AutoPlay Menu Builder
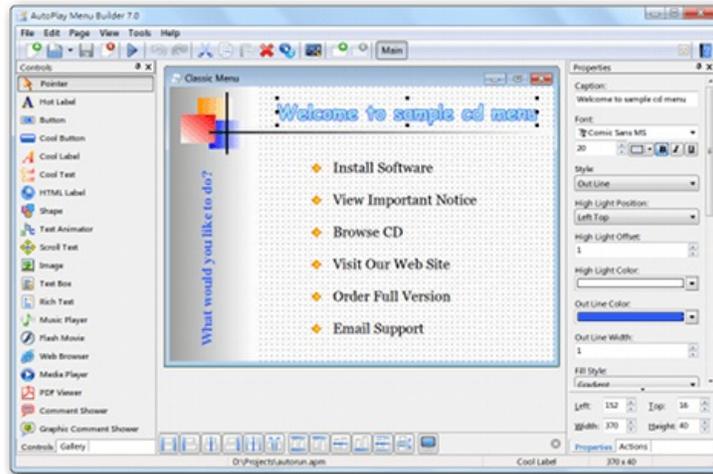
Many thanks for choosing AutoPlay Menu Builder.

This documentation shows you how to create autoplay menus.

Introduction

What is AutoPlay Menu Builder

AutoPlay Menu Builder is one of the best tools for creating an automatic playing menu to launch your CDROM. No programming experience is necessary! Just click and drag your mouse a few times, and like magic you can build a menu which will pop up when your CDROM is inserted into the drive. From the menu you can launch applications, open documents, play movies, and do much, much more. This is the simple, elegant solution to your CDROM creation needs.

Features

- Powerful WYSIWYG designer
- Full Unicode support
- Create stand-alone executable files and customize the icon of executables
- Test menus easily without building
- Protect menus from being modified by others with password
- Support full screen window and irregular shaped window
- Create menus with multiple pages
- Show splash screen and end screen
- Many kinds of control and action
- Support BMP, PNG, JPG, GIF (even animated), PCX, WMF, EMF, ICO images
- Support MP3, MP2, MP1, OGG, WAV, MID, RMI, XM, IT, MOD, S3M files for background music
- Support tooltips and text/graphic comments
- Built-in slide show support with a large set of effects
- Built-in music player with Winamp 2 skin support
- Embed Flash, Internet Explorer, Windows Media Player and Adobe Reader in menus
- Install fonts before loading menus

System Requirement

Platform: All 32-bits and 64-bits Windows
Hardware: No special requirement

Knowledge Base

What is AutoPlay

Windows operating system has a feature of **AUTOPLAY**. When inserting a CDROM with autoplay menu, system loads autoplay menu automatically. Use this feature, you can create better user interface for your CDROMs. For example, from autoplay menu, you can launch installers or other applications, open documents, demo files, add links to your web site, browse folders, and do much, much more.

How to Create a CDROM with AutoPlay Menu

If there is a file named **autorun.inf** in the root path of CDROMs, system loads the program specified by this file automatically. Normally, the file include these lines:

```
[AutoRun]
open=autorun.exe
icon=autorun.ico
```

OPEN indicates the autoplay program, and **ICON** indicates the icon to be shown for this CDROM in explorer, **ICON** can be an icon file or an icon resource in executable files. If you want to create a CDROM with autoplay feature, you must write a program to be used as autoplay menu, then create the autorun.inf file.

What can AutoPlay Menu Builder Do for You

With the help of AutoPlay Menu Builder, you can create autoplay menus easily. You don't need to write single line of code, just click and drag your mouse to draw an interface, then set properties of every control to what you want. AutoPlay Menu Builder creates autorun.exe, autorun.ico (optional), autorun.inf, and a file named autorum.apm which include all needed data automatically for you. (These files exclude autorun.inf can be renamed.)

