

13 Navigation

The Navigation module provides a vertical list of buttons for navigating the application. The number, text and assigned action of those buttons can be defined from a configuration file.

To use the navigation sidebar module, it must be started from the `startup.vi`. For this, add it to the list of dynamically started modules in the `config.ini`.

Example snippet:

```
[modules]
; paths are noted from the application base path
; (ie the path the startup.vi sits in)
list =
"Framework\Navigation;Modules\Dummy;Modules\ActorModule;Modules\StateMachine
;Modules\DBModule"
start = "Modules\Dummy"
```

Configuration

The configuration is read from `/<%appname%>_Config/UNIT_<%unit%>/Navigation.ini`.

```
[global]
; The descriptor is used for the VI's Front Panel Window titlebar
; and for the entries in the UI Manager's Run-Time Menu.
descriptor = "Navigation"
buttons_def = "Sidebar-Def_Template.json"
```

The value in `buttons_def` points towards a file in the same directory as the configuration file containing the button definitions.

Example Button Definition

The first object `top` contains an array of button definitions. Every button has the following properties:

- **name**: internal name of the button.
- **caption**: the text shown on the button.
- **tooltip**: a tooltip text for the button.
- **enabled_state**: [Enabled|Disabled] state of the button.
- **action**: module name to show when clicking on the button (like in the `config.ini`).
- **display_scenario**: [Managed|Stand-Alone|None] Select how to display the module.
- **sub**: an array of optional subsections under the button.
 - **content**: array of elements in this subsection.
 - **retain_value**: (boolean) [true|false] highlight the sub-item when clicked.

```
{
```

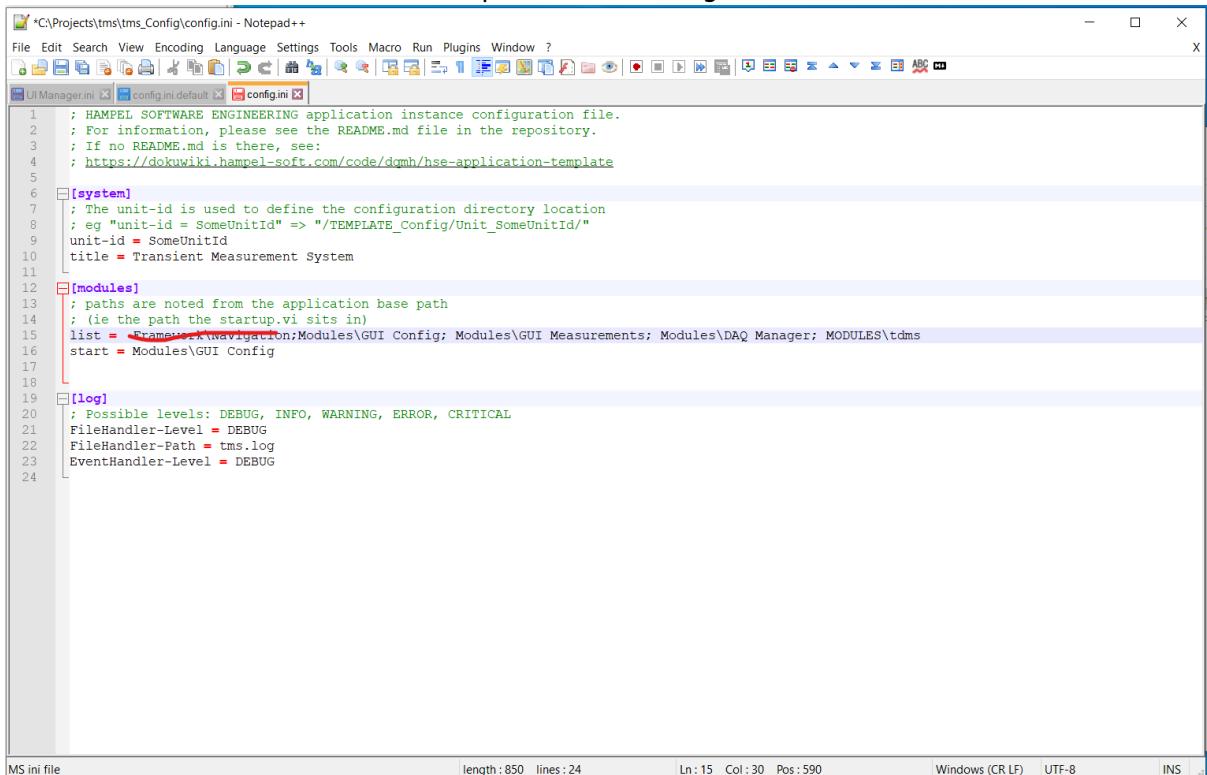
```
"top": [
{
    "name": "btn_Dummy",
    "caption": "Dummy Module",
    "tooltip": "Show the Dummy module",
    "enabled_state": "Enabled",
    "action": "Modules\\Dummy",
    "display_scenario": "Stand-Alone",
    "sub": []
},
{
    "name": "btn_Actor",
    "caption": "Actor Module",
    "tooltip": "Show the Actor module",
    "enabled_state": "Enabled",
    "action": "Modules\\ActorModule",
    "display_scenario": "Managed",
    "sub": [
    {
        "name": "lb_actorstate",
        "tooltip": "Actor State",
        "enabled_state": "Disabled",
        "content": [
            "Display Value 1/3",
            "Display Value 2/3",
            "Display Value 3/3"
        ],
        "retain value": true
    }
]
},
{
    "name": "btn_Action",
    "caption": "Actor Module Actions",
    "tooltip": "Trigger actions in Actor Module",
    "enabled_state": "Enabled",
    "action": "triggerAction",
    "_display_scenario_comment": "do not request the module to display itself",
    "display_scenario": "None",
    "_sub_comment": "define sub items of the button"
    "sub": [
    {
        "name": "lb_actoractions",
        "tooltip": "Available Actions",
        "enabled_state": "Enabled",
        "content": [
            "Reset Timer",
            "Enable Timeout Event",
            "Disable Timeout Event",
        ]
    }
]
}
```

```
        "Register for Broadcasts",
        "Unregister from Broadcasts"
    ],
    "retain value":false
}
]
}
]
```

