# **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.
  - $\circ\ \textit{content}:$  array of elements in this subsection.
  - $\circ\ retain\_value$ : (boolean) [true|false] highlight the sub-item when clicked.

{

Last update: 2024/07/17 code:open-source:hse-framework:navigation https://dokuwiki.hampel-soft.com/code/open-source/hse-framework/navigation 07:36

```
"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
        }
        1
    },
    {
        "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"

ý		Projec	t.lvlib:F	ROJECT	Layout-	VI.vi Fro	nt Panel	on tm	s.lvproj	My Com	puter										-	
	File	Edit	View	Projec	t Ope	rate T	ools V	Vindow	Help													H
		3	>@		15pt A	pplicati	on Font	- 5	L- 7	G- 144	- 6	5-						• Sear	ch		Q. [	2 H
											-	-		 				TIT		711		-
vlib																						
ECT_ApplicationVersionconstant.vi																						
ECT_Evaluate Default Menu Selection.vi	-																_					-
ECT_InitLogging.vi																						
yout-VI.vi																						
nstant.vi																						
Menu.rtm																						
a vi																						
r ctl																						
ps.cu																						
•																						

#### 3. Remove the SP\_Navigation entry in the UI\_Manager.ini

📔 *C:\	<pre>\Projects\tms\Config\Unit_SomeUnitId\UII Manager.ini - Notepad++</pre>	-	$\times$
File Ec	dit Search View Encoding Language Settings Tools Macro Run Plugins Window ?		>
🗟 🚽	🔚 🖏 💫 🕼 🏠 🖄 👘 👘 🗦 C   # 🏂   🤏 🛸 🗓 🖾 🔄 🤉 1 🇵 🖉 🖉 🍈 🌘 🖉 🔊 1 🖉		
🔚 UI Ma	anager.ini 🔀		
16 17 18	; Window state at start-up. Possible values: "Standard", "Maximized", "Minimized", "Hidden". state = standard		^
20	; Show the menu bar or not.		
21 22	show_runtimemenu = True		
23 24 25	; If "closeable" is set to "False", the application can not be closed by clicking on the "X" in the windows title bar. closeable = True		
26 27	; Allow the user to resize the application window or not. resizeable = True		4
28 29 30 31	; Allow the user to minimize the application window or not. minimizable = True		
32 33 34 35 36 37	; Define contents of the title string with a LV format string. If "title_fstr" is empty, the default "%s   %s" is used. ; The "Format into String" node has two inputs: ; 1\$ "Default Title" (the application title defined in "config.ini", ; 2\$ title string from the "Ready to Dispaly" system message. title_fstr = "%2\$s"		
38 39	; Supresses the confirmation popup when closing the app? supress_popup = False		
41 42 43	; Enables a smooth fade-in effect for displaying the main window. smooth_fade_in <b>=</b> False		
44 45 46 47 48 49 50 51	<pre>[layout] ; The layout of the UI Manager's UI is defined in a layout VI which ; is stored at /Project/Project.lvlib:PROJECT_Layout-VI.vi ; In the layout VI, you can use splitters and subpanels as you like ; - If there is a "STR Title" string control it is updated automatically ; - If there is a "PIC_Logo" picture control is is populated with the logo file defined above ;;layout_vi = "Project\PROJECT_Layout-VI.vi"</pre>		
52	[panels]		
53 54	; list of subpanels in the layout_vi (which is defined above) ; and the corresponding DQMH modules to load into them.		
55 56	; The subpanel labels are CASE SENSITIVE! ; SP Navigation = Framework\Navigation.lvlib:Main.vi		~
MS ini fi	le length:2,114 lines:56 Ln:56 Col:53 Sel:52 1 Windows(CRLF)	UTF-8	 INS

From: https://dokuwiki.hampel-soft.com/ - **HAMPEL SOFTWARE ENGINEERING** 



Permanent link: https://dokuwiki.hampel-soft.com/code/open-source/hse-framework/navigation

Last update: 2024/07/17 07:36