

# Fish Eye Menu Manual

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## About Fish Eye Menu



Create **fantastic fluid menus** with a **Mac OS X** toolbar look. Use Fish Eye menu for your website, make galleries, portfolio's, menu's or anything else where you need a cool navigation. All without Flash, **pure JavaScript and CSS**. Use effects that will make your eyes pop out! Choose from one of the many **predefined styles** or create your own, there will always be a menu that suits your needs!

## Features in Detail

- **Create fantastic fluid menus**

Choose one of the many supplied Icon Styles, or insert your own. Create your own backgrounds and create fantastic fluid menus! Get cool zoom in and alpha effects.

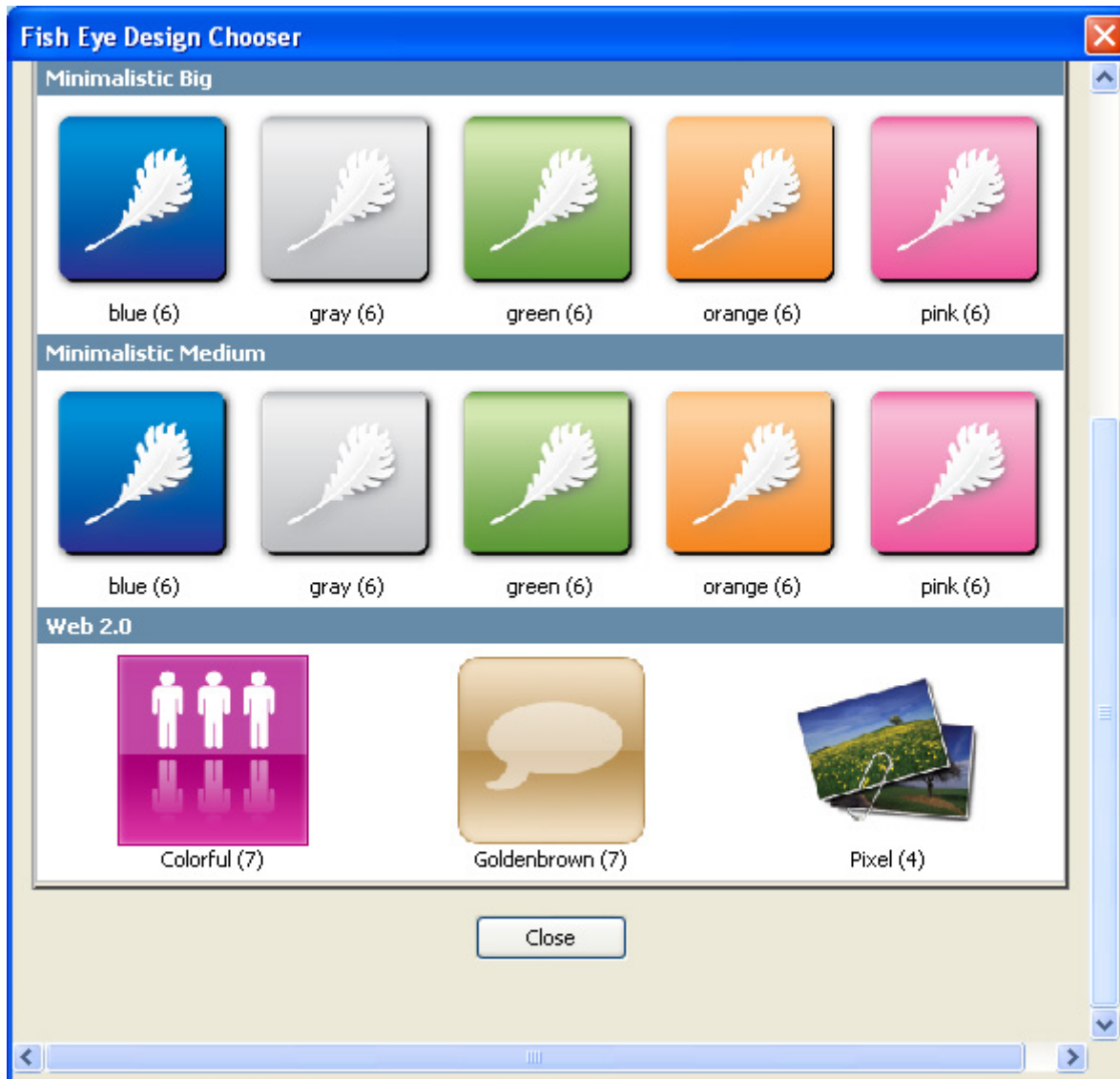


- **Full control over your layout and effects of your menus**

Set your menu-, icon- and text positioning, insert a background image or color, control the original icon size, the zoomed size, the padding between you icons, the smoothness of the animation, text color, background size, apply border styles, colors and much more within a single click from your property inspector.

- **Rich Gallery with over 200 Icons designed by professionals**

Use these great Icon sets for many purposes, no matter what design your site has, there will always be a great Icon set for it in the gallery.

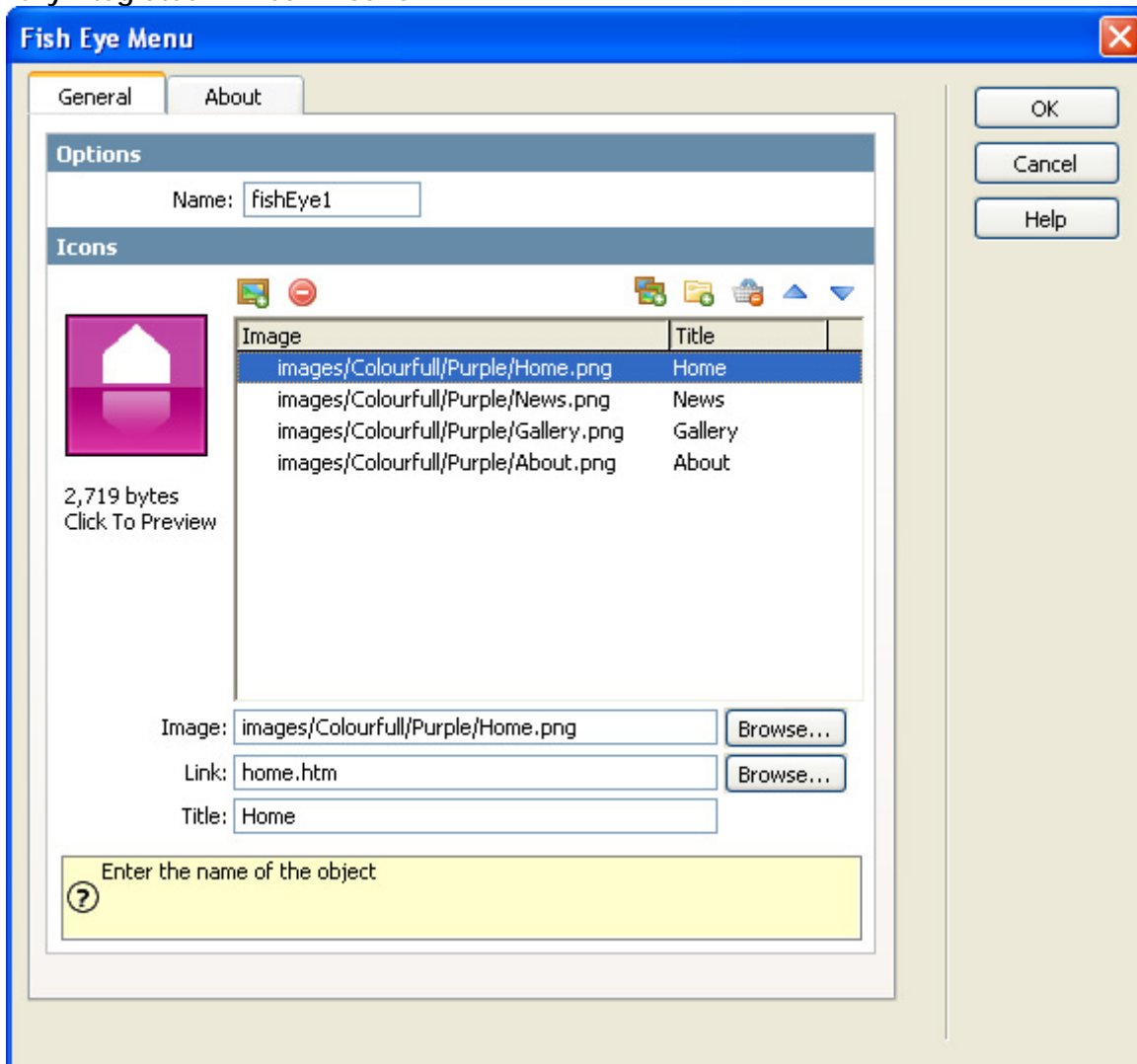


- **Browser Compatibility**

All 100% cross browser compatible and browser un-obstructive - so when no JavaScript is available your images are just displayed as regular images! If you have a modern browser, you get great fish eye menus!