Program Options

Click menu *View -> Options* to open **Options** dialog.
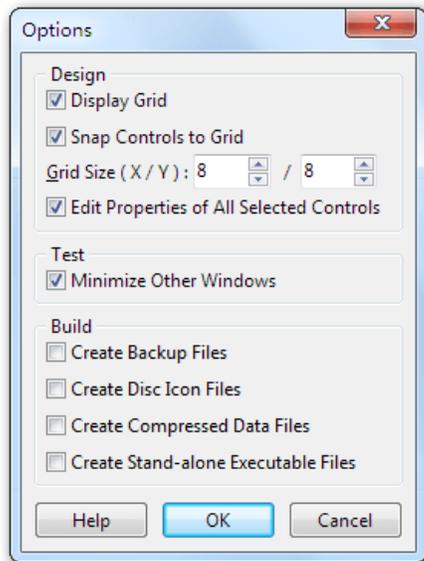
Display Grid
Display dots on the designer window to make the grid visible.

Snap Controls to Grid
Automatically align controls with the nearest grid line.

Grid Size
Set grid spacing in pixels along the x-axis & y-axis.

Edit Properties of All Selected Controls
Determine whether to edit properties of all selected controls or the first one only when more than one controls are selected.

Minimize Other Windows
Minimize the main window, align palette, layout preview and gallery when testing a menu.

Create Backup Files
Backup an old version (*.bak) while saving projects.

Create Disc Icon Files
Create an icon file and use it as disc icon, otherwise icon of the executable file is used as disc icon.

Create Compressed Data Files

Create compressed data files (.apm) to reduce file size, but it takes longer to load and save menus.
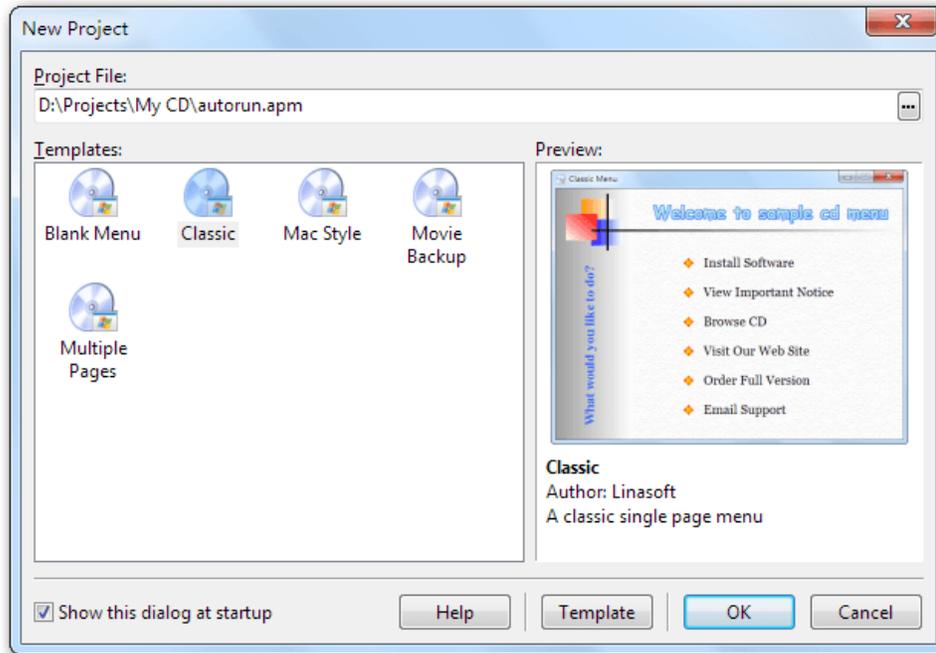
Create Stand-alone Executable Files

Create executable files appended with menu data (content of .apm files). If your menu is created with this option checked, you needn't distribute .apm file, but you should keep .apm file for future editing.

Manage Projects

Create New Projects

Click menu *File -> New* or toolbar button *New* to open **New Project** dialog.

You can create a blank project or choose an existing template, for more information about templates, see Use Templates.

