

# Cascading PopUp! Menus for Miva Merchant™

*A DHTML Menu Display System*

Product Manual



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## Module Description

The Cascading PopUp! Menu system replaces the standard Miva Merchant category tree with a JavaScript/DHTML based pop-up menu bar. The menu is highly configurable, and provides numerous display options. The menu system provides both vertical and horizontal layouts, and allows the storeowner to create additional custom menus.

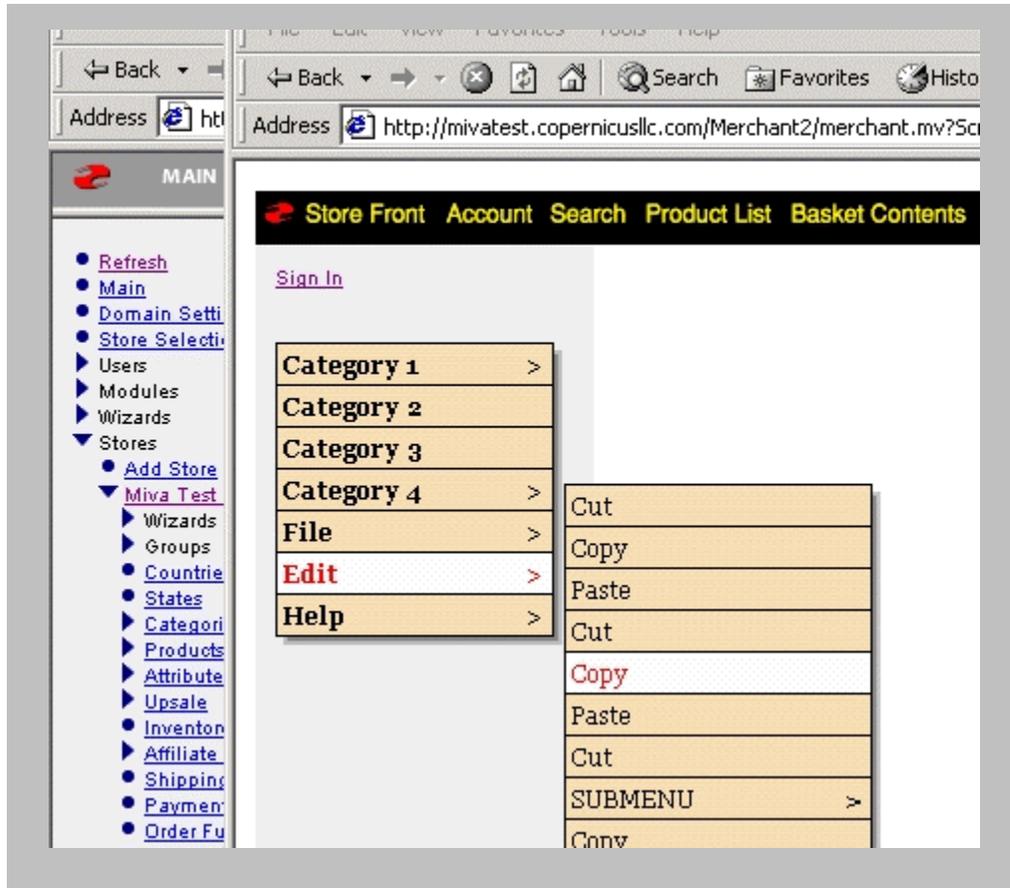
### Key Benefits

- PopUp style menu navigation
- Horizontal and vertical menus supported
- Ability to limit menu depth to a set number of levels
- Menus can be positioned relative to any HTML element on screen
- Highly configurable display options including:
  - Pixel width and height of each menu level
  - Transparency/opacity for each menu level
  - Border thickness and color for each menu level
  - Font color for each menu level
  - Background color for each menu level
  - Font type & size with bold options
  - Roll-over settings for each menu level
  - Drop shadow display option
  - Vertical and Horizontal spacing control
- Advanced menu system features
  - Menu pop-up and hide timing controls
  - Two-speed menu scrolling when list rolls of bottom of screen
  - Scrolling speed controls
  - Configurable and uploadable menu scrolling indicators
  - Additional menu items can be added at top and bottom of existing category tree menus, with additional bonus menu additions when using level-limiting
- SB21/ModStop style “hidden” categories are retained
- Special “non-clickable” parent categories can be configured
- Can use static JavaScript library, uploadable for browser side caching and faster page loading
- Menus can be configured to allow customer to disable and re-enable pop-ups in the event of browser incompatibilities
- Cross-browser and cross-platform capable; all major browsers supported



## Example Usage

The Cascading PopUp! Menu system is best described with a picture. We hope you agree that this is no ordinary Miva Merchant category tree!