## Integrated in Dreamweaver

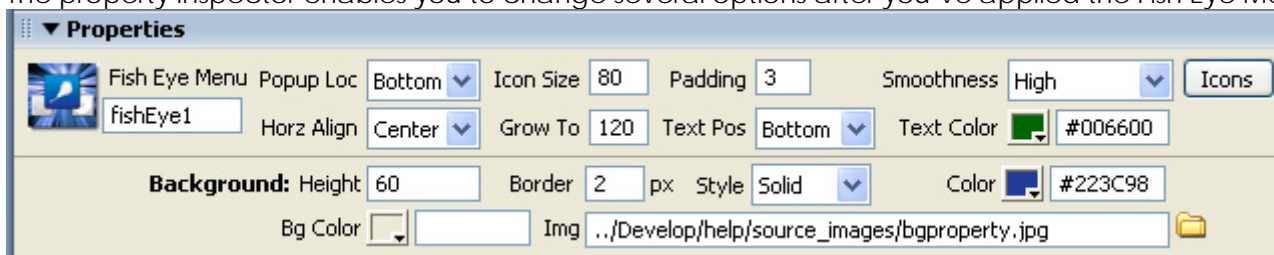
- Fully integrated in Dreamweaver



Set your options within user friendly interface, no coding is required

- Extended inline property inspector;

The property inspector enables you to change several options after you've applied the Fish Eye Menu;



## Before you begin

Make sure to setup your site in Dreamweaver first before creating a page, if you don't know how to do this please [read this](#).

## Installing the extension

Read the tutorial at <http://www.dmxzone.com/ShowDetail.asp?NewsId=4671>

Login, download the product, and lookup your serial at <http://www.dmxzone.com/myZone.asp?Section=purchases>

Get the latest extension manager 1.7 from Adobe at [http://www.adobe.com/exchange/em\\_download/](http://www.adobe.com/exchange/em_download/)

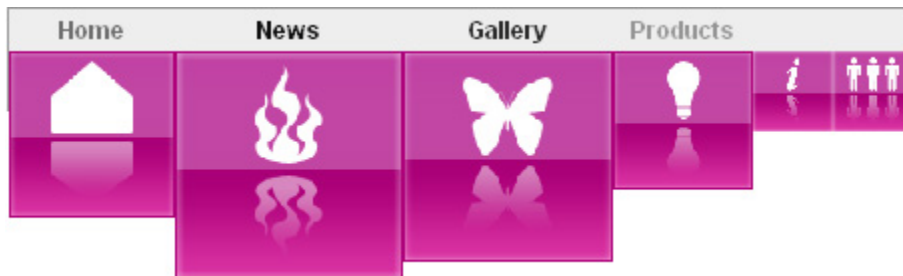
Open the .mxp file (the extension manager should startup) and install the extension.

If you experience problems please read the FAQ at <http://www.dmxzone.com/index.asp?Typeld=7&CatId=687> before contacting support.


## Creating a website menu with your own Icons

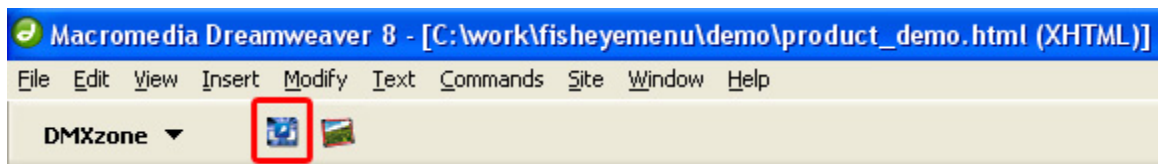
### Introduction

In this tutorial we're going to insert a menu in your website using your own Icons. Which will result in a menu that is similar to the one below (except with your own images of course).

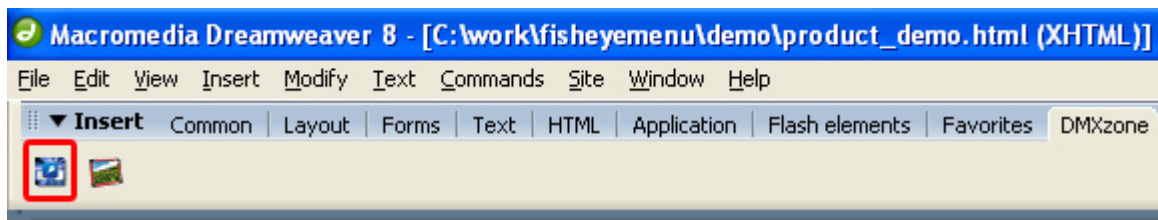


### Applying the menu – Inserting the Icons

1. **Create a new HTML page**  
Create a new or open an existing HTML page.
2. **Applying the extension**  
Choose the  icon from the DMXzone Object bar or from the Insert/DMXzone menu to apply the extension.

