

● SamLogic



**User's Guide**

**SamLogic CD-Menu Creator 2017**

# SamLogic CD-Menu Creator 2017

**User's Guide**

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*by SamLogic*

*This user's guide describes how to use CD-Menu creator 2017. It contains also reference chapters that describe the dialog boxes and main tabs in the program.*

# User's Guide - SamLogic CD-Menu Creator 2017

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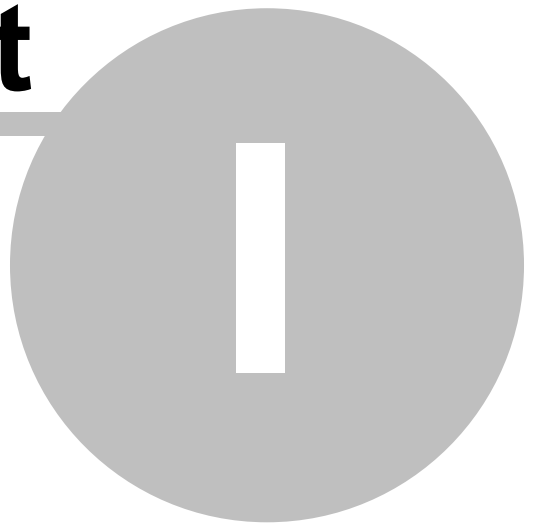
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**Part**

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## **SamLogic CD-Menu Creator 2017 - Help**

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**SamLogic CD-Menu Creator 2017** is an easy-to-use tool that you can use to create menu interfaces for CDs, DVDs and USB flash drives. From a menu interface you can launch applications, start installations, open documents, play movies, play music, show Flash animations, open Internet pages etc. The menu interface is shown automatically when the user inserts the disc in a drive. If you use CD-Menu Creator together with our other product USB AutoRun Creator, menu interfaces can be opened automatically also on USB flash drives.

A menu can contain pictures, patterns, buttons, movies, music, sound effects and more. Lots of visual styles for buttons are included.

### [Overview](#)

### [Paths to programs and documents](#)

### [CD/DVD with more than one menu](#)

### [About AUTORUN.INF](#)

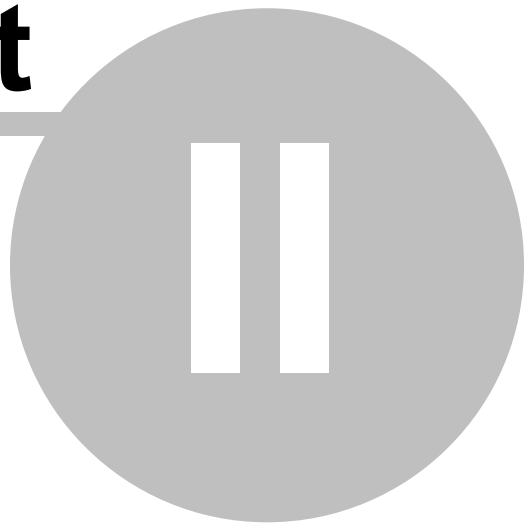
### [System Requirements](#)

### [Support](#)



**Part**

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## Overview

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The editor in SamLogic CD-Menu Creator contains 8 tabs, where the main part of your work is done. In these tabs you can add buttons, pictures, sound files and set options for your menu. Here you find a short description of the tabs and their contents. Click on the underlined text to get more detailed information.

### Tab 1 - Window

In this tab you specify the size of the menu window, background color, border type and a caption to the window. Here you also determine if you want autoplay support for your menu.

### Tab 2 - Title

In this tab you create a title and a subtitle for the menu.

### Tab 3 - Buttons

In this tab you specify the visual appearance for the buttons and their positions in the menu window.

### Tab 4 - Buttons (text)

In this tab you add buttons and button information to the menu.

### Tab 5 - Pictures

In this tab you add pictures to the menu.

### Tab 6 - Sound

In this tab you add sound to the menu.

### Tab 7 - Movies

In this tab you specify a movie you want to play in the menu.

### Tab 8 - Version

In this tab you enter version information for your project.

If you want to preview your menu before you create it you can press the **Preview** button at the bottom left of the editor window. To close a menu you can press **Alt-F4**.

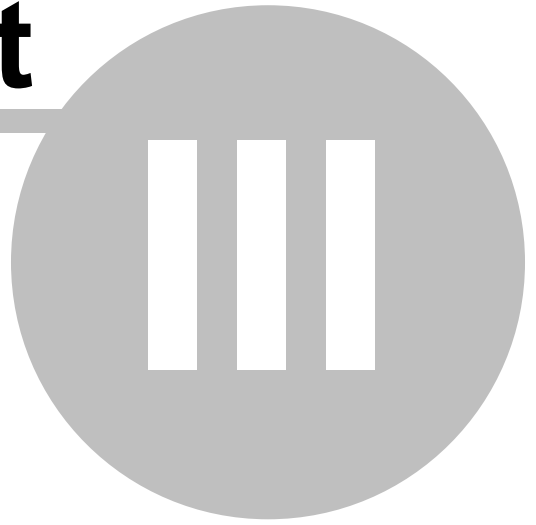
To create a menu you can press the **Create** button at the bottom of the editor Window. To run the created menu you press the button **Execute**.

You save your work in project files. They should always have the filename extension **.CDP**.

We have included some example menus with CD-Menu Creator. To open an example you can choose the menu item **Help - Open Example Project**. The example menus are located in the following folder on your hard disk: **Program Files\SamLogic\CD-Menu Creator\Examples**

**Part**

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### 3 The Tabs in CD-Menu Creator

## The Tabs in CD-Menu Creator

---

This chapter contains information about the tabs in the CD-Menu Creator editor.

### **Tab 1 - Window**

In this tab you specify the size of the menu window, background color, border type and a caption to the window. Here you also turn on/off autoplay support for the menu.

### **Tab 2 - Title**

In this tab you create a title and a subtitle for the menu.

### **Tab 3 - Buttons**

In this tab you specify the visual appearance for the buttons and their positions in the menu window.

### **Tab 4 - Buttons (text)**

In this tab you add buttons and button information to the menu.

### **Tab 5 - Pictures**

In this tab you add pictures to the menu.

### **Tab 6 - Sound**

In this tab you add sound to the menu.

### **Tab 7 - Movies**

In this tab you specify a movie you want to play in the menu.

### **Tab 8 - Version**

In this tab you enter version information for your project.

### 3.1 Tab 1 - Window

## Tab - Window

---

In this tab you specify the size of the menu window, the background color and some other properties of the menu window.

### **Dimensions (pixels)**

Specifies width and height of the menu window in pixels. If you press the **Size** button you can use your mouse to size the window.

### **Background**

Specifies background colors for the menu window. You select your colors via **Color 1** and **Color 2**. In the drop-down list to the right you select a blend direction. In the **Depth** field you specify depth for a square blend fill.

### **Style: Show caption**

Specifies if the window caption (windows title bar) should be shown.

### **Style: Show minimize button**

Specifies if a minimize button should be shown in the upper right part of the window.

### **Style: Show border**

Specifies if a border should be drawn around the window.

### **Caption Text**

Here you enter the caption text.

### **Support for Windows AutoRun**

Specifies if an AUTORUN.INF file also should be created in the same folder as the menu shell. If this file is created and placed in the disk root level the menu will be opened automatically when the CD/DVD is inserted in the drive.

**Menu is always on top**

Specifies if the menu window always should be a top-level window.

**Include social media logotypes**

If you have enabled social media logotypes for menus this option will be shown. If you check this option social media logotypes will be added to your menu.

**Advanced**

Opens a dialog box with advanced options.

**[Variables you can use with the caption text](#)****[The buttons at the bottom](#)**

## 3.2 Tab 2 - Title

### Tab - Title

---

In this tab you creates a menu title.

**Text**

Here you enter the menu title

**Attribute**

Here you specify a font and color for the title.

**Alignment**

Here you specify alignment for the title.

**Subtitle**

Opens a dialog box where you can create a sub title.

**Underline**

Opens a dialog box where you can create different types of underlines for the title.

**Background Effects**

Opens a dialog box where you can create different background effects for the title.

**Text Effects: Use shadow**

Specifies if shadow effects should be used with the title.

**Text Effects: Character interspace**

Specifies the distance between characters in the title. Enter a positive value to increase the distance and a negative value to decrease the distance. The normal character space is 0.

**[Variables you can use with the title](#)****[The buttons at the bottom](#)**

### 3.3 Tab 3 - Buttons

## Tab - Buttons

---

In this tab you specify the appearance of the menu buttons.

### **Dimensions (pixels)**

Specifies the width and height of a button. All buttons will have the same size.

### **Style**

In this drop-down list you select a style for the buttons. [Click here for a description of the button styles.](#)

### **Effects**

Opens a dialog box where you can specify some special effects for the buttons.

### **Attribute**

Here you select a font and color for the buttons.

### **Placement**

Specifies where in the menu window the buttons will be placed.

### **Alignment (button text)**

Specifies the alignment of the buttons.

### **Autosize button width**

Select this option if you want the button width to be adjusted after the widest button text.

### [The buttons at the bottom](#)

### 3.4 Tab 4 - Buttons (text)

## Tab - Buttons (text)

---

In this tab you add buttons to your menu.

### **Add Button**

Adds a button.

### **Edit Button**

Edits a selected button.

### **Delete Button**

Deletes a selected button.

### **Move Button**

Moves a selected button to a new place.

### **Copy Button**

Creates a copy of a selected button.

### [The buttons at the bottom](#)

### 3.5 Tab 5 - Pictures

## Tab - Pictures

---

In this tab you add pictures to your menu.