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## Theory of Operation

### General Theory

The Cascading PopUp! Menu system uses cross-browser DHTML code to generate the entire category tree. This module utilizes advanced DHTML and JavaScript features. It has been written with significant care to handle cross-browser compatibility; is known to be compatible with most v4.x and above browsers. However, some users may not be able to see all features of the menu- others may not be able to see the menu at all depending on the browser. Therefore, we have included an end user option to disable the DHTML menu system. The "Disable DHTML Menu" link allows the end user to continue shopping in the event of browser incompatibilities. When a customer clicks on this link, the normal Miva Merchant category tree is displayed. This setting is controlled through cookies (which in turn must be enabled or supported by the browser).

### Module Theory

By default all levels of your category tree are available on every page of your store. Only the first level of main categories is initially shown. As a customer places their mouse over a main category, the next level of subcategories will appear in a familiar manner- much like using the menu system of familiar desktop applications.

In certain circumstances, either due to the width settings of your menu or due to a significant number of categories, it is desirable to limit the number of levels of menus shown. The module provides a setting for "Maximum Menu Depth", which will limit the number of popup levels displayed. The default setting is to allow unlimited levels of popups to appear. When this setting is changed, only the specified number of levels can appear on any page. As customers click on various sub-categories in your category tree, the menus are re-drawn to only show those categories beneath the one chosen by the customer. This allows them to navigate into the store deeper than the initial number of levels that you have chosen to display. When using this option, you are provided an additional configuration item that allows you to add menu items at the top of the lower category menus- for instance, this could be used to add a "Return to Main Menu" item at the top of the sub-category list.

### JavaScript and Additional Menu Items

The JavaScript/DHTML portion of the menu system is a licensed OEM distribution of the TwinHelix Designs ([www.twinhelix.com](http://www.twinhelix.com)) Cascading Popup Menus v5.2, including custom modifications to interact with Miva Merchant, extensive customizations for providing robust configuration of all menus, and customizations to provide menu scrolling which is not included in the original distribution. Full documentation of the underlying menu system is available from the TwinHelix website.



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The menu configuration screen allows you to add new menu items to both the top of the menu and the bottom of the menu. These text-area boxes are **not** HTML sections, but instead JavaScript sections. Adding menu items is accomplished with special JavaScript commands as detailed below.

The font color, size, weight and menu border settings are created as CSS styles in the head of the document, based on the configuration settings in the *Cascading Menu Advanced* tab of the System Extensions Configuration.

The menu background colors, transparency/opacity, menu spacing and popup indicator settings are created as JavaScript objects just prior to menu generation, and reference the CSS styles to define an entire submenu layout configuration. Each level of menus has a unique configuration, defined in the JavaScript objects subM1, subM2, etc. These layout definitions should be used when generating new menu objects.

The following example JavaScript code can be used as a template for creating additional menu items. While Copernicus cannot provide JavaScript support, we do recommend reviewing the vendor documentation of the original menu code if you would like a better understanding of how to create additional menus. When placed in the Additional Menu Items (BOTTOM) box, the code below creates the “File”, “Edit” and “Help” menus shown on page 4.

### **Advanced Menu Positioning Control**

By default, the menu system is positioned in place of the normal Miva Merchant category tree. The menu will display on all screens where the category tree is usually displayed. However, the menu system can be configured to both display in a non-standard location, as well as different screens.

The advanced positioning control is enabled by selecting the configuration item “MENU LOCATION: External Named Link”. When using the External Named Link, the menu is positioned relative to a specific link in your store. You must provide this html link using any of the global headers or footers. Alternatively, the OpenUI SuperMod can be used to display this link at any location in your store. The menu system will **only** appear on pages that contain the named link.

The link **must** be added to your HTML with the following format. The link text and/or href location can be modified as necessary, however the ID and NAME attributes **must** be specified as indicated below.

```
<A HREF="#" ID="menupos" NAME="menupos"></A>
```

**NOTE:** There can only be **one** link named “menupos” in your page. If there are multiple links with this name, the menu system will not display properly. When using the Default menu positioning selection, the “menupos” link is provided automatically.



