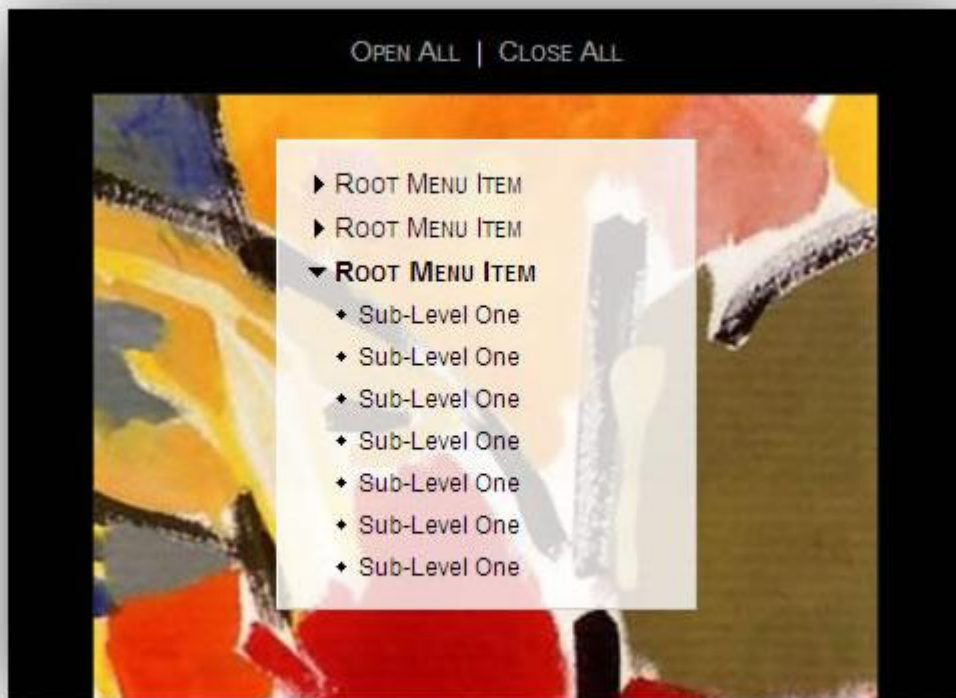# Tree Menu Magic 2

Plant a grove of Tree Menus on your page today...

Tree Menu Magic 2 automates the process of building collapsible, tree-style CSS-based menus. You can add as many menus to the same page as you like. Each Tree Menu can be styled independently or you can have some, or even all, share the same style. The options for each Tree Menu are set independently, each with its own dedicated user interface.

We hope you enjoy using this product as much as we did making it.

Al Sparber & Gerry Jacobsen PVII

Table of Contents

Installation

The installation procedure depends on whether you purchased the full version or the upgrade version.

Installing the full version

Look for the extension installer file **p7_TMM2_217.mxp** (or higher) in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Once the installation is complete, restart Dreamweaver.

> **OS X users**: If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

Installing the upgrade version

Using the upgrade version requires that Tree Menu Magic 1 is installed. Once you install the upgrade you will be able to use both Tree Menu Magic 1 and Tree Menu Magic 2.

Look for the extension installer file **p7_TMM2_217_upg.mxp** (or higher) in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Once the installation is complete, restart Dreamweaver.

> **OS X users**: If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

Before you begin

Work in a Defined Dreamweaver Web Site

Before you begin, make sure you are working inside a defined Dreamweaver web site. This is necessary so that Dreamweaver knows how to link assets required by Tree Menu Magic 2 to your page. If you are new to Dreamweaver or need to learn how to define a web site, please see this tutorial: Defining a Dreamweaver Web Site.

Asset Folders

When you create a Tree Menu Magic 2 menu, the system creates an assets folder named **p7tmm** at the same level as the page that contains your menu. This folder will contain the Tree Menu Magic 2 JavaScript file and the relevant menu style sheet(s), as well as an **img** sub-folder that contains the background images for each style theme you are using.
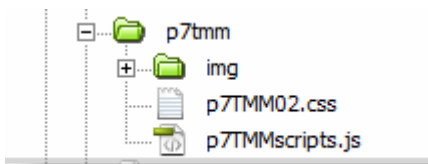
When you publish your site, make sure you upload the entire **p7tmm** folder.

A **Fireworks** folder will also be created at the same level as the *p7tmm* folder and will contain editable versions of all necessary background images. *The Fireworks folder does not need to be uploaded to your Web server*.

Using Tree Menu Magic 2

Overview

Tree Menu Magic 2 automates the process of building multi-level collapsible CSS-based menus. You can add as many menus to the same page as you like. Each Tree Menu can be styled independently or you can have some, or even all, share the same style. The options for each Tree Menu are set independently—each with its own dedicated user interface.

The Tree Menu Magic 2 user interface is designed to automatically open to the correct mode based on your current insertion point in the document. If your insertion point is inside an existing Tree Menu Magic 2 menu, the user interface will open in the Modify mode for that particular menu. If your insertion point is not within an existing Tree Menu Magic 2 menu, the user interface will open in the Create mode.

Dreamweaver Template Support: The system is specifically designed to be 100% Dreamweaver Template friendly. You can insert one or more menus into a template (.dwt) page at any time. You can also insert one or more menus into a template-based page. The system will automatically detect the template and adjust to allow insertion into an editable region.

Current Link Marking: The system includes a built-in feature that highlights the link in the menu that matches the current page's URL (address). The system sets this link to a special style class named **current_ mark**, and will also apply another special class (**li_current_mark**) to the link's parent <li> tag. This provides a visual trail to the current page in the menu—a "you are here" indicator. This feature can easily be turned on or off for each menu on your page directly from the user interface. Additionally, the system includes an **Advanced Current Marker** system to allow you to set the current mark for pages that do not appear as links in the menu.

Image Support: The Tree Menu magic 2 system fully supports using images for any root or sub-level links. The Tree Menu Magic 2 system is designed to automatically handle preloading, swapping, multiple state management and current marking. This automation requires that you follow the image file name convention discussed later in this guide. The system supports up to 4 different image states.

First and Last Menu Link Styling: The system automatically assigns a special CSS class to the first and last links in the menu in order to facilitate styling that requires exception rules for these links. The **tmmfirst** class is assigned to the first link (and also to its <li> parent tag) in the menu and the **tmmlast** class is assigned to the last link (and its <li> parent tag) in the menu.

> **Note**: The Tree Menu Magic 2 system assigns appropriate style classes to all of the necessary elements dynamically, based on the options selected. These classes are not available in Dreamweaver Design View. You will need to preview the page in a browser (or CS 4 Live View) to see the rendered effects of these style assignments.

The Tree Menu Magic 2 system also includes a handy *Remove Tree Menu* command that can be used to quickly remove a menu and its associated markup from your page.

Insertion

Tree Menu Magic 2 menus can be inserted anywhere on your page. Once you have established your insertion point, click the Tree Menu icon to open the interface. Alternatively, you can choose **Insert > Studio VII > Tree Menu Magic 2 by PVII**. You can insert the menu into any area of your page. The menu width will automatically adapt to its location, even when placed inside flexible DIVs or table cells. You can insert as many individual menus as you like on your page. Each menu can be optioned independently to set different behaviors and features. Menus on a single page can share the same style theme or be set to separate style themes.

Inserting a New Tree Menu

-Establish the insertion point for your new menu by clicking in the area of the page where you would like it to be created.

Note: The interface is sensitive to the insertion point. If your cursor is currently inside an existing Tree Menu component then the Modify interface will open instead.

-Click the *Tree Menu Magic 2* icon ▤ in the *Common* Section of Dreamweaver's Insert Bar or choose **Insert > Studio VII > Tree Menu Magic 2 by PVII**.

Classic Dreamweaver Insert Bar

Dreamweaver CS4 Insert Panel
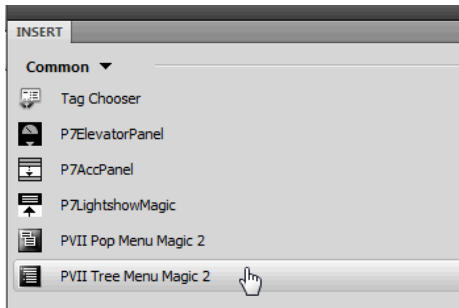
Dreamweaver CS4 Users: We highly recommend switching to Classic Workspace mode, which allows for a conventional Insert Bar across the top of your Design View window. If you use the new CS4 workspaces, the Insert Bar becomes a vertical panel that violates Windows and OS X interface conventions. In addition to being hard to use, the vertical Insert Bar has no support for mouse wheel scrolling making it highly unusable. We are hoping Adobe will fix this (and other) UI issues in the next version of Dreamweaver.

The Tree Menu Magic 2 user interface will open in the **Create New Tree Menu** mode.
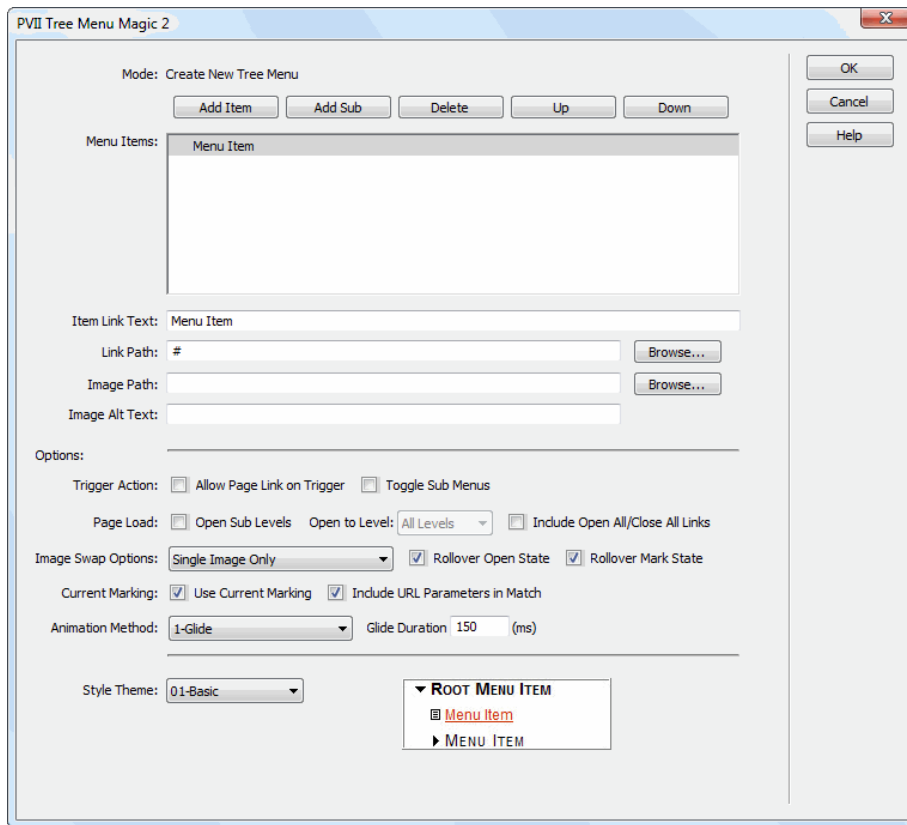
You can create more than one menu on your page. Add as many as you like.