Open Projects

Click menu *File -> Open* or click toolbar button *Open* to open existing projects.
Click menu *File -> Reopen* or click the dropdown menu of *Open* button to pick up a recent project.

Save Projects

Click menu *File -> Save* or click toolbar button *Save* to save your current working.

Test Projects

Click menu *File -> Test* or click toolbar button *Test* to toggle design/test mode of current project.
Click menu *File -> External Test* to launch the executable of current project directly.

Protect Project

Click menu *File -> Password Protect* to set editing password of current project, then when you open it next time, you must enter the password. This helps you to prevent your menus from being modified or copied by others. To remove the password, just clear it in password dialog.

Burn Your CDROM with AutoPlay Menu

If you have finished creating an autoplay menu, you can burn it to your CDROM, just put contents of project folder to the root directory of your CDROM.

autorun.exe
Main executable file.

autorun.ico
Icon file to be displayed for CDROM in explorer, optional, see Options dialog.

autorun.inf
Autoplay configuration file.

autorun.apm
Menu data, if your menu is created with the option Create Stand-alone Executable Files checked, then you need not distribute this file.

audiere.dll
Music playback engine used by Music Player control, that means you need not distribute this file if there is no music player control in your menu.

FontData
Font folder, only created when you want to install some fonts before launching autoplay menu.

These files, autorun.exe, autorun.ico and autorun.apm can be renamed based on project file name.

You can just burn the disc image file (.iso) if you have created one with ISO Image Creator.

NAG Screen

ATTENTION: If your copy of AutoPlay Menu Builder is not registered, your menu displays a NAG screen, so don't burn or distribute it. Once registered, you can disable the NAG splash screen or choose one of your favorite images in Project Options dialog.

Use Templates
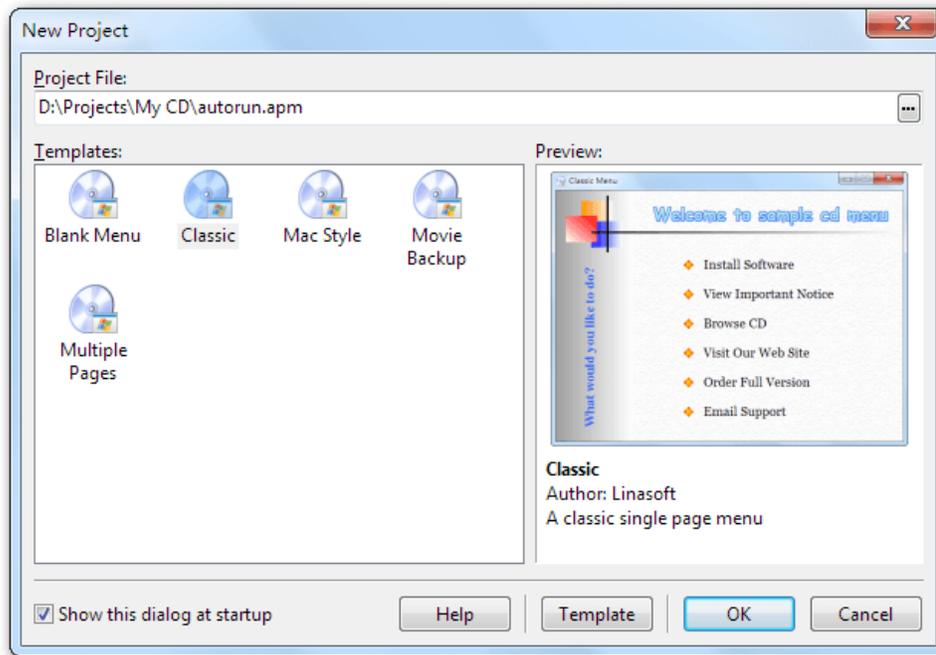
Create New Projects From Templates

See Create New Projects topic.

Install Templates

Click *Template* button then choose *Install* menu to install tempaltes from .zip packages.