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### **Customer Enable/Disable of Menu System**

In some circumstances, for instance an incompatible browser, your customers may not be able to see the popup menus. Therefore, we provide customers with the ability to disable the menu system for the duration of the browser session. This is accomplished with a special link in the normal category tree location. When the menu system is disabled, the customer will see the standard Miva Merchant category tree. This is accomplished using a cookie, and only affects the display for the specific user that has requested to turn the menu off. Other customers will not be affected.

You can choose **not** to display the disable/enable links to your customers by removing the text from the configuration screen. You can also re-create this link anywhere in your store with the following links (replacing your site specific information with appropriate values):

#### **DISABLE LINK:**

[http://www.yourstore.com/path/to/merchant.mv?Store\\_Code=xyz&Screen=SFNT&CBS\\_OUI\\_CMX\\_CMD=Off](http://www.yourstore.com/path/to/merchant.mv?Store_Code=xyz&Screen=SFNT&CBS_OUI_CMX_CMD=Off)

#### **ENABLE LINK:**

[http://www.yourstore.com/path/to/merchant.mv?Store\\_Code=xyz&Screen=SFNT&CBS\\_OUI\\_CMX\\_CMD=On](http://www.yourstore.com/path/to/merchant.mv?Store_Code=xyz&Screen=SFNT&CBS_OUI_CMX_CMD=On)



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## Example Code:

```
addItem('File', 'mFile', 'sm:');
addItem('Edit', 'mEdit', 'sm:');
addItem('Help', 'mHelp', 'sm:');

startMenu('mFile', true, 145, 0, 155, subM2);
addItem('Open', '#', '');
addItem('Save', '#', '');
addItem('Check for<br />Update...', 'http://www.copernicusllc.com', '', subM1, 38);

startMenu('mEdit', true, 145, 0, 155, subM2);
addItem('Cut', '#', '');
addItem('Copy', '#', '');
addItem('Paste', '#', '');
addItem('Cut', '#', '');
addItem('Copy', '#', '');
addItem('Paste', '#', '');
addItem('Cut', '#', '');
addItem('SUBMENU', 'mEdit2', 'sm:');
addItem('Copy', '#', '');
addItem('Paste', '#', '');
addItem('Cut', '#', '');
addItem('Copy', '#', '');
addItem('Paste', '#', '');
addItem('Cut', '#', '');
addItem('Copy', '#', '');
addItem('Paste', '#', '');

startMenu('mEdit2', true, 160, 0, 150, subM1);
addItem('Items in this menu', '#', '');
addItem('Scroll independently', '#', '');
addItem('From the parent.', '#', '');
addItem('Items in this menu', '#', '');
addItem('Scroll independently', '#', '');
addItem('From the parent.', '#', '');
addItem('Items in this menu', '#', '');
addItem('Scroll independently', '#', '');
addItem('From the parent.', '#', '');
addItem('Items in this menu', '#', '');
addItem('Scroll independently', '#', '');
addItem('From the parent.', '#', '');
addItem('Items in this menu', '#', '');
addItem('Scroll independently', '#', '');
addItem('From the parent.', '#', '');

startMenu('mHelp', true, 145, 0, 150, subM2);
addItem('Blah', '#', '');
addItem('Blah', '#', '');
addItem('Blah', '#', '');
```



