pack FLASH

Change the Way You DNN.

Mega Menu Module
User Manual

Mega Menu Manual

Thank you for purchasing our PackFlash Mega Menu Module, and make sure to check out all of *PackFlash*'s other premium modules for your future projects.   Our goal at *PackFlash* is to give administrators the tools they need to create truly professional websites. Let us know if there is anything we can do better.

The following instructions will lead you, step by step, through the installation of the module(s), We ***strongly recommend*** that you back-up your website and database prior to doing any module installations. PackFlash has performed rigorous testing on all of our products, but it is impossible to account for every scenario. It is best practice and, again, ***strongly recommend*** that you back-up your website and database prior to any module uploads to your DNN website.

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I. Installation Instructions for PackFlash Mega Menu Module

NOTE: Installation instructions vary slightly from DNN 5, DNN6, and DNN7. For demonstration purposes, instructions are presented for DotNetNuke 6 and higher.

1.1. Installation - DotNetNuke 06.00.00 or higher

1.1.1. Login as "host" to the DotNetNuke website.

1.1.2. Within the Host Menu in the Control Panel at the top-left corner of the screen, choose "Extensions" in the left column of the dropdown list. This will show the screen below.
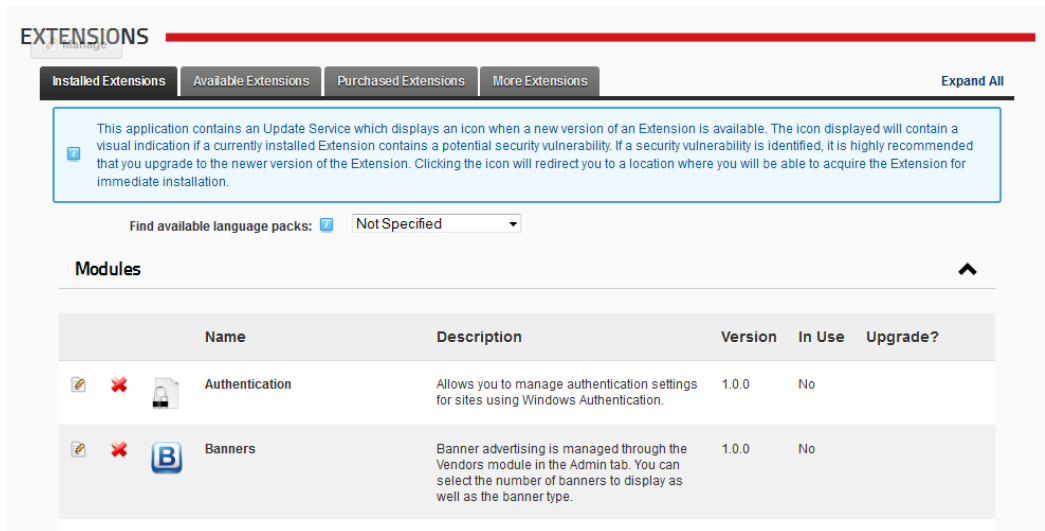
1.1.3. While making the mouse hover under the main area of the Extensions screen, the "Manage" button in the upper left corner of the module will get brighter. Hover over the "Manage" button to produce the action menu. Within the action menu, choose "Installation Extension Wizard" under the top Edit section. Making this

selection will produce a modal (popup) window for the installation process represented in the screen below.

Upload New Extension Package

DotNetNuke can be extended in many ways. This wizard helps you upload and install DotNetNuke extension packages.

Use the Browse button to browse your local file system to find the extension package you wish to install, then click Next to continue.

Browse...

Your site is configured with a maximum file upload size of 8 MB.

Next   Cancel

1.1.4. Use the "Browse" button of the popup window to choose the most recent installation file for the module in question that was downloaded from packflash.com. Then click the "Next" button. This will produce a screen like below.

1.1.5. Click the "Next" button on the Package Information screen.

1.1.6. Click the "Next" button on the Release Notes screen. This screen may have important information on the latest release of the module(s).

1.1.7. Check the box to accept the license and click the "Next" button on the Review License screen. **NOTE: Accepting the license is accepting the terms of the license agreement, so please read the license agreement carefully before proceeding.**

1.1.8. The next screen will show all of the events of the installation process in order that the occurred. Scroll through the entire list making sure that there are no red errors or warnings. If there are any errors, please report them immediately to success@packflash.com with the error message.