Distribute Templates

Click *Template* button then choose *Package* menu to package the seleced template to a .zip file for distribution.

Delete Templates

Click *Template* button then choose *Delete* menu, or press [DELETE] key to remove the selected template.
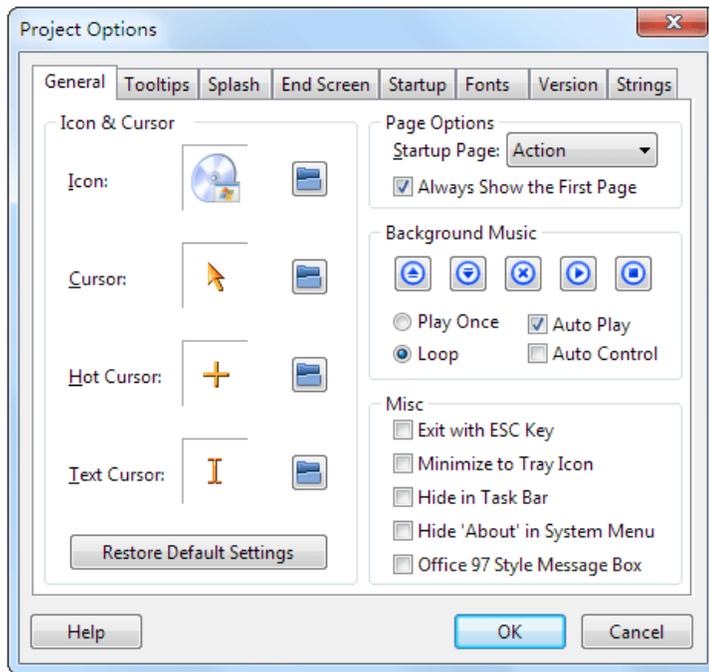
Create Your Own Templates

Click menu *File -> Save as Templaet* to create a new template based on current project. After saving the new template, you can see it displayed in template list of New Project dialog.
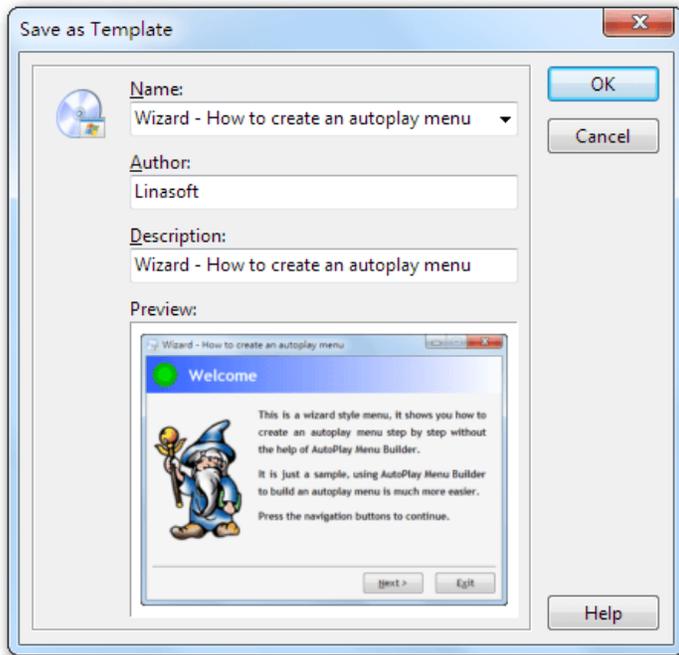
Project Options

Click menu *Edit -> Project Options* or toolbar button *Project Options* to open **Project Options** dialog.

General Options

Icon
Customize icon of autoplay menus

Cursors
Customize cursors of autoplay menus, hot cursor is for action controls, and text cursor is for text box and rich text controls.

Startup Page
Determine which page to be displayed at startup.

Always Show the First Page
Determine whether the first page is always visible, it's very useful for multi-page menus with navigator buttons.