### Background

Here you select a background picture for your menu. You can set different options for the background picture by pressing the **Options** button. If you press the **Adjust menu** button, the menu window size will be adjusted so it shows the whole picture.

### Logotype

Here you select a logotype picture for your menu window. If you select the **Use transparency** option, then one of the logotype colors will be transparent. You specify the transparent color (black / white) via the radio buttons to the right. Only bitmaps can have transparent colors.

### Menu

Here you select a menu picture that will be shown to the right or left of the buttons. If you select the **Set picture dimensions to specified width and height** option, the picture size will be stretched to the width and height specified at **Width** and **Height**.

The **Select** button selects a picture file and the "-" button reset all values in the frame. You can preview a picture by double-clicking the filename.

### [The buttons at the bottom](#)

### 3.6 Tab 6 - Sound

## Tab - Sound

---

In this tab you add sound to your menu.

### Background Music

Specifies a background music file that will be played when the menu is shown. If you select the **Stop the music when a movie is playing** option the background music will temporary stop if you play a movie. If you select the **Stop the music if the menu window is not topmost** option the background music will not be played if the menu is not topmost.

### Button Click Sound

Specifies a sound that will be played when the user clicks a button in the menu.

### Hoover Sound

Specifies a sound that will be played when the mouse pointer is above a button.

The **Select** button selects a sound file and the "-" button reset all values in the frame. You can listen to a sound file by double-clicking the filename.

### [The buttons at the bottom](#)

### 3.7 Tab 7 - Movies

## Tab - Movies

---

In this tab you can specify movies that will be played in the menu.

### Movie when Pressing a Button

Here you specify options for a movie that will be shown when the user presses a button. The movie can be played in a dialog box or in full screen mode. Following options are available:

#### Width / Height

Here you specify the width and height of the movie rectangle.

#### X-offset / Y-offset

Here you specify the movie dialog box position relative to the center of the screen. If both **X-offset** and **Y-offset** has the value 0 the dialog box is placed at the center of the screen.

#### Show movie in full screen mode

If you select this option the movie will be played in full screen mode.

#### Show movie maximized

If you select this option the movie rectangle will be maximized (have the same size as the screen).

#### Return to menu when movie is finished

If you select this option the movie window will be closed automatically and the menu shown again when the movie is finished.

#### More Options

More options can be set by pressing this button.

### Movie in the Menu Screen

If you want a movie to be played directly on the menu screen you can specify it here. Press the **Select** button to select a movie file and specify its size via the **Width** and **Height** fields. The movie will be shown to the right or to the left of the buttons. Select the **Repeated play** option if you want a repeated play of the movie. If you want the menu picture to be showed when the movie is finished you can select the **Show menu picture when finished** option.

### [The buttons at the bottom](#)

### 3.8 Tab 8 - Version

## Tab - Version

---

In this tab you enter version information for your project. For example company name, product name, product description and version number.

Some of the fields in this tab can also be used as variables in a menu. You can read more about use of these variables [here](#).

### [The buttons at the bottom](#)



### 3.9 The Buttons at the Bottom

## The Buttons at the Bottom

---

Explains the buttons in the bottom of the main window.

**Preview**

Previews a menu. You can close the menu by pressing **Alt-F4**.

**Create**

Creates a menu.

**Execute**

Runs a created menu.

**Close**

Closes the editor.

**Part**

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**IV**

## 4 Dialog Boxes

### Dialog Boxes

---

There are more than 20 dialog boxes in CD-Menu Creator where you can set various options for your menus. In this chapter we describe these dialog boxes.

The easiest way to get help for a specific dialog box is to press the **F1** key when the dialog box is open. Then you will get help information for that specific dialog box immediately.

#### 4.1 Dialog Box - Active Frame

### Dialog Box - Active Frame

---

In this dialog box you can add an active frame to the buttons. An active frame is a frame that is shown when the mouse pointer is above a button.

You select the **Use active button frame** option if you want to use active frames. You select a frame color by pressing the **Frame Color** button.

#### 4.2 Dialog Box - Add Button

### Dialog Box - Add Button

---

In this dialog box you create a button.

#### **Text (button)**

Here you specify a button text.

#### **Tip text**

Here you specify a tip text for the button.

#### **Command**

In this drop-down list you select a command that should be executed when the user presses a button. You can use one of the following commands:

- **Run Program** (runs a program or installation)
- **Run Program & Close** (runs a program and closes the menu)
- **Show Document** (opens a document)
- **Show Internet Page** (shows a page on the Internet)
- **Play Movie** (plays a movie)
- **Play Music** (plays music)
- **Play Flash Animation** (shows a Flash animation)
- **Show RTF Document** (shows a RTF document in a window)
- **Open Excel File** (opens an Excel file)
- **Open Picture Gallery** (opens picture gallery)
- **Open Folder** (opens a folder using Windows Explorer)
- **Send E-mail** (opens an e-mail client)
- **Open New Menu** (opens a new menu)
- **Return To Previous Menu** (returns to the previous menu)
- **Return To Main Menu** (opens the main menu)
- **Exit** (closes the menu)

If USB AutoRun Creator is installed in the computer and you have chosen to create a USB flash drive project, a command named **Install USB Supervisor** will also be available in the drop-down list.

**Source File**

Here you specify a source file path (on your harddisk). This field is only necessary if files linked to the button should be copied automatically when you create a menu.

**Filename (disc) / Filename (USB)**

Here you specify a file path (on a CD/DVD or USB flash drive). This field is used in different ways depending on what command you have selected. [More information is available here.](#)

**Parameters**

Here you specify command-line parameters to an application.

**Play movie in Windows Media Player**

If you have chosen the **Play Movie** command this option will be visible. If you select this option the movie will be played in Windows Media Player. Otherwise is the built-in movie window in CD-Menu Creator used.

**Bitmap Button**

If you have selected a button style that requires a bitmap, you can specify a bitmap here. You can browse after a bitmap by pressing the button "..." to the right. This frame is not shown if you have selected a non-bitmap button style.

**Bitmap Button Options**

If you have selected the image/hotspot bitmap style, you can specify some options here. This frame is not shown for other button styles.

**[Paths to Programs and Documents](#)****[Application Parameters](#)****[Showing Documents](#)****[Internet Pages](#)****[Flash](#)**

## 4.3 Dialog Box - Advanced

### Dialog Box - Advanced

---

Sometimes you only want the menu to be shown automatically the first time the disc is inserted in the drive. For example, if you have made a successful installation and the disc should only be used as a data source henceforth, then there is no need to show the menu anymore.

By setting a value in the Registry you can prevent the menu to be shown the next time the disc is inserted in the drive. The menu program will examine the registry key and value that you specify in this dialog box and if they exist, no menu is shown.

**HKEY**

Here you select the root key.

**Always use 'HKEY\_CURRENT\_USER' in Windows Vista/7**

If this option is checked, the HKEY\_CURRENT\_USER root key is always used in Windows Vista and Windows 7. If your application is run in standard mode in Windows Vista/7, this is the only root key that your program can change data in. By checking this option you can ensure that this function will work in Windows Vista/7 although you have chosen to use another root key (in other Windows).

**Sub Key**

Here you specify a sub key. For example:

Software\SamLogic\NoMenus

**Value Name**

Here you specify a value name.

**Value =**

Here you specify a value. The value is a character string that can contain up to 100 characters.

#### 4.4 Dialog Box - Background Effects for the Title

### Dialog Box - Background Effects for the Title

---

In this dialog box you can create background effects for the title that is showed in the menu window.

#### 4.5 Dialog Box - Background Picture - Options

### Dialog Box - Background Picture - Options

---

In this dialog box you can set options for the background picture.

**Use picture as pattern**

If you select this option, the picture will be repeated so it fills the whole window.

**Stretch picture to window size**

If you select this option, the picture will be stretched to the same size as the menu window.

**Place picture behind title only**

If you select this option, the picture will be placed behind the title. You can use this option have a picture behind the title text or, if you clear the title field, you can have a pure graphical title.

**Advanced**

If you press this button a dialog box with advanced options will be opened.

#### 4.6 Dialog Box - Background Picture - More Options

### Dialog Box - Background Picture - More Options

---

In this dialog box you can set an absolute position for the background picture.

#### 4.7 Dialog Box - Create

### Dialog Box - Create

---

From this dialog box you create a menu. All necessary files will be stored in the folder that you specify. Some files may also be copied to sub folders below the folder you have specified. The following files are copied or created:

- SLCDMENU.EXE : the menu shell program
- SLCDMENU.EXE.manifest : manifest file to the menu shell program
- SLCDMENU.CDI : menu data file (all screen resolutions)
- SLCDMENU\_\*.CDI : menu data file (specified screen resolution)
- AUTORUN.INF : Windows autorun file (if this option is selected)
- Icon file : icon file (if an icon is specified)

The AUTORUN.INF file is only created if you have selected the option **Support for Windows AutoRun** in the **Window** tab. AUTORUN.INF must always be placed in the root directory. Besides the files above, bitmaps, sounds and movies are also copied to specified folders if the option **Copy also pictures, sounds and movies** is selected.

#### **Screen resolution / data file**

Here you choose if the menu should be shown in a specified screen resolution or in all screen resolutions. [Click here for more information](#)

#### **Copy also pictures, sounds and movies**

Select this option if bitmaps, sounds and movies also should be copied. The files are placed in the folder \CDMCDATA (relative to SLCDMENU.EXE) if you don't have specified another folder.

#### **Create in this folder**

Here you specify a folder where all necessary files should be placed. You can press the **Browse** button to browse after a folder.

#### **Icon**

If you want to use your own icon for the CD, DVD or USB flash drive you can specify a path to the icon file here. You can press the **Select** button to select an icon.

