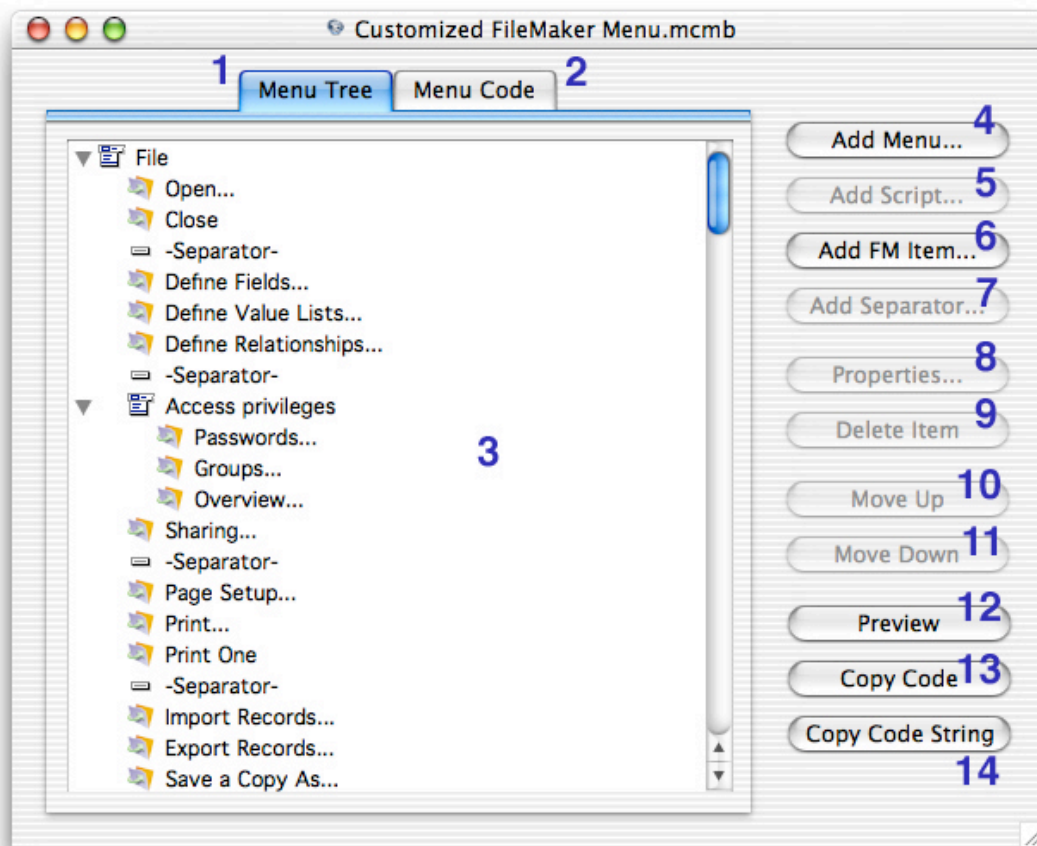
QUICK REFERENCE

MenuComposer Overview

This chapter provides a short reference that helps you get started with MenuComposer quickly. More detailed explanations are provided in the following chapters.

The MenuComposer workspace

The following screenshot shows the MenuComposer application window as you see it when opening MenuComposer. In case MenuComposer starts with the Assistant click the *Skip Assistant* button to see the window shown below.



- 1 Menu Tree tab**
Displays the menu structure of a custom FileMaker menu.
- 2 Menu Code tab**
Displays the menu code automatically created by the MenuComposer according to the menu structure you define on the Menu Tree tab. This code is needed by the MenuControl plug-in to set your custom menu.
- 3 Main working area**
On the Menu Tree tab the menu structure is shown. Here, a custom menu is created via point-and-click.
- 4 Add Menu button**
Click to add a main menu item such as *File* or *Edit*.
- 5 Add Script button**
Click to add a custom menu item, assign a script and a custom keyboard shortcut as well as additional properties.
- 6 Add FM Item button**
Click to add a default FileMaker menu item, assign custom keyboard shortcut as well as additional properties.
- 7 Add Separator button**
Adds a separator to the menu structure
- 8 Item Properties button**
Displays the properties of a selected menu item.
- 9 Delete Item button**
Deletes a selected menu item
- 10 Move Up button**
Moves a menu items up in the menu structure.
- 11 Move Down button**
Moves a menu item down in the menu structure.
- 12 Preview button**
Lets you preview the menu structure within the MenuComposer.
- 13 Copy Code button**
Copies the menu code to the clipboard. This button is used to transfer the menu code to the menu code field in your FileMaker solution.
- 14 Copy Code String button**
Copies the menu code to the clipboard and doubles all quotation marks in the code. This is necessary if the menu code will be embedded into a function call (FileMaker calculation editor) instead of saving it in a FileMaker text field.

Creating a custom menu – quick view

This overview explains in a few steps how to create a custom menu structure with the MenuComposer using your FileMaker scripts as menu items.

- 1 Open the FileMaker file you would like to create the custom menu for.
- 2 Open the MenuComposer.
- 3 Select *Create your own new FileMaker menu* in the first assistant step.
- 4 Select the FileMaker file you are working on.
- 5 Select the type of menu (main menu, pop-up or contextual).
- 6 Create your own menu structure using the *Add Menu* button to create main menu items and the *Add Script* button to create menu items and assigning your scripts to menu items.
- 7 Click *Copy Code* and place the code into the menu code field of your FileMaker solution.
- 8 Call the function MenuControl plug-in function *Cont_BuildMenu* to set a customized default FileMaker menu.

Customizing the default FileMaker menu – quick view

This overview explains in a few steps how to modify the default FileMaker menu with the MenuComposer.

- 1 Open the MenuComposer.
- 2 Select *Modify the default FileMaker menu* in the first assistant step.
- 3 Select your FileMaker version and mode.
- 4 Delete the default FileMaker menu items from the menu tree that you wish to exclude from your solution, by using the *Delete Item* button.
- 5 Click *Copy Code* and place the code into the menu code field of your FileMaker solution.
- 6 Call the MenuControl plug-in function *Cont_BuildMenu* to set a customized default FileMaker menu.

Creating a mixed menu – quick view

This overview explains in a few steps how create a mixed menu using the MenuComposer. A mixed menu consist of default FileMaker menu items and custom menu items that trigger FileMaker scripts.

- 1 Open the FileMaker file you would like to create a mixed menu for.
- 2 Open the MenuComposer.
- 3 Select *Modify the default FileMaker menu* in the assistant.
- 4 Select your FileMaker version.
- 5 Delete the default FileMaker menu items you wish to exclude from your solution using the *Delete Item* button.
- 6 Add your own menu items using the *Add Script* button and use *Add FM Item* button to add default FileMaker menu items.
- 7 Click *Copy Code* and place the code into the menu code field of your solution.
- 8 Call the MenuControl plug-in function *Cont_BuildMenu* to set a customized default FileMaker menu.