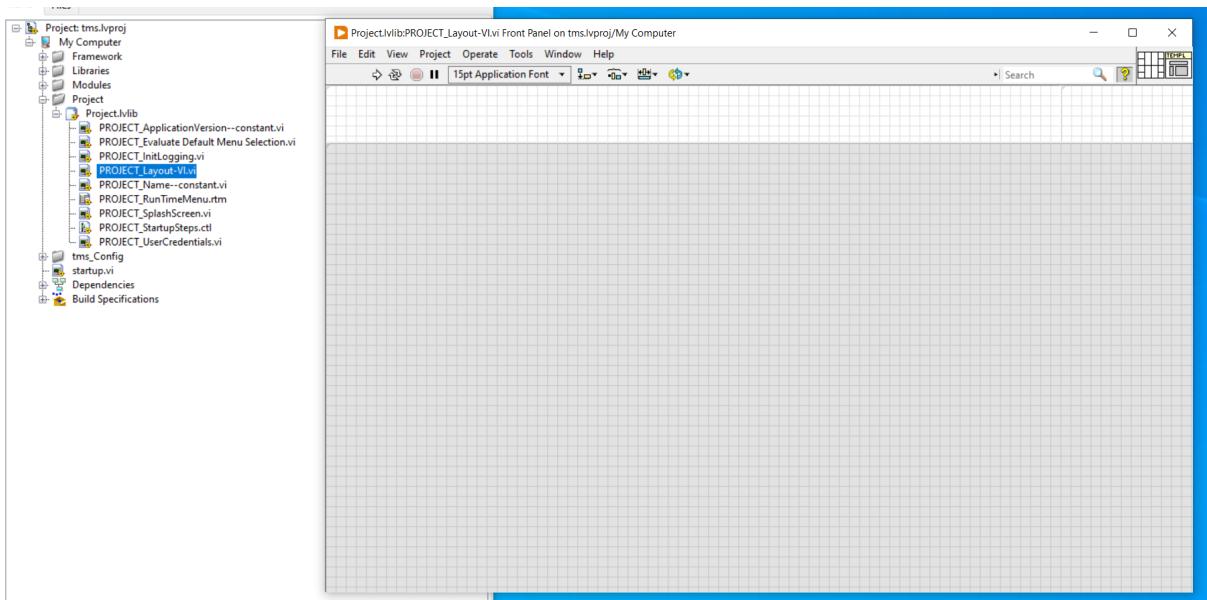
Removing the Navigation Panel

If your application has no use for the “Navigation” panel in the template, then follow the following steps to remove it:

1. Remove the module from the startup list in the config.ini



2. Remove the subpanel from the “PROJECT Layout.vi”



3. Remove the SP_Navigation entry in the UI_Manager.ini

A screenshot of Notepad++ showing the 'UI_Manager.ini' configuration file. The file contains various settings for the UI Manager, such as window state, menu bar visibility, and title strings. A specific section, [SP_Navigation], is highlighted in red, indicating it is the target for removal.

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