Background Music
Specify background music, support many formats, include MP3, MP2, MP1, OGG, WAV, MID, RMI, XM, IT, MOD, S3M, MTM. The music is embeded in data file.
Loop: Repeat playing.

Auto Play: Play automatically at startup.

Auto Control: Play when the window activates and stop playing when it deactivates automatically.

Exit with ESC Key

Determine whether to exit the menu when user press [ESC] key.

Minimize to Tray Icon

Determine whether to minimize the menu window to tray icon.

Hide in Task Bar

Determine whether to hide button of the menu in task bar.

Hide 'About' in System Menu
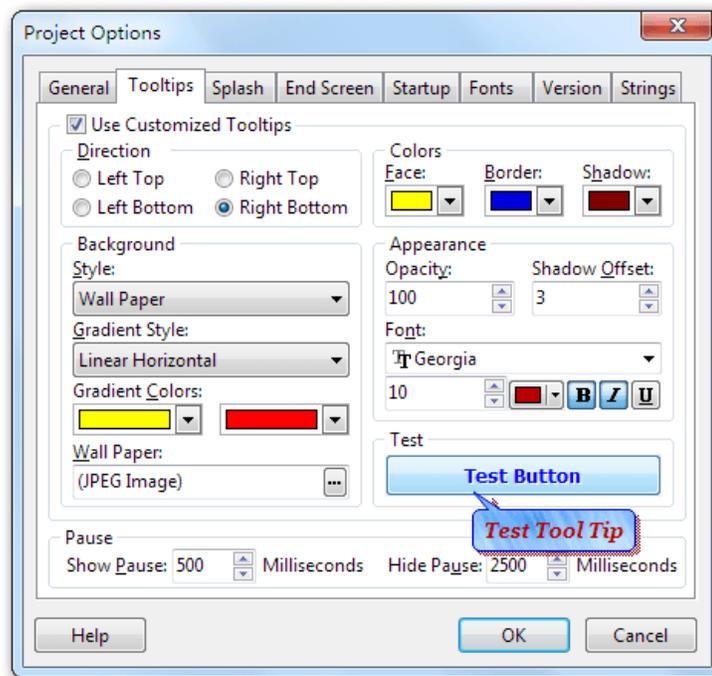
Determine whether to hide 'About...' in system menu of the menu window.

Office 97 Style Message Box

Use Office 97 style message box to popup message instead of the system default style.

Tooltips

Show tooltips when mouse moves over action controls, and let user customize tooltip style.

Use Customized Tooltips

Determine whether to use customized tooltip style.

Direction

Direction of tooltips, relative to mouse cursor position.

Background
Determine background style.

Colors
Colors used to paint tooltips.

Appearance
Font and shadow offset.

Test
A button used to test customized tooltips.

Pause
Specifies the time interval that passes before tooltips appear and the time interval to wait before hiding tooltips if the mouse has not moved.

Splash & End Screen
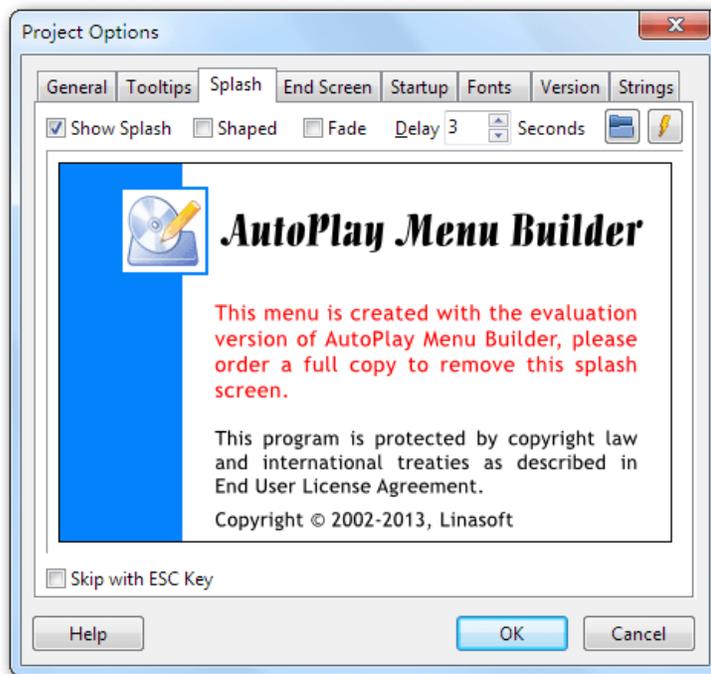
Splash screen is a picture shows before loading the main window, and end screen is a picture shows after closing the main window.