#### **Label**

If you want to specify a label text for the CD, DVD or USB flash drive you can specify it here. The label text is shown in Windows Explorer to the left of the drive letter and as a dialog box title in the Windows AutoPlay dialog box (in Windows Vista and Windows 7). The text label should be no longer than 32 characters.

#### **Action text for Windows AutoPlay dialog box:**

If you want to specify an item text that will be showed in Windows AutoPlay dialog box (in Windows Vista or later) you can enter it here. This text will be showed as the first item in the action list and will be selected by default. If the user press OK or Enter (with this item selected) the menu will be launched.

#### **Add AutoRun support for USB flash drives**

If the tool **SamLogic USB AutoRun Creator** also is installed in the computer, this option is shown. Check this option if you want to add AutoRun support for USB flash drives. Press the **Settings** button to set some settings (this button is not shown if the small office version of SamLogic USB AutoRun Creator is installed).

#### **Create**

Press this button to start the creation process.

#### [About AUTORUN.INF](#)

#### [More than one menu](#)

#### [Creating for Windows Vista and Windows 7](#)

#### [Creating for USB Flash Drives](#)

## 4.8 Dialog Box - Choose Basic Design Style For Menu

### **Dialog Box - Choose Basic Style For Menu**

---

In this window you can choose a basic design style for your menu project. The window only contains a

selection of available styles in CD-Menu Creator. More styles are available in the editor.

By clicking on a tab you can choose a basic color for your project. You can choose a style for your buttons by clicking on one of the pictures in the tab. When you have selected a color and a button style, click on the **Select Style** button to continue.

#### 4.9 Dialog Box - Choose Placement For Buttons

### Dialog Box - Choose Placement For Buttons

---

In this dialog box you can choose where to place the buttons and the title in the menu. You can also choose whether or not you want to add example buttons and an example picture to the menu project. When you have chosen your settings, click on **Create Project** to create the project.

#### 4.10 Dialog Box - Choose Type of Project

### Dialog Box - Choose Type of Project

---

In this dialog box you choose if you want to create a project for a CD/DVD or a project for a USB flash drive.

If you always create projects for CDs and DVDs you can hide this dialog box by opening the dialog box **File - Options** and selecting the option **Don't ask for project type when I choose a new project**.

#### 4.11 Dialog Box - Edit Button

### Dialog Box - Edit Button

---

In this dialog box you can edit a created button.

#### **Text (button)**

Here you specify a button text.

#### **Tip text**

Here you specify a tip text for the button.

#### **Command**

In this drop-down list you select a command that should be executed when the user presses a button. You can use one of the following commands:

- **Run Program** (runs a program or installation)
- **Run Program & Close** (runs a program and closes the menu)
- **Show Document** (opens a document)
- **Show Internet Page** (shows a page on the Internet)
- **Play Movie** (plays a movie)
- **Play Music** (plays music)
- **Play Flash Animation** (shows a Flash animation)
- **Show RTF Document** (shows a RTF document in a window)
- **Open Excel File** (opens an Excel file)
- **Open Picture Gallery** (opens picture gallery)
- **Open Folder** (opens a folder using Windows Explorer)
- **Send E-mail** (opens an e-mail client)

- **Open New Menu** (opens a new menu)
- **Return To Previous Menu** (returns to the previous menu)
- **Return To Main Menu** (opens the main menu)
- **Exit** (closes the menu)

If USB AutoRun Creator is installed in the computer and you have chosen to create a USB flash drive project, a command named **Install USB Supervisor** will also be available in the drop-down list.

#### Source File

Here you specify a source file path (on your harddisk). This field is only necessary if files linked to the button should be copied automatically when you create a menu.

#### Filename (disc) / Filename (USB)

Here you specify a file path (on a CD/DVD or USB flash drive). This field is used in different ways depending on what command you have selected. [More information is available here.](#)

#### Parameters

Here you specify command-line parameters to an application.

#### Play movie in Windows Media Player

If you have chosen the **Play Movie** command this option will be visible. If you select this option the movie will be played in Windows Media Player. Otherwise is the built-in movie window in CD-Menu Creator used.

#### Bitmap Button

If you have selected a button style that requires a bitmap, you can specify a bitmap here. You can browse after a bitmap by pressing the button "... " to the right. This frame is not shown if you have selected a non-bitmap button style.

#### Bitmap Button Options

If you have selected the image/hotspot bitmap style, you can specify some options here. This frame is not shown for other button styles.

### [Paths to Programs and Documents](#)

#### [Application Parameters](#)

#### [Showing Documents](#)

#### [Internet Pages](#)

#### [Flash](#)

## 4.12 Dialog Box - Effects (1)

### Dialog Box - Effects

---

In this dialog box you can create some visual effects for your buttons.

#### Use shadow effects on buttons

Turn on/off use of shadow effects.

#### Use glass effects on buttons

Turn on/off use of glass effects.

#### Use horizontal effect lines

Turn on/off use of horizontal effect lines.

#### Shadow size

Specifies the size of the shadow.



**Lightness**

Specifies the lightness of the shadow.

**Transparency**

Specifies how transparent a glass button should be.

**Color**

Here you select a glass color.

**Size in pixels**

If you use horizontal effect lines you can specify the width of the lines here. If you want to adjust the width after the button width you can press the **Adjust** button.

**Preview**

Press this button to preview the menu.

#### 4.13 Dialog Box - Effects (2)

### Dialog Box - Effects

---

**Use light effects on buttons**

Turn on/off use of light effects on buttons in a menu.

**Rounded surface**

Only the **Plastic** button style. Gives the buttons a somewhat rounded surface.

#### 4.14 Dialog Box - Insert Title / Edit Title

### Dialog Box - Insert Title / Edit Title

---

Inserts or edits a title for a group of buttons.

You enter a title text at **Title** and specifies a font and font color at **Attribute**. The font and font color that you specify will affect all button group titles.

#### 4.15 Dialog Box - Menu Window Effects

### Dialog Box - Menu Window Effects

---

In this dialog box you can create some effects for the menu window.

**Menu Window - Fading Speed**

Specifies how fast the menu window is fading from nowhere to the transparency level specified at **Transparency**.

**Menu Window - Transparency**

Specifies the transparency level of the menu window.

#### 4.16 Dialog Box - Move Button

### Dialog Box - Move Button

---

In this dialog you move a selected button to a new row in the button list.

Select a new row for the button in the list box or select **< Insert Last >** if you want to place the button at the last position in the list.

#### 4.17 Dialog Box - Movie - More Options

### Dialog Box - Movie - More Options

---

In this dialog box you can set some options for the movie window that shows a movie when the user press a menu button (linked to a movie file). You can for example specify a window title, specify background color and choose the look of the close button/symbol.

#### 4.18 Dialog Box - Options - General

### Dialog Box - Options - General

---

Here you can change some general settings.

#### **Don't show start window when CD-Menu Creator starts**

If you check this option the start window (with a list with recent projects etc.) will not be shown when CD-Menu Creator starts.

#### **Don't ask for project type when I choose a new project**

CD-Menu Creator can create menus for both CDs/DVDs and USB flash drives. Some settings are different depending on whether the menu should be used on a CD/DVD or a USB flash drive, and when you choose a project type via the dialog box **Choose type of project** correct settings are set automatically. But if you only will create menus for CDs/DVDs you can hide the dialog box by checking this option. CD-Menu Creator will then assume that you want to create a menu for a CD/DVD.

#### **Show the "Folder" text boxes in the editor (contain folder paths to files on CDs/DVDs/USB flash drives)**

Specifies if the **Folder** text boxes should be shown in the editor. These text boxes are used to specify where pictures, sounds and movies are located on the CD/DVD or USB flash drive. Normally these objects are placed in the sub folder CDMCDATA, but if you want to use your own folders you can check this option and then change the folder paths. You can read more about the CDMCDATA folder [here](#).

#### **The path for a file linked to a button should be based on the button number**

If you check this option, the suggested path (on a CD/DVD or USB flash drive) for a file linked to a button will be based on the button number. If the option is unchecked, the path will be based on the file's source path instead.

#### **Copy files linked to buttons when a menu is created (sets default option)**

Specifies whether files linked to buttons will be copied automatically during the menu creation process or not. This sets just the default values; you can still change the option for every single button later.

#### **If the button opens another menu, add a graphical arrow to the button**

If the menu opens another menu window (that was created with CD-Menu Creator) a graphical arrow is added to the button.

**Use Unicode encoding for all characters in a menu**

If you check this option all characters that are displayed in a menu interface are stored using the Unicode encoding system. If you want to use other characters than those in Western languages (for example Chinese characters) we recommend you to check this option.

**Buttons Texts**

Opens a dialog box where you can specify new texts for some general buttons in the menu windows.

**Project type**

Here you can choose project type (CD/DVD or USB flash drive) for your menu project.

**Menu window icon**

Here you can specify an icon for the menu window. This icon is showed to left in the caption area of the menu window.

#### 4.18.1 Dialog Box - Options - Button Texts

### Dialog Box - Options - Button Texts

---

In this dialog box you can specify a new text for the **OK** button and **Close** button that is used in some dialog boxes in the menu interface program.

#### 4.19 Dialog Box - Options - Documents

### Dialog Box - Options - Documents

---

**Information Text**

Sometimes when a user tries to open a document from the menu there is no associated application in the system. If that happens the document can not be shown. The user must first install the correct document reader. Here you can create a message box that will be shown to the user if an associated application is not found in the system. The message box can, for example, give instructions to the user where to find the document reader.

The example below shows how you can create a message box that will be shown if a Microsoft Excel spreadsheet file can not be opened:

**Extension =** XLS

**Title =** Microsoft Excel not installed

**Text =** You must install Microsoft Excel before you can read this document. If you have a CD or DVD with Microsoft Office you can install it from the disc.