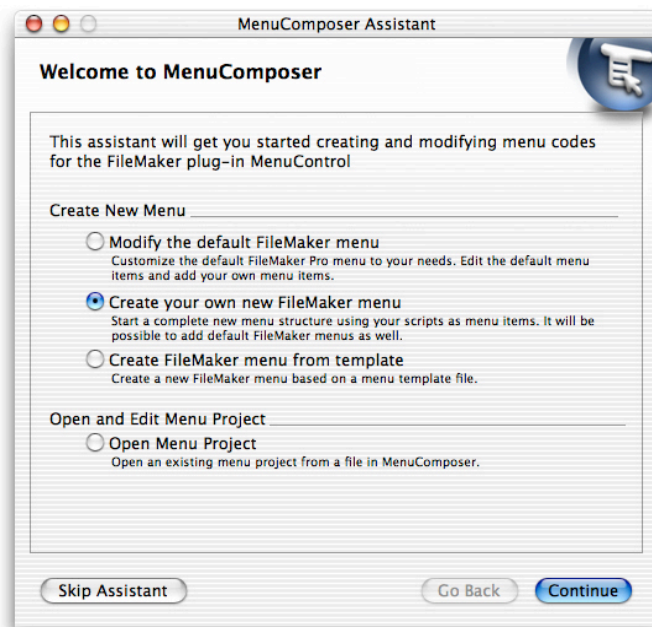
CHAPTER 1

Creating a Custom Menu

In this chapter the creation of a complete custom main menu structure is shown with the use of the MenuComposer application.

The example discussed is part of the *Quick Start* FileMaker file that comes with the MenuControl package. On the *Main Menus* tab click button # 1 to see the result of the menu that will be created in this tutorial.

- 1 Open the FileMaker file that you would like to create a custom menu for. In this example open the *Quick Start* file that comes with the MenuControl package.
- 2 Open the MenuComposer application.



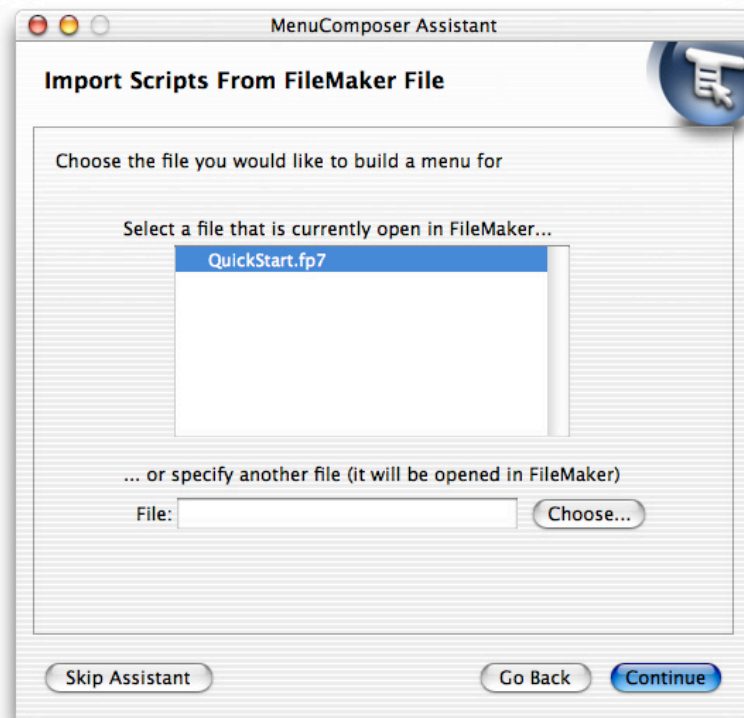
Since a complete custom FileMaker menu for the *Quick Start* file will be created, select *Create your own new FileMaker menu* in the Assistant window.

- 3 Click *Continue* in the assistant window.

Custom menu items trigger your scripts in FileMaker.

To let the MenuComposer retrieve the correct scripts needed for your menu items you need to select the version of FileMaker file you would like to create the custom menu for. This setting can be adapted in the MenuComposer preferences.

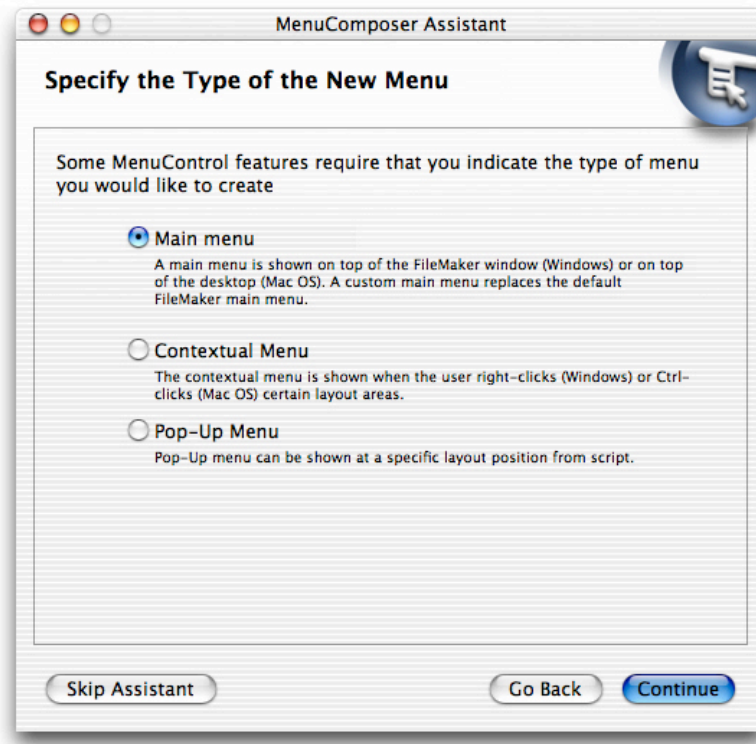
MenuComposer will list all open FileMaker files. Click on the appropriate file or browse for it using the 'Choose' button.



In this case choose the *Quick Start* file that has been opened before.

Note: Ensure you set the correct version of FileMaker you are using in the MenuComposer Preferences if open files are not listed in this dialog.

- 4 Click the *Continue* button to get to the next step of the MenuComposer assistant.



In this window you need to decide whether you would like to create a main menu, a contextual menu (right-click, control-click menu), or pop-up menu for your solution. In this case decide to create a main menu. Clicking *Continue* completes the assistant.

- 5 The *Menu Tree* window is the place where the actual menu structure for our custom menu will be constructed. The menu items are displayed in a vertical tree structure.
- 6 Save this MenuComposer session under the file name *Custom Main Menu*. Saving a Composer session under a file name enables you to open a menu structure again and continue working on it.
- 7 In this step a custom application menu is created. If you do not want to add a custom application menu for the Macintosh platform menu you can skip this part and continue with the next step.

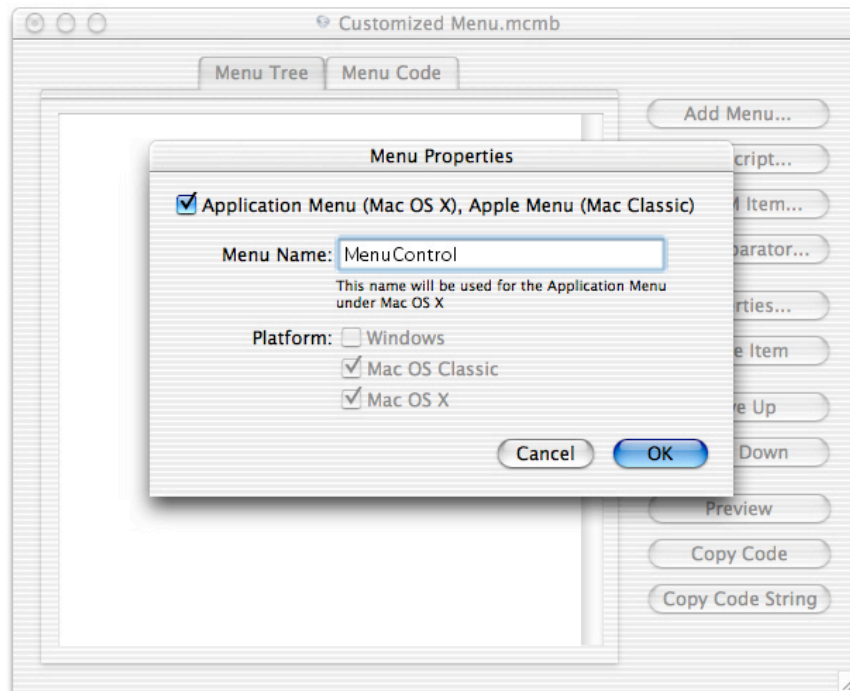
The menu structure about to be created for this example will be cross-platform so it can be used by the MenuControl plug-in under Windows and Mac OS.