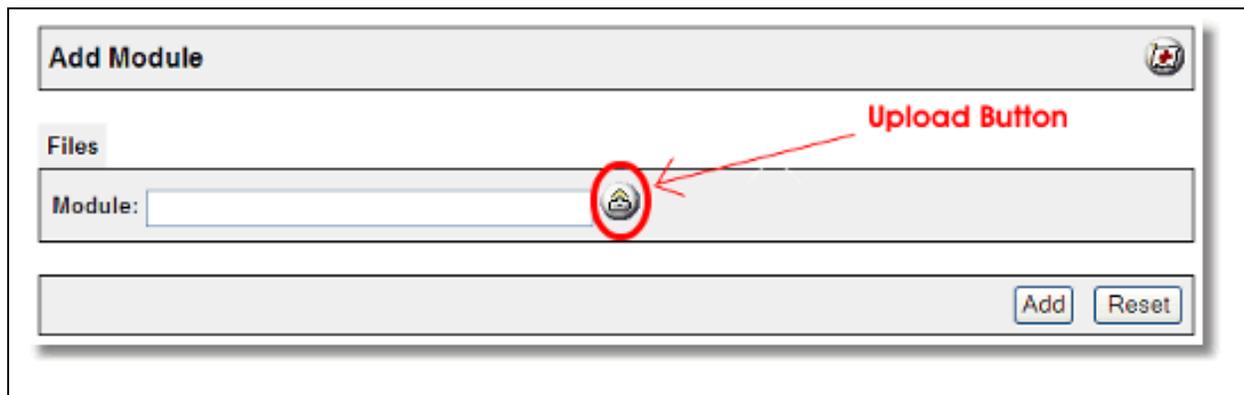
## Module Installation and Upgrading

### Domain Installation of Module

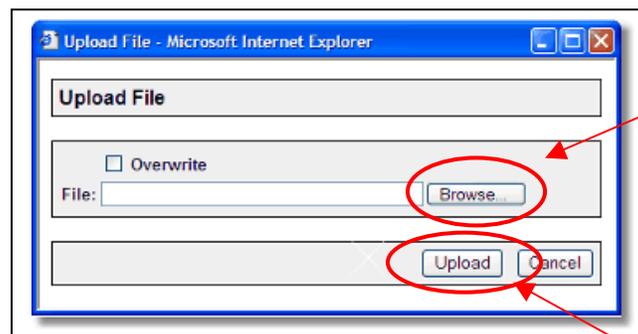
You must first install the module in your Miva Merchant domain. After that you will need to follow the steps for installing the module in the store for which you have purchased the license.

#### Module Domain Installation

1. Go into the Miva admin (*admin.mv*)
2. Open the **Modules** branch
3. Click on the **Add Module** link and the screen pictured below will appear
4. Click the **Upload** button



5. A Pop-Up window, like the one pictured below, appears and allows you to either **Browse** to find the module on your local drive or enter the filename of the module.
6. Press the **Upload** button





7. Once you press the Upload button, the Upload File PopUp box disappears and the Add Module box is again visible. Press the **Add** button

8. Now the module has been installed in the domain. Next you need to install the module in the store

**7. This is the Add button**

### Store Installation of Module

1. Go to the Miva admin (*admin.mv*)
2. Open the **Stores** branch
3. Click on the arrow next to the store name
4. Click on **System Extension Configuration**
5. Check the checkbox next to the module name. (For this module it is *CBS – Cascading Menu Advanced*)
6. Press the **Update** button at the bottom of the screen.

**5. Click the checkbox next to the module name**

**6. Press the Update button**



7. A PopUp box appears that looks like the picture below. Enter the *Cascading Menu Advanced* license key you got when you purchased the module license.
8. Read the *License Agreement*
9. Check the box next to **I ACCEPT THE TERMS AND CONDITIONS OF THE LICENSE AGREEMENT**
10. Press the **Update** button. Now you have successfully installed the module in the storefront and you are ready to use it!

7. Enter the license key here

The screenshot displays the Copernicus Business Systems interface. At the top, it shows the logo and version information: 'CBS - [redacted] (v4.22) Build Timestamp: 2003-01-08 23:48:53'. Below this is a navigation bar with 'Product Info', 'Documentation', 'Release Notes', and 'More Products'. The main content area is titled 'Integrity: GOOD (268545)'. It features a 'License Key:' input field, which is circled in red. Below the input field is a note: '(Please note that you need ONE LICENSE FOR EACH STORE.)'. The 'License Agreement' section contains the text: 'CORPORATE END USER LICENSE AGREEMENT' followed by a detailed agreement paragraph. At the bottom of the agreement, there is a checkbox labeled 'I ACCEPT THE TERMS AND CONDITIONS OF THE LICENSE AGREEMENT', which is also circled in red. At the very bottom of the form, there are two buttons: 'Update' and 'Reset', with the 'Update' button circled in red.

9. Accept the license agreement here

10. Press the Update button



## Module Upgrading

Copernicus publishes updates to its modules when there are significant feature enhancements. Copernicus also published upgrades to its modules for clients who are moving from uncompiled Miva Merchant to compiled Miva Merchant. Both updated and upgrades are added to the storefront in the same way. Once you have saved the update or upgrade to your local hard drive, please follow these instructions to add them to your storefront.