Modifying an Existing Tree Menu

You can modify any of the existing Tree Menu Magic 2 menus on your page at any time.

-Click inside the menu that you wish to modify.

-Click the *Tree Menu Magic 2* icon in the *Common* Section of Dreamweaver's Insert Bar or choose **Modify > Studio VII > Modify Tree Menu Magic 2 by PVII**

The Tree Menu Magic 2 User Interface will open in the **Modify Existing Tree Menu mode**.
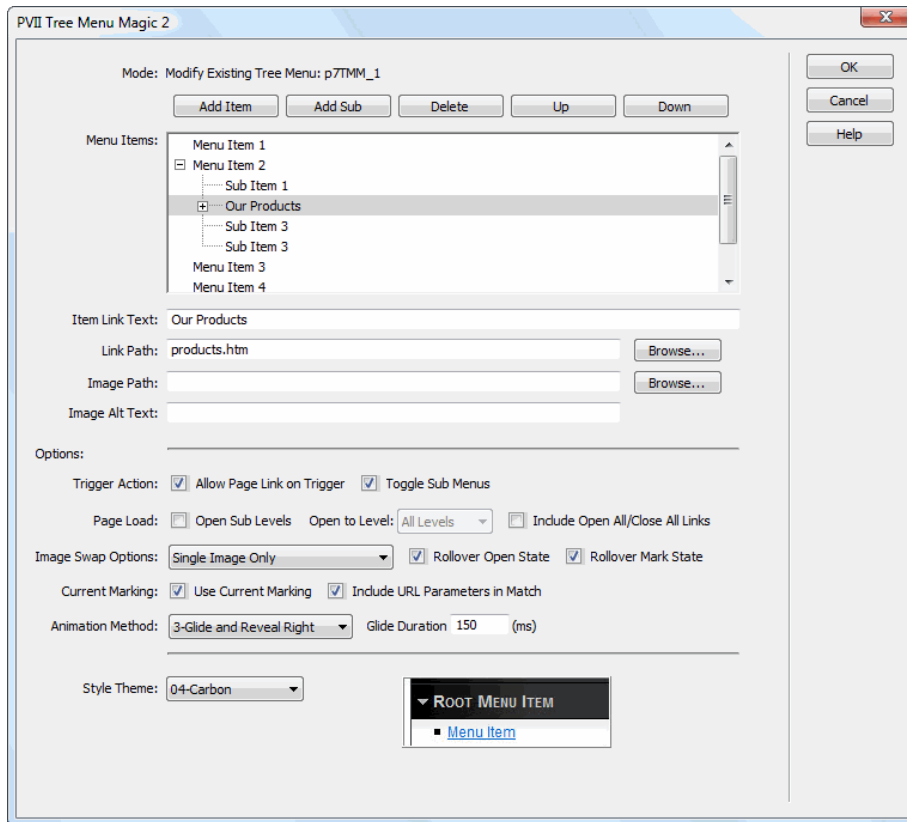
Managing the User Interface Items

Mode

Displays the current operational Mode for the user interface: either **Create** or **Modify**. When in Modify mode, the **id** of the menu being modified will also be displayed.

Menu Items

This box displays the text for each navigation link in the menu—one line for each link. Select (click) the line you wish to act on.

Add Item

Click the Add Item button to add a new menu link. This new item will be created immediately after the selected item, and at the same level as the selected item. The newly created menu item will initially appear with the default description: *Menu Item* and the URL will simply be a hash (#) placeholder. Change these to suit your needs. The **Image Path** box is always blank by default.

Add Sub

Click the Add Sub button to create a **new sub-menu** for the selected root link item. A new menu item will appear directly beneath the selected menu item, indented one level. The newly created menu item will initially appear with the default description: *Menu Item* and the URL will simply be a hash (#). Change these to suit your needs. The **Image Path** box is always blank by default.

Delete

Click the Delete button to remove the selected menu item. If the menu item contains one or more sub-menu levels the system will completely remove the selected menu item *and all of its sub-menu levels*.

Note: The interface requires at least one item to be in the menu list at all times. The system will not allow you to delete a menu item if it is the only remaining one.

Up

Click the Up button to move the selected menu item up in the Menu Items list. The menu item, and *all of its sub-menu items,* will be moved up one position each time the button is clicked. If the menu section before the selected item is in the open state (sub-menu items showing) then the selected menu item will be moved to the last position of the open menu section.

Down

Click the Down button to move the selected menu item down in the Menu List. The menu item, and *all of its sub-menu items*, will be moved down one position each time the button is clicked. If the menu section after the selected item is in the open state (sub-menu items showing) then the selected menu item will be moved to the first position of the open menu section.

Item Link Text

The Menu Link Text box will always display the text of the currently selected line in the *Menu Items* list. Enter or edit the text that you wish to display for this menu link. *The box cannot be left blank*.

> **Note**: If an image has been assigned, this box will be disabled (grayed out) and contain the file name of the assigned image. Removing the Image Path will re-enable this box.

Link Path/ Browse...

Enter the path to the linked page for this menu item or use the Browse button to open the *Select File to Link* dialog box. The system will automatically supply a "#" link placeholder when new menu items are created, which you should change to an actual page link before publishing.

Image Path / Browse...

> **Note**: The Image Path box is only used if you are using images for your menu buttons. For text-based menus this box should be left empty.

Enter the path to your menu button image, or use the Browse button to open the Select Image Source dialog box. You can change the image at any time by selecting the menu item and clicking the Browse... button. Valid image types are: .gif, .jpg, .jpeg, and .png.

The image you select must always be the default button image. The system will handle image preloading for rollover, down-state and current mark images based on the **Image Swap Option** you select. The file names of your button images can be anything you like. However, you must follow a naming convention for the swap images. This naming convention is also user-definable to allow easy configuration with the output of your image editor.

Image Alt Text

Enter a description (Alt Text) for the related image button. If the text on the button is "Products" then *Products* would be a good choice for the description.

Menu Options

These settings are applied to the current Tree Menu Magic 2 menu. Other menus on the same page can have different options.

Trigger Action

The Tree Menu Magic 2 system allows you to control how the menu responds whenever a section trigger is clicked.

Allow Page Link on Trigger

This option controls how the Tree Menu will respond when a section trigger link (a menu item that contains one or more sub-menus) is clicked. When this option is unchecked the system will *always* open or close the related sub-menu. When this option is checked then the system will first check to see if there is a valid page link assigned to the trigger link and, if there is, the system will process the link and allow the browser to open the linked page. This option is useful when you have section intro pages.

Toggle Sub-Menus

With this option selected, the system will automatically close any open menu sections when another menu section is opened. With this option unchecked, the system will open or close sub-menus only when the user clicks on a menu trigger.

Page Load

The Tree Menu Magic 2 system includes several handy options that control how the menu will deploy when the page first loads into the browser.

Open Sub-Levels

You can have the menu start initially with all (or some) of the sub-menus in the opened state. Check this box if you want the sub-menu to be in the open state. The **Open to Level** selection will become active, and then you simply select the number of sub-menu levels you wish to be opened.

Open to Level

Select the number of sub-menu levels that you wish to have in the open state when the menu first loads into the browser. You can select **All Levels** or any **number of levels**. This option will be grayed out (disabled) unless the **Open Sub-Levels** box is checked.

Include Open All/Close All Links

Check this box if you wish to have the system create **Open All** and **Close All** links. A separate <div> named **"p7TMM_Xo**c" will be created to house these control links, where **X** represents the number of the Tree Menu Magic system on the page. You can remove this <div> at any time by un-checking this box. These links will not be visible in Dreamweaver but will appear in your browser.

Image Swap Options

The Tree Menu Magic 2 system supports using images in any of the root level or sub-menu links. The Tree Menu Magic 2 system is designed to automatically handle all of the required image actions, such as preloading, swapping, maintaining down state, and maintaining a current marker state. This automation requires that you follow the image file name convention. The system supports up to 4 different image states. Select the Swap Option that that you would like to use:

Single Image Only

Choose this option if you are using just a single image and do not want any image swap actions on any of the menu states.

Normal and Over

Choose this option if you are using two images: one normal image and one for the over (hover) state. The over state image will also be used as the open (down) state and current mark images.

Normal, Over and Open Images

Choose this option if you are using three images: one normal image, one for the over (hover) state, and one for the open (down) state. The open state image will be used for the current marker images.

Normal, Over, Open and Mark

Choose this option if you are using four images: one normal image, one for the over (hover) state, one for the open (down) state, and one for the current marker state.

> **Note**: Be sure to choose the option carefully to match the number of image states you are using. The system will pre-load the various state images based on this selection.

Rollover Open State

This controls the swap action taken when the menu item is in its open state. Normally, the system will not swap to the over image if the menu item is in the open state. Check the box if you want to enable this swap action.

Rollover Mark State

This controls the swap action taken when the menu item is in its *current marked* state. Normally, the system will not swap to the over image on rollover if the menu item is in the *current marked* state. Check this box if you want to enable the rollover.

Use Current Marking

Check this box to enable the automatic **current marking** of links in the menu. *This box must be checked in order to use the Advanced Current Marker features for the menu*.