Shaped
Make a splash or end screen with irregular shape. If *Shaped* is checked with animated GIF images, you'll get an animated window. JPEG images can't be used as shaped screen because background color of JPEG images can't be detected exactly.

Fade

Shows and hides with fade in & fade out effect.

Test

Click this button to test without closing the dialog.

Skip with ESC Key

Allow users skip the screen by pressing [ESC] key.

Splash screen is only available in registered version, it is an unchangable NAG screen in unregistered version.

Startup Options
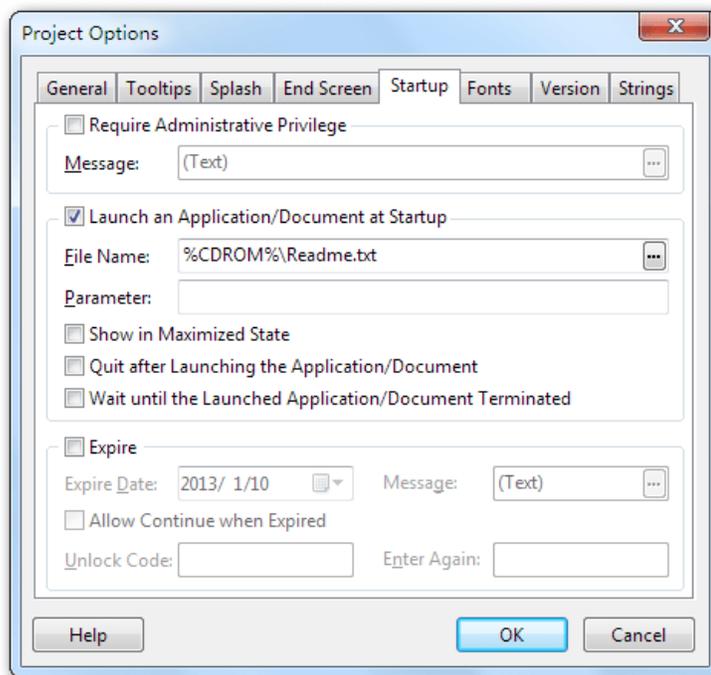
Administrative Privilege

Popup a message and then quit the menu if users don't have administrative privilege. In Windows Vista or later, ask users to launch as administrator.

Launcher

Open an application or a document or even a web page before launching the menu.

Window Mode: Determine the desired window state of launched application, but this property **may not effective** according to different programs.

Quit after Launching the Application/Document: Exit immediately after performing the launching action, and acts as a launcher only.

Wait until the Launched Application/Document Terminated: Continue launching the menu until users have closed the application or document.

Tips: To launch a web page, enter its URL in *File Name* area.

Expire

Specify an expire date for the menu.