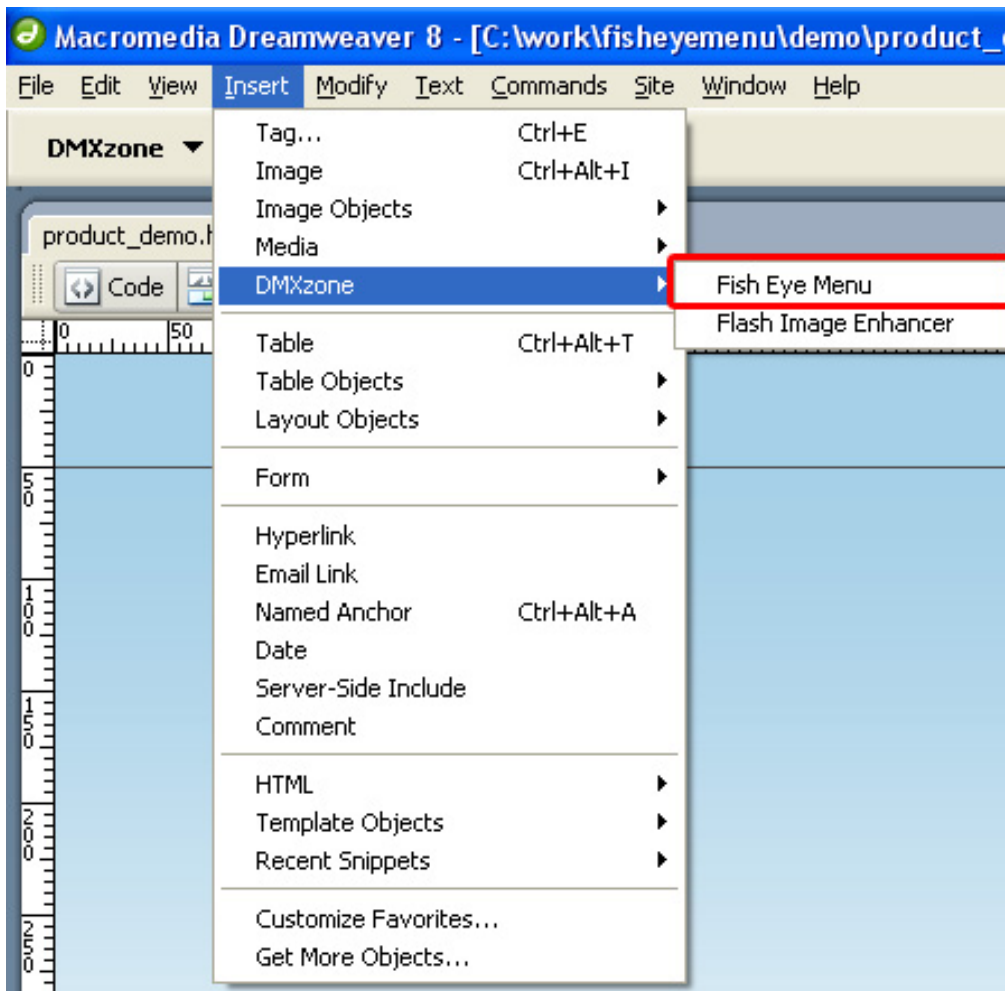


DMXzone Object bar



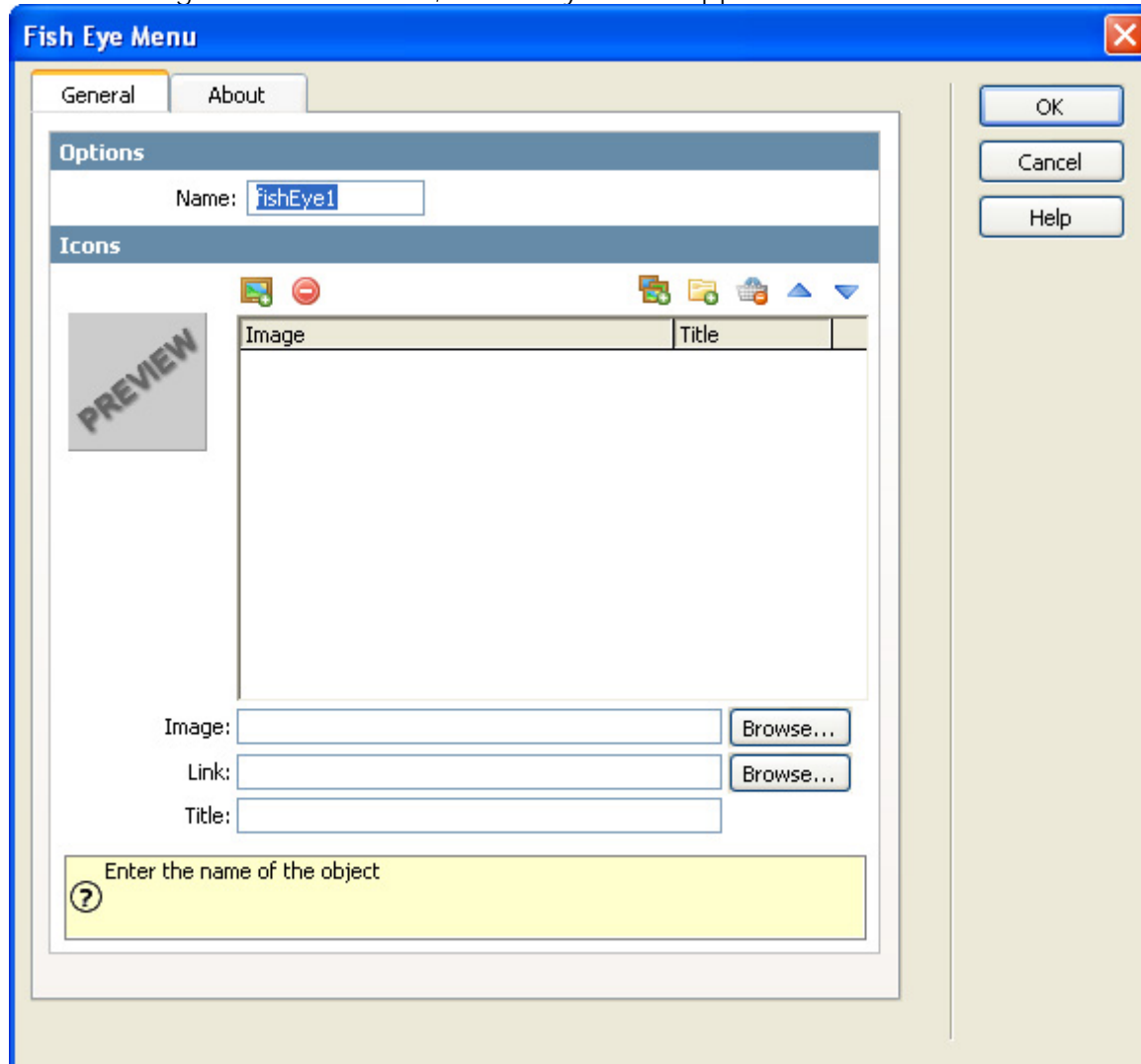
Location if you have your object bar divided in tabs





DMXzone Insert Menu

After selecting the extension icon, the Fish Eye Menu appears.

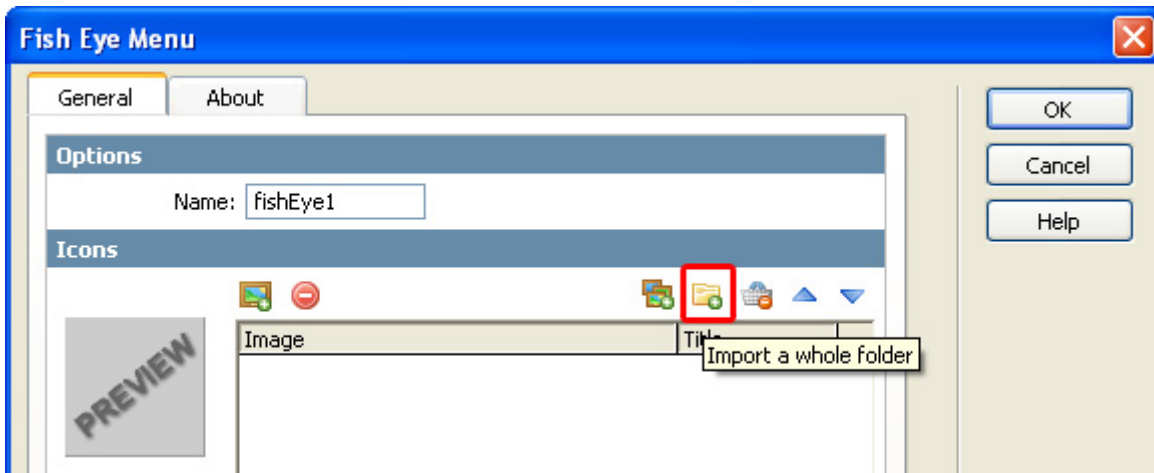


3. **Setting the General Options - Name**

The name field is created by default to identify the menu, we don't change the name as you don't need to.

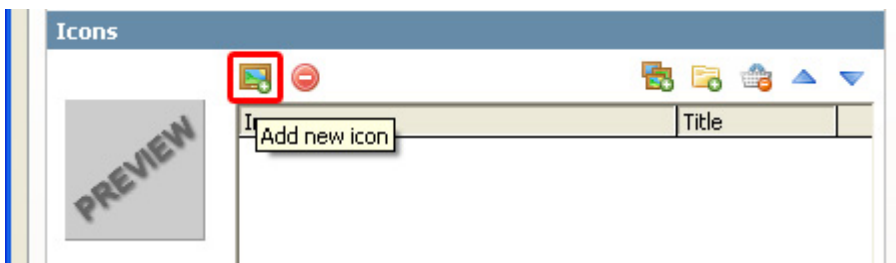
4. **Setting the Icons Options – Import a complete folder**

One of the easiest way to create a menu is to select a complete folder of images, press the **Import a whole folder** button to add multiple images. Make sure you select a folder that is located in your site.

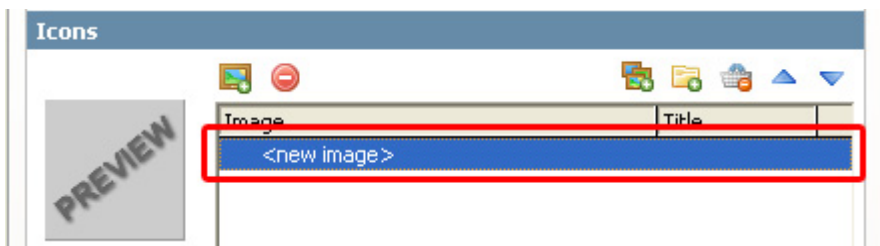


5. **Setting the Icons Options – Inserting images one by one**

You can also insert the icon's one by one, we choose this option during this tutorial, just to show you how it works. We press the **Add new icon** button to add new menu items



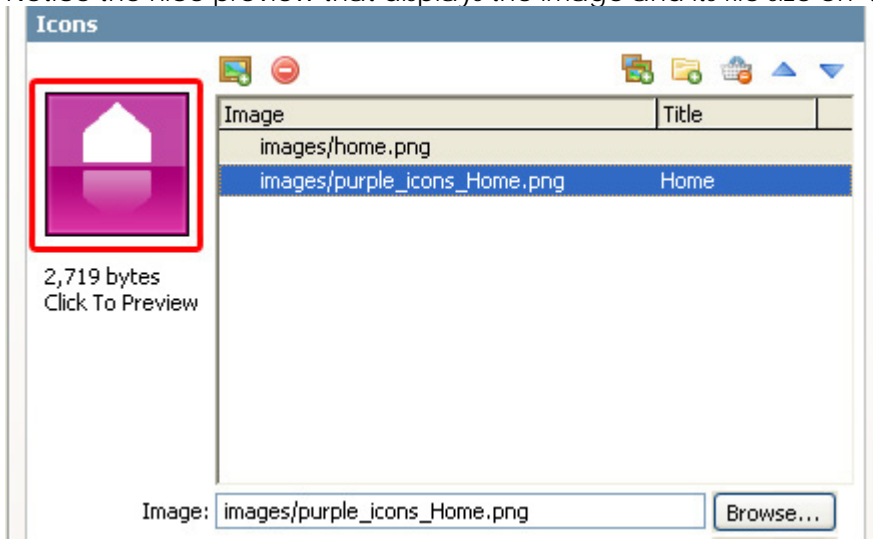
Select the **<new image>** line in the object box.