Include URL Parameters in Match

This option controls whether the automatic *current marking* feature will include any URL parameters in the page's address when looking for a matching link in the menu. Check this box if you wish to have your URL parameters included in the match criteria.

Animation Method

The Tree Menu Magic 2 system allows you to choose the type of animation to use when opening a sub-menu:

- **0-None** –Choose this option if you do not wish to have any animated effects.
- **1-Reveal Down** –The sub-menu will reveal itself in a downward direction.
- **2-Reveal Right** – The sub-menu will reveal itself in a left to right direction.
- **3-Reveal Down and Right** –A combination of both animations. The sub-menu level will open downward to create a space for the sub-menu, which will then be revealed in a left to right direction.

Glide Duration

This option allows you to control speed for the Glide animation. Duration defines the total amount of time that the animation will run, in milliseconds, regardless of a sub menu's dimensions. The default 150 is fine in most cases. Lower the Duration setting and the animation will be faster. Raise the setting to make the animation slower.

Note: This option has no effect on the Reveal Right animation.

Style Theme

Tree Menu Magic 2 comes with pre-defined CSS style themes. Choose a theme that best approximates the look you desire. This will act a starting point from which you can later make edits to the style sheet to fully customize your menu(s). You can change to a different style theme at any time without affecting the contents of your menus.

A preview of the selected theme is displayed to the right of the *Style Theme* select list. This Preview will change whenever you select a different theme.

The Interface Control Buttons

OK

When you are done setting your desired options, click the **OK** button to build the menu. The system will verify your selections and alert you to any problems that need your attention. If there are no problems, the interface will close and a menu will be added to your page or updated—depending on whether you are in *Create mode* or *Modify mode*. You can then preview in a browser to operate the menu and check its functionality.

Tip: To make further changes, click inside a menu and then open the Tree Menu Magic 2 interface to begin your modifications.

Cancel

Click the *Cancel* button to completely abort the current Tree Menu Magic 2 operation. This will close the interface and no changes will be made to your page.

Help

Click the *Help* button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Tree Menu Magic 2 interface.

Advanced Current Marker

Overview

The Tree Menu Magic 2 system includes a built-in feature that applies a Current Marker to the link in the menu that matches the current page's URL. The system sets this link to a special style class named **current_mark**. This provides a visual trail to the current page in the menu—a *you are here* indicator. This feature can be turned on or off by setting the *Enable Auto Current Marking* box in the user interface for each menu on the page.

This *default* **Current Marker** feature works automatically, without user intervention—but it does rely on matching the current page's URL to the hyperlinks contained in the menu. In most cases this will work just fine. However, when the current page is not reflected as a link in the menu, the current marker will not be able to find a match and no marker is applied. Fortunately, Tree Menu Magic 2 includes an **Advanced Current Marker** system to allow you to handle these **exceptions** so that even pages that *do not appear in the menu* can have a specified menu link *Current Marked*.

> **Note**: Use the Advanced Current Marker ONLY when the page does NOT appear as a link within the menu system. In other words, the Advanced Current Marker is designed to handle the exceptions that go beyond the capabilities of the *default current marking feature*.

The Advanced Current Marker system is designed to be 100% **Dreamweaver Template friendly**. It can be applied to any template or template-based page. The system will detect the page type and process accordingly.

Opening the Advanced Current Marker

To open the interface:

-Click inside the Tree Menu Magic 2 menu that you wish to act on.

-Choose **Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...**
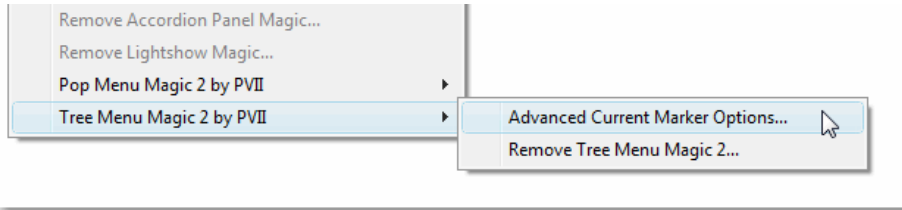
> **Note**: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tree Menu Magic 2 html markup on the page or if you have not clicked on the menu you wish to act on.

The Advanced Current Marker user interface will open.
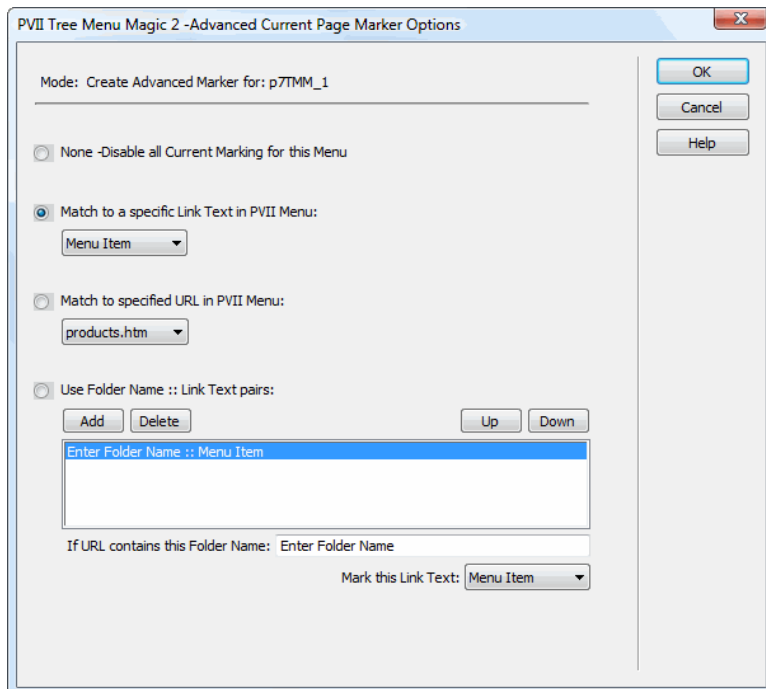
The interface allows you to manage each of four options and also allows you to Remove an existing Advanced Current Marker.

To activate the Advanced Current Marking feature you simply click the radio button next to the option you wish to use:

1. Using the None Option
2. Using the Text Link Option
3. Using the URL Match Option
4. Using the Folder/Text Option

Modifying the Advanced Current Marker

The system also includes the ability to modify the parameters of a page that already has one of the Advanced Current marker options applied.

On a page that already contains an Advanced Current Marker...

–Click inside the menu that you wish to act on.

–Choose **Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...**

The interface will open in Modify mode.

Note: When the Advanced Current Marker interface is in Modify mode, a **Remove** button appears in the column of command buttons on the right edge of the interface window.
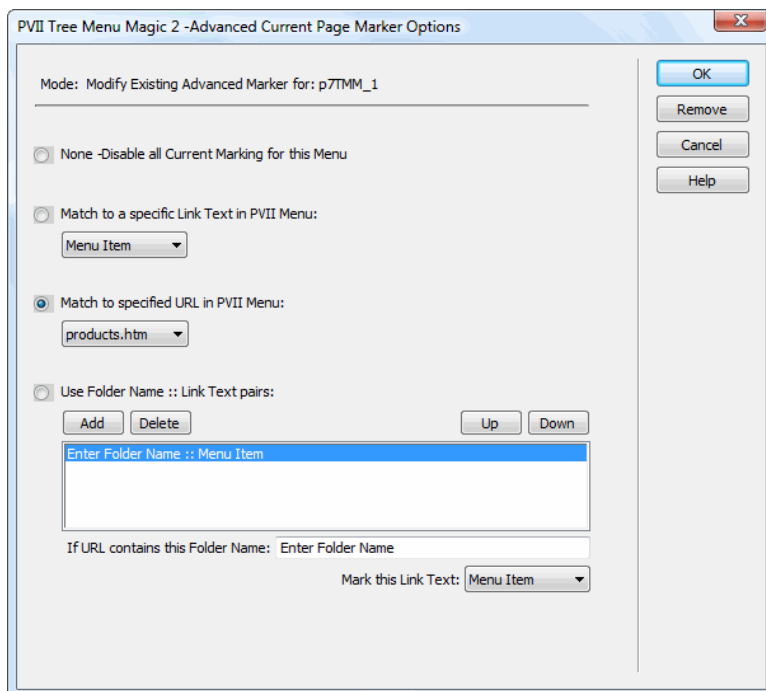
In this example, the interface opens with the **URL** option selected. The system will detect which option is being used on the page and set the interface accordingly.

Removing the Advanced Current Marker

The Advanced Current Marker system includes a handy Remove utility that allows you to quickly remove an existing Advanced Current Marker from any page. If the system detects an Advanced Current Marker on your page, it will open in Modify mode – in which case, a **Remove** button will be present below the OK button.

-Click the Remove button.
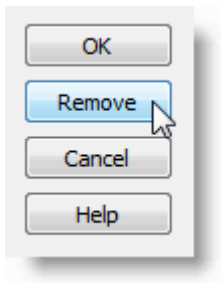
The system will completely remove the Advanced Current Marker settings from your page.

Advanced Current Marker Link Text Marking Option

Overview

The Link Text option allows you to select the text of any one of the existing links in your Tree Menu Magic 2 menu as the *target* for the current marker. When the page loads, the system will look for this text in the menu markup. If a match is found it will apply the current marker style class (**current_mark**) to the menu link and will also apply the (**li_current_mark**) class to the link's parent <li> tag.
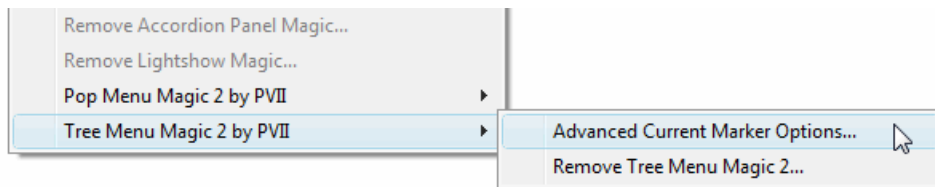
This feature should only be used on pages that are **NOT** linked in the menu. The Advanced Current Marker is designed to address *current marking* only for those pages that are not represented in the menu. If the page does have a corresponding link in the menu then that link will be used by the *default current marker* instead.