**Add support for printing of RTF documents**

An RTF document can be shown directly in a menu. It is also possible to print a RTF document from a menu. If you want add support for printing, select this option.

#### 4.20 Dialog Box - Options - PDF Documents

### Dialog Box - Options - PDF Documents

---

PDF is a common and well known document format and is often used when distributing documents to other users. But sometimes the receiver doesn't have Adobe Reader or other PDF viewer installed. A PDF viewer is necessary to read PDF documents. In this tab you can create an information dialog box that will be shown if the user doesn't have a PDF viewer installed when he try to open your PDF document. You can also suggest a download link where the user can download a PDF viewer in an easy way.

#### 4.21 Dialog Box - Options - Social Media

### Dialog Box - Options - Social Media

---

Here you can add logotypes for social media in your menu. The logotypes are clickable, so if a user clicks on a logotype the corresponding social media page will be opened on the Internet. Facebook, Twitter, Google+, YouTube, LinkedIn, Pinterest and Instagram are supported.

In the **URL** text box you can specify a web address to your social media page (for example your Facebook page). By pressing the **Tip text** button you can add a tip text to the logotype. The tip text is shown when the mouse pointer is above the logotype.

#### 4.22 Dialog Box - Options - Filenames & Folders

### Dialog Box - Options - Filenames & Folders

---

#### Filenames

The default filename for the menu interface program is SLCDMENU.EXE on CDs/DVDs and MENU.EXE on USB flash drives. If you want to use another filenames, you can specify them here. The filename must always end with the filename extension ".EXE". The length of the filename must be less than 40 characters and space characters are not allowed in the filename. An example of a valid filename is **START.EXE**.

If you have **SamLogic USB AutoRun Creator** installed and want to create a USB flash drive that supports AutoRun, only the filenames **SLCDMENU.EXE**, **MENU.EXE** and **START.EXE** are allowed for the menu interface program. If the USB flash drive do not need to support AutoRun, you can use any filename you want.

#### Project folder

If you want to store your project files in another folder than the folder that the program suggests, you can specify a path to the folder in this field. This folder will be used when you for example want to open a project file. The path to the folder must be complete and the drive letter must be included.

#### 4.23 Dialog Box - Options (Button) - Sound

### Dialog Box - Options - Sound

---

In this tab you can select a sound that will be played when the mouse pointer is above the button.

**Sound file**

In this field you see the current sound file. Press "." to the right to select a sound file.

**Folder**

The folder on the CD/DVD or USB flash drive where your sound file will be placed.

#### 4.24 Dialog Box - Options (Button) - Position

### Dialog Box - Options - Position

---

In this tab you can adjust the button's position, or hide the button entirely.

**Adjust relative to the default position**

The button position should be adjusted relative to its default position.

**Adjust relative to the previous button**

The button position should be adjusted relative to the previous button.

**Absolute position**

The button position should be adjusted relative to the top & left corner of the menu window (=absolute position).

**Next free (horizontal/vertical) position**

The button should be placed in the next free position in the menu interface, to the right or below the previous button. This option can be useful if you want to fill a menu interface with icons or create a Windows 8 like user interface.

**No distance from previous button**

The button should be placed immediately below the previous button. There will be no vertical space between the buttons.

In the **Delta X** and **Delta Y** input fields you must enter how many pixels you want to move the buttons horizontally and vertically. If you have chosen the **No distance from previous button** or **Next free (horizontal/vertical) position** option, these fields are not used.

**Hide this button**

If you check this option the button will not be shown in the menu. This option is useful if you want to hide a button temporarily.

#### 4.25 Dialog Box - Options (Button) - Colors

### Dialog Box - Options - Colors

---

If you check the **Use individual colors for this button** option you can set individual colors for the button. Then the colors inside the **Colors** frame will be used instead of the global specified colors.

#### 4.26 Dialog Box - Options (Button) - After Button Click

### Dialog Box - Options - After Button Click

---

After the user has clicked on the button it can take some time before the file has been opened. Here you can specify some information that will be shown to the user when he/she waits.

#### **Show this text for 5 seconds when the button has been clicked**

After the user has clicked on the button, the information text that you specify here will be shown for the user for 5 seconds. The information text is shown in same place in the menu as the tip text. If you don't want any information text to be shown you can leave this field empty.

#### **Don't show an hour glass when the program linked to the button starts**

If you check this option, CD-Menu Creator will not show an hour glass when the program (linked to the button) starts. The system or the program that starts are then responsible to showing an hour glass, if needed.

When CD-Menu Creator shows an hour glass, it waits for a message from the starting program that tells CD-Menu Creator when the program has been initialized. When that message comes, the hour glass is removed. However, some programs don't send this message and that can result in that the hour glass is showed for a long time after that the program has been initialized. If this happens for one of your programs, you can check this option; then the system and the program are responsible for handling the hour glass.

In Windows Vista and Windows 7 the showing of an hour glass is always handled by the system or the program that starts, regardless of the option in this dialog box. This setting is only used in Windows XP and older Windows.

#### 4.27 Dialog Box - Options (Button) - At Menu Creation

### Dialog Box - Options - At Menu Creation

---

Here you can choose if the source file will be copied automatically when you create a menu. If you want the source file to be copied automatically, the file will be copied from the source path to a destination path that is based on the contents in the "Filename (disc)" / "Filename (USB)" field (in the **Add Button** dialog box) and the creation directory for your menu.

#### **Don't copy the source file**

If this option is selected, no file will be copied.

#### **Copy the source file**

If this option is selected, the specified source file will be copied.

#### **Copy the entire folder (where the source file is)**

If this option is selected, the entire folder, where the source file is located, will be copied.

#### 4.28 Dialog Box - Options (Button) - Flash

### Dialog Box - Options - Flash

---

Here you can set some options for the Flash window.

#### **Flash Window - Base Dimensions**

Here you can specify base dimensions for the window where the Flash animation will be shown. The actual

size of the window depends of the screen resolution, but the width to height ratio will be preserved.

**Dialog boxes (including error messages) can be shown**

If this option is unchecked no dialog boxes can be shown from the Flash animation.

#### 4.29 Dialog Box - Options (Button) - Password

### Dialog Box - Options - Password

---

You can protect a button with a password. By password protecting the button, the file linked to the button can not be run/opened without entering correct password. The menu shell program asks for a password when the user presses the button.

**Password protect this button**

Check this option if you want to password protect the button.

**Password**

Here you can specify correct password. The button command will only be run after the user has entered correct password.

**Replace entered text with asterisk**

If this option is checked, all characters that the user enters will be replaced with asterisk characters.

**Encrypt the file linked to the button**

If this option is checked the file (linked to the button) will be stored encrypted on the CD/DVD or USB flash drive. When the user clicks the button and enters correct password, the file will be decrypted and run or opened as usual. The decrypted file is temporarily stored on the user's harddisk.

**Dialog Text**

Opens a dialog box where texts for the dialog box that asks for a password can be specified.

[Encrypt without password protection](#)

#### 4.29.1 Encrypt without password protection

### Encrypt without password protection

---

It is possible to store a file encrypted on a CD/DVD or USB flash drive without password protection. This means that when the user clicks on the menu button, the file is decrypted and opened immediately. No password dialog box is shown. If the user tries to open the file directly on the CD/DVD or USB flash drive, the file can not be shown.

You can achieve this by specifying a hyphen ( - ) as password. If the password is a hyphen, no password dialog box is shown. The file will just be decrypted and opened.

#### 4.30 Dialog Box - Options (Button) - Administrator

### Dialog Box - Options - Administrator

---

If you want that the program linked to the button will be run with administrator privileges you can check the **Run as administrator** option in this tab. Many programs can elevate and ask for administrator privileges without you need to use this setting in CD-Menu Creator, but in some cases it may be necessary to elevate via an external program.

This function is only used with Windows Vista, Windows 7/8 and Windows Server 2008/2012. In Windows XP / Windows Server 2003 or older this setting is ignored.

#### 4.31 Dialog Box - Options (Button) - Picture Gallery

### Dialog Box - Options - Picture Gallery

---

In this tab you can set options for the picture gallery window.

The picture gallery is a special window that displays all pictures in a specified folder on a CD/DVD or USB flash drive in a window. If the user clicks on a picture, the picture can be shown magnified or opened with an external program. The picture gallery can also be used to open (play) a video or other type of file.

**Title**

The picture gallery window's title.

**Filename extension**

Show all pictures with this filename extension in the picture gallery window.

**Colors**

Sets background color and text color for the picture gallery window.

**Size**

Sets width and height for the picture gallery window. If there are no width and height specified (or they are set to 0) the window will be maximized.

**Show filename below pictures**

If you check this option, the filenames of the pictures will also be displayed in the picture gallery window.

**More Options**

Opens a dialog box with more options for the picture gallery.

#### 4.32 Dialog Box - Options (Button) - Special

### Dialog Box - Options - Special

---

**Show program's window maximized at start**

When CD-Menu Creator starts a program linked to a button, or a program associated to a file type, the current size and position of the program window will be used. If you want the program to be shown maximized instead, you can check this option.

#### 4.33 Dialog Box - Password Protected Button - Dialog text

### Dialog Box - Password Protected Button - Dialog text

---

In this dialog box you can specify text that is shown for the user when CD-Menu Creator ask for a password when a password protected button is pressed.



#### 4.34 Dialog Box - Picture Gallery Options

### **Dialog Box - Picture Gallery Options**

---

In this dialog box you can set more options for the picture gallery. You can for example specify how to handle clicks on pictures in the picture gallery window, and specify a size for the pictures in the picture gallery.

#### 4.35 Dialog Box - Picture Gallery Options - Picture Size

### **Dialog Box - Picture Gallery Options - Picture Size**

---

By dragging the slider in this dialog box you can adjust the height of the pictures in the picture gallery. The width will be set automatically and depends of the pictures actual ratio (between width and height).