Press the **Browse...** button next to the **Image** field to select your image.

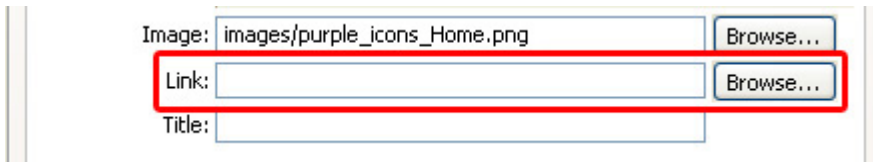


Notice the nice preview that displays the image and its file size on the left side of the object field.



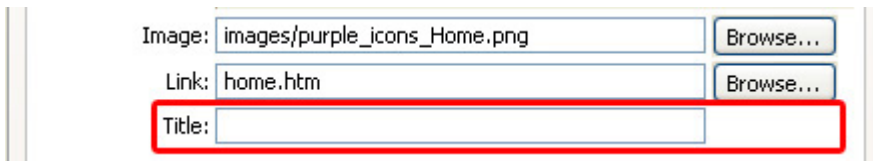
6. **Setting the Icons options - Link**

Make sure you select an image in the object box and select the page that you want to refer to in the **Link** field.

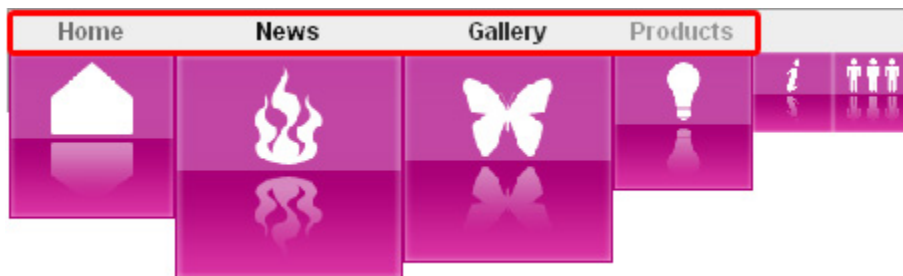


7. **Setting the Icons options - Title**

Enter the name that is to be displayed above or below the button in the **Title** field.

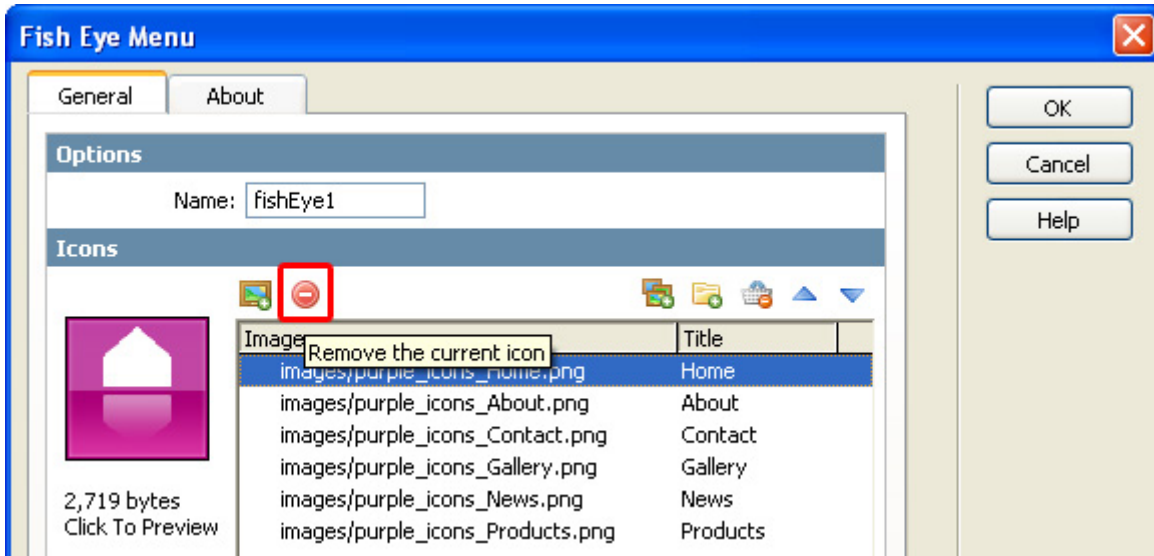


The Title will be displayed above the button when the button is zoomed in.

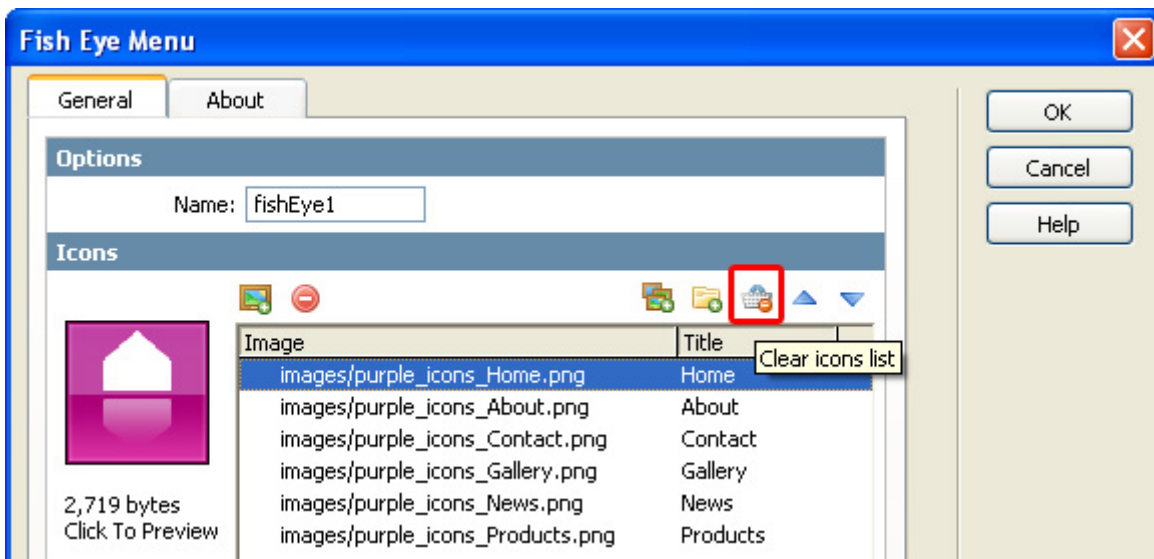


### 8. Setting the Icons options - Deleting Images

You can delete image from the menu with the **Remove the current icon** button.

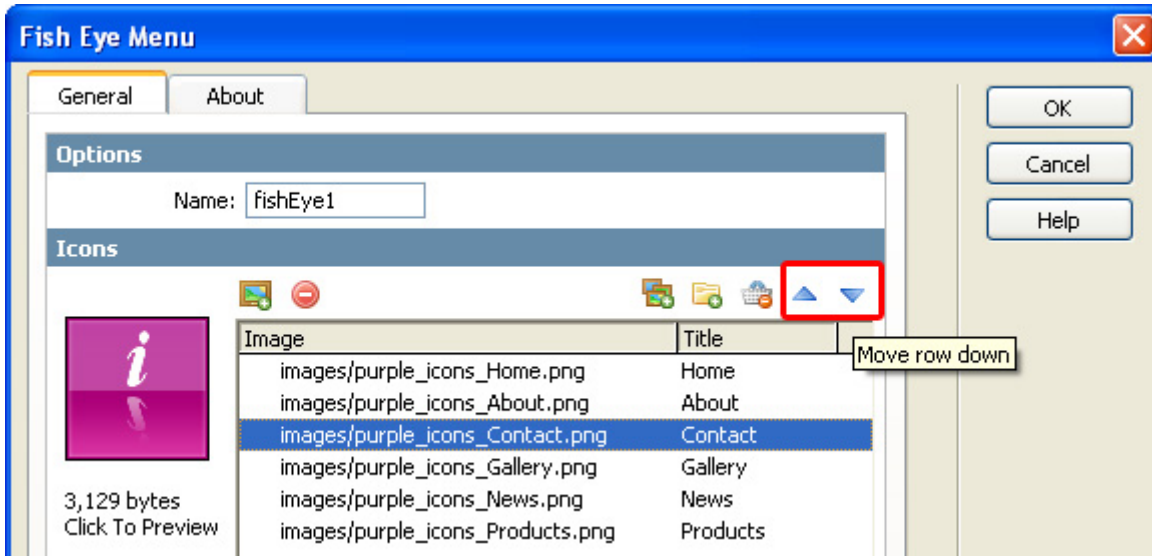


You can also remove all images in one click by selecting the **Clear Icons List** icon.