Opening the Advanced Current Marker

To open the interface:

-Click inside the Tree Menu Magic 2 menu that you wish to act on.

-Choose:

Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...

Note: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tree Menu Magic 2 html markup on the page or if you have not clicked on the menu you wish to act on.

The Advanced Current Marker user interface will open.

The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

–Click on the second radio button to select the **Link Text** option.

Select the Link Text

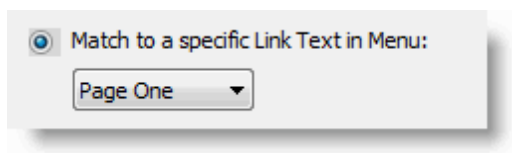The Link Text option includes a drop down listing of all of the links in your menu.

For this example, let's assume that you want to highlight the root menu link that contains *Page Three* as its text.

-Select **Page Three** from the drop down list.
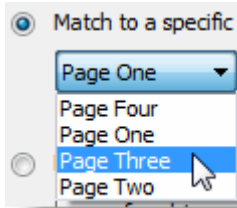
This tells the system to look for the item in the menu that contains **Page Three** as its text. When found, the system will apply the special *current marker* style class to it.

Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.
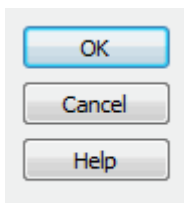
-You can preview and test the menu now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker "Folder:Text Match" Option

Overview

The *Folder:Text Match* option is designed to allow you to handle large numbers of current marker exceptions and is typically used as a global option applied to every page. Use this option when you have a large number of pages that are not represented in the menu.

This option allows you to specify a series of folder names and link text values that the system will use for determining the current marked link in the menu. For example, you can specify that any page which contains the folder "support" in its URL will be matched to specific link text "Information". This is referred to as a **Folder Name :: Link Text pair**.

You can specify as many of these Folder Name :: Link Text pairs as you like. The system will test each pair until it finds a match. If a match is found it will apply the current marker style class, **current_mark**, to the menu link to provide the *"you are here trail"* in the menu. You can use this system to automatically handle current marking for all of your site's pages without having to edit any of them individually.

This feature should only be used on pages that are NOT linked in the menu. The *Advanced* Current Marker is designed to address current marking only for those pages that are not represented in the menu. If the page does have a corresponding link in the menu then that link will be used by the *default* Current Marker instead.

Opening the Advanced Current Marker

To open the interface:

-Click inside the Tree Menu Magic 2 menu that you wish to act on.

-Choose **Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...**

> **Note**: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tree Menu Magic 2 html markup on the page or if you have not clicked on the menu you wish to act on.

The Advanced Current Marker user interface will open.

The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

-Click on the fourth radio button to select the **Folder Name :: Link Text** option.

The interface allows you to add as many Folder Name :: Link Text pairs as you like. The first pair is always pre-defined and ready for editing.
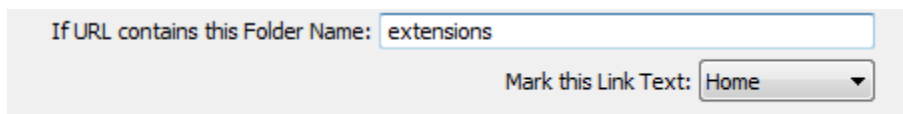
Define the Folder Name :: Link Text Pairs

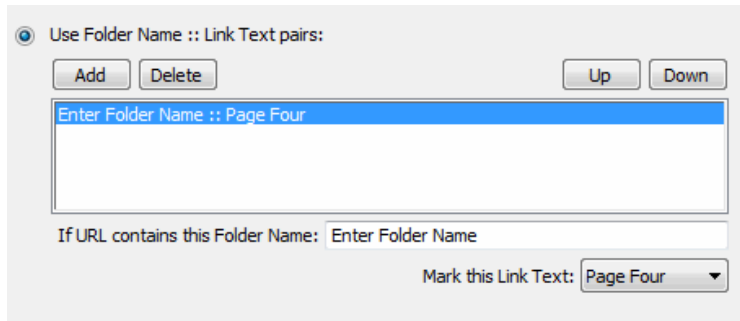This example will work with a menu system that resembles the structure of the menu on projectseven.com. There is a single **Extensions** link in the root menu of all interior pages, but there are quite a few pages (close to one hundred) that are related to *Extensions* and stored in a folder named *extensions*. Naturally, all of these pages do not appear in the menu. A **Folder Name :: Link Text** rule can be defined to apply the current marker to the *Extensions* link for any page that contains "extensions" in the page's URL.

Specify the Folder Name

The folder name is case sensitive and should match the actual folder name as used in your site.

-Enter the folder name **extensions** into the *If URL contains this Folder Name* box.

Specify the Link Text

The *Mark this Link Text* list is an alphabetized listing of all of the links in the menu.

-Select the **Extensions** link text.
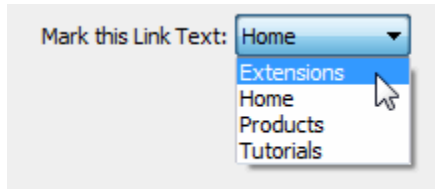
The interface now reflects your changes. The first **Folder Name :: Link Text** pair is defined.
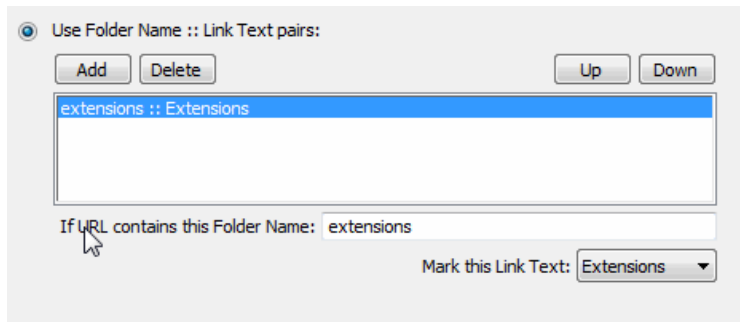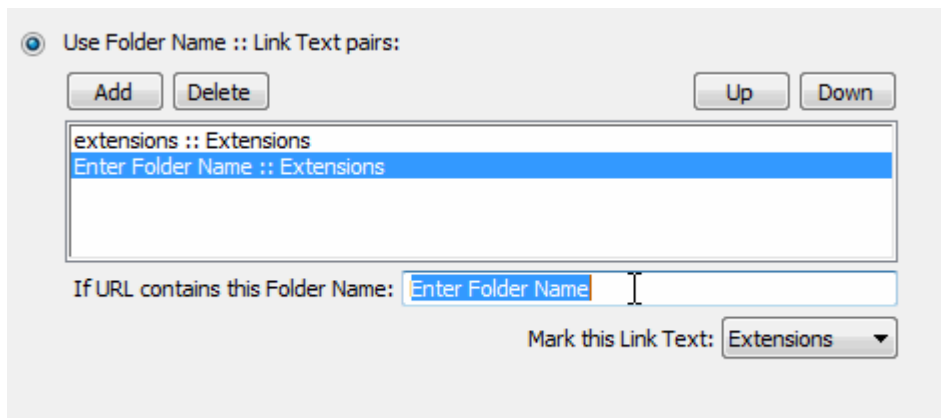
The system will apply the current marker to the **Extensions** menu item whenever the page contains the **extensions** folder in its address (URL).

Adding another Folder Name :: Link Text Pair

The site contains many pages that relate to the *Products* section but are not represented as links in the menu. To handle these pages you can add another Folder Name :: Link Text pair.

-Click the **Add** button. A new Folder Name :: Link Text line item is created in the interface. The values are preset to default values, ready for editing.

-Enter the folder name, **products**, into the *If URL contains this Folder Name* box.

-Select the **Products** link text in the *Mark this Link Text* drop down.

The interface now reflects your changes. Two **Folder Name :: Link Text** pairs are defined.
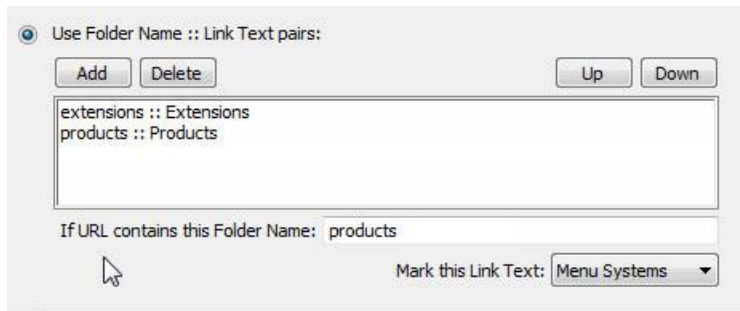
Using a Compound Folder Name

The site also contains sub-folders in the *products* area. You can define a compound folder name to allow a set of pages to current mark a more specific link.

-Click the **Add** button.

A new Folder Name :: Link Text line item is created in the interface.

-Enter the folder name, **products/menusystems** into the *If Url contains this Folder Name* box.
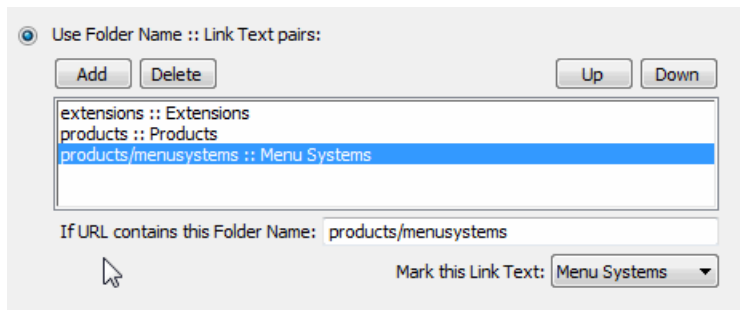
This will instruct the system to apply the current mark to the **Menu Systems** menu item whenever the page contains **products/menusystems** in its URL.

Ordering the Defined Pairs

The system will apply the current mark to the first match it finds. It will search in the same order as the pairs are listed in the interface. In this case it will always find the **products** match before it finds the compound **products/menusystens** match since the page URL contains the word **products** and the products pair is listed before the **products/menusystems** pair.

