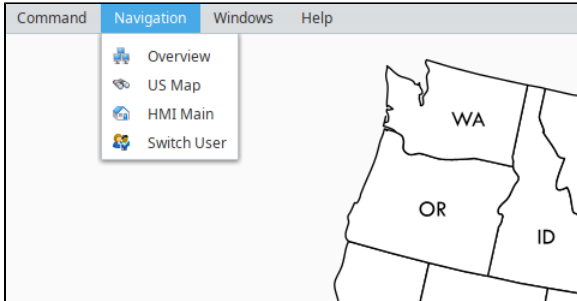


Navigation - Menubar

You can set up a special menu within the **Menubar** that allows you to navigate throughout the project using the scripting functions. They can be simple, like swapping to a window, or be more complex in how they navigate around the project. The benefit of using the Menubar for navigation is that it keeps navigation tucked away instead of using up valuable screen space.



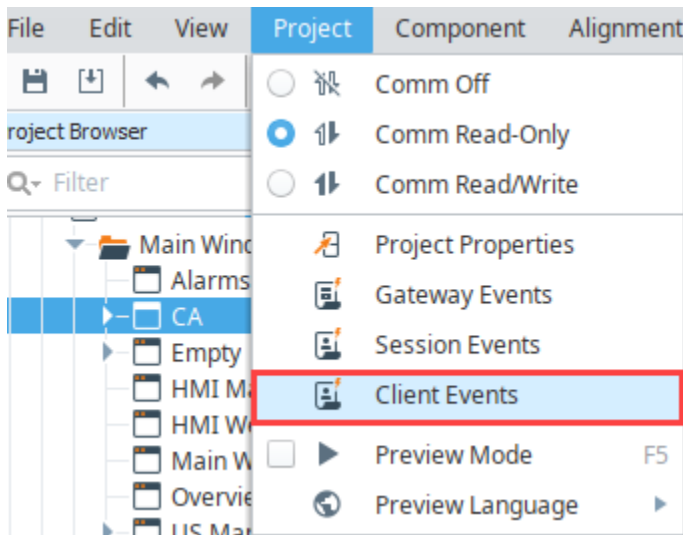
On this page



...