### 9. Rearranging the menu

Use the **Move row up** and **Move row down** buttons to arrange the order of your menu items.



### 10. Final steps

Repeat the steps above to insert more images, press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.


## Creating a website menu with the supplied DMXzone template Icons

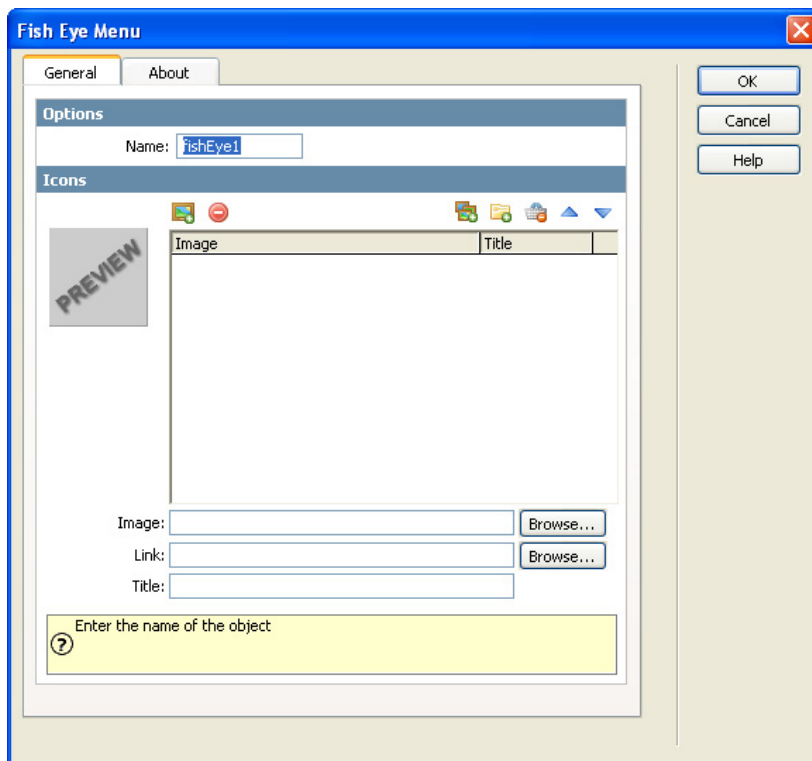
### Introduction

Use these great Icon sets for many purposes, no matter what design your site has, there will always be a great Icon set for it in the gallery. In this tutorial we're going to insert a menu in your website using the template Icons. We'll be selecting a blue style which results in the following menu:



### Applying the menu - Inserting the Icons

1. **Create a new HTML page**  
Create a new or open an existing HTML page.
2. **Applying the extension**  
Choose the  icon from the object bar to apply the extension, the Fish Eye Menu appears.



### 3. Setting the General Options - Name

The name field is created by default to identify the menu, we don't change the name as you don't need to.

### 4. Setting the Icons Options – Import images from the Image Gallery

If you don't have your own set of images you can use one of the great images we provide with the extension. Press the **Import images from the Image Gallery** button to open the **Fish Eye Design Chooser**.



Note: Your Fish Eye Designer might differ from the screenshot above.

The Blue bar displays the folder name.

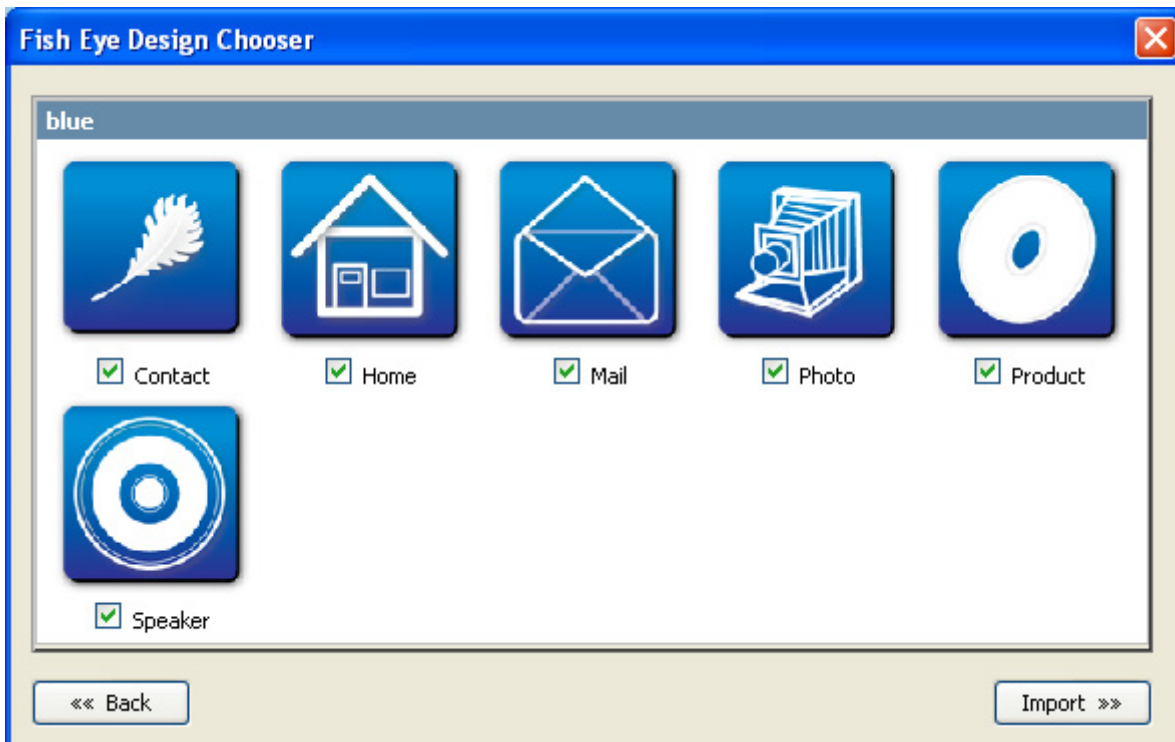




Each folder contains a set of Icons that is displayed by a preview icon, we've scrolled down a bit to select the "blue" set.



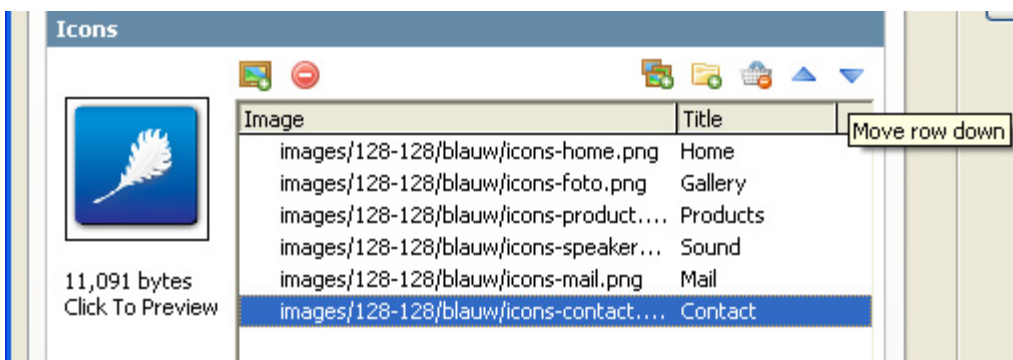
After selecting the blue style, you'll see the complete set of icons.



By default All Icons in the set are selected, you can also deselect certain icons, that you don't want to use for your menu by un-checking the checkbox in front of their name. Select the **Import** button to load the icons.