–With the **products/menusystems** pair **selected**, click the **Up** button.
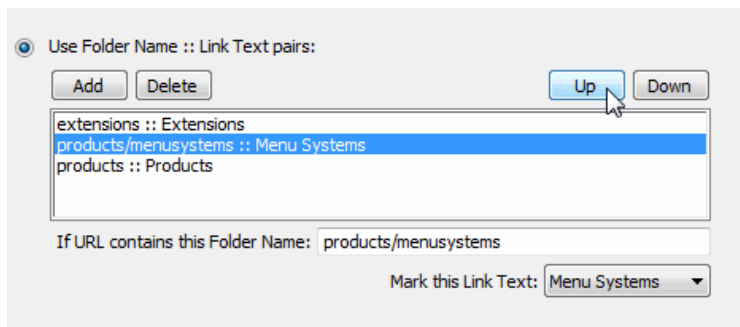
The system moves the selected item up one line. Now the search for the compound folder name will be made before the search for the products folder name.

You can move any selected line **Up** or **Down**. Each time the button is clicked the selected item will move one line.

Deleting a Defined Pair

You can delete an existing defined Folder Name :: Link Text pair at any time. Select the Folder Name :: Link Text pair you wish to delete and simply click the Delete button.

Finished

−Click the **OK** button to apply the selected Advanced Current Marker to the current page.
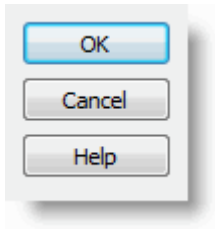
−You can preview and test the menu now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker URL Match Option

Overview

The URL Match option allows you to select the link value (the href) of any one of the existing links in the Tree Menu Magic 2 system as the *target* for the current marker. When the page loads, the system will look for this link value in the menu markup. If a match is found it will apply the current marker style class (**current_mark**) to the menu link and will also apply the (**li_current_mark**) class to the link's parent <li> tag.

The simplest and most direct method for Advanced Current Marking is to use the Text Option. However, there may be occasions where you have duplicate text values in the menu. In these cases, you can use the URL match option to target a specific link for *current marking*.

This feature should only be used on pages that are NOT linked in the menu. The Advanced Current Marker is designed to address *current marking* only for those pages that are not represented in the menu. If the page does have a corresponding link in the menu then that link will be used by the *default current marker* instead.

Opening the Advanced Current Marker

To open the interface:

-Click inside the Tree Menu Magic 2 menu that you wish to act on.

-Choose **Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...**

> **Note**: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tree Menu Magic 2 html markup on the page or if you have not clicked on the menu you wish to act on.

The Advanced Current Marker user interface will open.

The interface has four options from which to choose.

The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

–Click on the third radio button to select the **URL Match** option.
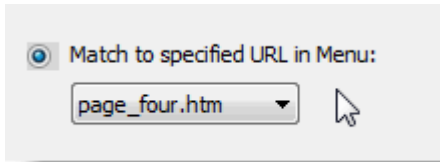
Select the URL to Match

The URL Match option includes a drop down listing of the link values (href) for all of the links in your menu.

For this example, let's assume that you have a page that pertains to the "Products" section of your site, but this page is not represented as an item in the menu. Your products section is represented in the menu with a link (href) value of **page_three.htm**.

–Select **page_three.htm** in the listing.
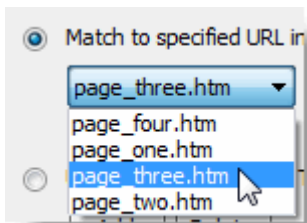
This tells the system to look for the link value (href) in the menu that contains **page_three.htm**. When it's found, the special *current marker* style class is assigned to it.

Finished

-Click the **OK** button to apply the selected Advanced Current Marker to the current page.
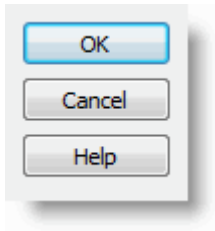
-You can preview and test the menu now.

> **Note**: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

Advanced Current Marker "None – Disable All" Option

Overview

The **None – Disable All** option allows you to completely turn off all current marking for this menu on this page only. This is a special override that allows you to have the menu working with current marking turned off on a specific page while it is enabled on other pages.

Opening the Advanced Current Marker

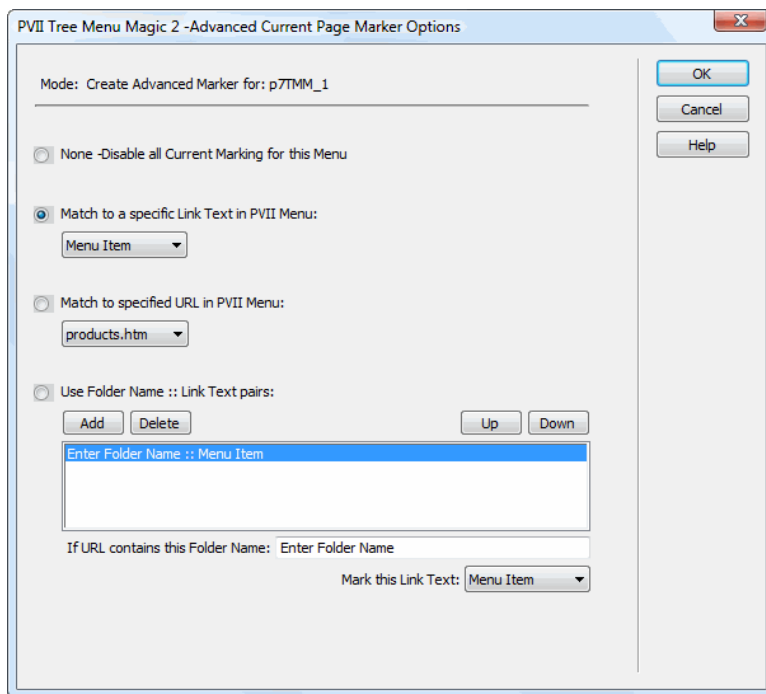To open the interface:

-Click inside the Tree Menu Magic 2 menu that you wish to act on.

-Choose **Commands > Studio VII > Tree Menu Magic 2 by PVII > Advanced Current Marker...**
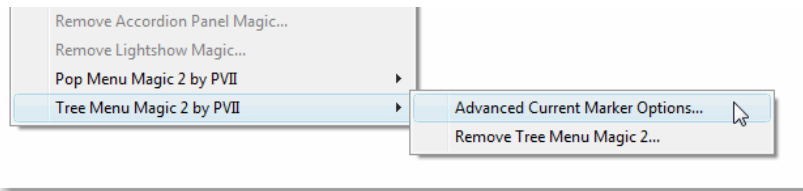
> **Note**: The Advanced Current Marker option will be unavailable (grayed out) if there is no Tree Menu Magic 2 html markup on the page or if you have not clicked inside the menu you wish to act on.
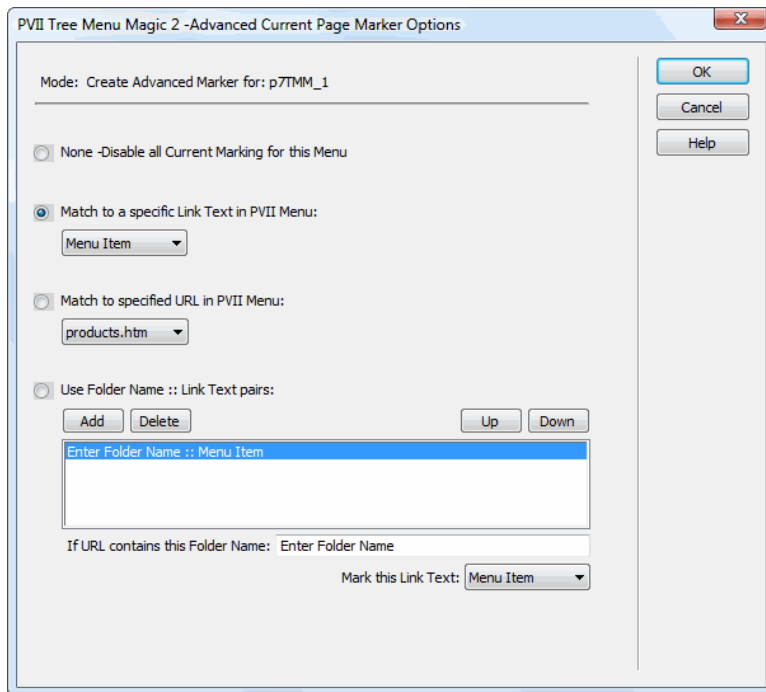
The Advanced Current Marker user interface will open.

The interface has four options from which to choose. The radio button to the left of each option determines which option is currently active. The default setting is always the second option.

Select the Current Marker Option

-Click on the first radio button to select the **None -Disable All Current Marking** option.
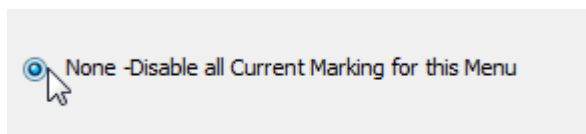
Finished

–Click the **OK** button to apply the selected Advanced Current Marker to the current page.
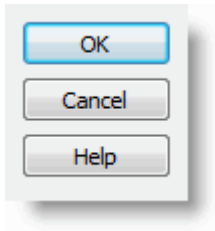
–You can preview and test the menu now.

Note: If your preferences are set to *Preview using temporary file*, this feature will not work locally. To preview locally, turn off the *Preview using temporary file* option in Dreamweaver Preferences.

PVII Tree Menu Magic 2 –Remove Menu

Overview

The Tree Menu Magic 2 system includes a **Remove** feature that allows you to quickly remove an existing Tree Menu Magic 2 menu from your page.

Open the Remove PVII Tree Menu Magic 2 interface

–**Open** a page that contains one or more Tree Menu Magic 2 menus.

