

Thank you for downloading: Future Horizontal Menu

Included are:

- *caurina folder* - this folder contains the tweening library that you will need for this menu to work, just place it in the same folder as menu.swf
- *menu fla* - this is the main file which contains the menu.
- *menu.html* - this is the wrapper HTML file.
- *menu.xml* - this is a setup file, to customize menu edit this file.
- *HorizontalFutureMenu.as* - this file is located in com/massiveProCreation/ui. This ActionScript 3.0 class represents the logic of this menu, so if you want to make any significant changes you should edit this file.

How to use and modify the file:

If you want to customize this menu, open up the *menu.xml* file, this file contains two main tags: the setup tag and the item tags.

- **setup** - this tag contains attributes which determine the basic look and feel of this menu, you can specify:
 - **fontcolor** - this attribute represents color of the button font.
 - **glowcolor** - this attribute represents color of the button font glow after roll over occurred.
 - **barcolor** - this attribute represents color of the bar which is displayed under activated section.
 - **buttonalpha** - this attribute specifies the button opacity (value from 0 to 1)
 - **bgcolor** - this attribute specifies the color of the background
- **item** - this tag specifies one item of your menu, it can contain sub items. Items also contain some custom attributes:
 - **name** - this attribute specifies the displayed name of your button.
 - **url** - if you want to assign url to the button, you can paste it here (don't forget the http:// !).
 - **target** - you can choose between 4 targets:
 - "_self" specifies the current frame in the current window. (open url in the same window)
 - "_blank" specifies a new window. (open url in new window)
 - "_parent" specifies the parent of the current frame.
 - "_top" specifies the top-level frame in the current window.

Here is some example of how the xml file should look like:

```
<?xml version="1.0" encoding="utf-8"?>
<data>
  <setup fontcolor="0xFFFFFFFF" glowcolor="0BBBBBB" barcolor="0xFFFFFFFF"
buttonalpha="0.8" />

  <item name="NEWS" url="" target="">
  </item>
  <item name="PORTFOLIO" url="" target="" >
    <subitem name="WEB" url="" target=""/>
    <subitem name="ANIMATION" url="" target=""/>
  </item>
  <item name="GALLERY" url="" target="">
    <subitem name="ABSTRACT" url="" target=""/>
    <subitem name="NATURE" url="" target=""/>
    <subitem name="TECHNOLOGY" url="" target=""/>
</item>
  <item name="GUEST BOOK" url="" target="" >
  </item>
  <item name="CONTACT" url="http://www.flashden.net/mpc/"
target="_self">
  </item>
  <item name="FLASH DEN" url="http://www.flashden.net/mpc/" target="">
    <subitem name="FLEX" url="http://www.flashden.net/flex/"
target="_blank"/>
    <subitem name="TEMPLATE" url="http://www.flashden.net/template/"
target="_self"/>
    <subitem name="PRELOADERS" url="http://www.flashden.net/preloaders/"
target="_blank"/>
  </item>
</data>
```

If you open up the *menu fla* file you will find two folders in the library the 'Menu MovieClips' folder, and 'Background MovieClips'. There is also a sprite called 'menu'. Those two folders contain some source files for the menu and background , most important is the menu Sprite which is placed on the stage and it's linked to the *com.massiveProCreation.ui.HorizontalFutureMenu.as* file which consists it's logic. You can move around the menu Sprite which is placed on the stage to change the position of the menu.

Enjoy!