#### 4.36 Dialog Box - Select Folder

### **Dialog Box - Select Folder**

---

Here you select a folder on your harddisk, or USB flash drive, where the files should be copied to.

#### 4.37 Dialog Box - Subtitle

### **Dialog Box - Subtitle**

---

In this dialog box you specify a subtitle that will be placed below the main title.

**Text**

Here you enter the subtitle.

**Attribute**

Here you select font and color for the subtitle.

**Effects**

Here you specify the distance between the characters.

**Preview**

Press this button to preview the menu.

**Variables you can use with the subtitle**

#### 4.38 Dialog Box - Underline

### Dialog Box - Underline

---

In this dialog box you can create an underline to the title. In **Type of Underline** you select an underline type. Via the buttons **Color 1** and **Color 2** you select colors for the underline and in the field **Height of underline** you enter the height of the underline.

If you only want to underline the text you must select the option **Underline text only**. Otherwise the underline will be across the whole menu window.

If you want to preview the menu you can press the button **Preview**.

#### 4.39 Dialog Box - USB Flash Drive Settings

### USB Flash Drive Settings

---

USB flash drives do not support the Windows AutoRun technology by default, but by using the tool **SamLogic USB AutoRun Creator** you can give USB flash drives AutoRun capabilities. By installing a special program called **USB Supervisor** in the end-user's computer all USB flash drives distributed from you (containing CD-Menu Creator or AutoRun Creator files) will support AutoRun. You can read more about this on the following [information page](#).

Below is the contents of the **USB Flash Drive Settings** dialog box is described:

#### **USB Supervisor Setup Filename**

Filename of the setup program that installs USB Supervisor on the end-users computer.

#### **Folder on USB Flash Drive for USB Supervisor Setup File**

Folder on the USB flash drive where the setup program for USB Supervisor will be placed. You can place the setup program in the root folder of the USB flash drive or in a specified sub folder.

#### **Reset**

Resets the contents of the dialog box to original settings.

[More information](#)

#### 4.39.1 USB Supervisor - Files

### USB Supervisor - Files

---

**USB Supervisor** is the name of the program that must be installed in the end-user's computer to give USB flash drives AutoRun capabilities. The default filename of the setup program that installs USB Supervisor is **SETUP-USB-Supervisor.exe**, but the filename can be changed via the CD-Menu Creator editor. You can specify any filename that you want.

When the end-user starts the setup program, the following folder is created on the end-users harddisk:

**C:\Program Files\SamLogic\USB Supervisor**

In this folder a program with the filename **USBsupervisor.exe** will be placed. This is the actual USB Supervisor program and when this program is running, all USB flash drives that have been created with SamLogic CD-Menu Creator or SamLogic AutoRun Creator will have AutoRun capabilities in this computer. For security reasons, the AutoRun function will not work with USB flash drives where the contents have been

created in other way. USB Supervisor will only co-operate with USB flash drives that have contents created with SamLogic CD-Menu Creator or SamLogic AutoRun Creator.

The **USBsupervisor.exe** program file will be automatically launched after the installation. Thereafter it will be running in the end-users computer, also after a computer restart. If the end-user does not want this program anymore he/she can uninstall the program via **Windows Control Panel** (for example via **Add/Remove program**). Then this program will be shut-down and uninstalled.

#### 4.40 Information - USB Supervisor Setup Program

### Information - USB Supervisor Setup Program

---

Before the AutoRun function for USB flash drives will work on a computer, a special setup program must be run on that computer. You must do it also in a computer where the USB AutoRun Creator is installed because this is not done automatically.

The special setup program name, with the default name **SETUP-USB-Supervisor.exe**, installs a program with the name **USB Supervisor**. After installation this program will stay in the memory and monitor USB ports. The program will stay in memory also after a computer restart. So you only need to install this program once.

To shut down this program and remove it from the memory you have to uninstall it. Uninstallation is easy and is made the usual way in Windows, for example via the **Windows Control Panel Add/Remove program** function. You can read more about installation and uninstallation of **USB Supervisor** in the following page:

[More information about the USB Supervisor setup program](#)

#### Button in a menu for installation of USB Supervisor

It is possible to add a button to a menu for installation of USB Supervisor. This is recommended because it will make it easier for the user to activate AutoRun for USB flash drives. If you choose **New Project** and the **Create a USB flash drive project** option this button will be added automatically to the menu. This button is intelligent and will only be shown in the menu if USB Supervisor needs to be installed. If USB Supervisor already is installed, this button will not be shown.

#### 4.41 Dialog Box - WMF Logotype Size

### Dialog Box - WMF Logotype Size

---

In this dialog box you specify the width and height for a WMF logotype.

#### 4.42 Wizard - Create Sub Menus

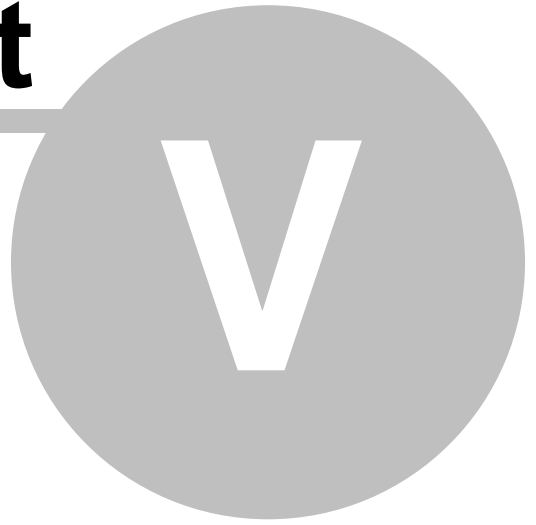
### Wizard - Create Sub Menus

---

Via this wizard you can create sub menus that will be linked to your current (active) menu project. Your current project will be used as the start/main menu in the created menu system.

**Part**

---



## 5 More Details and Articles

### More Details and Articles

---

In this chapter you will find some articles and more detailed information about some functions in the program.

#### 5.1 About AUTORUN.INF

### About AUTORUN.INF

---

By placing an AUTORUN.INF in the root folder, your menu can be opened automatically when the CD/DVD is inserted in the drive. The file AUTORUN.INF is a simple text file and have normally this contents:

```
[AutoRun]
OPEN=SLCDMENU.EXE
ICON=SLCDMENU.ICO
```

The **OPEN** command tells to the system what application to start when the disc is inserted and the **ICON** command specifies a new icon for the disc.

SamLogic CD-Menu Creator creates an AUTORUN.INF file automatically if the **Support for Windows AutoRun** option in the **Window** tab is selected. The file is placed in the same folder as the EXE file.

More general information about AUTORUN.INF files is available in [this article \(Autorun.inf, What is it?\)](#) on our web site.

#### 5.2 Application Parameters

### Application Parameters

---

Sometimes you need to send parameters to an application (program) you launch. In CD-Menu Creator you can do this by entering the parameters in the **Parameters** field in the **Add Button** / **Edit Button** dialog box.

#### Variables

You can also use some variables in the **Parameters** field. The following variables are supported:

<b>%SRCDRV</b>	The source drive of the menu program (e.g. "F:").
<b>%SRCDIR</b>	The source folder (full path) of the menu program.
<b>%ENTEREDPASSWORD</b>	If the button is protected with a password this variable contains the entered password.

The example below shows how to use the **%SRCDRV** variable.

```
%SRCDRV\MyPath\Info.txt
```

When CD-Menu Creator runs the program, the **%SRCDRV** variable is changed to the source drive of the menu. For example, if the menu is located in the F: drive, the path is changed to:

```
F:\MyPath\Info.txt
```

### 5.3 Button Styles

## Button Styles

---

The buttons in a menu can have different styles. In the **Style** drop-down list in the **Buttons** tab you choose which style you want to use for your buttons. The style can be one of the following:

### Standard

<b>Text only</b>	: simple text link
<b>Framed Text</b>	: text link with a frame
<b>Solid Rectangle</b>	: color filled rectangle
<b>Windows Button</b>	: Windows standard button
<b>Bitmap Button</b>	: bitmap button, no text
<b>Rectangle With Rounded Corners</b>	: rectangle with rounded corners

### Color Blended Buttons

<b>Color Blended Right - Right Angles</b>	: color blended button with right angles, blend direction right
<b>Color Blended Right - Rounded Corners</b>	: color blended button with rounded corners, blend direction right
<b>Color Blended Down - Right Angles</b>	: color blended button with right angles, blend direction down
<b>Color Blended Down - Rounded Corners</b>	: color blended button with rounded corners, blend direction down
<b>Color Blended Cylindrical - Right Angles</b>	: color blended button with right angles, cylindrical blend
<b>Color Blended Cylindrical - Rounded Corners</b>	: color blended button with rounded corners, cylindrical blend
<b>Color Blended Rectangular</b>	: color blended button, rectangular blend

### Special

<b>3-Dimensional Button</b>	: three-dimensional button
<b>Metallic</b>	: button with a metallic style
<b>Plastic</b>	: button with a plastic style
<b>Image / Hotspot</b>	: a pure image that is used as a clickable area (a hotspot)

When you use the **Windows Button** style the buttons will look different in different Windows. The button style that is typical for the Windows version that the menu is run in is always used. The current theme is used.

### 5.4 Command Line Parameters

## Command Line Parameters

---

CD-Menu Creator's editor can handle command line parameters. The following parameters are supported:

```
<Path to project file> /BUILD /BUILDFOLDER:<Path to folder> /LOG:<Path to log file>
```

### Description:

<Path to project file>	: Open this project file (.CDP file) when the application starts.
/BUILD	: Open project file, build a menu and close when ready.
/BUILDFOLDER:<Path to folder>	: Creation folder.
/LOG:<Path to log file>	: Log file that contains last error message.

