

# Menu Customization

## Menu Customization

- ◆ AutoCAD menus control and define the AutoCAD interface to the user.
- ◆ Fully customizable.
- ◆ Portable.

## Anatomy of a Menu

- ◆ AutoCAD R12 and prior used:
  - .mnu file, raw ascii and editable
  - .mnx file, binary and not editable
- ◆ AutoCAD R13, R14, 2000, 2000i and 2002 use:
  - .mnu file, raw ascii and editable
  - .mns, same as mnu, but without comments
  - .mnc, compiled, binary and not editable
  - .mnr, resource file (bitmaps)
  - .mnl, lisp code required for menu.

## Anatomy of a Menu

- ◆ Changes made to toolbars in AutoCAD are written to the mns file.
- ◆ Loading a mnu file with the menu or menuload command will force AutoCAD to recompile the mns, mnc and mnr files, possibly losing the toolbars you modified.

## Rule #1

- ◆ Don't modify the acad.mn\* files.
- ◆ Or back them up before you modify them!!!

## Anatomy of a Menu

- ◆ Menu files have sections, creating a modular approach.
  - Sections are delineated by three asterisks.(\*\*\*)
  - Comments are delineated by a / at the beginning of the line. AutoCAD will ignore this line and will strip it out in the creation of the mns file.

## Menu Sections

- ◆ Menugroup
- ◆ Buttons
- ◆ Aux
- ◆ Pop
- ◆ Toolbars
- ◆ Image
- ◆ Screen
- ◆ Tablet
- ◆ Helpstrings
- ◆ Accelerators

## Menugroup

- ◆ Name of the menu used in partial menu loading and disabling/enabling individual menu commands.
  - \*\*\*MENUGROUP=ACAD

## Buttons

- ◆ Used for non-system mouse buttons, such as a tablet.
- ◆ Buttons1: Button only
- ◆ Buttons2: Shift + button
- ◆ Buttons3: Control + button
- ◆ Buttons4: Shift + Control + button

## Aux

- ◆ Used for system mouse buttons.
- ◆ Aux1: Button only
- ◆ Aux2: Shift + button
- ◆ Aux3: Control + button
- ◆ Aux4: Shift + Control + button

## Pop

- ◆ Popup or Pulldown menus
- ◆ Pop0 is the cursor menu. 999 menu items allowed.
- ◆ Pop1-15 are the pulldown menu. 499 menu items allowed.
- ◆ Must be at least one pulldown menu for the cursor menu (Pop0) to work.

## Pop

- ◆ -- Item label that expands to become a separator line in the pull-down and shortcut menus (when used with no other characters).
- ◆ + Continues macro to the next line (if last character).
- ◆ -> Label prefix that indicates that the pull-down or shortcut menu item has a submenu.
- ◆ <- Label prefix that indicates that the pull-down or shortcut menu item is the last item in the submenu.
- ◆ <-<-... Label prefix that indicates that the pull-down or shortcut menu item is the last item in the submenu, and terminates the parent menu. (One <- is required to terminate each parent menu.)
- ◆ \$( Enables the pull-down or shortcut menu item label to evaluate a DIESEL string macro if \$( are the first characters.

# Pop

- ◆ ~ Label prefix that makes a menu item unavailable.
- ◆ !. Label prefix that marks a menu item with a check mark.
- ◆ & An ampersand placed directly before a character specifies that character as the menu accelerator key in a pull-down or shortcut menu label. For example, S&ample displays as Sample.
- ◆ /c Specifies the menu accelerator key in a pull-down or shortcut menu label. For example, /aSample displays as Sample.
- ◆ \t Specifies that all label text to the right of these characters is pushed to the right side of the menu.

# Toolbars

- ◆ Probably the easiest part of a menu to create.
- ◆ Probably the easiest part of a menu to destroy.
- ◆ Two ways to edit, create toolbars
  - Edit mns file
  - Use Toolbars dialog box

## Image

- ◆ Show several image slides in groups of 20.
- ◆ Selecting a slide can do several things.

## Screen

- ◆ Displayed on the side of the AutoCAD screen.
- ◆ Less emphasis in R14 and 2000, 2000i and 2002.
- ◆ Dynamic

## Tablet

- ◆ Not used much with R14 and 200X
- ◆ Used with digitizers and tablets.

## Helpstrings

- ◆ Text that is displayed in status bar and in Tooltips.

## Accelerators

- ◆ Allows you to have keys on your keyboard do other functions.

**Let's open up AutoCAD and do some Menu  
Customization!!!!**