1.2.   Using Licensing to Activate Module(s)

1.2.1. After installation, a page named "Constellation" will be added to the Admin menu of the Control Panel in the upper left corner. The Constellation Module will be automatically added to the Constellation page. Click the Constellation page to view the Constellation options like the image below.
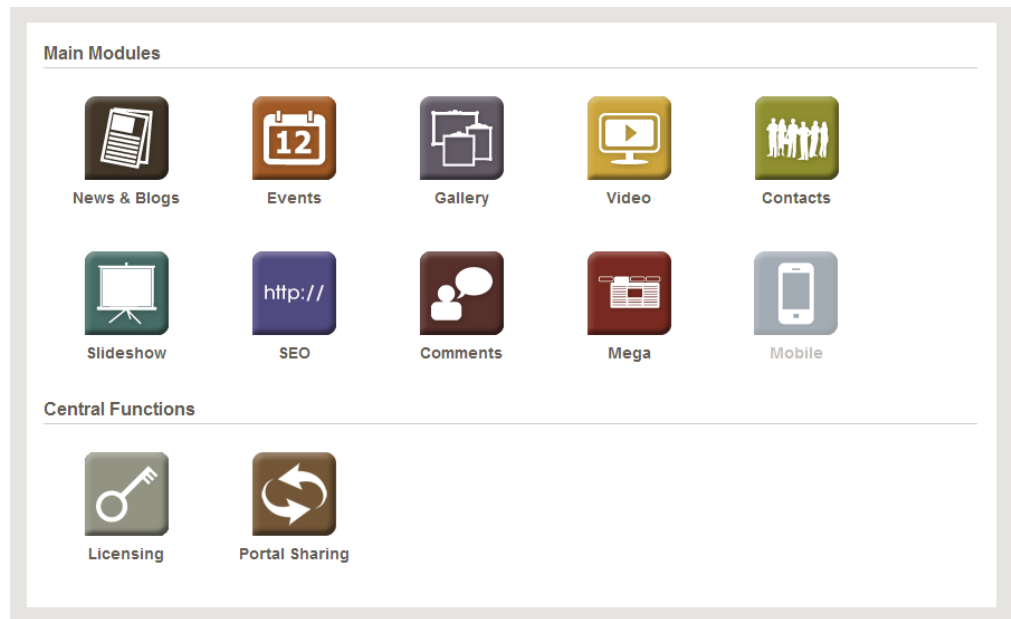
1.2.2. With a new installation, no modules will be activated and all module icons in the top section will be greyed out. Access to the module and functionality will not be provided before activating the module through licensing. Without an active license, the module will automatically re-direct the user to the licensing screen and will not provide the ability to administer the module. Any modules previously installed and activated via licensing will be retained on an upgrade. To activate a module, first obtain a license key by visiting http://www.packflash.com/packflash-module-license-key-retrieval. If you have not already purchased a module, follow the instructions on page:

http://www.packflash.com/DotNetNukeModules/ModuleTrials/ModuleTrialInstructions/tabid/261/Default.aspx.

1.2.3. With the license key copied, click on the "Licensing" icon or link. This will bring up the screen below.

1.2.4. Click the module name that you wish to install on the menu on the left and paste the license key into the corresponding box for that module. Then click "Update".

1.2.5. The text "License is Valid for XXX" where XXX is the name of the module being activated. If the license is not valid or expired, a message related to this will be presented.

1.2.6. Repeat this same process for all modules that need to be activated.

Chapter

2

II. Getting Started with the Mega Menu

The Mega Menu system is designed to replace the standard DotNetNuke menu component (a skin object), providing advanced control over the menu that is displayed on your site.

In this "getting started" section we will walk through how to use the included Mega Menu Admin module to convert your skin to use the PackFlash Mega Menu object. Once that is complete, there will be an exercise to demonstrate key concepts of the administrative system.

The contents of this section include:

- *System at a Glance*

- *Converting a Skin*

- *Managing the Menu Structure*

- *Definition of Terms*

- *Managing Menu Content*

- *Menu Themes – Customization*

2.1. System at a Glance

The PackFlash Mega Menu and Navigation system consists of the following components:

- A DotNetNuke skin object – this skin object is responsible for rendering the menu HTML according to whatever rules have been within the Admin tool.

- Mega Menu Admin module – The admin module should be automatically added to a DNN page under the standard DNN "admin" menu. This DNN module is used by administrators to perform the following tasks:

o   Conversion of skins from using the standard DNN menu skin object to the PF Mega Menu skin object.

o   Configuring the settings applied to a given menu object within a skin. For instance, a menu theme can be changed which would update the appearance of the menu.

o   Controlling the menu structure, including deciding which links are included in the menu. The admin tool allows you to present a menu hierarchy that is different from the page hierarchy established within DNN. Furthermore, non-page entities, such as authors or categories, can be included in the menu.

o   Adding additional content – administrators can take advantage of the "screen real estate" provided by the mega menu and add explanatory imagery or text, or marketing content to the menus.

- Menu Themes – the appearance of the menu is managed via CSS files, which are called themes. There are many theme files which are included with the installation. These can be used as starting points for creating a custom theme which matches your skin precisely.

2.2.   Converting a skin

The mega menu admin tool can convert an existing skin, taking out the standard DNN menu control, and replacing it with a PackFlash Mega Menu. Here's how:

2.2.1. After activation, you should have a PF Mega Dashboard item under the admin menu. Go there.

2.2.2. The admin tool will detect that this is your first use, and ask you to "Select a Skin to Convert." Select the skin that you'd like to convert to using the PackFlash Mega Menu and click the "Analyze" button.

2.2.3. The tool will have a look at the skin and likely conclude that it doesn't already have a PackFlash Mega Menu set up, and give you the option to copy and convert the skin. A new name for the skin to be copied will be suggested, which you can change if you like.

2.2.4. You can also select a menu "theme" which determines what the menu will look like. There are several "starter" themes which are provided. Select any of them - it's easy to change later.

2.2.5. We recommend that you go with "Smart Menu Mode," which provides the most flexibility in controlling your menu structure.

2.2.6. Select "convert skin" and the skin will be copied and converted.

2.2.7. After the new skin is created, you'll get a message that the "menu on this skin is ready to be managed." Click the button, "Yes, Load the Skin" to proceed.

2.2.8. You'll be taken to the "manage menu" screen, and the skin within the admin tool will be updated to show you the PackFlash Mega Menu where your old menu used to be, applying whatever theme you selected.

2.3.   Managing the Menu Structure

After you have successfully converted a skin to using the PackFlash Mega Menu, you have a great deal of control over the menu structure. Upon first loading the "manage menu" screen after converting a skin, the system will detect that the skin is newly converted and it will generate "smart nodes" for each root-level menu item in your site. (For a full definition of terms, see below.)