If you specify the /BUILD command line parameter, CD-Menu Creator's editor will run without interacting with a user. /BUILD means that a project file will be opened, a menu created and the editor closed automatically. This is useful when calling CD-Menu Creator from batch files, and you want to create menus in an automatic way.

The menu is normally created at the creation folder that is specified by the project file, but it is possible to specify another creation folder from command line by using the /BUILDFOLDER parameter.

CD-Menu Creator's editor (SLCDEDIT.exe) returns 0 if the menu was built without any errors (when using the /BUILD parameter), or 1 if an error occurred. If you want to have an error description, you can use the /LOG parameter and specify a file path to a log file. The log file will contain the last error message.

#### Examples:

Below are some examples of usage:

```
SLCDEDIT.exe C:\MyProjects\MyMenu.cdp /BUILD
```

```
SLCDEDIT.exe C:\MyProjects\MyMenu.cdp /BUILD /BUILDFOLDER:C:\MyMenus\Menu1
```

```
SLCDEDIT.exe C:\MyProjects\MyMenu.cdp /BUILD /BUILDFOLDER:C:\MyMenus\Menu1  
/LOG:C:\MyLogs\Err.log
```

## 5.5 Create Menus to Specific Screen Resolutions

### Create Menus to Specific Screen Resolutions

---

If you want to create a menu to a specific screen resolution you can select that resolution at **Screen resolution / data file** in the dialog box **Create**. You can select one of the following values:

```
SLCDMENU.CDI <All resolutions>  
SLCDMENU_640x480.CDI <640x480 pixels>  
SLCDMENU_800x600.CDI <800x600 pixels>  
SLCDMENU_1024x768.CDI <1024x768 pixels>  
SLCDMENU_1152x864.CDI <1152x864 pixels>
```

The first option is the default one and menus that are created with this option are showed in all screen resolutions. If you select one of the other options the menu will only be shown if the screen resolution is the same as the specified one. If no exact match is found the nearest one below is used. If the menu program fails to find a suitable option the default one **<All resolutions>** is used.

Different menu data files are created for the different options. They will all have the filename extension ".CDI" and are created in the same folder as the menu program SLCDMENU.EXE.

## 5.6 Creating Menus for Windows Vista / Windows 7

### Creating Menus for Windows Vista and Windows 7

---

By default, autostarting discs are not functioning in exact same way in Windows Vista and Windows 7 compared to older Windows (like Windows XP). A menu or program is not showed/started automatically. Instead a dialog box from the system is showed. Via this system dialog box you can start the menu, start the program, or do other commands on the CD/DVD.

This dialog box that is showed first is called the Windows AutoPlay dialog box. The dialog box contains a list of commands/actions than can be done on the disc. With CD-Menu Creator it is possible to add an item to this action list. You can specify your own text for the item and this item will be placed as the first item in the list. It will also be selected by default, so a user only needs to press OK or Enter to execute the command. With a disc that uses files created with CD-Menu Creator, the command will be open the menu.

Adding a text row to the action list is done trough the **Create** dialog box. In the **Properties** frame in the dialog box you find a field with the name **Action text for Windows AutoPlay dialog box**. The text you enter here will be showed as the first item in the AutoPlay dialog box. Choosing this item in the AutoPlay dialog box will launch the menu.

It is also possible to specify a title for the AutoPlay dialog box. This is done by entering a text in the **Label**

field in the **Create** dialog box. This label text will also be showed to the left of the drive letter for the CD/DVD in Windows Explorer.

### The user can turn off the AutoPlay dialog box very easily

It is possible to turn off the showing of the AutoPlay dialog box and instead have a menu or program complete autostarting in Windows Vista and Windows 7, as in Windows XP. It is also quite easy to do this. So there will probably be lot of users that will choose this automatic behaviour because they want to have their disc drive to work as before. But some will choose to keep the new behaviour because it is safer. When you create a menu that will be used in Windows Vista and Windows 7, you should take to consideration that both situations can occur.

## 5.7 Filename (CD) / Filename (USB) - More Information

### Filename (disc) / Filename (USB) - More Information

---

The **Filename (disc) / Filename (USB)** field, in the **Add Button** and **Edit Button** dialog box, is used in different ways depending on which command you have selected:

If you have selected **Run Program** you must specify a path to a program file or MSI installation.  
If you have selected **Run Program & Close** you must specify a path to a program.  
If you have selected **Show Document** you must specify a path to a document file.  
If you have selected **Show Internet Page** you must enter a valid URL.  
If you have selected **Play Movie** you must specify a path to a movie file.  
If you have selected **Play Music** you must specify a path to a music file.  
If you have selected **Play Flash Animation** you must specify a path to a Flash (.swf) file.  
If you have selected **Show RTF Document** you must specify a path to a RTF document.  
If you have selected **Open Excel File** you must specify a path to an Excel file.  
If you have selected **Open Picture Gallery** you must specify the path to the folder with images.  
If you have selected **Open Folder** then you must specify a start folder here.  
If you have selected **Send E-mail** you must specify a mail address here.  
If you have selected **Open New Menu** you must specify a path to a CDI file here.

If you have selected any other command this field is not used.

The name of this field will also be different depending of which button command and which project type that are chosed.

## 5.8 Files, Folders and Paths

### Files, Folders and Paths

---

When you create menus with buttons that is linked to files on the CD/DVD or USB flash drive it is very important that the file paths are correct, otherwise the files can not be found by CD-Menu Creator. In this section we described some important things to consider when file paths is used with CD-Menu Creator.

#### 5.8.1 Paths to Programs and Documents

### Paths to Programs and Documents

---

In CD-Menu Creator you can use both absolute and relative paths. An absolute path starts from the root level of the folder structure and a relative path starts from the folder where the menu program SLCDMENU.EXE is located in. In CD-Menu Creator an absolute path is always preceded with a " \ " (backslash) and a relative path starts with a folder name or two dots.



If we assume that you want to start the application MYAPP.EXE that is located in the folder \MYMENU\APPLICATIONS and you want to use an absolute path you should enter this:

`\MYMENU\APPLICATIONS\MYAPP.EXE`

If you want to use a relative path to the same application, and we assume that the menu program is in the folder MYMENU, you should enter this:

`APPLICATIONS\MYAPP.EXE`

You can also specify a relative path to a file that is located in a folder in a different branch than the current branch or to a file that is located in a higher level of the current branch. How to accomplish this can be read at [this page](#).

You should never use drive letters in paths on a CD/DVD or USB flash drive because the drive letter will vary between different computers. Normally the editor always removes any drive letter found in a path for this reason, but in some rare circumstances a drive letter can be necessary so there is a way to prevent the removal of the drive letter. If you start a row with the character "@", for example like:

`@C:\WINDOWS\CALC.EXE`

the drive letter will not be removed.

## 5.8.2 Relative and Absolute Paths

### Relative and Absolute Paths

---

In CD-Menu Creator you can use both absolute and relative paths. An absolute path starts from the root level of the folder structure and a relative path starts from the same folder as the menu program SLCDMENU.EXE. In CD-Menu Creator an absolute path is always preceded with a "\ " (backslash) and a relative path starts with a folder name or two dots. For example, a relative path to the folder MYDATA is entered as:

`MYDATA`

If we assume that this folder is in the location \MYMENU\MYDATA and we want an absolute path to the same folder we enter this:

`\MYMENU\MYDATA`

You should never use drive letters to paths on a CD/DVD or USB flash drive because the drive letter will vary between different computers.

It is also possible to specify a relative path to a file that is located in a folder in a different branch than the current branch or to a file that is located in a higher level of the current branch. How to accomplish this can be read at [this page](#).

#### [The CDMCDATA Folder](#)

## 5.8.3 Relative paths - go back one or more levels

### Relative paths - go back one or more levels

---

Sometimes it is necessary to specify a relative path to a file that is located in a folder in a different branch than the current branch or to a file that is located in a higher level of the current branch. Here we explain

how to accomplish this.

To go back one or more levels you must enter the following character combination for every level you want to go back in a folder tree:

..\

It is two dots and a backslash. If you for example place one combination of these characters in the beginning of the path, the sub path that follows will start from the level below the current. If you place two combinations ("..\\"), the sub path that follows will start two levels below the current. And so on.

We will show you an example. If for example you have a menu in the following folder:

F:\MENUS\MENU2

and you want to open a PDF file at:

F:\DOCS\PDF\README.PDF

you must enter the following path to be able to open the PDF file:

..\..\DOCS\PDF\README.PDF

Another example. If your menu instead is in the following folder:

F:\MENUS

and the PDF file is in the same location as before, you must enter the following path to be able to open the PDF file:

..\DOCS\PDF\README.PDF

One big benefit when using relative paths is that you can easily change the folder level without any need of changing paths that are entered in menus. If for example you want to place the folders above in a subfolder named MYCD1 as:

F:\MYCD1\MENUS\MENU2  
F:\MYCD1\DOCS\PDF\README.PDF

the relative paths that have been entered will still work without no problem. If you had used absolute paths in your menus, the entered paths must be modified before they will work again.

In the example above we have used F as a drive letter, but the examples above will work in drives with another drive letters also. And the examples will work fine in all kind of media types (harddisk, CD or DVD).

#### 5.8.4 The CDMCDATA Folder

### The CDMCDATA Folder

---

Pictures, sounds or movies you use in your menu are by default placed in the sub folder **CDMCDATA** (relative to the menu program). For example, if your menu shell is in the folder \MYMENU, all pictures, sounds and movies are placed in the folder \MYMENU\CDMCDATA.