**Note: Due to significant feature enhancements and configuration option changes for version 4.25 (uncompiled) and v4.75 (compiled) of this module, previous users should NOT attempt to upgrade an older version. Instead, please remove the module from all stores prior to performing the Domain Module Upgrade.**

### Domain Module Upgrading

1. Go to the Miva admin. (*admin.mv*)
2. Open the **Modules** branch
3. Click on **CBS – Cascading Menu Advanced** module
4. Click on the **Files** link in the content area of the screen

**4. Click on the Files link**

**Edit Module: CBS - Cascading Menu Advanced**

Information **Files**

<b>Type of Module:</b>	System Extension
<b>Code:</b>	CBS-OUICMA
<b>Name:</b>	CBS - Cascading Menu Advanced
<b>Provider:</b>	Copernicus Business Systems, LLC -- <a href="http://www.cbstech.com/">http://www.cbstech.com/</a>
<b>Version:</b>	4.25
<b>Usage Count (Number of Stores):</b>	1

Active

Update Delete Reset



5. Click the **Upload** graphic button

5. Click on the Upload button

Information Files

Module: modules/system/menu\_adv.mv

Update Delete Reset

6. The Upload file PopUp box will appear. Check the **Overwrite** box so that the updated module will overwrite the old version.

Upload File

Overwrite

File:  Browse...

Upload Cancel

7. Click the **Browse** button to find the file.

6. Check the **Overwrite** checkbox

8. Press the **Upload** button

7. Enter the filename of the module on your local drive or use **Browse** to find the file.
8. Press the **Upload** button this will take you back to the "Files" screen.
9. Press the **Update** button and you are finished!

9. Press the **Update** button





## Module Usage

### Module Configuration

The menu system has many configurable options, many of which determine how your menus will look and behave in your store. Once you have installed the module, you'll want to configure it. The administrative interface for this module is located in the System Extension section of the Miva admin:

1. Go to the Miva admin (admin.mv)
2. Click the arrow next to **Stores**. This will open up all of the stores you have in this domain.
3. Click on the arrow next to the name of the store in which you have installed this module.
4. Click on the link "System Extension Configuration" and in the content area of the Miva admin, you will see all of the tabs specific to the modules installed in this section. It will look similar to the picture below.
5. Click on the CBS – Cascading Menus Advanced tab.

**5. Click this tab to control the module configuration**

System Extension Configuration	
Modules	<a href="#">CBS - Cascading Menu Advanced</a>
Assigned Module	
<input checked="" type="checkbox"/>	CBS - OpenUI Enumerator (Deactivated)
<input checked="" type="checkbox"/>	CBS - Cascading Menu Advanced
<input type="checkbox"/>	CBS - MetaTag Generator
<input type="checkbox"/>	OpenUI Extension (Alternate Font Color)
<input type="button" value="Update"/> <input type="button" value="Reset"/>	



## CBS – Cascading Menus Advanced Configuration Tab

There is only one tab used to configure this module. Each section is pictured and described below. Several of the configuration items allow lists of values separated by commas. Each value in the list is applied to the corresponding menu level. Items that allow lists will indicate so with the words “...Each Menu Level”.

The final item in the list (or the value if only one item is specified) is used for all remaining levels. In other words, the last item in the list is set as the “default” value for all additional levels.

### Menu Layout Configuration

CBS - Cascading Menu Advanced

Module Options:

Advanced Cascading Menu:  On  Off      Menu Layout:       Maximum Menu Depth:

**MENU LOCATION:**

Menu Offset (relative to chosen location):      Horizontal Offset:       Vertical Offset:

**Menu Dimensions: Comma separated list (first item is level one, second is level two, etc.)**

Pixel Width of Each Menu Level:

Pixel Height of Each Menu Level:

Transparency of Each Menu Level:

Roll-over Transparency of Each Menu Level:

1. On/Off Switch: You can turn the module on or off without disabling or removing the module from your store. Removing the module from the store will cause loss of all settings.
2. Menu Layout: Vertical/Horizontal
  - a. Vertical Layout (default): This is the “standard” layout of the Cascading PopUp! Menu system. The main categories will all appear in a vertical layout in the standard category tree position. As you hover over individual categories, the next level of subcategories will “pop-up” the right of the current level in a vertical layout.
  - b. Horizontal Layout: In a horizontal layout menu system, the first level of categories is displayed left-to-right, similar to a button bar at the top of a page. As you hover over the main categories, the second level of menus will appear **beneath** the current menu. All additional menus following the second level appear to the right, similar to the vertical layout. This menu layout is very similar



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in function to the menu system of many desktop applications, and should be very familiar.

3. Maximum Menu Depth: This setting allows you to determine the total number of levels of popup menus that will appear at one time.
  - a. Show All (default): All categories and subcategories in the store will be populated into the menu system on every page where the category tree is shown.
  - b. 1-9: The number of popup levels will be limited to the number selected. Note that in order for your customers to be able to traverse through all of your categories, each “click” will take the customer “deeper” into your category tree hierarchy. In other words, when customers select a subcategory, the category tree will be different on the following page. It will start from the current category, and show x-more levels (where x is the number you have selected).