A main menu under Mac OS X has an application menu (it is the Apple menu under Mac Classic) which will be created as a first step. This menu will only be used under Mac OS and will be ignored by the MenuControl plug-in under Windows.

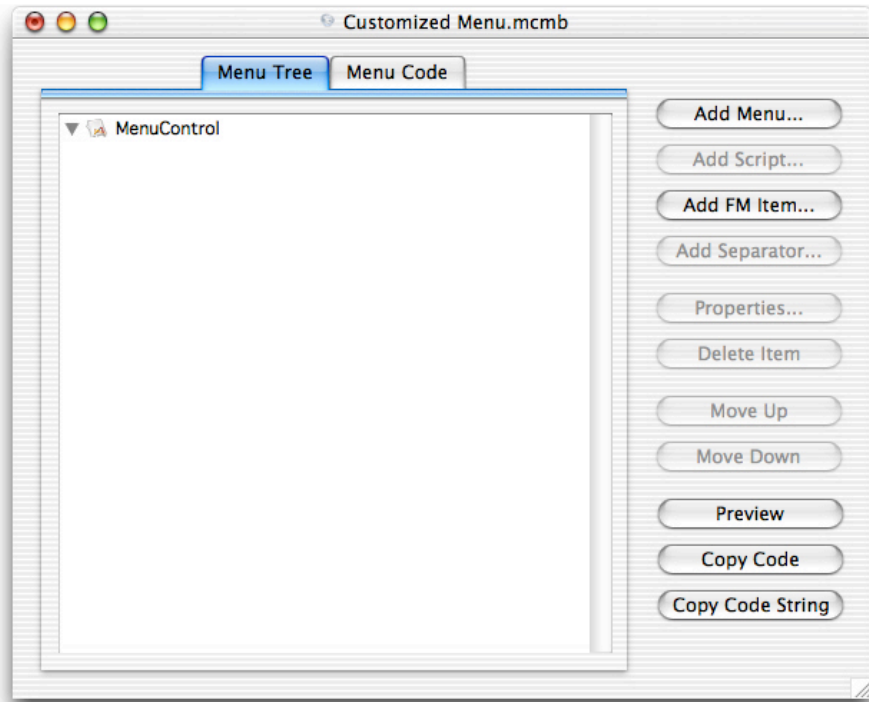
The Application menu can have the name of your solution; in our case the name will be *MenuControl*. Under Mac Classic the Apple menu servers the function of an application menu. Items which will be added to the application menu in the Menu Tree will be shown in the Apple menu under Mac Classic.

To add a main menu item click the *Add Menu* button in the MenuComposer window.

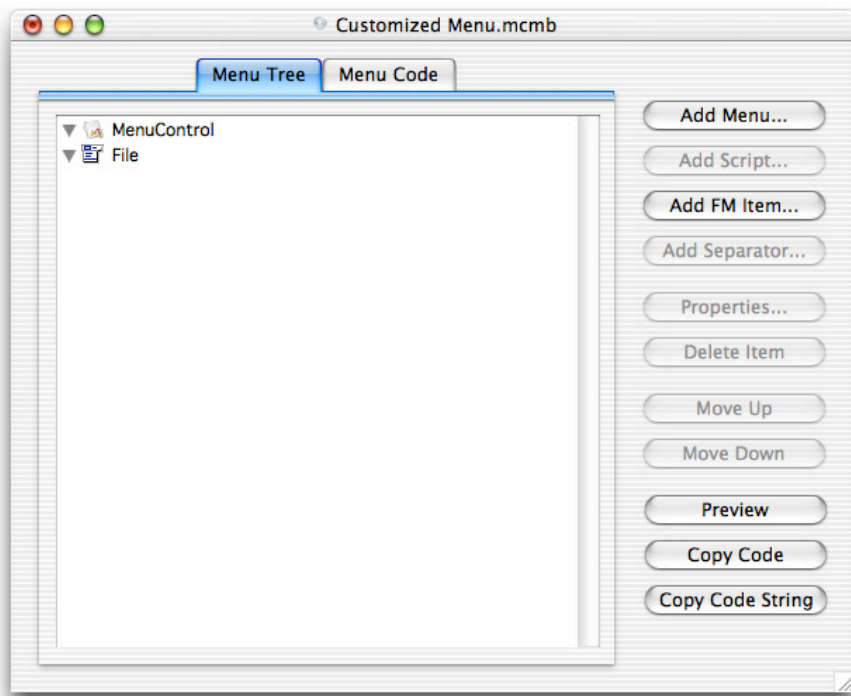
Select the checkbox: *Application Menu/Apple Menu* and click *OK* and name the menu item *MenuControl* in the field provided. This will be the name of the application menu under Mac OS X when the custom menu has been set in FileMaker using the MenuControl plug-in.



The Menu Tree will show the first menu item, which under Mac OS X will have the name of our solution and will contain the standard menu items found in an application menu by default. You can add your own menu items as well.



- 8 The first main menu item according to the sample menu from the *Quick Start* file is the *File* menu. Click the *Add Menu* button and name it *File*.

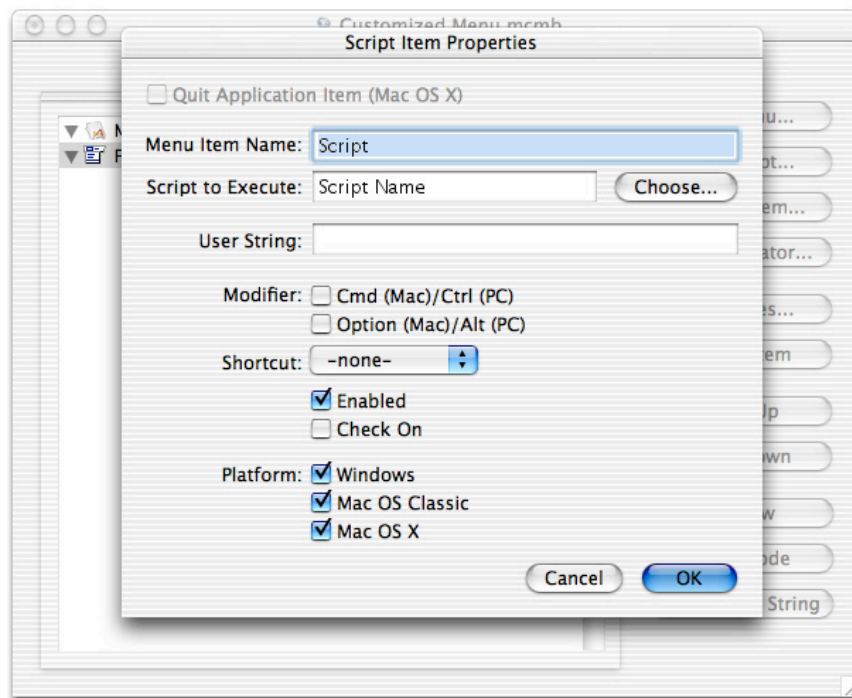


The Menu Tree shows the first main menu item.

