

Flat style menu INI file parameters

This note describes the settings used to configure the flat style menu representation. The menu window utilises the entire client area of the GX partition window and is automatically resized whenever the GX window is resized. The menu window is split into three areas, the top level menu area, the shortcuts area and the main menu area. The top level menu area can be positioned either at the left or right hand side and extends to the full depth of the menu window. Its width is fixed by a setting in the INI file. The shortcuts area is positioned at the bottom of the menu window and its height is fixed by an INI file setting. The main menu area takes the remaining area and its size varies as the overall GX partition window is resized.

TopLevelMenuAreaRight

The TopLevelMenuAreaRight settings allows the top level menu to be positioned either at the left or right hand sides of menu window. The default setting is On.

TopLevelMenuAreaWidth

The TopLevelMenuAreaWidth setting is specified in pixels and fixes the width of the top level menu area. This should be set sufficiently wide to account for the margin size and the button size required to display the menu line text in the chosen font. Values in the range 150 to 500 are valid and the default setting is 220.

TopLevelMenuAreaMargin

The TopLevelMenuAreaMargin setting is specified in pixels and fixes the width of the margin to be used in this area. A margin is placed on either side of the buttons in the top level menu area so the remaining button width is the TopLevelMenuAreaWidth minus double the TopLevelMenuAreaMargin. Values in the range 0 to 50 are valid and the default setting is 10.

TopLevelMenuAreaOffset

The TopLevelMenuAreaOffset setting is specified in pixels and fixes the height of the border above the buttons. Values in the range 0 to 50 are valid and the default setting is 10.

TopLevelMenuButtonSpacing

The TopLevelMenuButtonSpacing setting is specified in pixels and fixes the height of the gap between buttons in this area. Values in the range 0 to 50 are valid and the default setting is 5.

TopLevelMenuButtonBorder

The TopLevelMenuButtonBorder setting is specified in pixels and fixes the height of the border used when calculating the top level menu button height. This size is calculated using the height of the chosen TopLevelMenuFont and adding double the TopLevelMenuButtonBorder value, i.e. the border is placed at the top and bottom of the button. Values in the range 0 to 15 are valid and the default setting is 4.

ShortcutsAreaMargin

The ShortcutsAreaMargin setting is specified in pixels and fixes the width of the margin to be used in each column in this area. A margin is placed on either side of the buttons in the shortcuts area. Values in the range 0 to 50 are valid and the default setting is 10.

ShortcutsAreaOffset

The ShortcutsAreaOffset setting is specified in pixels and fixes the height of the border above the buttons in each column in this area. Values in the range 0 to 50 are valid and the default setting is 10.

ShortcutsAreaMaximumColumns

The ShortcutsAreaMaximumColumns value specifies the maximum number of columns that should be placed in the shortcuts area. When the menu window is displayed the shortcuts area width is divided into equal width columns and this value represents the maximum number to be shown. Values in the range 1 to 10 are valid and the default setting is 3.

ShortcutsAreaMinimumColumnWidth

The ShortcutsAreaMinimumColumnWidth value is specified in pixels and fixes the minimum width that will be considered for a column in the shortcuts area. When the menu window is displayed the shortcuts area width is divided into equal width columns and each column must be at least the minimum width. GX will attempt to include the maximum number of columns into the area but if the resulting column width is too narrow then the number of columns is reduced until the minimum width is achieved. Values in the range 100 to 300 are valid and the default setting is 200.

ShortcutsAreaLinesPerColumn

The ShortcutAreaLinesPerColumn setting is specified in lines and fixes the height of each column in the shortcuts area. Values in the range 1 to 20 are valid and the defaults setting is 3.

ShortcutButtonSpacing

The ShortcutButtonSpacing setting is specified in pixels and fixes the height of the gap between buttons in a column in this area. Values in the range 0 to 10 and the default setting is 0.

ShortcutButtonBorder

The ShortcutButtonBorder setting is specified in pixels and fixes the height of the border used when calculating the shortcut button height. This size is calculated using the height of the chosen LineFont and adding double the ShortcutButtonBorder value, i.e. the border is placed at the top and bottom of the button. Values in the range 0 to 10 are valid and the default setting is 3.

MainMenuAreaMargin

The MainMenuAreaMargin setting is specified in pixels and fixes the width of the margin to be used in each column in this area. A margin is placed on either side of the buttons in the main menu area. Values in the range 0 to 50 are valid and the default setting is 10.

MainMenuAreaOffset

The MainMenuAreaOffset setting is specified in pixels and fixes the height of the border above the buttons in each column in this area. Values in the range 0 to 50 are valid and the default setting is 10.

MainMenuAreaMaximumColumns

The MainMenuAreaMaximumColumns value specifies the maximum number of columns that should be placed in the main menu area. When the menu window is displayed the main menu area width is divided into equal width columns and this value represents the maximum number to be shown. Values in the range 1 to 10 are valid and the default setting is 3.

MainMenuAreaMinimumColumnWidth

The MainMenuAreaMinimumColumnWidth value is specified in pixels and fixes the minimum width that will be considered for a column in the main menu area. When the menu window is displayed the main menu area width is divided into equal width columns and each column must be at least the minimum width. GX will attempt to include the maximum number of columns into the area but if the resulting column width is too narrow then the number of columns is reduced until the minimum width is achieved. Values in the range 100 to 300 are valid and the default setting is 200.

MainMenuHeaderBorder

The MainMenuHeaderBorder setting is specified in pixels and fixes the height of the border used when calculating the header display height. This size is calculated using the height of the chosen HeaderFont and adding double the MainMenuHeaderBorder value, i.e. the border is placed at the top and bottom of the button. Values in the range 0 to 10 are valid and the default setting is 5.

MainMenuButtonInset

The MainMenuButtonInset setting is specified in pixels and fixes the width of the inset with which to display the menu line button relative to the menu header text. Values in the range 0 to 50 are valid and the default setting is 10.

MainMenuButtonSpacing

The MainMenuButtonSpacing setting is specified in pixels and fixes the height of the gap between buttons in a column in this area. Values in the range 0 to 10 and the default setting is 0.

MainMenuButtonBorder

The MainMenuButtonBorder setting is specified in pixels and fixes the height of the border used when calculating the main menu button height. This size is calculated using the height of the chosen LineFont and adding double the MainMenuButtonBorder value, i.e. the border is placed at the top and bottom of the button. Values in the range 0 to 10 are valid and the default setting is 3.

TopLevelMenuFont

The TopLevelMenuFont setting specifies the font to be used for the top level menu line buttons. The default setting is MS Sans Serif,12,400,Off.

HeaderFont

The HeaderFont setting specifies the font to be used for the menu header line displays and buttons. The default setting is MS Sans Serif,10,900,Off.

LineFont

The LineFont setting specifies the font to be used for the menu line buttons in both the main menu and shortcut areas. The default setting is MS Sans Serif,10,400,Off.