The best way to learn about manipulating the menu is to right-click on a node and see your options. You can move nodes around, edit them, or add sibling or child nodes. You can also delete nodes.

You have the opportunity to completely change the menu structure from the hierarchy established by DNN pages. Remember that you can safely edit and experiment with the menu in the admin area. Until you click, "publish," your changes will only be seen by you in the admin screen. And until your the new skin (created in the skin conversion process, above) is applied to user-facing pages, the "published" menu won't be visible to anyone. So don't be afraid to play around.

Here is an exercise to demonstrate the power of the menu:

2.3.1. The goal of this exercise will be to combine two root-level DNN tabs, along with their children into a new menu tab.

2.3.2. Let's save a version of the menu. Find the menu version management area in the blue box on the right side of the page. Click into the text box labeled, "Currently Managing," and type in the name, "experiment_01," and save. You have just saved the initial state of the experimental menu. (If you have just converted the skin, then this initial state will look exactly like the DNN page hierarchy.)

2.3.3. Select 2 of the existing root-level items in the menu and delete them by right-clicking on them and choosing, "delete." For this exercise to work the best, select root level items that have at least a few sub-pages.

2.3.4. Right-click on one of the remaining root-level nodes and choose the option to "add sibling" - before or after the current node. Your choice.

2.3.5. The "add new node" form appears. Let's leave the node type as "Static Node." Enter "Combo" as the Display Text. Leave the URL blank. Click the "save" button. Your new "Combo" node should show up in the tree, with a hand icon next to it. The hand icon indicates that this is a "static" or "manual" node.

2.3.6. Right-click on the "Combo" node, and select "add child."

2.3.7. In the "add new node" form, change the Node Type to "Smart Node."

2.3.8. The data source will be set to "DNN Pages" by default. Keep it like this, but note that you have options to create a node based on PackFlash categories, authors, or DNN social groups.

2.3.9. "Selected Node" - select one of the 2 root-level DNN pages which you removed from the original menu.

2.3.10. You can experiment with the child depth or child count later if you like, but for now, accept the default values.

2.3.11. Make sure that the parent is set to "Combo." (There is a bug where sometimes the parent isn't properly selected.)

2.3.12. Save. You'll note that the child node should be placed under the "Combo" root node, and into "Column 1."

2.3.13. Go to the version management area (blue box on the right) and "Save" the version again (it should still indicate that you are currently working with "experiment_01"). It's good to establish a habit of saving often.

2.3.14. Right-click on "Column 1" and choose, "Add column after." The system will create "Column 2" for you.

2.3.15. Right-click on "Column 2" and choose, "Add child." This will bring up the "add new node" form again. Create another "Smart node" and specify the "selected node" as the other DNN page which you deleted previously.

2.3.16. Save the version again.

2.3.17. Click the "publish menu now" button.

2.3.18. Now you can go to a non-admin page on your site. Perhaps a hidden page, since this is an experiment. And, you can set the skin for the page to be the new skin that was converted to use the PackFlash menu. It should display your experimental menu now.

2.3.19. Go back to the admin tool. It will default to the currently published menu, which happens to match "experiement_01" exactly. Make some other adjustment, perhaps deleting another root-level node. Then save a new version: "experiment_02."

2.3.20. Now, exit the admin tool WITHOUT publishing the menu. Go view the page that is using the PackFlash menu. You will see that it still displays the "experiement_01" menu.

2.3.21. Return to the Mega Menu admin tool, and select "experiement_02" from the "load different menu" selector. It will pull up your saved menu. Now if you "publish" you will see that your 2nd experiment will be visible on your test page.

2.4. Definition of Terms

Node - a page (or link, if you prefer) within a menu. Nodes might have children, or parents.

Root node - a menu node which is at the very top of the hierarchy, and which does not have a parent.

Static node - this is a custom node where you can define the exact display text of the menu item, and the link (which is optional).

Smart node - this is a PackFlash concept. A smart node will automatically build out any children which are found under the node. For example, if you create a smart node based on DNN pages, all the sub-pages will be pulled into the menu according to hierarchy established within the DNN pages. Smart nodes can be children of static nodes, but not vice versa. The children of smart nodes are displayed as gray text to indicate that you cannot change the structure.

Child Count - the total number of descendants (children + grandchildren + etc.) to display under the parent. If you specify a limit, you can also specify a "more" link.

Child Depth - lets you limit the number of levels of child items to display.

Columns - columns are treated as special nodes within the mega menu, and are used to manage groupings of other nodes. Column nodes can only be added as children of root-level nodes. If column nodes are left empty (without children) they will not have any effect on the display. While all of the included themes render the display of columns vertically (thus the name, "column"), this simply a function of the underlying CSS which sets the float property of DIV elements which use the class of "Column." It is possible to create a mega menu theme where columns stack on top of each other, in which case they are rendered more as "rows."

Content - in the context of the mega menu, "Content" refers to any extra HTML that is placed before or after a menu node. This HTML can include images or links, if desired.

Theme - a theme is a collection of CSS rules that control the look and feel of the menu. Around a dozen themes are included with the menu installation, and these can be used as starting points for your own custom themes. The standard themes are included as stand-alone CSS files which are linked to. It is possible to toggle a menu setting so that the menu does not use a "packaged theme," in which case, you should include the CSS rules for your menu in your skin.css file.

Themes can live in one of two locations:

- [site root]/DesktopModules/PfDnnNavigation/Themes/[theme name]/theme.css

- [site root]/Portals/[portal root]/skins/[skin folder]/Themes/[theme name]/theme.css

Important: it is not required that you have theme rules packaged in a specific theme.css file. You can include all of our menu CSS rules in the skin.css file if you prefer. In this case you should toggle the menu setting (under Menu Setup) for "this menu uses a packaged theme" to false (not checked).