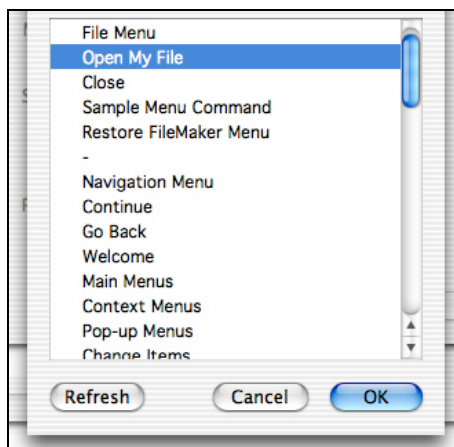
- 9 It is time to add menu items to the main menu *File*. Our menu structure consists of custom menu items only. This means that all of our menu items trigger FileMaker scripts that have to be created beforehand in our solution.

Select the *File* menu item that you just have created and click *Add Script*.

The following dialog appears.



- 10 In this dialog the menu item can be named and FileMaker script assigned to them. Clicking the *Choose* button allows us to assign a script from our FileMaker file to that menu item. The dialog will show all scripts available in ScriptMaker for that particular file.



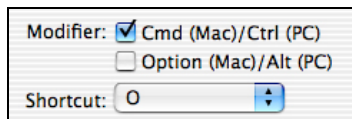
In this example select the *Open My File* script and click *OK*.

The field *Menu Item Name* shows *Open My File* by default which is the name of the script that has been selected before. You can decide to enter a different name. That means the name of a script does not necessary have to be the name of the menu item.

- 11** The next step is to assign a keyboard shortcut to our menu item. Keyboard shortcuts are handled cross-platform as well.

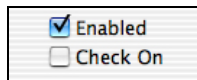
The keyboard shortcut for this menu item will be 'O' (letter 'O'). That means it will be 'CTRL+O' under Windows and 'Cmd+O' under Macintosh. MenuControl will automatically assign the correct keyboard shortcut for the appropriate platform.

The selection for our shortcut should look like this.



Take a moment to explore the Shortcut pop-up list for all keyboard shortcuts available.

- 12** At this point you could decide over additional properties for that particular menu item. The dialog shows the following checkboxes.



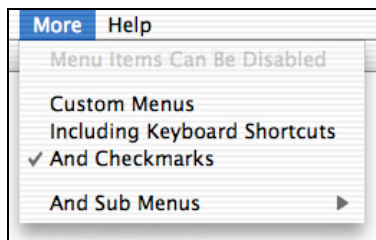
A Enabled

Here, you can disable a menu item (greyed-out menu item, not functional)
By default all menu items will be enabled.

B Check On

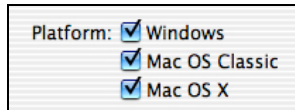
This option lets you show a checkmark in front of a menu item. By default no checkmark will be shown.

The following screenshot shows how an item checkmark looks like in a final menu.



The status of a menu item can be changed using MenuControl plug-in functions as well. A menu item can be enabled initially and then can be disabled via plug-in function. Please consult the MenuControl Plug-In Manual for further details.

- 13 As mentioned earlier each menu item can be assigned to a specific platform. By default a menu item is assigned to all supported target platforms.

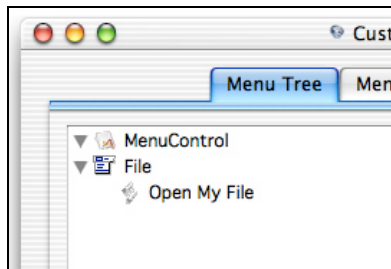


A typical example for a platform specific menu item would be a case where different shortcuts are used for the different operating systems.

Quit My Application for example will have the shortcut 'ALT+F4' on Windows and 'Cmd+Q' on a Mac.

In the MenuComposer simply create two separate menu items, each assigned to the appropriate shortcut and platform.

Click *OK* in the *Script Item Properties* dialog window and the Menu Tree shows the new menu item in the *File* menu called *Open My Application*.



- 14 The second menu item in the *File* menu is *Close* with the shortcut Ctrl/Cmd+W according to the *Quick Start* menu structure.

Select the *File* main menu item in the Menu Tree and click the *Add Script* button. You can assign a script via the *Choose* button and the keyboard shortcut.

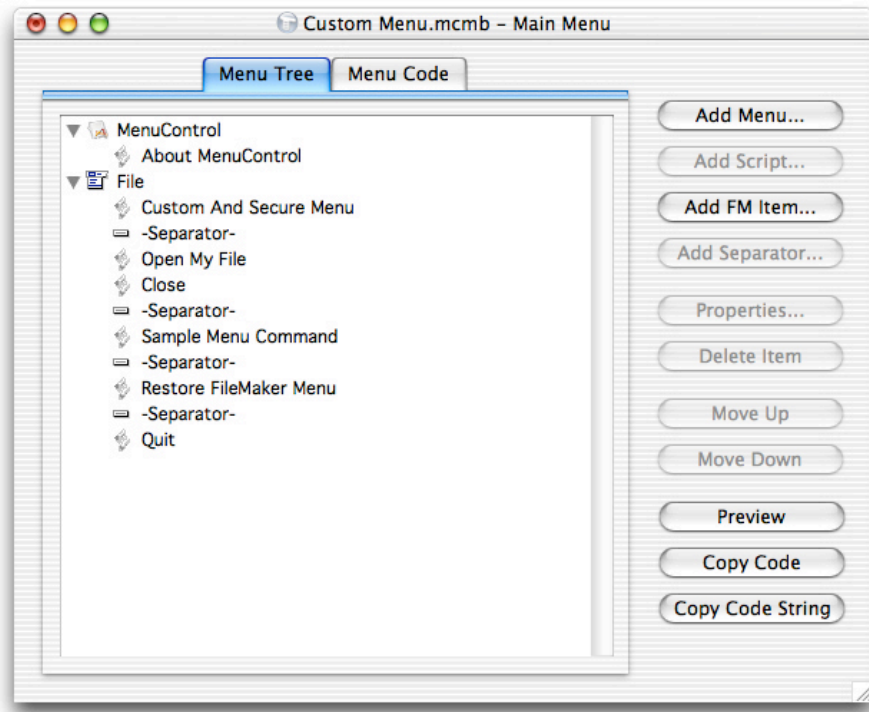
- 15 After the *Close* menu item is created, click the *Separator* button in the Menu Tree page to add a separator below the *Close* menu item.

Add the rest of the *File* menu items in the same manner:

- Sample Menu Command shortcut: Ctrl/Cmd+'I'
- Separator
- Restore FileMaker Menu shortcut: Ctrl/Cmd+'R'

In a Windows environment the *Quit* menu item is located under the *File* menu. To add this to the *File* menu under Windows, add a separator with the properties for Windows and add the script *Quit Application for Windows* as a *Quit* menu item.

After these menu items have been added under *File* the Menu Tree will look like this.



Remember that the last two menu items under *File*, the separator and the *Quit* menu item are assigned to the Windows platform only.

- 16** The second main menu item in our structure is *Navigation*. To add a second main menu item make sure that no item in the Menu Tree is selected and click the *Add Menu* button to create a second main menu.

The *Navigation* main menu item has the following menu items:

- Continue
- Go Back
- Separator
- Welcome
- Main Menus
- Contextual Menu
- Pop-up Menus
- Change Menus

Click the *Add Script* button to add these menu items, assign their scripts and keyboard shortcuts.