–Choose **Commands** > **Studio VII** > **Remove Tree Menu Magic 2...** to open the Remove interface.
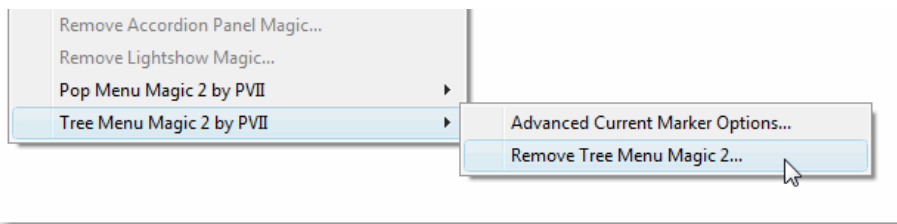
> **Note**: The Remove option will be unavailable (grayed out) in the menu if there is no Tree Menu Magic 2 menu on the page.

The Remove Tree Menu Magic 2 interface will open.
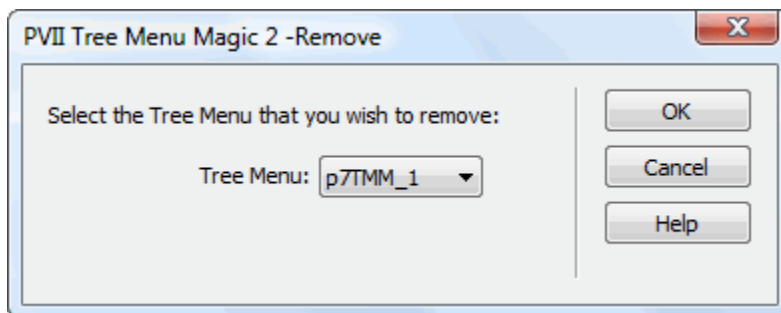
The interface will provide a listing of all of the Tree Menu Magic 2 menus on your page. The list will display the ID of each menu.

-Select the menu that you wish to remove from the listing. You can remove one menu at a time.

Tip: If you are unsure about which menu relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all IDs that begin with **p7TMM**. The opening DIV tag for a Tree Menu Magic 2 menu looks like this: <div id="p7TMM_1" class="p7TMM01">

What will be removed

The system will completely remove the html markup for the selected menu from your page. If there are other Tree Menu Magic 2 menus on the page they will not be affected. The system will also remove the link to the relevant **CSS file** *if no other menu on the page is using the same style theme*.

If there are no remaining Tree Menu Magic 2 menus on your page, the system will also remove the link to the Tree Menu **JavaScript** file.

What will not be removed

The system will not remove the **p7TMM** folder, which contains the menu-related assets (images, JavaScript file, and CSS files). This ensures that you will not lose any assets you may have modified and any other pages that depend on those modified assets will continue to look and behave as expected.

The Interface Control Buttons

Remove

Click the **Remove** button. The selected Tree Menu Magic 2 menu will be removed from the page

Cancel

Click the **Cancel** button to completely abort the current Remove Tree Menu Magic 2 operation. This will close the interface and no changes will be made to your page.

Help

Click the Help button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Tree Menu Magic 2 interface.

Image File Naming Convention

Overview

The Tree Menu magic 2 system fully supports using images for any root or sub-level links. The Tree Menu Magic 2system is designed to automatically handle preloading, swapping, multiple state management and current marking.

The system supports up to 4 different image states:

- **Normal** – the base image
- **Over** – appears on mouse hover
- **Open** – appears when the trigger's related sub menu is open
- **Mark** – appears when the menu item has been *current marked*

The system handles the state of each image automatically based on the **Image Swap option** you choose in the User Interface.

You do not need to use all four states. You can choose to use a single image or two-state, three-state or four-state image swaps. This automation requires that you follow the image file name convention. The file names of your button images can be anything you like. However, you must follow a naming convention for the "over", "open" and "mark" images. For example, if you name your default button image **myButton.gif**...

- The image you want to appear when users mouse over it would be:
  myButton_over.gif
- The image you would want to designate the open state would be named:
  myButton_overdown.gif
- The image you want to designate as the current marked state would be:
  myButton_down.gif.

Note: While the Swap Options can be set differently for each Tree Menu Magic 2 system on the page, the naming convention is global and will be used for all of the Tree Menu Magic 2 systems on your page.

Default Naming Convention:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Open Image:** myButton_overdown.gif
- **Mark Image:** myButton_down.gif

The default naming convention is designed to work with the default Fireworks (CS4) naming convention for the over, open and mark images. This naming convention is also user-definable to allow synching with your image editor's capabilities or your own requirements. The basic image name must be the same for all four button images, but the appendage you use to differentiate the rollover, open and mark images can be anything you like.

Changing the image naming convention

1. Open the **p7TMMscripts.js** file located in the p7tmm folder. Near the top of the file you will see 3 lines (not counting the comments):

// define the image swap file naming convention

// rollover image for any image in the normal state
var p7TMMover='_over';

// image for any trigger that has an open sub menu -no rollover
var p7TMMopen='_overdown';

// image to be used for current marker -no roll over
var p7TMMmark='_down';

2. To change the naming convention simply change the assigned text that follows the equal (=) sign in each of the three lines.

For example, if you want to change the naming convention to use the appendages **_over**, **_open**, and **_marked**, change the assignments so they look like this:

// define the image swap file naming convention

// rollover image for any image in the normal state
var p7TMMover='_over';

// image for any trigger that has an open sub menu -no rollover
var p7TMMopen='_open';

// image to be used for current marker -no roll over
var p7TMMmark='_marked';

3. Save and close the file.

Now the Tree Menu Magic 2 system will use this revised naming convention to locate the over, open and mark state images. The image file names, using this customized naming convention, would look like:

- **Normal Image:** myButton.gif
- **Over Image:** myButton_over.gif
- **Open Image:** myButton_open.gif
- **Mark Image:** myButton_marked.gif

As you can see, any naming convention will work by managing the text assignment for each image state in the scripts file.

Note: If you create a menu in another folder or site, and you want to use a revised naming convention, you will need to update the scripts file in that folder.

Questions and Answers

The following questions and answers should prove helpful as you build and manage your menus.

How are the Tree Menu Magic 2 CSS files and rules named?

The CSS files follow a naming convention based on the Style Theme you have chosen. Here is a reference list for you:

- 01-Basic | p7TMM01.css
- 02-See-Through | p7TMM02.css
- 03-Cayenne | p7TMM03.css
- 04-Carbon | p7TMM04.css
- 05-Greystone | p7TMM05.css
- 06-Chili | p7TMM06.css
- 07-Image-Based | p7TMM07.css
- 08-Topaz | p7TMM08.css
- 09-Multicolor | p7TMM09.css
- 10-Classic | p7TMM10.css
- 11-Neon Right Aligned | p7TMM11.css
- 12-Neon Left Aligned | p7TMM12.css

The selector names inside each CSS file are all prefaced with the class name assigned to the root menu DIV. This class name matches the name of the CSS file used. Here is a reference list of the class name selectors:

- 01–Basic | .p7TMM01
- 02–See–Through | .p7TMM02
- 03–Cayenne | .p7TMM03
- 04–Carbon | .p7TMM04
- 05–Greystone | .p7TMM05
- 06–Chili | .p7TMM06
- 07–Image–Based | .p7TMM07
- 08–Topaz | .p7TMM08
- 09–Multicolor | .p7TMM09
- 10–Classic | .p7TMM10
- 11–Neon Right Aligned | .p7TMM11
- 12–Neon Left Aligned | .p7TMM12

As we discuss CSS style editing from this point on, we will refer to style rule names (selectors) as beginning with **.p7TMM***xx* where **xx** is the style theme number (01 or 05, for example)

How do I use or manage Menus in different folders?

When you create a menu, the system writes a folder named **p7tmm** and a **Fireworks** folder in the folder that contains the page you are working on – and uses that folder to store style sheets, images, and scripts. This allows for easy and safe prototyping. If you create a menu on page1.htm, in a folder named tutorials, and edit the CSS for that menu, your changes are restricted to that folder. Make another page in that folder and create a menu using the same *Style Theme* and it will use the same style sheet you edited while working on page1. If you create a menu on a page in a new folder, the system will create new *p7tmm* and *Fireworks* folders inside that folder and populate it with default style sheets, scripts, and images. This allows you to test and prototype with complete freedom – without affecting finalized pages in other folders.

There may, however, be times when you want menus in different folders to use the same style sheets. To do that, create your menus first. Then decide which **p7tmm** assets folder you want to use for all your pages. You'll need to set the paths for all *Tree Menu Magic 2* CSS files, and the JavaScript file, to point to the **p7tmm** assets folder you want to use.

For a page with both a Cayenne menu, the CSS and script links look like this:

```
<script type="text/javascript" src="p7tmm/p7TMMscripts.js"></script>
<link href="p7tmm/p7TMM03.css" rel="stylesheet" type="text/css" media="all" />
```

You can change the path to CSS or script files visually in Dreamweaver by displaying Head Content in a toolbar at the top of your design window. To turn this feature on, choose **View > Head Content**.
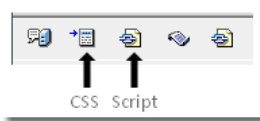
Click the appropriate icon and your Property Inspector will change to reflect your choice, easily enabling you to browse to the location of the assets folder you want to use.

Can I Revert back to a default Style Theme CSS file?

Should you ever make a large error and need to revert back to a default and working CSS file, do this:

1. Delete the bad CSS file from your **p7tmm** folder
2. Open a page in that folder that contains a menu that uses that bad style sheet. Your menu will appear unstyled. Don't worry, that's expected, given the circumstances
3. Place your cursor inside the menu
4. Open the Tree Menu Magic 2 UI in *Modify* Mode
5. Make no changes in the UI – simply click the **OK** button
6. The system will create a new version of the appropriate CSS file

Depending on your DW version, you might not see the changes at first. If that be the case, save and close the file, then re-open it.

How do I use images for my links?

To use images for your menu items you should first prepare your images and save them in a folder within your defined Web site—using our [naming convention](#). With your images ready, select the special Image-Based Style Theme in the TMM2 interface and insert your images by [browsing to them](#).

How do I set font (typeface) styles for my menu?

If you'd like to edit the font styles for your menu, open Dreamweaver's CSS Styles panel and locate the **.p7TMM***xx* rule in your menu style sheet(s) (where *xx* corresponds to the Style Theme of your menu). You'll find the following 2 declarations in the rule:

font-size: inherit;
font-family: Arial, Helvetica, sans-serif;

Change them to suit your needs.