*Note: When a maximum depth is selected, you have an additional option to place menus at the top of list in sub-categories. This text does not appear at the main level, and is generally useful for displaying a menu item such as “Return To Main Menu”. This is described further below.*

4. Menu Location: The menus can be positioned almost anywhere on the screen.

*Note: Prior versions only provided absolute menu positioning. As of v4.25 and 4.75 (compiled), positioning is now determined based on relative positioning to a named anchor (ie: `<A HREF="#" ID="menupos" NAME="menupos"></a>`).*

  - a. Default (Standard Category Tree): The root menu will be positioned relative to the standard category tree. The module will place a named anchor “menupos” in the normal category tree. The menus will be positioned relative to this anchor. When using the option to “Customer Link Text Disable DHTML Menus” described below, the named anchor also contains this text and a link to disable the menu system.
  - b. External Named Link: The root menu will be positioned relative to a named anchor (HTML link) provided by the storeowner. This is useful for positioning horizontal menus relative to a global header or other similar location. Also, using the Copernicus *OpenUI SuperMod*, the menu could be positioned at any given OpenUI Hook Point. The anchor location is designated by placing the following HTML at any section in your store that you would like to position the menu. The name of the anchor is “menupos”. You may only have **one** anchor on any page with this name, otherwise the menu will **not** appear:  
`<a href="#" ID="menupos" NAME="menupos"></a>`
5. Menu Offset: Once the anchor location of the menu is chosen either by using the default location or specifying a different location with a named anchor, you can offset the actual position of the menu relative to this location.
  - a. Horizontal Offset (default=0): relative horizontal position offset in pixels



- b. Vertical Offset (default=20): relative vertical position offset in pixels. The default is set to allow the text from the option “*Customer Link Text Disable DHTML Menus*” to display just above the menu.
6. Menu Dimensions: Specifies the height and width of each menu item by level
  - a. Pixel Width of Each Menu Level (default=180,150): The width of each level can be specified in this box. This can be either a single value (all menus are the same width) or a comma-separated list of widths.
  - b. Pixel Height of Each Menu Level (default=22): The height of the menu items in each level can be specified in this box. This can be either a single value (all menus are the same height) or a comma-separated list of heights.
7. Transparency/Opacity Settings: **Note:** 100=fully opaque, 0=fully transparent.
  - a. Transparency of Each Menu Level (default=100): Specifies the opacity of each menu item by level.
  - b. Rollover Transparency of Each Menu Level (default=100): Opacity of the menu during roll-over by level.

### Submenu Settings:

<b>SUB-MENU POPUP SETTINGS:</b>	
PopUp Delay:	<input type="text" value="0"/>
Hide Delay:	<input type="text" value="200"/>
<b>SUB-MENU ITEM SETTINGS:</b>	
<b>Relative Menu Spacing</b> (in reference to upper-right corner of PARENT MENU):	
Relative Menu Vertical Spacing	<input type="text" value="0"/>
Relative Menu Horizontal Spacing	<input type="text" value="5"/>

1. SubMenu PopUp Settings: Configurable delay timers for the menu PopUp and hide speed
  - a. PopUp Delay (default=0): Time in milliseconds that the menus take to PopUp after a mouse-over event
  - b. Hide Delay (default=200): Time in milliseconds that the menus wait to hide after the mouse is no longer over the menu
2. SubMenu Item Settings: Configurable relative spacing between menu items
  - a. Relative Menu Vertical Spacing (default=0): vertical distance in pixels between each menu item
  - b. Relative Menu Horizontal Spacing (default=5): horizontal distance in pixels between each menu item



## Borders and Color Settings / Fonts:

<b>BORDER AND COLOR SETTINGS:</b>	
Border Thickness of Each Level	<input type="text" value="1"/>
Border Color of Each Level:	<input type="text" value="#000000"/>
Font Color of Each Level:	<input type="text" value="#000000"/>
Roll-over Font Color of Each Level:	<input type="text" value="#FF0000"/>
Background Color of Each Level:	<input type="text" value="wheat"/>
Roll-over Background Color of Each Level:	<input type="text" value="white"/>
Drop Shadow Inner Color (Dark):	<input type="text" value="#333333"/> 
Drop Shadow Outer Color (Light):	<input type="text" value="#666666"/> 
Color Scratch-pad:	<input type="text"/> 
<b>Font Settings:</b>	
Font Type:	<input type="text" value="Georgia"/> 
Font Size:	<input type="text" value="12"/>
Font Bold:	<input type="text" value="First Level Bold"/> 