ATTENTION: This protection is very weak, use other professional tools for secure requirement.
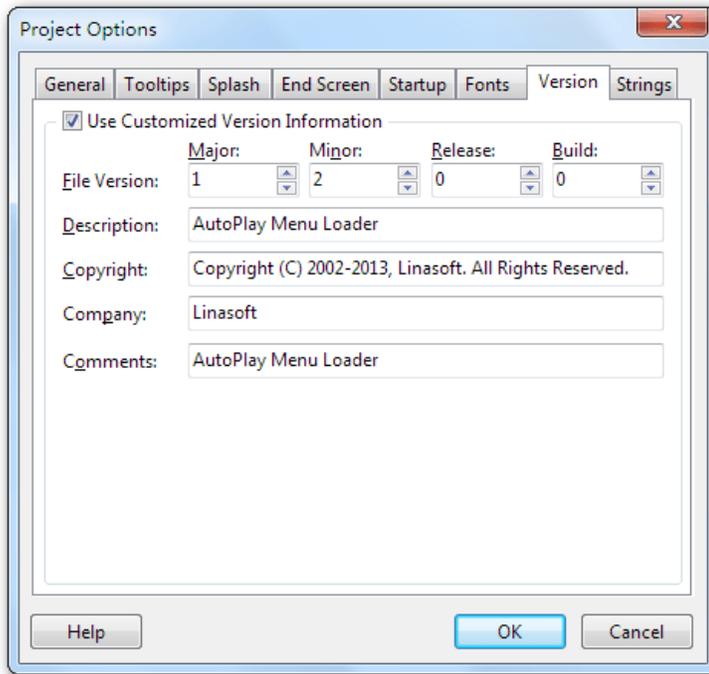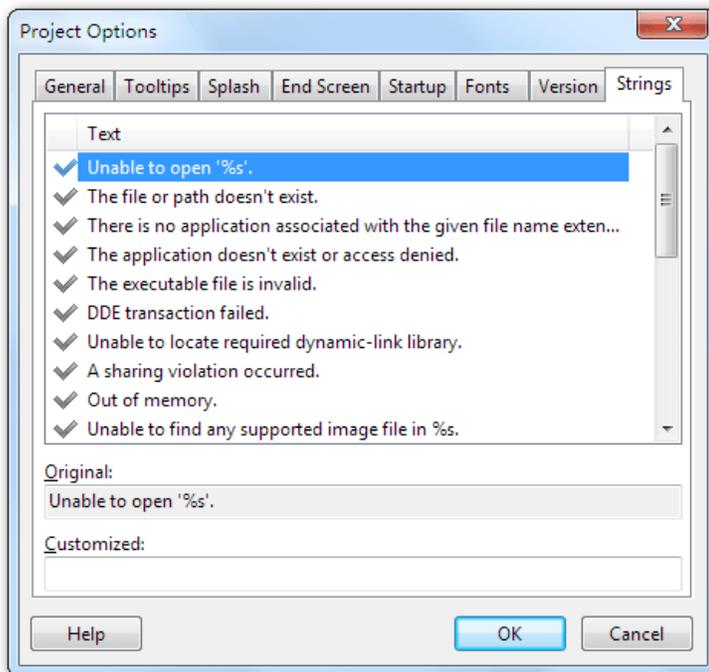
Fonts
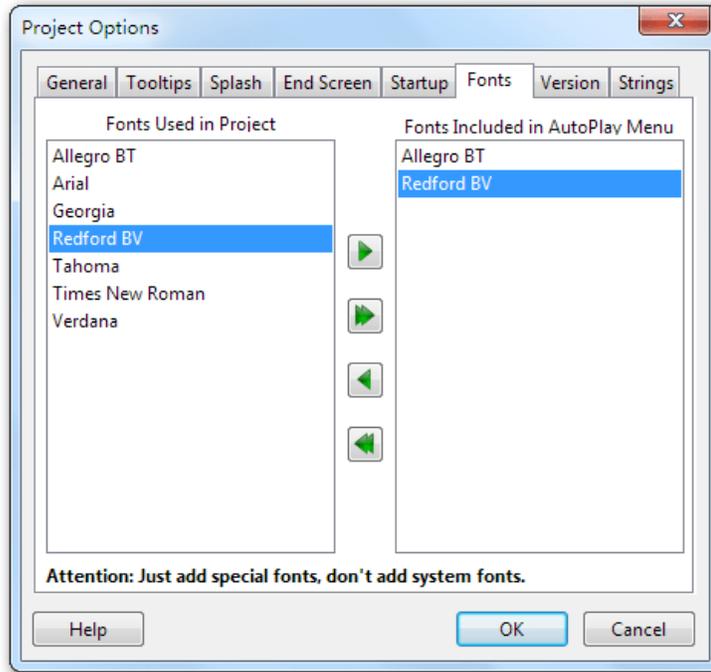
Select fonts to be installed automatically before launching the menu.