Sliding mega vs. Fixed mega - in some situations, when you have a lot of sub-pages, or extra content, you may want all of your mega drop-downs to be large panels that go nearly the full width of your page. In this instance, the panel might be in the exact same position no matter which root-level tab you hover over. We refer to this as a "fixed" menu. As an example, the PackFlash.com site uses a fixed position mega menu. In other cases, when you have less content, you may want the mega menu panels to be smaller, and for them to shift position (left or right) as you hover over different root-level tabs. We refer to this as "sliding" menu. Our Constellation demo site, http://constellation.packflash.com, has this kind of menu.

2.5.   Managing Menu Content

HTML content can be added "before" or "after" any menu node, including to the children of smart nodes (to be clear: you cannot change the structure of children found under smart nodes, but you can add content). The exact placement of content is in large part determined by the site CSS, although there are options to override the CSS and force the CSS rules to push content above, to the left, below, or to the right of the menu node. To add content, right-click on any menu node and choose "Edit content."

2.6.   Menu Themes – Customization

The look and feel of the menus are managed via themes. These are stylesheet files that become reference by the rendered HTML page. You can easily change the theme by going to "Menu Setup," selecting a skin with a mega menu, and then changing the theme option found under "Basic Settings." There are about a dozen packaged themes that are included with the mega menu installation.

To create a custom theme:

2.6.1. It is easiest to start with one of the included themes as a starting point. We suggest that you view all the samples by applying them to your skin (Menu Setup > Basic Settings) to determine which one is closest to your needs.

2.6.2. After selecting a starting theme, you should duplicate it. This requires FTP access. The duplication process simple: you just copy the theme folder and rename it. The theme folders are found at the following location:

2.6.3. [site root]/DesktopModules/PfDnnNavigation/Themes

2.6.4. If you wish to use "DogEarFixedMega" as your starting point, simply copy this folder to the same location and rename it. After this is done, the new theme will be available within Menu Setup.

2.6.5. For information about managing the CSS to change the menu appearance, please explore the topics found in our forum: http://www.packflash.com/navigation-discussion-packflash

See the "Sliding menu vs. Fixed menu" section of the "Definitions," above, for insight into the naming convention for the included themes.

Chapter

3

III. Examples of Usage of the PF Navigation Skin Object within Skins

For PackFlash skins, we sometimes include 2 instances of the navigation object within a single skin. In this scenario, the menus are use for:
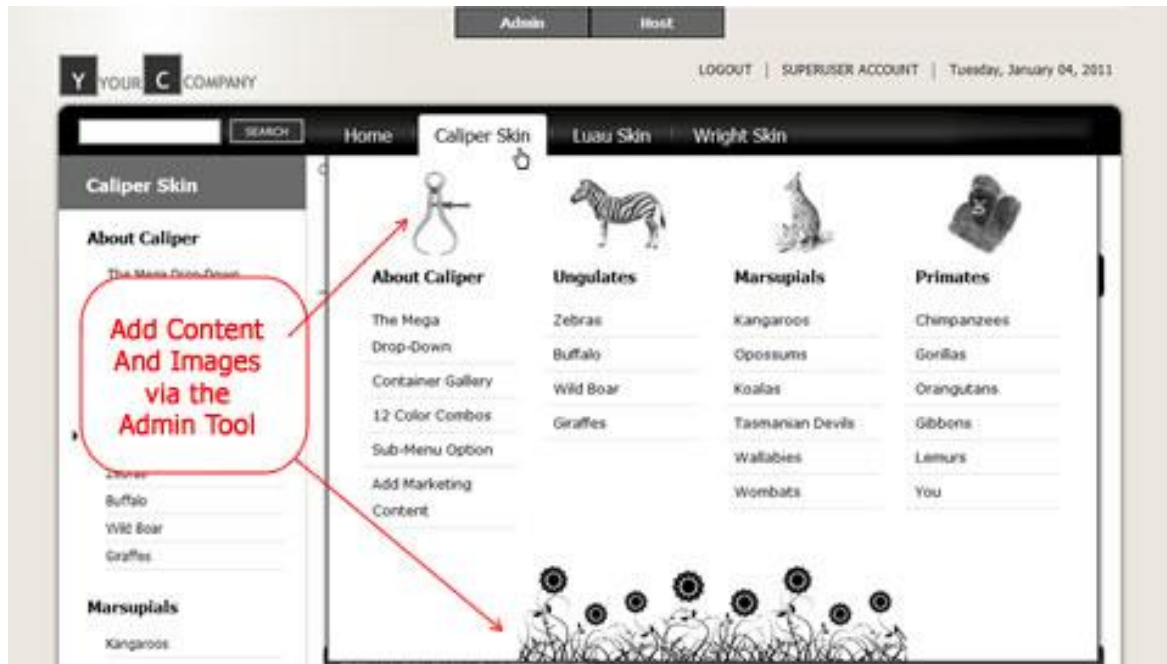
1. *The main menu: a horizontal menu living in the site mast-head (header). This main menu might be a Mega Drop-Down, or a "static" button bar.*