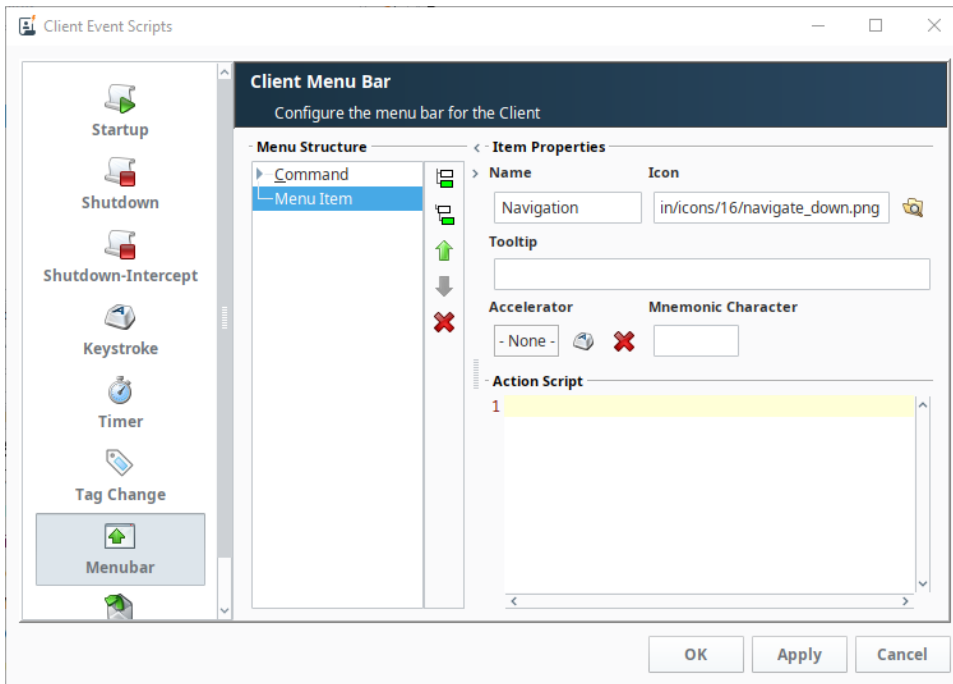
- Menubar Navigation Example

Menubar Navigation Example

1. In the menubar of the Designer, click on **Project** then select **Client Events**.



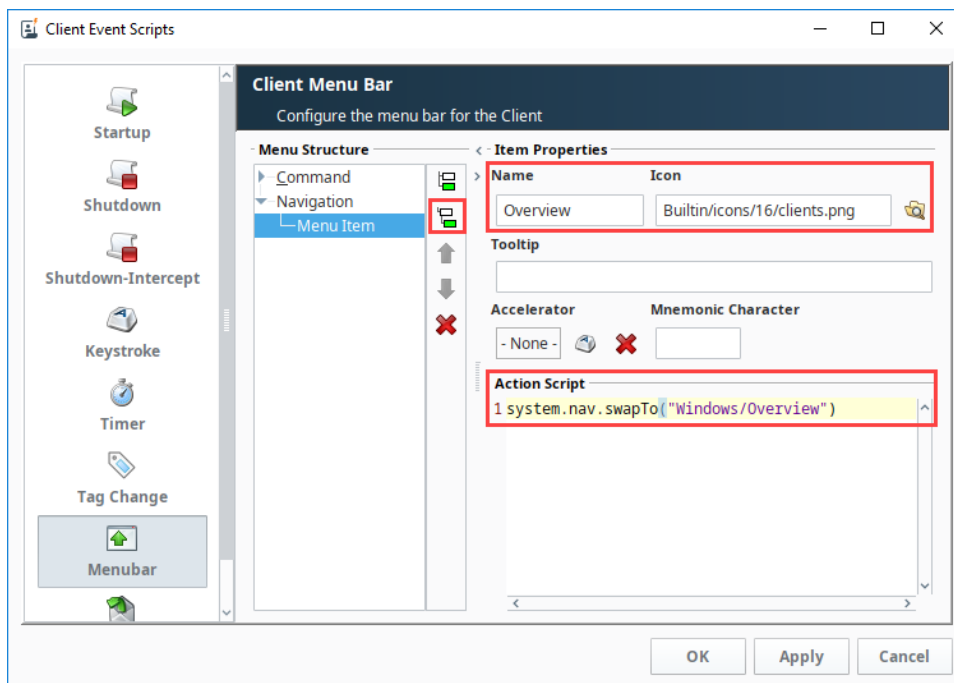
2. This opens the screen below in the Client Event Scripts space. Click on the **Menubar**  icon on the left side.
3. Select the **Add Sibling**  icon to add a Menu Item. Update the Name to a new menu option (i.e., Navigation). You can also add a path to an icon if desired.



4. Click the **Apply** button.
5. Click the **Add Child** icon to add a new option within the Navigation menu.
 - a. Give the menu item a name that is appropriate for the window it will be navigating to (i.e., Overview).
 - b. Add a script that will swap to the window.

Code Snippet - Menubar navigation

```
system.nav.swapTo( "Windows/The_New_Window" )
```



6. Repeat step 5 to add as many windows as needed. New groups of windows can even be nested within the parent Navigation Menu.
7. Click **OK** to save your new menu structure.
8. Now, open the **Client** to navigate from one window to another using the menubar structure. Notice that Navigation menu option is located in the menubar because it was created as sibling. All the other menu options were created as children under Navigation.

9. By default, there are three commands under the Command menu option: Logout, Lock Screen, and Exit.