1. Border and Color Settings: The border thickness, color, and font color for each level can be specified individually. Further, all of these settings can change based upon whether the mouse is currently over an item. Each of the following items can be defined as a comma separated list of values providing full control over the display of your menu.
  - a. Border Thickness of Each Level (default=1): Menu item border width
  - b. Border Color of Each Level (default=black): Menu item border color
  - c. Font Color of Each Level (default=black): Menu font color
  - d. Rollover Font Color of Each Level (default=red): Menu font color during rollover
  - e. Background Color of Each Level (default=wheat): Menu background color
  - f. Rollover Background Color of Each Level (default=white): Menu background during rollover
2. Drop Shadow: A drop-shadow can be configured for the menus, providing an attractive 3D look. The drop-shadow configuration can only take a single color value for the light/dark setting. This value is applied to all menus for a uniform look. Removing either (or both) of the values will remove the drop shadow feature from the menus.
  - a. Drop Shadow Inner Color (Dark) (default=#333333): Inner shadow color
  - b. Drop Shadow Outer Color (Light) (default=#666666): Outer shadow color
3. Color Scratch Pad: This is **not** a configuration item. It is merely a scratch pad that can be used when selecting multiple levels of colors for a particular menu setting. The standard Miva Merchant admin behavior is to overwrite the entire current setting with a single



color from the color chooser. Using the scratch pad is a convenient way to find colors without overwriting the existing settings of any of the above menu items.

4. Font Settings: You can choose from several standard browser fonts for the menu text of all items. The type and size is constant for all levels; however a special bold configuration option is provided based upon our customer feedback.
  - a. Font Type (default=Georgia)
  - b. Font Size (default=12)
  - c. Font Bold (default=First Level Bold): The following options are available for bold text in the menus:
    - i. Normal: all levels standard text (no bold)
    - ii. First Level Bold: Main level of menus are bolded, subsequent levels are not
    - iii. All Levels Bold: All menu items are in bold text

## Menu Scrolling Features

<b>Scrolling Features:</b>	
Scroll Up Image:	<input type="text" value="graphics/00000001/up.gif"/> 
Scroll Up Image Dimensions:	Height: <input type="text" value="30"/> Width: <input type="text" value="80"/>
Scroll Down Image:	<input type="text" value="graphics/00000001/dn.gif"/> 
Scroll Down Image Dimensions:	Height: <input type="text" value="30"/> Width: <input type="text" value="80"/>
Scroll Speed Mouse-over:	<input type="text" value="5"/>
Scroll Speed Mouse-down:	<input type="text" value="10"/>

Depending on browser size and the number of menus in a particular subcategory, the menus may roll off the bottom of the browser. When this occurs, the customer is able to scroll the menu by approaching either the bottom or the top of the menu with the mouse. Special “scrolling indicator” images give the customer a visual indication that the menu scrolling is possible. The default images can be replaced with any image of your choice. After uploading images, make certain to manually specify the configuration options for the size of the uploaded image.

1. Scroll Up Image: upload the image using the standard “File Upload” button
2. Scroll Up Image Dimensions: **always** specify the image dimensions manually after uploading a new image. This ensures proper placement of the image centered above the upper section of the menu.
3. Scroll Down Image: upload the image using the standard “File Upload” button
4. Scroll Down Image Dimensions: **always** specify the image dimensions manually after uploading a new image. This ensures proper placement of the image centered above the lower section of the menu.



5. Scroll Speed Mouse-over: Scroll speed roughly in pixels-per-second when the mouse is placed over the scroll indicator
6. Scroll Speed Mouse-down: Scroll speed roughly in pixels-per-second when the scroll indicator is clicked (mouse button held down)

### Special Features: Additional JavaScript Menu Items

**Special Features And Text Settings.**

Additional Menu Items (TOP) - SEE DOCUMENTATION!