In the same manner add the

- Reports

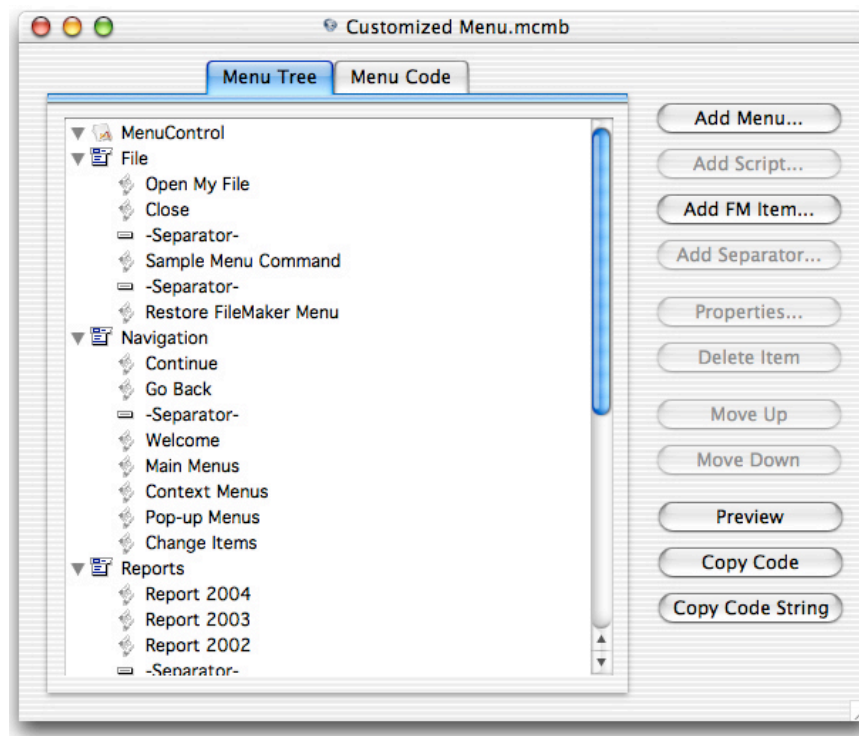
- More
- Help

main menu items by clicking the *Add Menu* button.

- 17 Anytime during the development process you can click the *Preview* button and see your menu structure as it will appear in FileMaker. Please note that in the preview mode no script will be executed.

You can delete menu items anytime using the *Delete Item* button. You can also modify menu items by selecting the item and clicking the *Properties* button.

Once all menu items have been added, the Menu Tree should look like the following screenshot.



- 18 During the creation of the menu structure the MenuComposer created the menu code in the background. The menu code is needed by the MenuControl FileMaker plug-in to set a custom menu in FileMaker.

Once satisfied with the menu structure, click the *Copy Code* button. This will place the menu code into the clipboard.

The menu code can now be pasted into the menu code field of your FileMaker solution. The function *Cont_BuildMenu* of the MenuControl FileMaker plug-in will set your FileMaker menu

according to the menu code. Please consult the MenuControl manual for further details for the use of the menu code.

The MenuComposer file used to create this customized default FileMaker menu structure is called *Custom Main Menu*. It is part of the download package.

CHAPTER 2

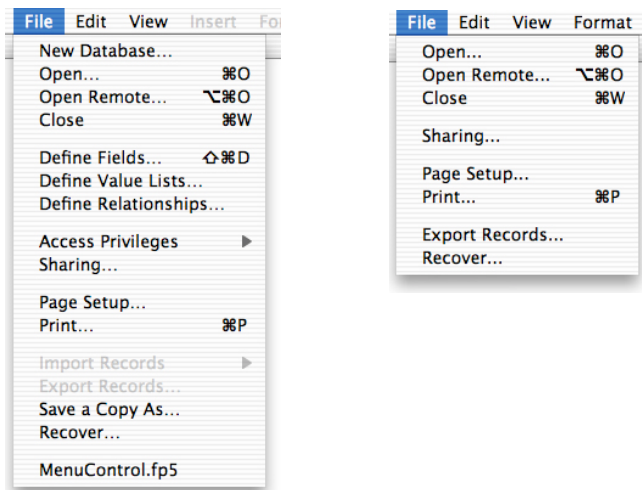
Modifying the FileMaker Menu

MenuControl gives you the option of customizing the default FileMaker menu. You can delete certain default FileMaker menu items that are irrelevant to the end-user or compromise the security of your solution.

Example:

The menu item *Define Fields* under the FileMaker 6 *File* menu or the menu item *Accounts and Privileges* under FileMaker 7 *File* menu might be irrelevant for the end-user of your solution. Without MenuControl you have the option of disabling those menu items using FileMaker Access Privileges. However, removing them gives your FileMaker solution a more professional look and feel.

In the *Quick Start* file on the *Main Menus* tab a scaled down default FileMaker menu is set with a click on the *Set Custom FileMaker Menu* button.



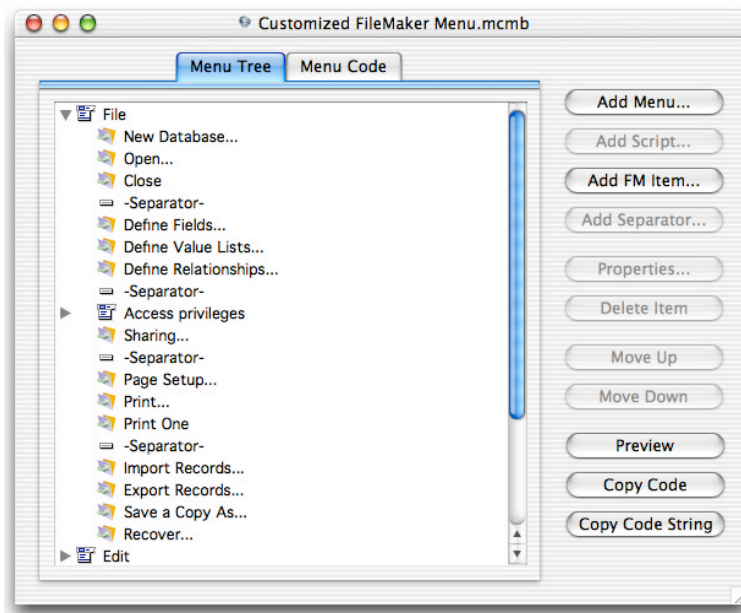
Original FileMaker 6 File menu and scaled down version

Using MenuControl certain menu items were deleted from the menu structure.

The custom default FileMaker menu that is being created in this tutorial can be looked at in the *Quick Start* file under the *Main Menus* tab (button # 2).

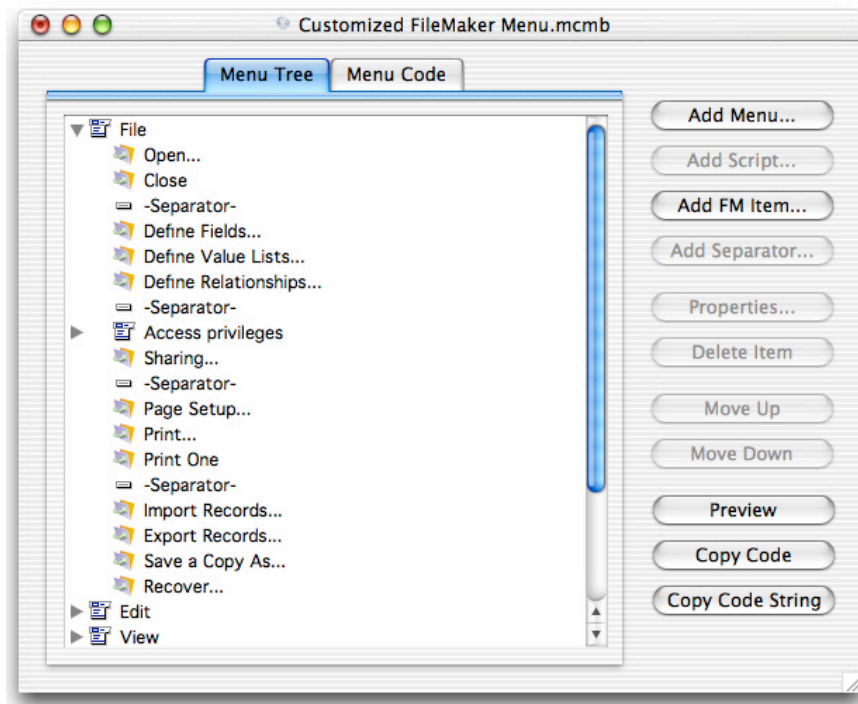
The menu code which is needed by the MenuControl FileMaker plug-in to set a customized FileMaker menu can be created using the MenuComposer as follows.