> **Tip**: font-size: inherit simply means that the menu font-size will be inherited from the parent elements on your page. If you place the menu inside a container that has a font-size set, the menu will inherit that value.

Can I set different font styles for my root and sub-menu items?

Yes. You would use this rule for the top-level:

.p7TMM*xx* {
font-family: Arial, Helvetica, sans-serif;
font-size: inherit;
}

The **inherit** value means the font-size will inherit the same value that is applied to the element in which your menu was inserted. Of course, you can assign a specific fixed (px) or proportional (em or percent) value if you wish.

And this rule exists to make the sub-menu font-size 90% as large as the top-level menu items:

.p7TMM*xx* ul ul a {
font-family: "Courier New", Courier, monospace;
font-size: 90%;
}

Can I use TMM 2 on the same page as TMM 1 – or with other PVII menus?

Yes. You can use TMM 2 and any other [PVII menu product](#) on the same page.

Can I update a Tree Menu Magic 1 menu to Tree Menu Magic 2?

No. The markup for the 2 products is different. You may continue to use Tree Menu Magic 1 to manage your existing menus or you may remove the Tree Menu Magic 1 menu on your page and insert a Tree Menu Magic 2 menu in its place.

Can I insert a menu inside an Accordion, Glide Panel, Elevator or Tab Panel widget?

Yes. You can insert one or more menus inside the content panels of an [Accordion Panel Magic](), [Glide Panel Magic](), [Elevator Panel Magic](), or [Tab Panel Magic]() widget.

Can I edit the background images?

Yes. When you create a menu, the system will also create a **Fireworks** folder containing the editable background images for your menu. [Fireworks]() is the default web image editor for all Adobe® Creative Suite products.

> **Tip**: We suggest that you do not change the size of these images unless you really know what you are doing.

The icons are assigned as CSS backgrounds on the following rules:

- .p7TMM01 a.p7tmm_page
- .p7TMM01 a.trig_closed
- .p7TMM01 a.trig_open

Edit those rules and choose from the selection of icons in the *p7tmm/img* folder. You can also open the **p7tmm-globals.png** Fireworks file in your *Fireworks* folder and edit the icons. There is also a Fireworks file named **p7tmmSee-Through.png**, which you can use to edit the transparent background image used for the *See-Through* style theme.

Once you complete your edits, export your images back to the relevant **p7tmm/img** folder to overwrite the originals. Use these export settings:
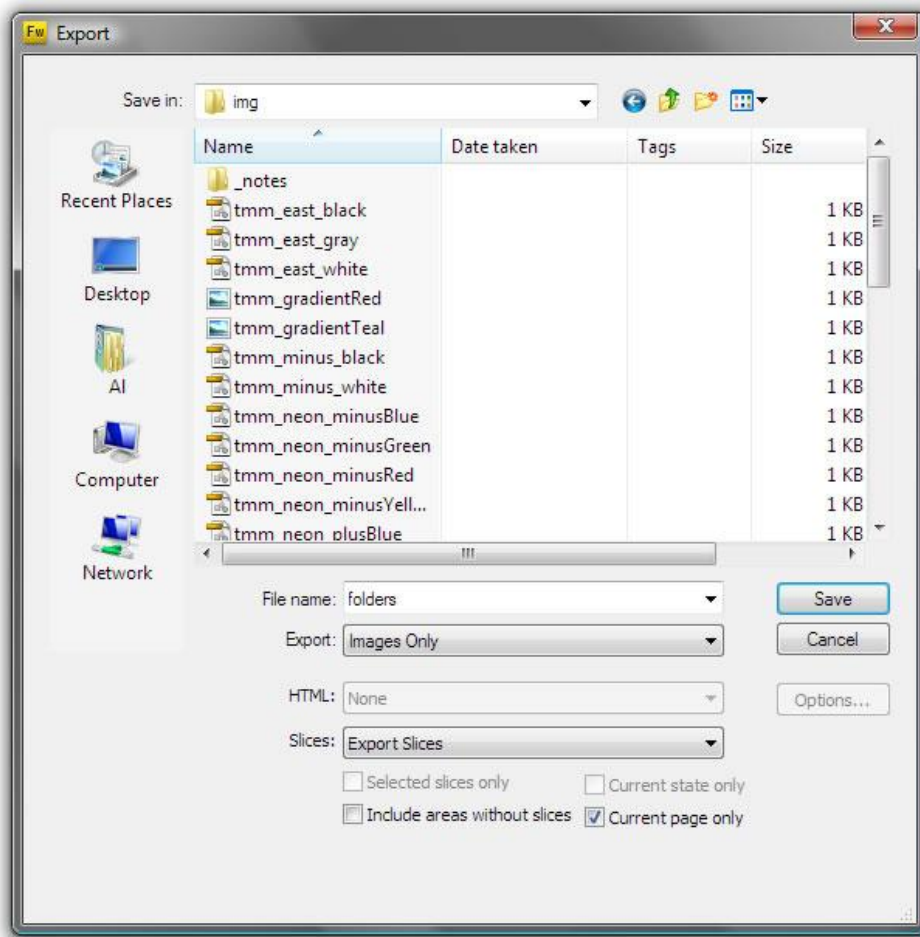
Note: The **File name** box is irrelevant since you are exporting slices.

How do I change the default or hover styles for my links?

Locate the following rules in your relevant TMM2 style sheet...

This rule styles the **default** link state:

.p7TMMxx ul a

This rule styles the **hover** state:

.p7TMM01 ul a:hover, .p7TMM01 ul a:focus, .p7TMM01 ul a:active

Your style sheet will usually contain link and hover rules for sub-menu levels, as well:

.p7TMMxx ul ul a

.p7TMM01 ul ul a:hover, .p7TMM01 ul ul a:focus, .p7TMM01 ul ul a:active

Change properties and values to suit.

How do I set the width of my menu?

TMM2 menus are designed to automatically conform to the width of the container in which they are placed, even if that container is a flexible width. If, however, there is a need to constrain the menu to a specific width, use the **.p7TMMxx** rule (it will be the first rule in your menu style sheet):

.p7TMMxx {
width: 200px;
}

Why are my menu link colors not what I set them to be?

CSS has an inherent feature called *specificity*. This means that depending on the structure of your page, and the way you've defined your page link styles, your menu link styles will sometimes be less *specific*—allowing the page link styles to take precedence. As an example, if you insert a menu inside a DIV with an ID of **leftcolumn**, you might have a CSS rule to style links inside that DIV:

#leftcolumn a {color: purple;}

The browser will look at this style and weigh it against your Tree Menu style rule, which might be:

.p7TMM01 ul a {color: #000;}

An ID reference in a style rule gives that rule higher precedence than one that contains only class names—so in this scenario purple wins the battle.

To correct this issue you can use Dreamweaver's excellent Find and Replace utility to change your Tree Menu style rules so that each rule has the ID **#leftcolumn** at the beginning of its name. Here's how:

Open your menu CSS file. In this case, we'll work with **p7TMM01.css**

Choose Edit > Find and Replace...
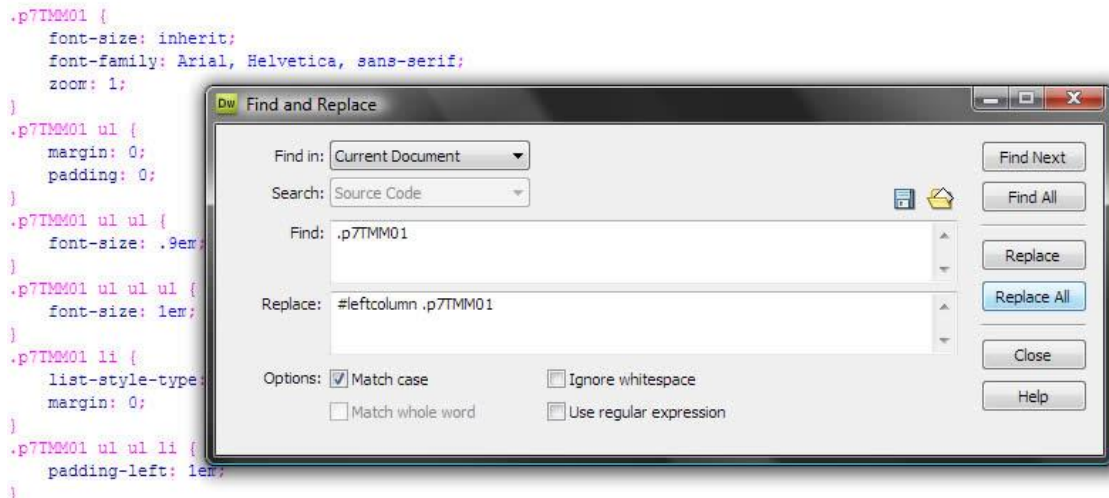
Make sure **Find in: Current Document** is selected.

In the *Find* box enter **.p7TMM01**

In the *Replace* box, enter **#leftcolumn .p7TMM01** (making sure there is a space between the words)

Click **Replace All**

All your rules will now be prefaced with **#leftcolumn**

```
#leftcolumn .p7TMM01 {
    font-size: inherit;
    font-family: Arial, Helvetica, sans-serif;
    zoom: 1;
}
#leftcolumn .p7TMM01 ul {
    margin: 0;
    padding: 0;
}
#leftcolumn .p7TMM01 ul ul {
    font-size: .9em;
}
#leftcolumn .p7TMM01 ul ul ul {
    font-size: 1em;
}
#leftcolumn .p7TMM01 li {
    list-style-type: none;
    margin: 0;
}
#leftcolumn .p7TMM01 ul ul li {
    padding-left: 1em;
}
```

That's it. The colors defined in your menu style sheet will now work just fine.

How do I change the appearance of the Current Marked link that highlights the page you are on?

Locate the following rules in your relevant Tree Menu Magic 2 style sheet:

This rule styles the top-level Current Marked link state:

.p7TMMxx a.current_mark

This rule styles the sub-level Current Marked link state:

.p7TMMxx ul ul a.current_mark

Change properties and values to suit.

Can I style just the first or last link in a menu independently?

Yes. The TMM2 script dynamically assigns special classes to the first and last <li> elements and the first and last <a> elements in your menu, allowing you to set *exceptions* for these elements. These classes will need to be written by you.