If you want to place your pictures, sounds and movies in another folder than the default one you can activate showing of the **Folder** text boxes via the dialog box **Options** and then enter your own folder paths in these fields. You'll find these fields in the **Pictures**, **Sound** and **Movies** tabs. By default these fields are invisible.

#### [Relative and Absolute Paths](#)

#### [Fonts](#)

## 5.9 Flash

### Flash

---

With CD-Menu Creator you can play Flash animations (.SWF files) that follow your CD/DVD or USB flash drive. You can link a button to a specific Flash file and when the user presses this button the Flash animation is shown.

If you want to link a button to a Flash file you must select the **Play Flash Animation** command in the **Add/Edit Button** dialog box. Then you must choose a Flash file by pressing the "..." button to the right of the **Source File** field. You can specify a window title for the Flash window in the **Window Title** input field.

CD-Menu Creator tries normally to show the Flash animation in a window that is adapted to the current screen resolution, but if you want to have a specific width to height ratio you can press the **Options** button in the **Add/Edit Button** dialog box, open the **Flash** tab and enter a base width and height for the animation window in the **Width** and **Height** input fields. CD-Menu Creator will make the animation window as big as possible, but the width to height ratio will be preserved.

#### [Information about the Flash player program](#)

### 5.9.1 Information about the Flash player program

#### Information about the Flash player program

---

Flash animations that is opened from a menu created with CD-Menu Creator is played using a separate program that must be distributed with the menu. This program has the filename **SLFlashPlayer.exe** and is located in a sub folder with the name **SLFlashPlayer**. This subfolder is created, and the Flash player program copied to this sub folder, by the CD-Menu Creator editor if the **Play Flash Animation** command is selected for any of the buttons in a menu. When you distribute your menu (with links to Flash animations) you must check that this folder and program is not missing.

## 5.10 Fonts

### Fonts

---

If you use a font that is not a Windows standard font in a menu, CD-Menu Creator will automatically place a copy of the font in the sub folder **CDMCDATA\Fonts** (relative to SLCDMENU.EXE). Before a menu is shown all fonts in that sub folder will be installed and registered in Windows. The fonts are only temporary installed, so when the menu closes they are removed from the system (unless they already existed before installation, then they are not removed).

Only TrueType and OpenType fonts can be enclosed with a menu.

## 5.11 Internet Pages

### Internet Pages

---

If you via a menu button want to open a web page on the Internet you can select the **Show Internet Page** command and enter a web address (URL) in the **Web Page (URL)** field. For example you can enter:

[www.samlogic.com](http://www.samlogic.com)  
<http://www.samlogic.net/cd-menu-creator/cd-menu-creator.htm>

When the user presses this button the standard browser in Windows will be opened and the specified Internet page will be shown. Use of "http://" is optional.

CD-Menu Creator converts normally uppercase letters in web addresses to lowercase. If you don't want this conversion you can insert a @ character in the beginning of the text. Example:

[@www.mysite.com/MyPage.htm](http://www.mysite.com/MyPage.htm)

## 5.12 Manifest Files

### Manifest Files

---

If you have chosen the **Windows Button** button style for your buttons, a program manifest file (SLCDMENU.EXE.manifest) must also be placed in every folder that contains SLCDMENU.EXE. This manifest file tells Windows to use the current Windows standard button style when drawing the buttons in newer Windows. Without this manifest file, the old gray button will be used instead.

CD-Menu Creator always creates a manifest file when you create a menu. Although it is not necessary to distribute this file if another button type than **Windows Button** is chosen, it is recommended to do that. This manifest file also tells Windows Vista/Windows 7 that the menu shell program (SLCDMENU.EXE) should be run in standard mode and that no virtualization is needed.

The name of the manifest file is always the name of the **EXE** file with a ".manifest" extension added at the end of the filename. CD-Menu Creator creates a manifest file with a correct filename automatically when a menu is created.

## 5.13 Password Protected Buttons and Encryption of Files

### Password Protected Buttons and Encryption of Files

---

With CD-Menu Creator it is possible to protect buttons with passwords. When a button is password protected, the file linked to the button can not be run/opened without entering correct password. You can also encrypt files to improve the security level even more.

#### How to password protect a button

Create a new button by pressing the **Add Button** button in the **Buttons (text)** tab in the CD-Menu Creator editor (you can also open an existing button by selecting it and clicking on the **Edit Button** button). In the **Add Button** dialog box, click the **Options** button and click on the **Password** tab. Check the option **Password protect this button** and enter correct a password at **Password**. The password validation function is not case sensitive so the words "BLUE" and "blue" are considered as the same by CD-Menu Creator.

When the user presses a password protected button a small dialog box is shown that asks for a password. The text in this dialog box can be changed by pressing the **Dialog Text** button in the **Password** tab.

If you want the characters that the user enters will be replaced with asterisk characters you can check the **Replace entered text with asterisk** option. The default is that characters are shown as they are entered. This is a common way to handle license keys/installation keys.

### How to use the encryption function

You can store files encrypted on CD/DVD discs and USB flash drives. When the user clicks on a password protected button and enter correct password the file will be encrypted and opened/run as usual.

The decrypted file is temporarily stored in Windows temporary folder on the user's harddisk. When the menu is closed the file is deleted from the temporary folder. If the file can not be deleted when the menu closes (e.g. it is in use) the file is flagged for deletion when the computer restarts next time.

If you want to have a file encrypted you can check the **Encrypt the file linked to the button** option in the **Password** tab.

### The security level

The password and encryption system in CD-Menu Creator prevents people from having access to the contents of a file before correct password has been entered. But after a password has been entered the file will be temporarily stored decrypted on the user's harddisk. The file must be decrypted so the file can be opened by other programs or run if it is a program file. And if the program that shows the file has a Save option people can save a copy of the file this way.

The password and encryption system in CD-Menu Creator prevents in an effective way people from accessing the files without correct passwords. But you should always be aware of that the files are unprotected when they are opened. With this in mind you can use the security system in CD-Menu Creator to reduce the risk of that the contents of a CD/DVD or USB flash drive are accessed by "wrong" people.

## 5.14 RTF Documents

### RTF Documents

---

In SamLogic CD-Menu Creator you can choose between opening a RTF document with an external application or showing it in an internal window. If you want to show your RTF document with the internal window you must select the **Show RTF Document** command instead of **Show Document**.

## 5.15 Showing Documents

### Showing Documents

---

From a created menu you can open documents very easily. You can open documents in different formats, for example PDF documents, Word documents, HTML pages, PowerPoint presentations etc.

When you want to create a button that opens a document you must select the **Show Document** command in the **Command** drop-down list in the **Add Button / Edit Button** dialog box. When a user click this button the document will be opened with an associated application. For example, a PDF document will be opened with Acrobat Reader (or compatible software).

In the **Filename (disc)** field you must enter the filename and path to the document on the CD/DVD (or if you have chosen to create a USB flash drive project, you must enter the filename and path in the **Filename (USB)** field). You must enter the path without a drive letter because the drive letter for the disc or drive is different on different computers.

#### Note

CD-Menu Creator does not distribute or install document viewers; it only use the document viewers or editors that already exists in the computer. It is recommended that you use a common document file format like PDF, Word or HTML, because almost everybody have a program installed that can show documents in these formats.

If a document can not be shown because of no associated application is found an error message will be shown to the user. If you want to create your own error messages to show instead of the built-in messages you can enter them in the **File - Options** dialog box.

### [Word Documents](#)

### [RTF Documents](#)

## 5.16 The 'Return To Main Menu' menu button command

### **The 'Return To Main Menu' menu button command**

---

There are three menu button commands available in CD-Menu Creator for opening of other menus. The following menu commands can be used:

- **Open New Menu** (opens a new menu)
- **Return To Previous Menu** (returns to the previous menu)
- **Return To Main Menu** (opens the main menu)

The **Open New Menu** command opens a new menu and the **Return To Previous Menu** command returns to the previous menu. The third command, **Return To Main Menu**, is used to open the main menu (the menu at the root level of the drive) regardless of which menu that is opened at moment.

#### **How the 'Return To Main Menu' command locates the main menu**

When the **Return To Main Menu** command is executed (a button that uses this command is pressed) the menu shell program will look in the root folder of the current drive. For example, if the menu is located in the **G** drive, the menu shell program will look in the **G:\** folder for the menu. CD-Menu Creator will always assume that a menu located in the root folder is the main menu.

If no menu is found in the root folder of the drive, which may happen if you test a multi menu structure on a hard disk before you burn it to a CD/DVD or copy the structure to a USB flash drive, CD-Menu Creator will try to find the main menu in another way. CD-Menu Creator will first check in the drive folder that is above the drive folder of the current menu, and if not found, it will look in a folder that is two levels above. If not found there either, an error message is shown. If this happens you can test to burn the structure to CD/DVD or copy the structure to a USB flash drive. If your main menu is located in the root folder then, it will be opened without any problem.

## 5.17 USB Flash Drives

### **USB Flash Drives**

---



In last years it has been more common to distribute programs and documents via USB flash drives (also called USB sticks). The menus and files that are created with

**SamLogic CD-Menu Creator** can be distributed via USB flash drives.

With SamLogic CD-Menu Creator it is also possible to give USB flash drives AutoRun capabilities, just like a CD or DVD. But before you can do this you must have the tool **SamLogic USB AutoRun Creator** installed in your computer. This tool will add new functions to SamLogic CD-Menu Creator, that make it possible to create USB flash drives with AutoRun capabilities.

It is possible to distribute contents on USB flash drives without adding AutoRun capabilities to the USB stick, but then it is a good idea to change the name of the menu program from SLCDMENU.EXE to something more descriptive, like STARTME.EXE or MENU.EXE or similar. But also if you add AutoRun capabilities to the USB flash drive it can be a good idea to give the file a descriptive name. Some user may not want to activate the AutoRun function for USB flash drives at all and by using a descriptive filename they can start/open the file very easily.