2. *The sub menu: a vertical menu along the left side of the site, showing children of the currently active top-level (root level) page.*
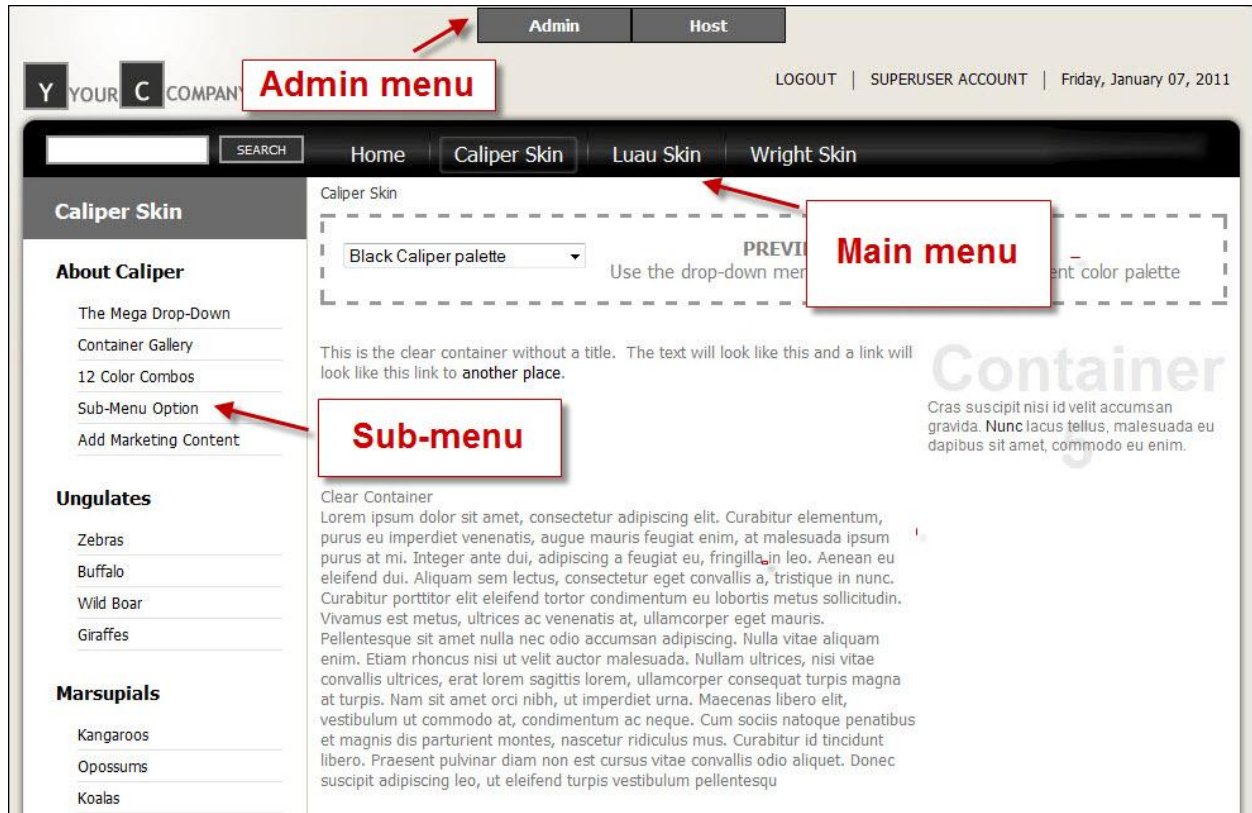
NOTE: the "Admin Menu" shown in this illustration is no longer applicable for DNN version 6 or higher.

Additional images and content can be added through the admin tool found under the Admin menu.

Chapter

4

IV. Determining Menu Structure

This chapter discusses how to determine which links appear in your menu. The PackFlash Mega Menu system is different from most other DNN menu systems, in that the menu can include more than just DNN pages.

Every link in you menu is called a "node." Menu nodes exist within a hierarchy of parent and child relationships. At the top of the hierarchy are "root level" nodes which have no parents.

4.1.   Smart Nodes

Smart nodes are called "smart" because the system will automatically build out the hierarchy of child links under the node. If new children are added at a later date, these child items will be automatically populate under the smart node.

The simplest example of a smart node would a root-level (or "top level") DNN page. An administrator can choose to smart node of type "DNN Page," select the appropriate DNN page and the system will find all the children of that page and add them to the menu.

Types of Smart Nodes:

- DNN Pages – any node in the DNN Page hierarchy can be added as a smart node.

- PackFlash Categories – a list of categories from other PackFlash modules can be added to the menu.

- DNN Social Groups – a list of social groups can be added to the menu.

- DNN Profile Console – this allows you to add links "utility" links for the user to your menu. Example console links: Activity Feed, My Profile, Friends, Messages.

Options for Smart Nodes:

Not all smart node types have the same options. Here is some info on the options are common:

- Selected Node – if the node type is hierarchical (such as DNN Page or PackFlash Categories) you can select a node within the hierarchy to be the root of the smart node tree.

- Child Depth – lets you specify how deep into the selected node's downstream hierarchy to render. For instance, the selected node might have 4 direct children, and 20 grandchildren. Setting the Child Dept to "1 level of Children" will result in only the 4 direct children being rendered.

- Child Count – let's you specify a limit on how many children are displayed, regardless of depth. In the example, immediately above, if the depth limit is set, there are potentially 24 child nodes to be rendered. You can use the Child Count value to limit this to a more manageable number. Note that the count doesn't differentiate between hierarchical levels.

- Auto Columns to Generate: because the children of smart nodes are automatically populated and potentially can change over time, you can explicitly control how the children are populated into columns. However, you can tell the system how many columns to create and it will add the children to these columns. NOTE – this option is only available to smart nodes created at the root.

- Parent – use this to control where the smart node is placed within the mega menu hierarchy.

More Info About Smart Nodes

- The children of smart nodes are always built out automatically. You cannot manually add a child node to a smart node. The children of smart nodes are shown within the menu tree as being gray for this reason.