The first and last classes for the <li> element:

.p7TMMxx li.tmmfirst

.p7TMMxx li.tmmlast

The first and last classes for the <a> element:

.p7TMMxx a.tmmfirst

.p7TMMxx a.tmmlast

These classes are useful if, for instance, you want to set a top border on all <li> elements except for the first one. To do that you would use the following rule to set a top border on all <li> items:

.p7TMMxx ul li {

border-top: 1px solid #000;

}

Then use this rule to create an exception for the first <li> item:

.p7TMMxx ul li.tmmfirst {

border-top: 0;

}

You can also make different exception rules for your sub-menus by creating one or more of these selectors:

- .p7TMMxx ul ul li.tmmlast
- .p7TMMxx ul ul li.tmmfirst
- .p7TMMxx ul ul a.tmmlast
- .p7TMMxx ul ul a.tmmfirst

How do I style my trigger links?

Here are the relevant rules:

- .p7TMMxx a.trig_open (default)
- .p7TMMxx ul ul a.trig_open (default)
- .p7TMMxx a.trig_closed (default)
- .p7TMMxx ul ul a.trig_closed (default)

The trig_open rules pertain to a trigger link when its respective sub-menu is showing. The trig_closed rules pertain to a trigger link when its respective sub-menu is hidden.

Are there special styles I can use to assign properties to all links that are not triggers?

Yes. The **p7tmm_page** class is used in TMM 2 style sheets to assign a special icon or bullet to all links that are not triggers. In the Basic style theme, for example, the rule looks like this:

.p7TMM01 **a.p7tmm_page** {
background-image: url(img/tmm_page.gif);
background-repeat: no-repeat;
background-position: left center;
}

Are there other special CSS classes that can be used?

There are other special classes you can use to customize your menu. The special classes, as used in the Multicolor theme, allow you to key on each root element to give it and its sub-levels distinctive characteristics. The following rule from the Multicolor style sheet, for example, serves to color the first root menu item yellow:

.p7TMM09 .root_1 { background-color:#FC0;}

Each root LI is assigned a *root class* incremented numerically:

- root_1
- root_2
- root_3
- etc.

Can I add more custom-styled levels to my Multicolor menu?

Sure. The special classes we use to style each level independently are grouped together by root element. Here is the group for the *root_5* section:

```css
.p7TMM09 .root_5 {
background-color:#AAA;
}
.p7TMM09 .root_5 div {
background-color:#AAA;
border-top: 1px solid #BEBEBE;
border-right: 1px solid #9A9A9A;
border-bottom: 1px solid #9A9A9A;
border-left: 1px solid #BEBEBE;
}
.p7TMM09 .root_5 ul a:hover, .p7TMM09 .root_5 ul a:focus, .p7TMM09 .root_5 ul
a:active {
color: #FFF !important;
}
.p7TMM09 .root_5 a.trig_open {
color: #FFF !important;
text-decoration: underline;
}
```

By default, we give you 5 custom levels. To add a sixth level add a new group:

```
.p7TMM09 .root_6 {
background-color:#AAA;
}
.p7TMM09 .root_6 div {
background-color:#AAA;
border-top: 1px solid #BEBEBE;
border-right: 1px solid #9A9A9A;
border-bottom: 1px solid #9A9A9A;
border-left: 1px solid #BEBEBE;
}
.p7TMM09 .root_6 ul a:hover, .p7TMM09 .root_6 ul a:focus, .p7TMM09 .root_6 ul a:active {
color: #FFF !important;
}
.p7TMM09 .root_6 a.trig_open {
color: #FFF !important;
text-decoration: underline;
}
```

Give these new styles the attributes and colors you want. Add more groups, as needed. When you're done adding groups, there is a special group selector you need to edit, to add your new levels. By default, it looks like this:

```
.p7TMM09 .root_1 a, .p7TMM09 .root_2 a, .p7TMM09 .root_3 a, .p7TMM09 .root_4 a, .p7TMM09 .root_5 a {
color: #000 !important;
}
```

If, for example, you added a sixth level, you would edit the above rule to look like this:

```
.p7TMM09 .root_1 a, .p7TMM09 .root_2 a, .p7TMM09 .root_3 a, .p7TMM09 .root_4 a, .p7TMM09 .root_5 a, .p7TMM09 .root_6 a {
color: #000 !important;
}
```

This rule ensures that the colors for all links in your special sections start out black. Note that you can selectively override this rule to set a unique color for one or more of your custom levels by adding a new rule to your custom group. To make the default link color for the *root_3 group* green, for example, add a new rule (highlighted in red below) to your *root_3 group*:

```
.p7TMM09 .root_3 {
background-color:#EF3A21;
}
.p7TMM09 .root_3 div {
background-color:#EF3A21;
border-top: 1px solid #F2604A;
border-right: 1px solid #E22B10;
border-bottom: 1px solid #E22B10;
border-left: 1px solid #F2604A;
}
.p7TMM09 .root_3 ul a:link, .p7TMM09 .root_3 ul a:visited {
color: #0F0 !important;
}
.p7TMM09 .root_3 ul a:hover, .p7TMM09 .root_3 ul a:focus, .p7TMM09 .root_3 ul a:active {
color: #FFF !important;
}
```

```
.p7TMM09 .root_3 a.trig_open {
color: #FFF !important;
text-decoration: underline;
}
```

If you'd like to override the color of the *root_3* trigger links place the new rule at the end of the group:

```
.p7TMM09 .root_3 {
background-color:#EF3A21;
}
.p7TMM09 .root_3 div {
background-color:#EF3A21;
border-top: 1px solid #F2604A;
border-right: 1px solid #E22B10;
border-bottom: 1px solid #E22B10;
border-left: 1px solid #F2604A;
}
.p7TMM09 .root_3 ul a:hover, .p7TMM09 .root_3 ul a:focus, .p7TMM09 .root_3 ul
a:active {
color: #FFF !important;
}
.p7TMM09 .root_3 a.trig_open {
color: #FFF !important;
text-decoration: underline;
}
.p7TMM09 .root_3 ul a:link, .p7TMM09 .root_3 ul a:visited {
color: #0F0 !important;
}
```

How can I adjust the indent of my sub-menus?

This CSS rules controls menu indentation:

```
.p7TMMxx ul ul li {
padding-left: 1em;
}
```

Can I use images for my menu items?

Tree Menu Magic supports multi-state image-based menus. Images can be used for top-level menu items, sub-menu items, or both. You can even make some links images and others text. TMM2 comes with a special style theme that you should use when deploying images for the root (top-level) section of your menu: **07-Image-Based**. The system will pre-load the various state images based on the selection you make from the **Image Swap Options** list so be sure to make all the images necessary and in accordance with the image naming convention.
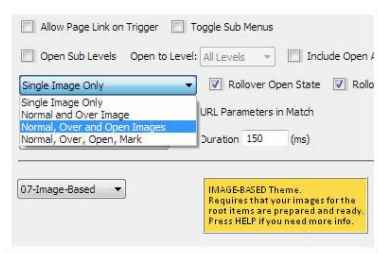
Note: The *Image Swap Option* applies to all images used in a particular menu. While different menus on a page can use different options, all links in a specific menu are governed by the option you select for that specific menu.

Image-based examples

We've prepared some examples of image-based links that you might find informative.

See image-based Examples...

My Image Swaps are not working or are showing broken images. What's wrong?

Make sure you are using the correct image naming convention and all required images are in the same folder—and that you have set the appropriate Image Swap Options in the Tree Menu Magic 2 interface.

How can I make it so my sub-menus are hidden in Dreamweaver Design View?

Tree Menu Magic sub-menus are visible in Dreamweaver by default. That means they are also visible in a browser when JavaScript is disabled, which is an accessibility failsafe for customers who do not take any other accessibility measures. If you really want to make your sub-menus hidden in Dreamweaver, here's how:

.p7TMMxx div {display: none;}

Your sub-menus will now be hidden in Dreamweaver and also in browsers when script is disabled.

Can I hide my sub-menus in Dreamweaver and still have an accessible site?

Yes, but you'll have to do some planning and a bit of work. If your sub-menus are hidden when script is disabled in a browser, you'll need to make sure that each of your trigger links is a real link to a page that contains the links that appear in that trigger's sub-menu.

Is there a place on the PVII site where I can find more TMM2 examples or tweaks?

Yes. We have a special Tweaks and Inspiration folder: Go to TMM2 Tweaks and Inspiration...

Support and Contact info

PVII quality does not end with your purchase – it continues with the best customer support in the business.

PVII Knowledge Base

The PVII Knowledge Base is an online PVII application allowing you to access dozens of Tech Notes, tips, and techniques relating to our products, as well as to general web development issues.

Open the Knowledge Base | View the 10 Most Recent Additions

Newsgroup forum communities

The Project VII Newsgroup community is our primary support vehicle and is available 24 hours a day. Choose from the following newsgroups:

1. [The PVII Webdev Newsgroup](#)
2. [The PVII Dreamweaver Newsgroup](#)
3. [The PVII Fireworks Newsgroup](#)
4. [The PVII CSS Newsgroup](#)

Note: If you have trouble linking directly to news servers, use your default newsreader's program options to set up a new account and point it at the following server:

forums.projectseven.com

[Setting up a new newsgroup account in Outlook Express](#)

[Setting up a new newsgroup account in Mozilla Thunderbird](#)

[Setting up a new newsgroup account in Entourage](#)

If you have another newsgroup-capable program that you are using, please see its documentation to learn how to add a new newsgroup account.

Note: PVII newsgroups are private and have nothing to do with Usenet feeds that may be provided by your ISP. That is, you will not find our newsgroups in a list of newsgroups distributed by your internet service provider. You must set up our news server as a new account.

RSS News Feeds

Keep up with the latest news the minute it's released by subscribing to our RSS news feed. If you are not sure how to subscribe, please check this page:

PVII RSS Info

Before you Contact us

Before making a support inquiry, please be certain to have read the documentation that came with your product. Please include your Dreamweaver version, as well as your computer operating system type in all support correspondence.

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330-650-3675

336-374-4611

Phone hours are 9:00am - 5:00pm Eastern Time U.S.

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