Additional Menu Items (BOTTOM) - SEE DOCUMENTATION!

```
addItem('File', 'mFile', 'sm:');
addItem('Edit', 'mEdit', 'sm:');
addItem('Help', 'mHelp', 'sm:');

startMenu('mFile', true, 145, 0, 155, subM2);
addItem('Open', '#', '');
addItem('Save', '#', '');
addItem('Check
for<br />Update...', 'http://www.copernicusllc.com
', '', subM1, 38);
```

Two special text-area boxes are provided for programmers to insert extra menu items at the top and the bottom of the standard menus. Additionally, when the *Maximum Menu Depth* setting is used to limit the number of levels displayed, a **third** box is displayed for providing additional menu items. The contents of the additional box is inserted into the TOP of the menus when the customer is **not** at the storefront (ie: in all menus **other** than the root or top level of menus). This provides a convenient location for the storeowner to insert a menu item such as “Return To Main Menu”. When the *Maximum Menu Depth* is set, the default setting for this additional menu item is predefined for the store owner.

Please see the example code listed in the section *JavaScript and Additional Menu Items*.

**Note: These boxes cannot be used for HTML. The contents of the boxes are displayed within the JavaScript portion of the menus such that the storeowner can define additional menu items at the top or bottom of the menu. The JavaScript menu items are defined according to**



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*the specification from the original vendor of the JavaScript code. Please visit: <http://www.twinhelix.com> for comprehensive documentation of the menu system. Other than the examples here, Copernicus does not provide JavaScript support for inserting additional menu items.*

### Special Library and Text Settings:

Reference Static JavaScript Library:	<input type="text"/>	
	<small>Note: Set Empty to embed all JavaScript in HTML. Upload the included popup.js file in order to reference this as an external file. In some cases, this can improve page loading speed.</small>	
Customer Link Text Disable DHTML Menus:	<input type="text"/>	
Customer Link Text Enable DHTML Menus:	<input type="text"/>	
Reset Module Defaults:	<input type="checkbox"/>	

In the main distribution for this product, Copernicus provides a JavaScript file, *menu.js*, that can be uploaded to your server. By uploading this file, the menu system will include the JavaScript file by name, rather than inserting all of the JavaScript in the body of the document. This can help with both server load and download times, as some browsers will cache the JavaScript file, and only load the JavaScript once.

Also configurable here are the text links that can be displayed to your customers, allowing them to turn on or off the DHTML menus for their shopping session. Removing the text from the configuration will remove the links from your storefront.

1. Reference Static JavaScript Library: Click the standard “Upload File” button to upload the included JavaScript library, *menu.js*, to your server. The file will be saved in the root http-document directory. If you would like to move this file to a different location via FTP, make sure to update the setting here to reflect the path relative to the document root.
2. Customer Link Text Disable DHTML Menus (default=“ Disable DHTML PopUp Menus”): Specify the text displayed at the top of the category tree that will allow your customers to turn off the menus.
3. Customer Link Text Enable DHTML Menus (default=“ Enable DHTML PopUp Menus”): Specify the text displayed at the bottom of the normal Miva Merchant category tree that will allow your customers to turn the menus back on.
4. Reset Module Defaults: Check this box and click Update to restore the module to factory default settings. All customizations including additional JavaScript menus and code will be discarded.



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## CBS – Special Category Features

The DHTML menu system provides two special category features that can be activated through the use of special category codes, rather than through the module configuration page. The module supports SB21/ModStop-style “hidden” categories, and special “non-clickable” parent categories.

### **SB21/ModStop-style Hidden Categories**

For many years, many module developers have followed the SB21/ModStop defacto standard for providing hidden categories in the Miva Merchant category tree. The method used to determine if a category should be “hidden” (not displayed in the category tree) is by prefixing the category code with the underscore character. To hide the category code TEST, one would change the category code to `_TEST` in Miva Merchant.

The Cascading PopUp! Menu system will honor this specification and remove any categories that are prefixed with an underscore from the PopUp Menus.

### **Non-clickable Parent Categories**

Often it is useful to have a category hierarchy for certain groups of products, while the parent category in the hierarchy has no products. For instance, a store may carry several different categories of products from a specific vendor; however, the storeowner may have opted not to put products directly into the vendor’s category. Traditionally, one would write HTML headers and footers in this “empty” parent category. Though when using the Cascading PopUp! Menus, it is often desirable to prevent shoppers from looking directly at this category but instead send the customers directly to one of the subcategories within this “parent” category. This saves the time of writing HTML for every category in the store, particularly those that are hierarchy placeholders.

Using the Cascading PopUp! Menu system, one can specify certain categories in the menu as “non-clickable”. This is accomplished by prefixing the category code with three dashes. To make the category TEST non-clickable, change the category code to `---TEST` in Miva Merchant.



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