#### 5. Rearranging the menu

Use the **Move row up** and **Move row down** buttons to arrange the order of your menu items. We move the Home button to the first location, the mail icon to the fifth location and the contact icon to the last location.



#### 6. Setting the Icons options - Title

Enter the name that is to be displayed above or below the button in the **Title** field. The Title will be displayed above the button when the button is zoomed in.



#### 7. Final steps

Set your icon options, press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.

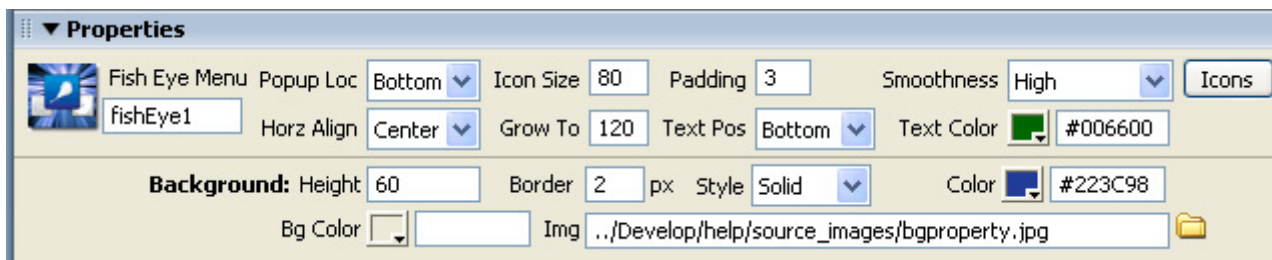
## The Property inspector

### Introduction

In this tutorial we're going to edit the existing "blue" menu in your website using the template Icons. We assume you've read the previous tutorials. Just click on the Fish Eye Menu in your design view to open the property inspector.



The edited menu

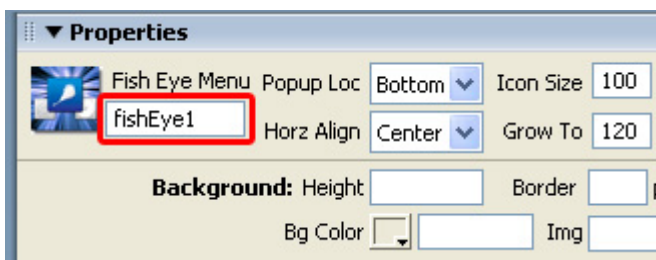


Settings in the Property Inspector

### Using the Property Inspector

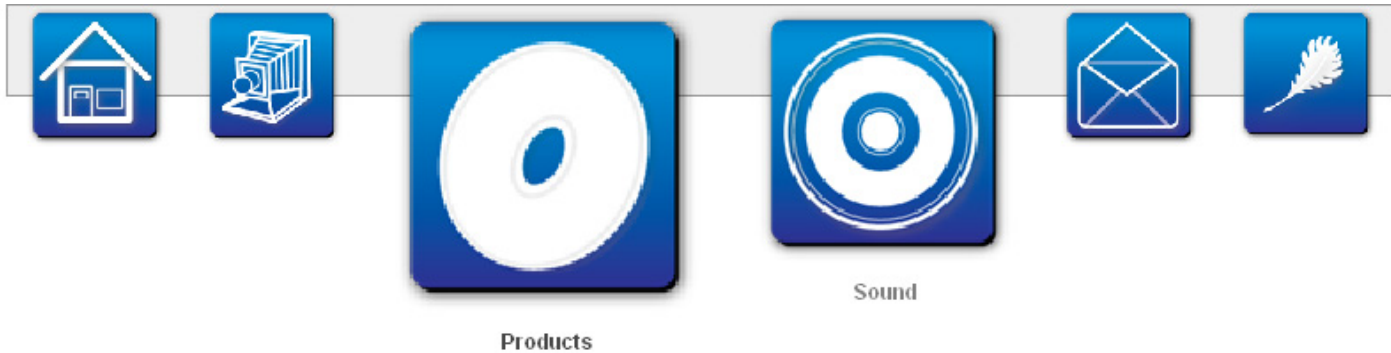
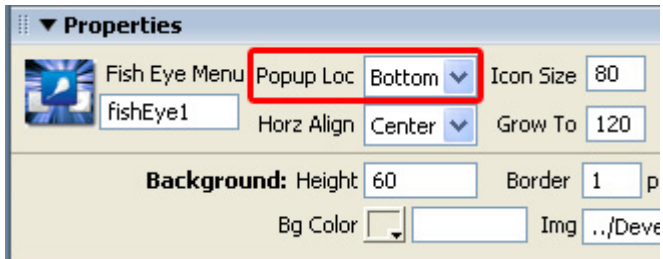
#### 1. Editing the name

Although this option is rarely used, you can change the name (that is used to identify the menu) in the **Fish Eye Menu** field in the property inspector, we leave the name unchanged.

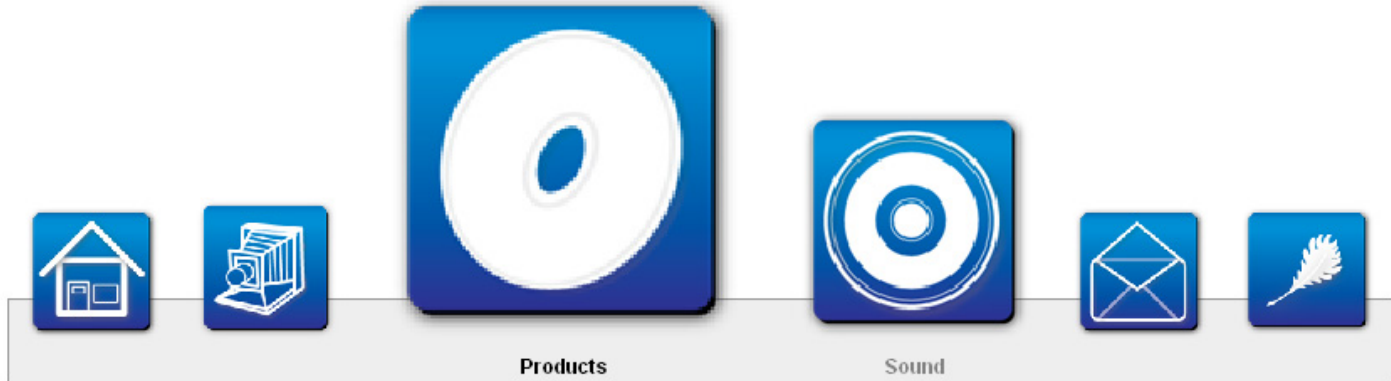


## 2. Changing the Popup Location

In most cases you might have set your popup on the top side of the screen, this is when the default **Popup Loc** (bottom) will do, but in some cases you want to set your menu to the bottom of the page. In this case it is wise to set your **Popup Loc** to **top** so your images zoom in upward so they won't disappear from the page.



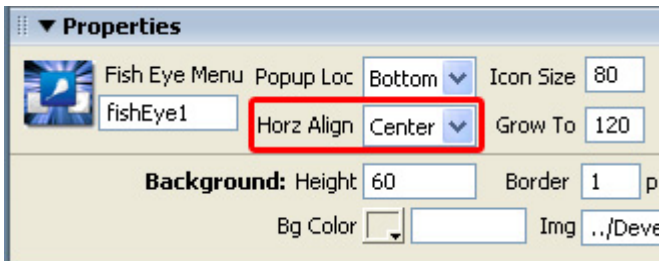
**Popup Loc** set to **Bottom** (note that you need to have some free space below the menu).



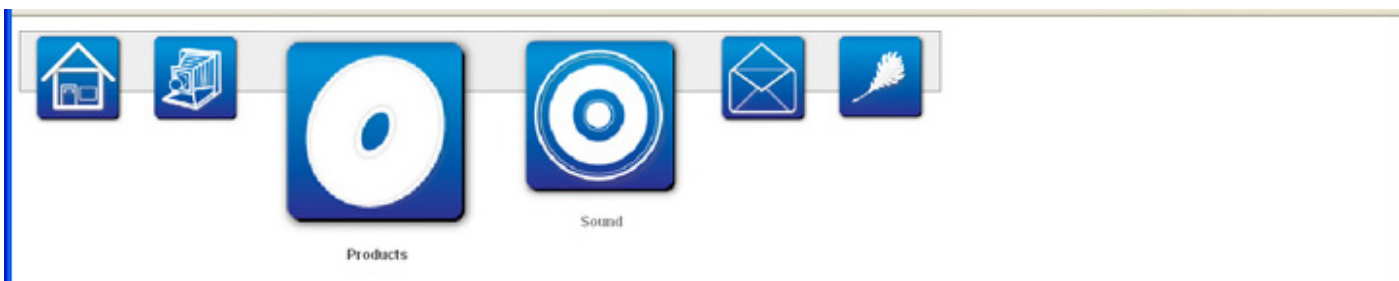
**Popup Loc** set to **Top** (note that you need to have some free space above the menu).