- 1 Open the MenuComposer.
In the Assistant's first window select *Modify the default FileMaker Menu* and click *Continue*.
- 2 In the next window select the FileMaker version you are creating a solution for and the mode you would like to modify (Browse, Find, Preview). For our example select FileMaker Pro 6 and the 'Browse' mode. Click *Continue*.
- 3 The next window will display the Menu Tree with all default FileMaker main menu items according to the FileMaker version you have selected. The main menu items appear collapsed in the tree structure view.
- 4 Save this MenuComposer session under the file name *Customized FileMaker Menu*. Expand the *File* menu in the Menu Tree. All default FileMaker menu items for the main menu item will be displayed. You will notice that default FileMaker menu items have a different icon then custom menu items, which trigger your scripts (as shown in the previous chapter).



- 5 Select the default FileMaker menu items that should not be part of our solution.

In our example the item *New Database* under the *File* menu will not be part the menu structure. Select the menu item *New Database* and click on the button to the right called *Delete Item*.



The first menu item under *File* is now *Open* and no longer *New Database*.

6 In the same manner delete the following menu items from the *File* menu:

- Define Fields
- Define Value Lists
- Define Relationships
- Access Privileges
- Import Records
- Save a Copy As

Simply select the menu item you do not want and click the *Delete Item* button to the right.

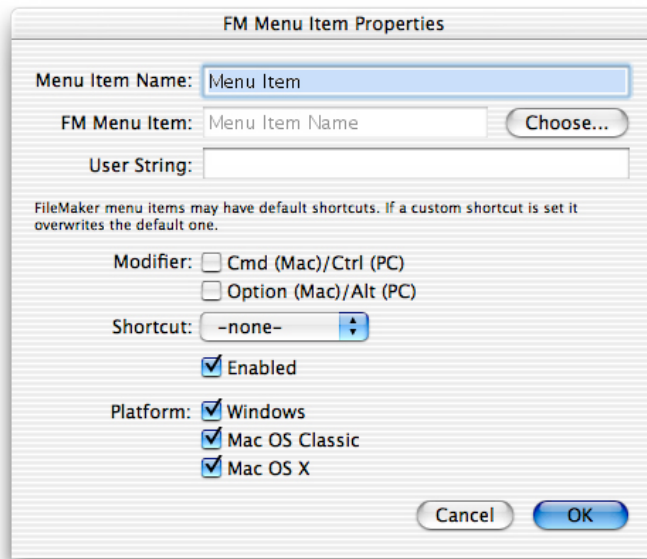
7 For our example the *Edit* menu will not be modified at all. Thus, continue with the next main menu which is *View*.

8 The *View* menu will be modified in the same manner as the *File* menu. Delete the menu items:

- Layout Mode
- View as a Form
- View as a List
- View as a Table

9 In this example the complete *Insert* main menu should be deleted. By selecting the main menu item *Insert* in the Menu Tree and clicking *Delete Item* the complete *Insert* menu will be deleted.

- 10 Continue to delete all menu items from the Menu Tree that are not wanted in our solution.
- 11 Re-insert a default FileMaker menu items anytime clicking the *Add FM Item* to the right. This button brings you to the following dialog:



- 12 Clicking the *Choose* you can select from the list of available default FileMaker menu items. Additional Properties can be set.

Please note that the keyboard shortcuts for default FileMaker will *not* be displayed in the MenuComposer.

The default FileMaker menu items retain their default keyboard shortcuts unless you define a custom keyboard shortcut.

You can select a complete main menu item from the list of FileMaker menu items that is shown when the *Choose* button is clicked. For example if you select the main menu item *Edit* the complete FileMaker *Edit* menu with all the menu items will be inserted.

- 13 Once satisfied with the custom default FileMaker menu item click the *Preview* button to the right and have one last check before using *Copy Code* to place the menu code in the clipboard and pasting it into the menu code field of our FileMaker solution.

The MenuComposer file used to create this customized default FileMaker menu structure is called *Customized FileMaker Menu*. It is part of the download package.

CHAPTER 3

Creating a Mixed Menu

A *mixed menu* is a menu structure that consists of default FileMaker menu items and custom menu items that trigger FileMaker scripts.

Depending on the type of your FileMaker solution you might want some of the default FileMaker menu items combined with some of your own scripts as menu items.

Example:

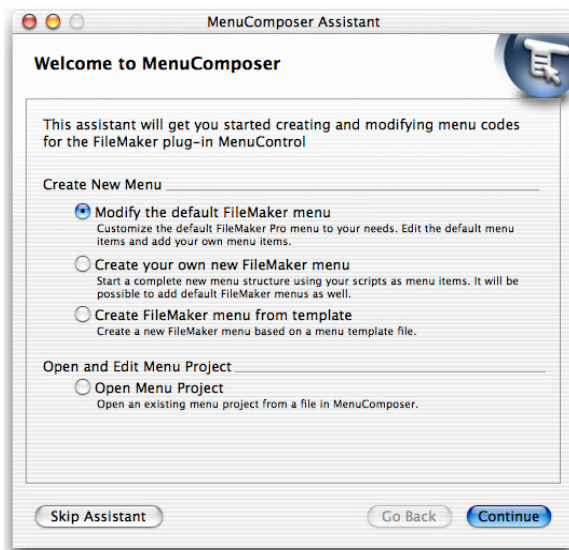
Chances are that you would like to use the default FileMaker *Edit* and *Format* menus but you want to customize the rest, for example deleting developer specific menu items for the end-user.

In this example a mixed menu found in the *Quick Start* file under the *Main Menus* tab when *Set Mixed Menu* is clicked (button # 3) will be created.

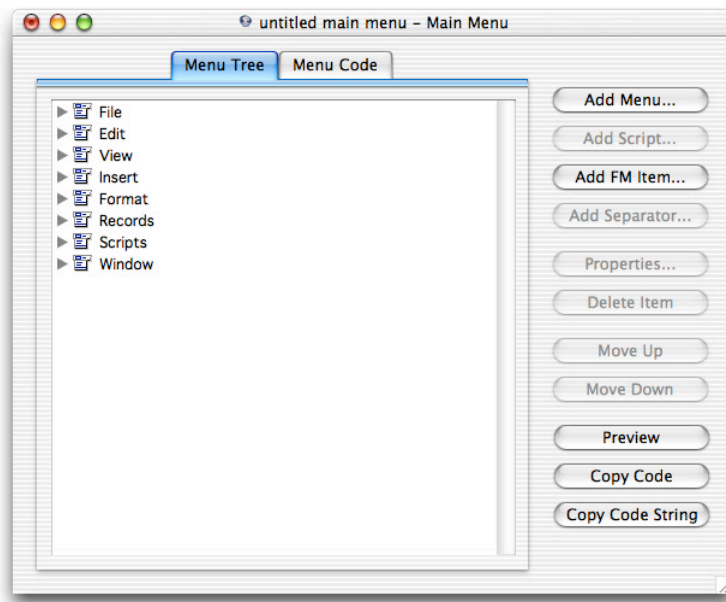
Open the *Quick Start* file. The FileMaker file you are planning to work on needs to be open in FileMaker.