- Smart nodes can be created as children of static nodes or columns, but not vice versa (see above).

- You can add content to children of smart nodes.

4.2.   Static Nodes

Static nodes are nodes which are manually created and managed by administrators. Here are the reasons you may wish to create static nodes:

- You wish to create nodes that are not DNN pages, or any of the other entities supported by smart nodes. For instance, you may wish to add a link to a specific product within an e-commerce module.

- You might want to have specific control over how menu nodes are distributed across the columns of a root-level node, rather than rely on "auto columns" option that is provided when you create a smart node based on DNN pages.

- You might want to mix different types of smart node entities. For instance, you can create a static root node which has 2 columns, with the first column having some DNN pages, and the second column having PackFlash categories.

See the exercise listed in section 2.3 for an example of mixing static nodes and smart nodes.

4.3.   First Time Use

When you first use the admin tool with a newly converted skin the system will detect that there are no existing menu nodes. In this instance it will automatically create a smart node for each visible root-level DNN page. The result is that your menu will be automatically populated according to the DNN page hierarchy.

- Going forward, if another root-level DNN page is created, it will NOT automatically show up in your menu. You must manually add the new smart node using the admin tool.

- If you ever want to "start over" you can always delete all your menu nodes in the admin tool. When you delete the last node and your menu is once again "empty" the system will re-populate smart nodes based upon the DNN page hierarchy.

Chapter

5

V. Managing Menu Content and Column Layout

The admin tool allows you to add HTML content (text or images) to ANY menu node. This additional content can be added so that it displays before or after the node – or both before AND after.

The admin tool also allows you to manage columns. Columns can only be added as children of root-level nodes.

5.1. Adding Content to a Menu Node

You can add HTML content to your mega menus. The HTML content must be associated with a menu item (usually a page on your site, but it could also be a PackFlash Category or another entity).

- Go to Admin menu -> "PF Mega Dashboard" -> "Manage Menu".

- Select a page where would you like add the content from a sub-menu from the tree navigation on the left side of the page.

- RIGHT-click on a page and select "Edit Content".

- Add the content (text/image/HTML) in the editor before or after preferred menu item.

- Choose "Content Alignment" from a drop-down menu (Above, Above and Centered, Above and Left Aligned, Above and Right Aligned, Left of the Menu Text, Right of the Menu Text or leave option "Apply no inline styles" like it is)

- Click "Save Content" at the end (found at the bottom of the page).