### 3. Modifying the Horizontal Alignment

The **Horz Align** menu, allows you to set the position of the menu to **Center, Left or Right** .



We demonstrate the results in the screenshots below.



The menu above is the displays a menu with the **Horz Align** set to **Left**



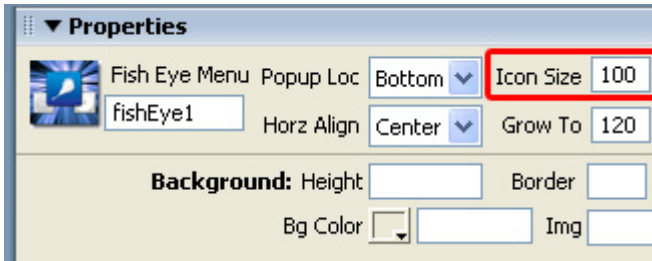
The menu above is the displays a menu with the **Horz Align** set to **Right**



The menu above is the displays a menu with the **Horz Align** set to **Center**, we choose this value.

#### 4. Editing the Icon Size

You can change the **Icon Size** to set the size of the buttons.



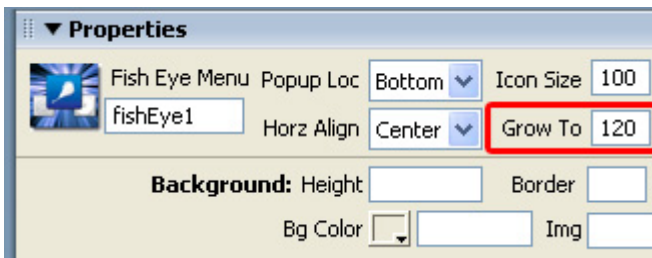
Icon Size set to 40.



Icon Size set to 100, we set the Icon Size to this value.

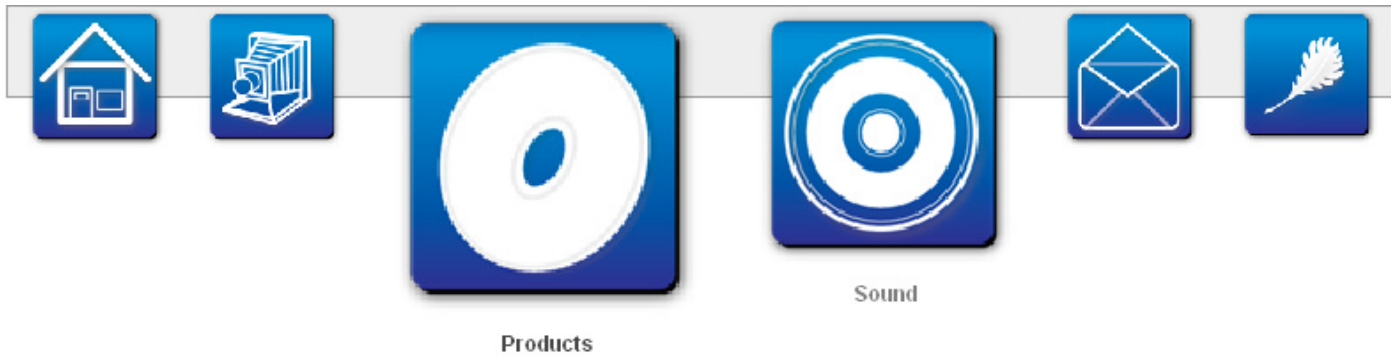
#### 5. Changing the Grow To option

When you set the **Grow To** option, you'll determine the size of the zoomed Icon.



Grow To set to 60.

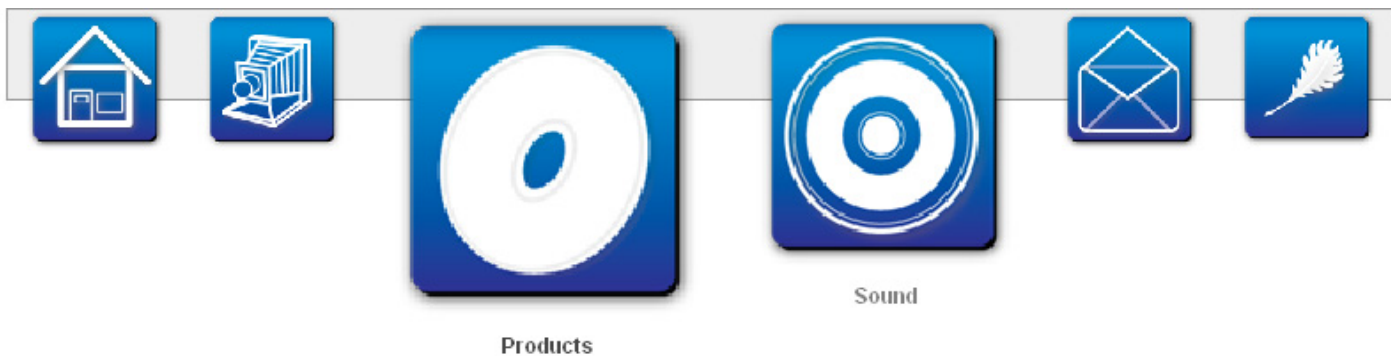
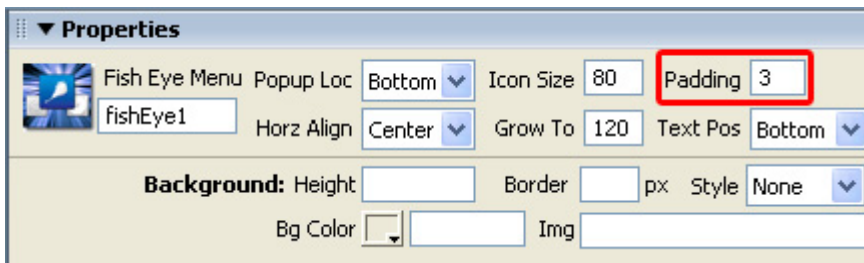




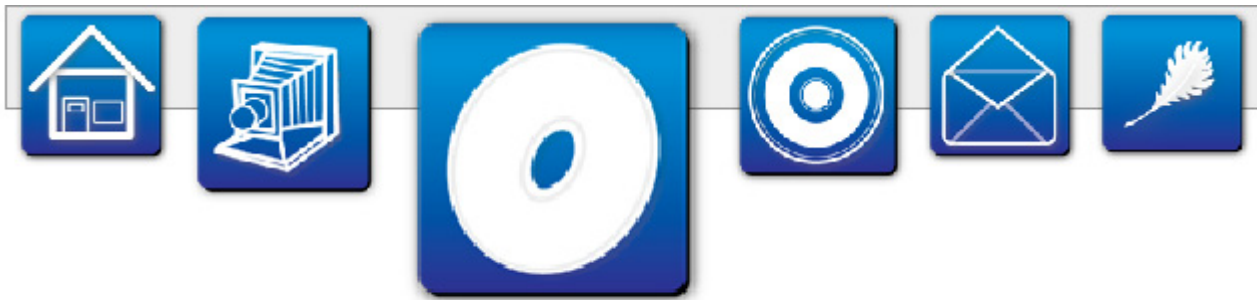
Grow To set to 120, we set the Icon Size to this value.

### 6. Changing the Padding

As you can see the Icons have a lot of distance between them, especially since this image contains a little bit of transparent space around it, so let's decrease the padding from ten to three.



Padding set to 10.

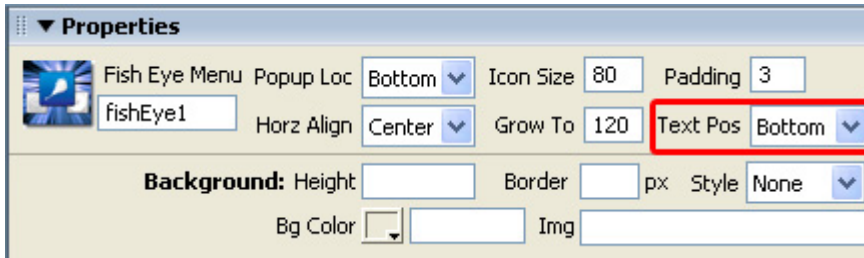


Products

Padding set to 3 (the space to the left and right side of the icons has decreased).