Open the MenuComposer.

Select the *Modify the default FileMaker menu* and click *Continue*.



- 1 In the next assistant step select the FileMaker version and mode. In our example select FileMaker Pro 6 and *Browse* mode and click *Continue*.
- 2 The Menu Tree opens with all default FileMaker menus present.
At this point it is very useful to understand the functions of the following three buttons in the MenuComposer.
 - *Add Menu:* Adds a main menu item to your menu structure
 - *Add Script:* Adds a custom menu item using your FileMaker script
 - *Add FM Item:* Adds a default FileMaker menu item to your menu



The first menu item to modify is the *File* menu.

Expand the *File* menu section of the Menu Tree. All menu items under *File* are now visible.

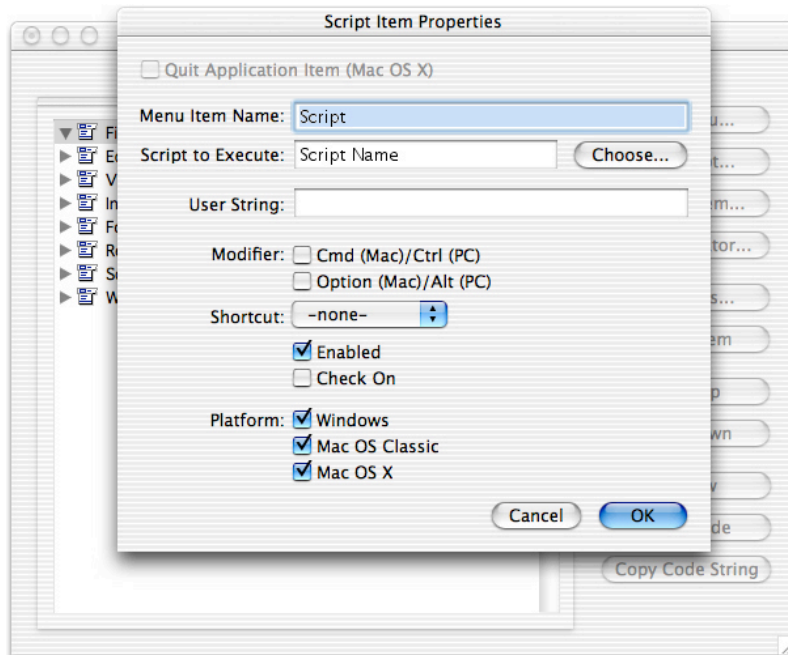
The structure of the sample mixed menu of the *Quick Start* file calls for only three custom menu items with in the File main menu. In our example none of the default FileMaker menu items under the *File* menu will be included.

Select the menu items under *File* one after the other and delete them by clicking *Delete Item*.

- 3 It is time to place the first menu item under *File*, which is called *Sample Menu Command*.

Select the main menu item *File* in the tree and click *Add Script* button.

The following dialog appears.



- 4 To select a script that the menu item will trigger click the *Choose* button and select the appropriate script from the *Quick Start* file.

In this case it is the script *Sample Menu Command*.

It is important to understand that for custom menu items you need to create FileMaker scripts for your solution first.

The MenuComposer automatically inserts the name of the script as the menu item name. It can be changed. That means the menu item can have a different name than the FileMaker script it triggers.

- 5 In this dialog additional menu item properties can be set.
 - *Keyboard shortcuts* – in this case select Cmd/Ctrl+'I'
 - *Status* – menu item should appear enabled or disabled – In this case it stays enabled
 - *Platform* – if a menu item should only appear on a certain platform – In this case leave the default setting for all platforms.

Once satisfied with the properties of that menu item, click *OK* and save the current MenuComposer Session under the file name *Mixed Menu*. Saving a menu to a file lets you open the menu structure later again and continue working with it in the MenuComposer.

The first custom menu item under *File* is the *Sample Menu Command* menu item.

- 6 The menu structure calls for a *Separator* after the first menu item.

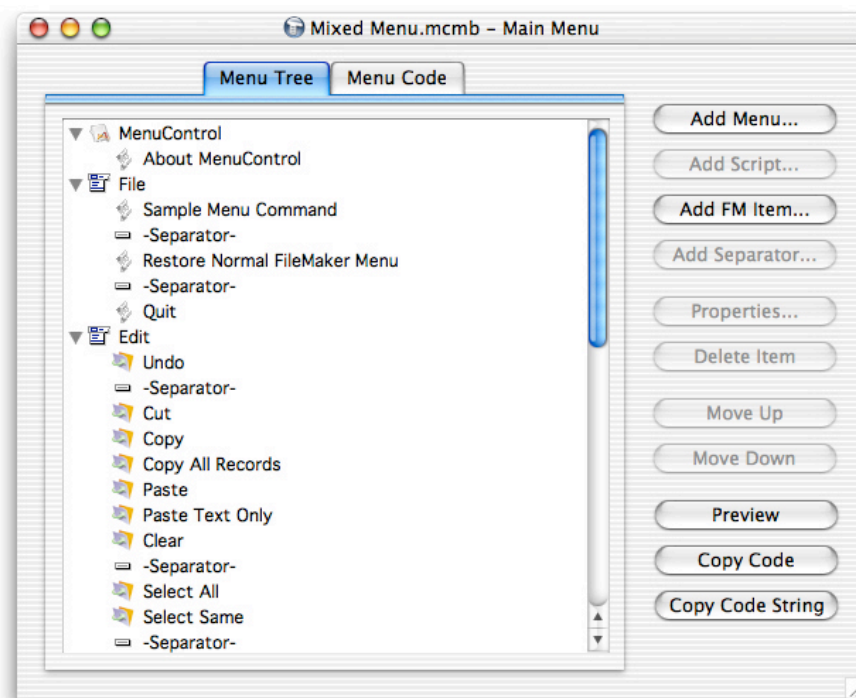
Clicking the *Add Separator* button will insert one.

- 7 Select *File* again and add the following menu item in the same manner:

Restore FileMaker Main Menu using the script *Restore Normal FileMaker Menu* and the keyboard shortcut *Cmd/Ctrl+'R'*.

For use under Windows add a separator and the *Quit* custom menu.

Our custom *File* menu is complete.



- 8 For our example leave the default FileMaker *Edit* main menu completely as is.
- 9 Select the main menu item *View* and click *Delete Item* to delete this complete main menu item, as it is not needed in our menu structure.
- 10 Leave the main menu item *Insert* as is.
- 11 The next main menu is *Navigation* which consists of custom menu items. Click *Add Menu* button to accomplish this.

You might have to use the *Move Up* button to place the *Navigation* menu right under the *Insert* main menu.

- 12** Selecting the *Navigation* main menu item use the *Add Script* button to add the following custom menu items:

- Continue (Cmd/Ctrl + Page_Down)
- Back (Cmd/Ctrl + Page_Up)
- - Separator -
- Welcome
- Main Menus
- Context Menus
- Pop-up Menus
- Change Items

- 13** Next is the *Format* main menu which is left untouched for our menu structure.

- 14** Continue on deleting the following four default FileMaker menu items:

- Records
- Scripts
- Windows
- Help

- 15** Create a custom main menu item called 'Reports' with the following menu items:

- Report 2004
- Report 2003
- Report 2002
- Older Reports
 - Report 2001
 - Report 2000
 - Report 1999
 - Report 1998

For demonstration purposes these menu items trigger the same script called *Report Message*.

To create a sub menu, in this case *Older Reports*, select the main menu *Report* and click *Add Menu*.

Then select the *Older Reports* sub menu and click *Add Scripts* to add the menu items in the sub menu.