The following illustration shows how to manage content for a given menu item:
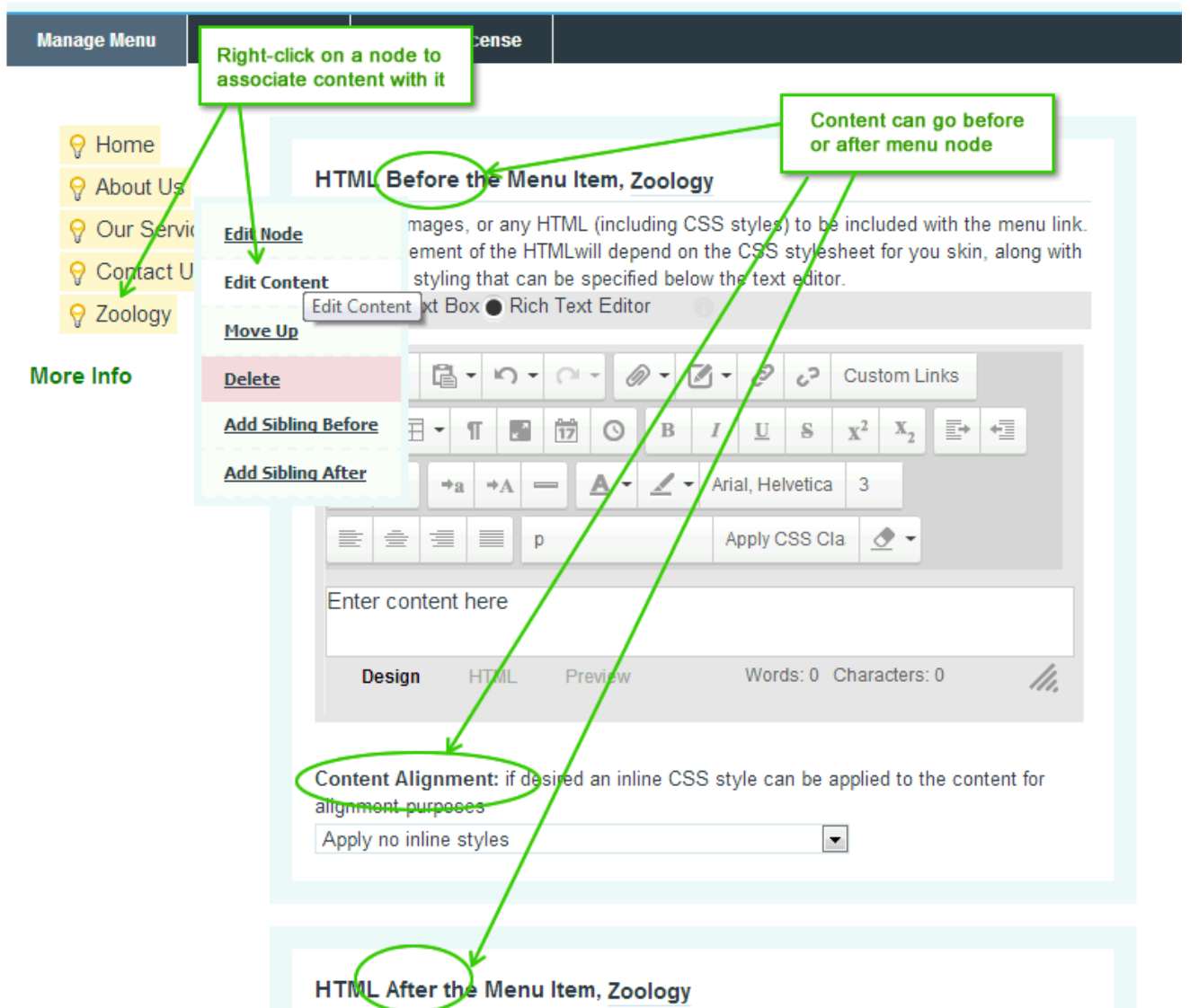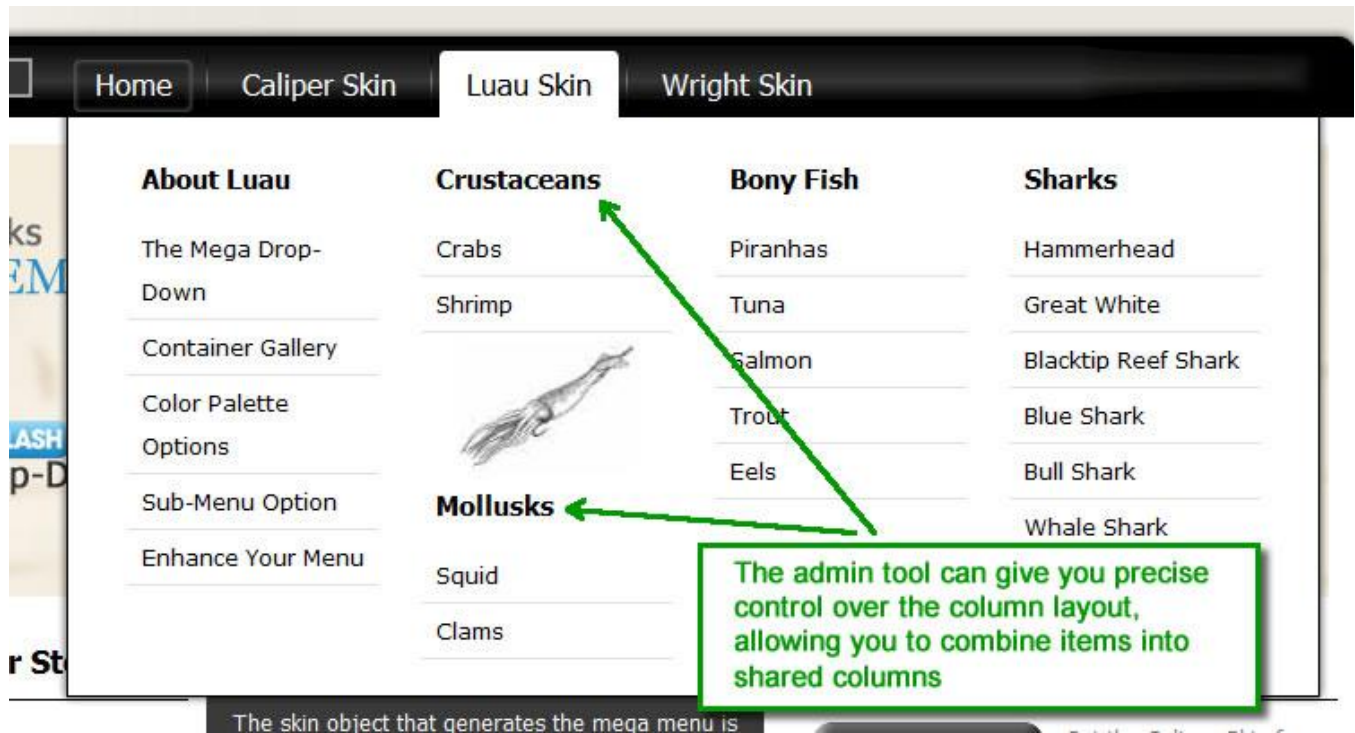
5.2. About Columns

The PackFlash Mega Menu System provides multiple ways of controlling the columns of menu items within your menus. Column management is different for smart nodes and static (manual) nodes.

- For root-level smart nodes – right-click the node and select "edit node." You can then specify the "auto columns to generate." For smart nodes you can specify how many columns you would like and the system will automatically assign nodes to the columns in the order that they are found.

- For static nodes – you can manually add as many columns as you like and then precisely populate the columns according to your needs, adding either smart nodes or static nodes as children of the columns.

- Columns can only be added to root-level nodes.

- Columns MUST have child menu nodes. You cannot add HTML content directly to a column. If this is a desire then simply create a static node under your column and incorporate content around it.

The admin tool can give you precise control over the column layout, allowing you to combine items into shared columns

VI.   Menu Setup Options

The menu setup area has 2 main functions:

- *It houses the skin conversion utility via the "Configure a New Skin" button.*

- *It provides control over various settings for skins/menus which are already configured.*

6.1.   Converting Skins

Please see section 2.2, under "Getting Started" for step-by-step instructions on how to convert your first skin. Be aware that every skin file that you use on your site must be converted independently. After the first skin is converted, you can use the "Configure a New Skin" option to convert any other skins you may use.

6.2.   Multiple Menus in a Skin

It is possible that you may want to have multiple menus within a skin. The most typical example is a case where you want to have a main menu going horizontally across the top of your skin, and a sub-menu on the left side of your page. When you go through the skin configuration process, the utility will find all instances of the skin in your skin and create a separately manageable item which populates the drop-down selector at the top of the "Menu Setup" screen. In this case, be sure that you are operating on the desired menu instance if you are changing the settings.