### 7. Changing the Text Positioning

You can set the text above or below the icons by using the **Text Pos** variable.



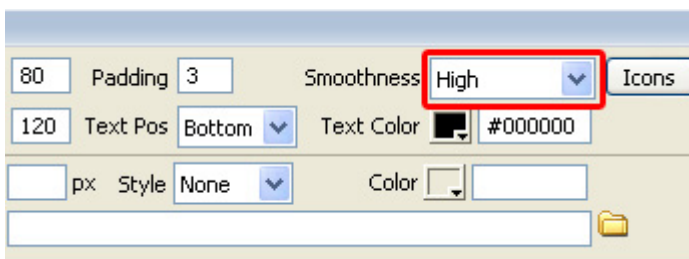
Text Pos set top **Bottom**, we use this value.



Text Pos set to Top.

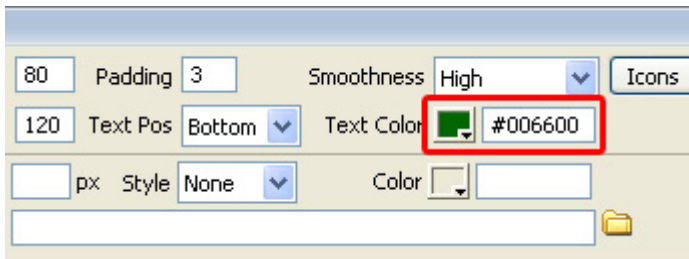
#### 8. Setting the Smoothness

You can determine how fluent the grow to animation should be by setting the **Smoothness option**, we'll leave it on **High**



### 9. Adjusting the Text Color

Adjust the **Text Color** to change the color of the text that is displayed above or below the icons. We set the value to green (#006600).



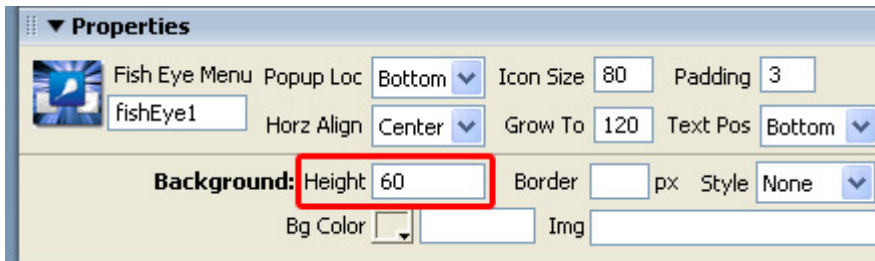
Text Color set to black (#000000)



Text Color set to green (#006600), we use this value.

### 10. Setting the Background Height

You can change the height of the background by setting the **Background Height** in the property inspector.



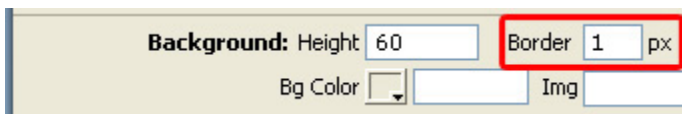
Background Height not set.



Background Height not set to 60 (the height is slightly higher), we use this value.

### 11. Changing the Background Border

You can change the height of the background by setting the **Background Height** in the property inspector.



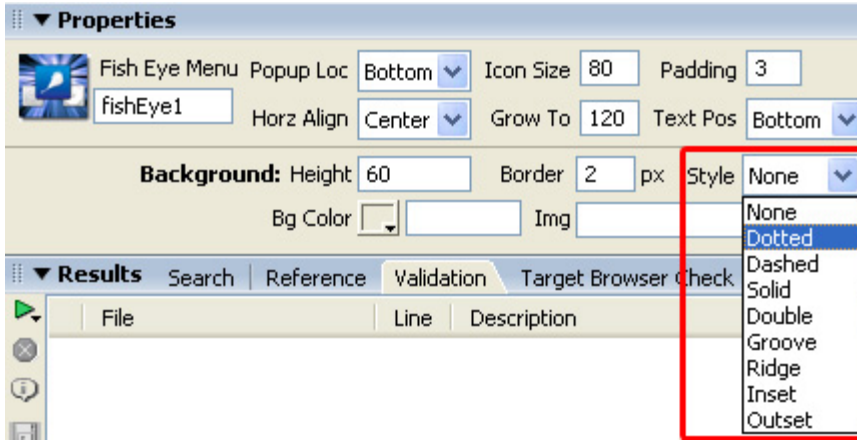
When the **Border** is not set the background gets a 1px gray border.



Border set to 2 (the height is slightly higher), we use this value.

## 12. Modifying the Background Border Style

You can set the **Style** to set background border style. You can set the it to **None, Dotted, Dashed, Solid, Double, Groove, Ridge, Inset, Outset**. Note that we increased the border size sometimes to display the styles more clearly.



Background Border **Style** set to **None**.



Background Border **Style** set to **Dotted**.



Background Border **Style** set to **Dashed**.



Background Border **Style** set to **Solid** (we use this style).



Background Border **Style** set to **Double**.



Background Border **Style** set to **Groove**.



Background Border **Style** set to **Ridge**.



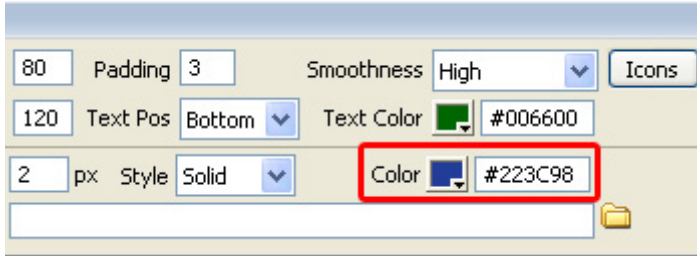
Background Border **Style** set to **Inset**.



Background Border **Style** set to **Outset**.

### 13. Changing the Background Border Color

You can change the border color of the background with the **Color** value in the property inspector. We set it to blue (#223C98).



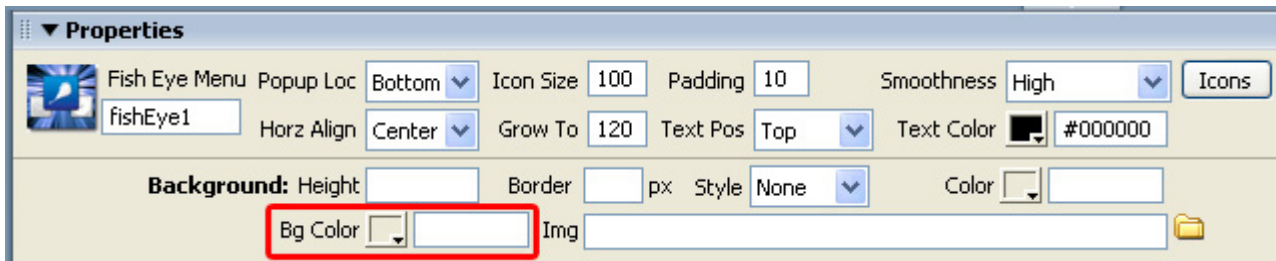
When the **Color** is not set the background gets a gray border.



**Color** set to blue (#223C98) we use this value.

### 14. Changing the Background Background Color

You can change the color of the background with the **BG Color** value in the property inspector.



When the **BG Color** is not set the background gets a gray color, we use this default value.

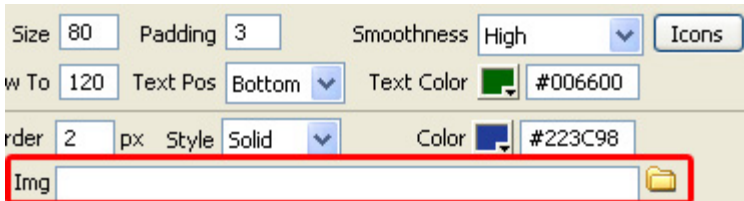




BG **Color** set to green, we don't use this value as we will use an image for our background.

### 15. Changing the Background Image

You can change the background image in the **IMG** field.



When the **IMG** field is not set the background gets a gray color.



We choose a background image for the **IMG** field it is best to make the image as small as possible.

### 16. Editing the Icon options in the Fish Eye Menu

If you wish you can open the fish Eye Menu again by pressing the **Icons** button in the property inspector.