- 16 The next main menu item is *More* which is filled with a few custom menu items displaying messages for demonstration purposes.
- 17 Create a custom *Help* menu by clicking *Add Menu*.
The only menu item is called *MenuControl on the Web*.
- 18 The menu code of the mixed menu can now be copied using the *Copy Code* button. Paste it from the clipboard to the menu code field of your file and pass it to the plug-in function *Cont_BuildMenu* to set the menu in FileMaker.

CHAPTER 4

Creating a Contextual Menu

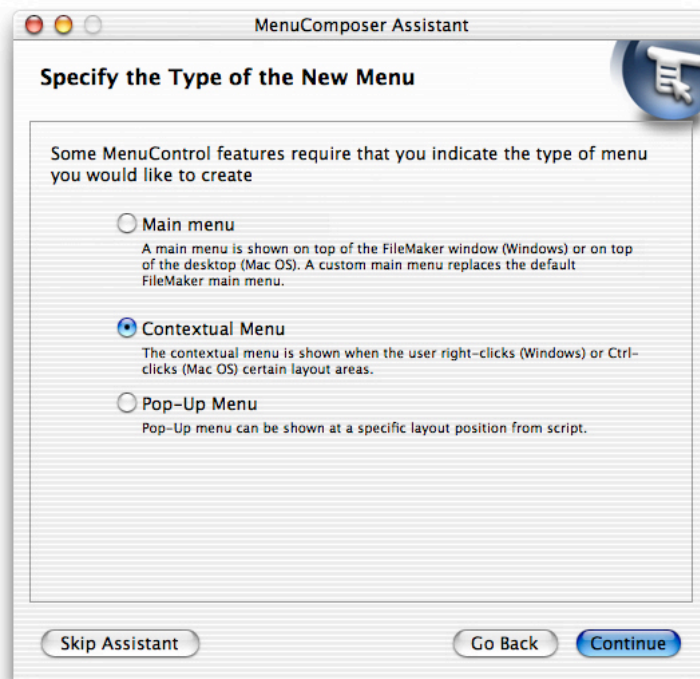
To create a menu structure for a custom contextual (right-click) with MenuComposer menu follow these instructions:

- 1 Open the FileMaker file you would like to create the contextual menu for. This file needs to contain the scripts for the menu items of the contextual menu.
- 2 Open the MenuComposer application.
- 3 Select *Create your own new FileMaker menu* in the assistant and click *Continue*.



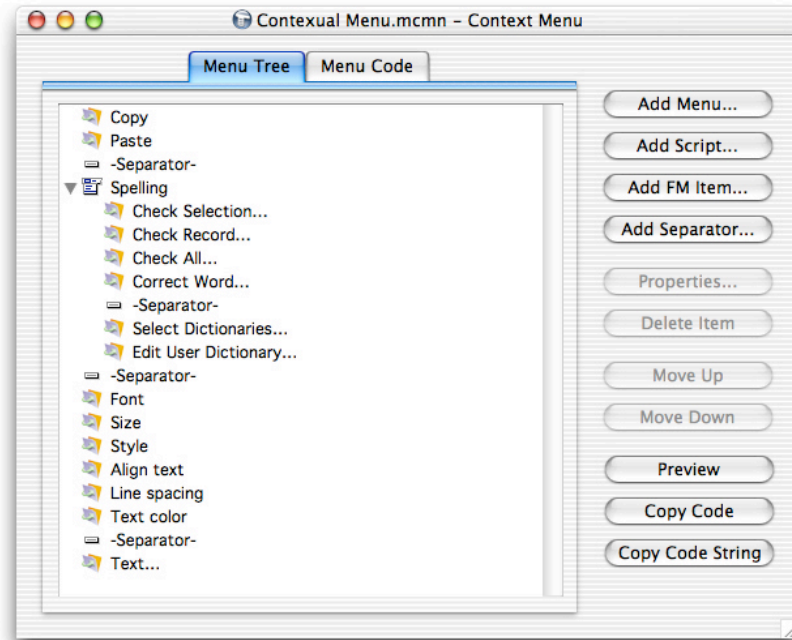
- 4 In the following window select the FileMaker file you are working on and click *Continue*.

- 5 Select the option *Contextual Menu* in the final step of the assistant.



- 6 Create a menu structure for your custom contextual menu using the *Add Menu* button for main menu items and the *Add Script* button to add your own menu items that trigger FileMaker scripts. You can also use the *Add FM Item* button to add default FileMaker menu items.

In this example only add default FileMaker menu items to the contextual menu.



- 7 You can have a look at the structure of the contextual menu by clicking the *Preview* button.
- 8 Once satisfied click the *Copy Code* button and place the menu code in the contextual menu field of your FileMaker solution.

A contextual menu can be set in FileMaker by using the MenuControl plug-in function *Cont_BuildContextMenu*.

More details about this function can be found in the MenuControl Plug-In Manual.

CHAPTER 5

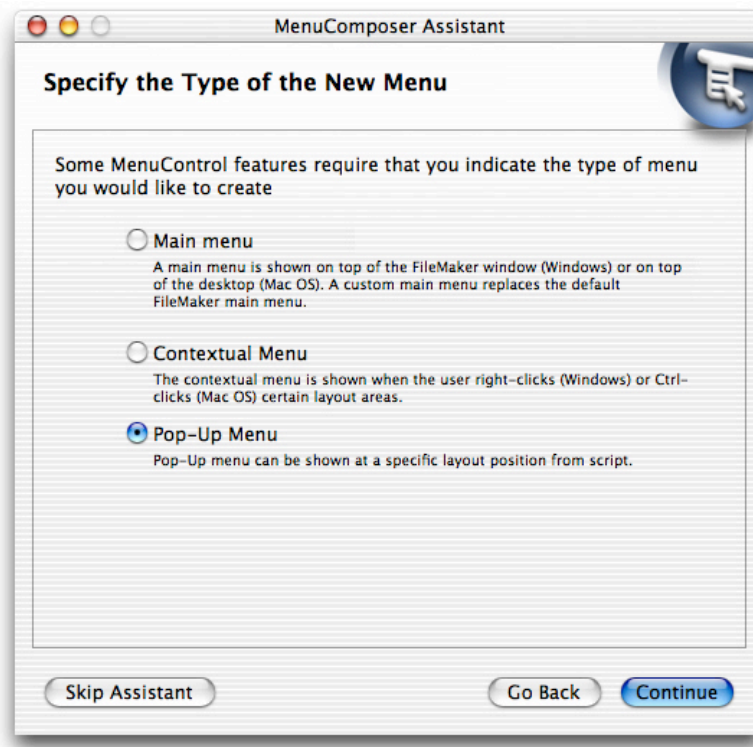
Creating a Pop-Up Menu

To create a menu structure for a custom pop-up menu follow these instructions:

- 1 Open the FileMaker file you would like to create the pop menu for. This file should also contain the FileMaker scripts for the menu items of the contextual menu.
- 2 Open the MenuComposer application.
- 3 Select *Create your own new FileMaker menu* in the assistant and click *Continue*.



- 4 In the following window select the FileMaker file you are working on and click *Continue*.
- 5 Select the option *Pop-up menu*.



- 6 Create a menu structure for your custom pop-up menu using the *Add Menu* button for main menu items and the *Add Script* button to add your own menu items. You can also click the *Add FM Item* button to add default FileMaker menu items.
- 7 You can have a look at the structure of the pop-up menu by clicking the *Preview* button.
- 8 Once satisfied click the *Copy Code* button and place the menu code in the pop-up menu field of your FileMaker solution.

A pop-up menu can be set in FileMaker by using MenuControl plug-in function *Cont_BuildPopupMenu*.

More details about this function can be found in the MenuControl Plug-In Manual.