6.3.   Skin Settings

Basic Settings

Menu Has a Theme

> This setting controls whether or not a reference to a theme CSS file is added to the header. There are two scenarios where you may not wish to include this reference: : if you are including multiple menu objects in the same skin and both use the same theme, then you can

set NoTheme to "true" for either object to eliminate a redundant reference to the theme.css file. Or, if you wish to consolidate your CSS into a non-theme file, such as skin.css, then this setting will eliminate the un-needed stylesheet reference.

This setting correlates to the "NoTheme" skin object property.

Theme Location

Determines where the system looks for theme files. The "standard" location is found in the path:
<root>/DesktopModules/PfDnnNavigation/Themes

The other option is to include the theme file under your skin folder, in which case it is expected to live in the following path:
/Portals/0/skins/[SkinName]/Themes/[ThemeName]/theme.css

This setting correlates to the ThemeCssInSkinFolder skin object property.

Selected Theme

The system will look in the selected location and provide a list of any themes which are found.

This setting correlates to the Theme skin object property.

Max Menu Depth:

Use this to control how many levels of hierarchy are included in your menu. This global value can be overridden within individual smart nodes.

This setting correlates to the MaxMenuLevel skin object property.

Advanced Skin Configuration

Data Mode

This mode allows you to specify the data source for the menu. It is recommended that Smart Mode is always used unless you are using a legacy skin in classic mode.

This setting correlates to the "DataSource" skin object property.

Display Format

Controls the HTML output format of the menu. The menu object is very flexible and can be used for a number of purposes, however, most people simply want a mega menu and the value of "Mega Drop Down Complex" is the appropriate setting in this case.

This setting correlates to the "DisplayFormat" skin object property.

Content Type

This setting should always be set to "All Pages" for a mega menu. The other options are only needed for "classic mode" or for when the desired output is a sub menu.

This setting correlates to the "ContentType" skin object property.

Settings Source Mode

This option is what provides the capability to manage the settings for the menu via the admin tool – "settings managed here." If the option is set to "settings managed in skin" then the properties (attributes) set within the skin object code will take effect.

This setting correlates to the "UseDynamicSettings" skin object property.

Advanced Menu Settings

Enforce Columns

This setting only applies when the menu is in classic mode and will set the number of columns to be generated across every tab in the menu.

This setting correlates to the "AutoColumnsToGenerate" skin object property.

Expand All

Only applies if Content Type is "Sub menu" and "Auto Sub Menu." If set to true then the entire menu hierarchy will be exposed (open, or expanded), otherwise, only the currently active sub-path will be expanded.

This setting correlates to the "ExpandAll" skin object property.

Include Anchor Titles

If true, then the various menu nodes will have the display name passed into the "title" attribute of the anchor tag.

Menu Class

Specifies the class to be applied to the "wrapper" div that encloses the menu HTML. This setting is useful if you have multiple menu objects on a page and you need to apply different classes to them in order to format them independently.

This setting correlates to the "MenuClass" skin object property.

New Window for External Links

If this setting is activated then external links (i.e. those links going to a different domain) will open in a new browser window/tab. The use of this setting must be coordinated with the "Internal Domain List" setting.

This setting correlates to the "OpenExternalLinkInNewWindow" skin object property.

Internal Domain List

If the menu is set to open external links in a new window (see above setting) then the menu object needs a list of which domains are considered "internal." Use this setting to provide the list, separating domain names by commas.

This setting correlates to the "InternalDomains" skin object property.

Excluded Tabs List

Use this setting to specify a list of pages (DNN Tab IDs) which should not be included in the menu.

This setting correlates to the "ExcludedTabs" skin object property.

DNN Page Icon After Text

By default, DNN page icons will be included in the menu before the display text for the menu item. This setting pushes the icon to display after the display text.

This setting correlates to the "IconAfterMenuText" skin object property.
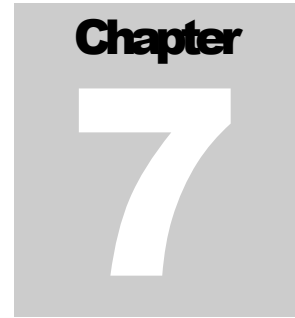
Suppress DNN Page Icons

Use this setting to have the menu NOT display DNN page icons.

This setting correlates to the "SuppressIcons" skin object property.

Root Tab ID

If the Content Type is set to "Sub Menu" this setting is used to specify the Tab ID whose descendents will populate the menu.

This setting correlates to the "RootTabID" skin object property.

Chapter

7

VII.   Styling the Menu

You can control the menu appearance though CSS. These CSS rules can exist in any stylesheet referenced by your skin, including the skin.css.

7.1.   Creating a Portable Theme

The styling can be made "portable" by creating a theme. To create a theme:

- Create a "Themes" within the folder for the skin that you are using

- Create a sub-folder under "Themes" which will act as the name of your theme. For instance. If you are using a skin called, "MyCustomSkin," (assumed to be in the _default folder for now) and want to create a theme called "MyCustomTheme," you'll create the following path:

- <root>/Portals/_default/skins/MyCustomSkin/Themes/MyCustomTheme

- Create a file called Theme.css within this folder

2.6.6. Put your styling rules for the menu in this folder (best process is to start with one of the theme.css files which are included with the installation and found at this path: [site root]/DesktopModules/PfDnnNavigation/Themes)

- Update your skin settings to point to the theme

   o   Theme Location = "Custom Theme Under Skin Folder"

   o   Selected Theme = "MyCustomTheme"