You can change the name of the menu program (SLCDMENU.EXE) by opening the dialog box **File - Options** and the **FileNames & Folders** tab.

## 5.18 Variables you can use with the title or subtitle

### Variables you can use with the title or subtitle

---

In CD-Menu Creator you can use some variables in the title, subtitle or caption text. When the menu is shown the variable is replaced with its current value. The following variables can be used:

<b>%DISCLABEL</b>	Contains the disc label (disc name) of the CD/DVD (or USB flash drive) where the menu is run.
<b>%DATECREATED</b>	The date when the menu was created. The date is always shown in a localized format.

*The values to the following variables are read from the **Version** tab in the editor:*

<b>%COMPANY</b>	Company.
<b>%PRODUCTNAME</b>	Product Name.
<b>%PRODUCTDESCRIPTION</b>	Product Description.
<b>%VERSION</b>	Version Number.

#### Example of use

When you want to use a variable in a title, subtitle or caption, you just enter the variable in the text like this:

Name of disc: **%DISCLABEL**

In this example we have used the **%DISCLABEL** variable. This variable contains the disc label of the CD/DVD and is shown when the menu is run. If the disc label is "SamLogic", the following will be shown in the menu:

Name of disc: SamLogic

## 5.19 Word Documents

### Word Documents

---

In Windows XP and older Windows you can open Word documents (.DOC) in two different ways: with WordPad or with Microsoft Word. If you have selected the **Show Document** command in the **Command** drop-down list in the **Add Button / Edit Button** dialog box, a check box with the text **Open document with Microsoft Word** will be shown. If you select this option your Word document will be opened with Microsoft Word. If you unselect this option your Word document will be opened with WordPad.

#### In Windows Vista and Windows 7

In Windows Vista and Windows 7, Word documents are always opened with Microsoft Word (or compatible software). The reason to this is that WordPad in Windows Vista/7 does not support Word documents anymore.



**Part**

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**VI**

## 6 Examples

### Examples

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This chapter contains information about the example menus that is included with CD-Menu Creator and details about how to create multiple menu systems on CD's and DVD's.

#### 6.1 Example Projects

### Example Projects

---

We have included some example projects/menus with CD-Menu Creator. To open an example you can choose the menu item **Help - Open Example Project** and open a project file (.CDP) from the folder.

The example menus are located in the folder **Program Files\SamLogic\CD-Menu Creator\Examples** on your hard disk.

#### 6.2 CD/DVD With More Than One Menu

### CD/DVD With More Than One Menu

---

If you need more than one menu window in your CD/DVD menu system it's easy done with SamLogic CD-Menu Creator. You place every sub menu you need in sub folders on the CD/DVD and then open the sub menu by selecting the CDI file in the folder and choosing the menu command **Open New Menu**. You can return to the calling menu by using the menu command **Return To Previous Menu**. You can also return to the main menu by choosing the menu command **Return To Main Menu**.

#### An Example With Three Menus

In the following example we will show how to create a menu system with one main menu and two sub menus. You can jump between the three menus by pressing buttons on the menus.

The first step when creating a structure with many menus is to create a folder structure on the harddisk. You can, for example, create the following three folders:

```
\CDMAIN
\CDDMAIN\SUBMENU1
\CDDMAIN\SUBMENU2
```

The next step is to design and create the sub menus. You can create two sub menus and put them in the **SUBMENU1** and **SUBMENU2** folders. Every menu should contain at least one button with the **Return To Previous Menu** command selected.

After you have created the sub menus and placed them in the right folders you can design the main menu. In the main menu you should add two buttons that have the **Open New Menu** command selected. Every button must also have a path to the CDI file in the sub folder specified in the **Filename (CD)** field (for example: **\CDMAIN\SUBMENU1\SLCDMENU.CDI**). When you have completed the design of the main menu, you can create and store the menu in the **\CDMAIN** folder.

After you have created your menus, you should have the following menu structure on your harddisk:

```
\CDMAIN
  SLCDMENU.EXE
  SLCDMENU.CDI

\CDDMAIN\SUBMENU1
  SLCDMENU.EXE
  SLCDMENU.CDI
```

```
\CDMAIN\SUBMENU2
  SLCDMENU.EXE
  SLCDMENU.CDI
```

By running `SLCDMENU.EXE` in the `\CDMAIN` folder you can start the multiple menu system. Then you can jump between the menus by pressing the buttons on it.

### Example of a Multiple Menu System Included

When you install CD-Menu Creator, a fully working multiple menu example containing four menus is included. You can find the example (with projects files) in the following folder:

**Program Files\SamLogic\CD-Menu Creator\Examples\Multiple Menus Example**

You can run the example by executing `SLCDMENU.EXE` in the **Running Menu** sub folder.

### AUTORUN.INF and Multiple Menu Systems

If you want the main menu in a menu structure be opened automatically when the CD/DVD is inserted in the drive you should create an `AUTORUN.INF` file together with the main menu. The main menu and `AUTORUN.INF` must be placed in the root folder of the disc. When you create the sub menu you can turn off the creation of `AUTORUN.INF` because this file is only needed once in the root folder.

#### [About AUTORUN.INF](#)

#### [Manifest files](#)

#### [The 'Return To Main Menu' menu button command](#)

## 6.3 Manifest Files (Multi Menu Example)

### Manifest Files (Multi Menu Example)

---

If you have chosen the **Windows Button** button style for your buttons, a program manifest file (`SLCDMENU.EXE.manifest`) must also be placed in every folder that contains `SLCDMENU.EXE`. This manifest file tells Windows to use the current Windows standard button style when drawing the buttons. Without this manifest file, the old gray button will be used instead.

CD-Menu Creator always creates a manifest file when you create a menu. Although it is not necessary to distribute this file if another button type than **Windows Button** is chosen, it is recommended to do that. This manifest file also tells to Windows Vista and Windows 7 that the menu shell program (`SLCDMENU.EXE`) should be run in standard mode and that no virtualization is needed.

For simplicity we didn't included manifest files in the multiple menu example in the previous help page. Instead we will show the structure with manifest files included below:

```
\CDMAIN
  SLCDMENU.EXE
  SLCDMENU.EXE.manifest
  SLCDMENU.CDI

\CDMAIN\SUBMENU1
  SLCDMENU.EXE
  SLCDMENU.EXE.manifest
  SLCDMENU.CDI

\CDMAIN\SUBMENU2
  SLCDMENU.EXE
  SLCDMENU.EXE.manifest
  SLCDMENU.CDI
```

The name of the manifest file is always the name of the **EXE** file with a ".manifest" extension added at the end of the filename. CD-Menu Creator creates a manifest file with a correct filename automatically when a menu is created.

**Part**

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## 7 Miscellaneous

### Miscellaneous

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In this chapter you find system requirements for CD-Menu Creator and information about how to get support for the program.

#### 7.1 System Requirements

### System Requirements

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#### Operating Systems

The SamLogic CD-Menu Creator 2017 editor can be run in the following operating systems:

- Windows XP
- Windows Vista
- Windows 7
- Windows 8 and 8.1
- Windows 10

The created menus can be run/shown in the following operating systems:

- Windows 98
- Windows ME
- Windows 2000
- Windows XP
- Windows Vista
- Windows 7
- Windows 8 and 8.1
- Windows 10

#### 32/64 bit

SamLogic CD-Menu Creator 2017 (both the editor and the menu shell program) can be run on both 32-bit Windows and 64-bit Windows.

#### Video card

The video card must support at least 256 colors.

#### Memory

- Editor: 1024 MB free RAM
- Menu shell: 1024 MB free RAM

#### 7.2 Support

### Support

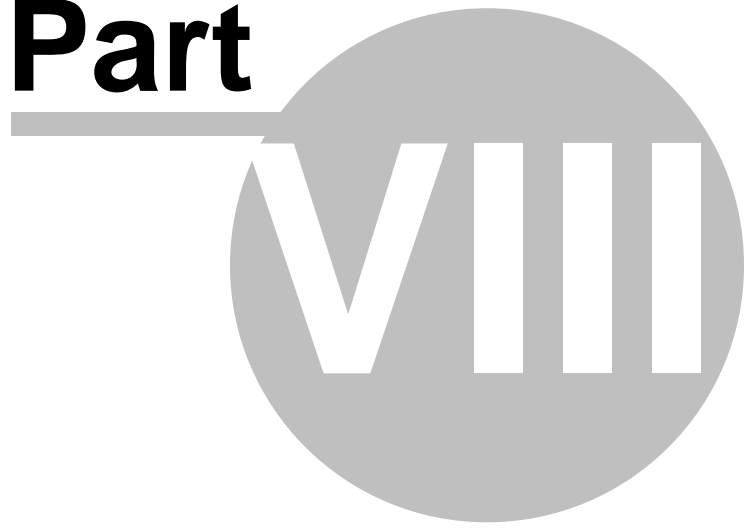
---

If you have any problems with CD-Menu Creator you can send an e-mail to [support@samlogic.com](mailto:support@samlogic.com).

In the e-mail, try to give detailed information about your problem. And if possible or suitable, take screen dumps when the problem occurs and attach the screen dump with your e-mail. If the screens dumps are in .BMP format, try to compress them using a ZIP tool.



**Part**





## How To Use The Online Help

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When you need help in a dialog box or tab you simply press the **F1** key on your keyboard. In some cases you can also press a **Help** or **?** button in the dialog box or window.

**Part**

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**IX**

## About SamLogic CD-Menu Creator 2017

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SamLogic CD-Menu Creator 2017 version 8.5, Copyright © by SamLogic

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