Version

Customize version information of executale files (normally autorun.exe).

Strings

Customize (translate) internal text strings.

Edit Controls

Add Controls

The tool window on the left side is control palette, it represents controls by icons. Add a control to your menu by selecting the control on the palette, then clicking on the design window where you want to place it, or drag a rectangle on the design window with left mouse button down.

If you want to add a same control more than one count, press SHIFT when selecting the control on the palette, then place it on the design window, the selection will be kept. To toogle lock state of your selection, just click the selected button, or you can click the pointer button to cancel your selection.

Drag control icon to the design window can create controls too.

Select Controls

Click controls on the design window, eight little blocks appear around the control, then you can edit it. To select more than one controls, hold SHIFT and click on each control you want to select, or just press left button down in empty area then drag the mouse to select controls.

Delete Controls

Select the controls you want to delete, then use menu *Edit -> Delete* or toolbar button *Delete* or just press [DELETE] key.

Duplicate Controls

If you want to create several controls almost with same properties, you needn't to create each one and set their properties. Just create a control and set its properties, then use menu *Edit -> Duplicate* or toolbar button *Duplicate* to duplicate it. You can also select more than one controls and duplicate all of them.

Clipboard Operation

You can cut or copy the selected controls to Clipboard, and paste controls in Clipboard to the designer window. Like other Windows program, these common shortcuts, [CTRL+X], [CTRL+C] & [CTRL+V] are available.

Move Controls to Other Page

Click menu *Edit -> Send to Page*, then you can move the selected controls to another

page.

Position and Size of Controls

To change the position of a control, just drag it to the new position. To change the size of one control, select it, then drag the eight little black blocks to resize it.

When changing the position or size of a control, it snaps to grid automatically. Click menu *View -> Options* and launch Options dialog to change grid size or determine whether to snap. Click menu *Edit -> Align to Grid*, you can align a control to grid manually.

Use menus *Edit -> Send to Back / Bring to Front* to change Z-Order of controls. For some special reasons, Scroll Text, Text Box, Rich Text, Music Player, Flash Movie, Web Browser, Media Player and PDF Viewer can't be sent to back of other controls, they must be on top.

Use [ARROW] keys to move controls pixel by pixel, and [SHIFT+ARROW] to resize controls pixel by pixel.

You can also enter exact values of controls' position and size with the size panel inside inspector window.

Click menu *Edit -> Lock Control(s)* to lock selected control(s) in current position and size.

Click menu *Edit -> Group Controls* to bind selected controls as a group so they can be selected and moved together.

Layout Toolbar

Use the layout toolbar to align controls to the form, or with each other.

Properties of Controls

Select a control, the inspector window shows properties of it for editing. You can select more than one controls of same type, and change properties of them together.

Tips

Right click on controls to popup a quick menu.

Edit Actions

Overview

Some controls have action properties, and actions can be used to lanuch applications, open documents, play movies, link to web sites, explore folders, etc.

Action Types

None
No action is assigned.

Run Program
Launch another application.

Run Program as Administrator
Launch another application with administrator privilege (Windows Vista or later).

Open Document
Load any document whose type is registered in system.

Explore Folder
Open Explorer to view a folder.

Goto Web
Use default web browser to open specified URL.

Send Mail
Use default mail client to send mail.

Popup Message
Show text messages.

Show Picture
Display a picture in a popup window.

Launch Slide Show
Launch slide show with a large set of effects.

Control Interact
Interact with other controls.

Jump to Page
Goto specified page.

Copy to Clipboard

Snap menu image and send it to system Clipboard.

Print
Snap menu image and print it.

Drop Down Menu
Popup a drop down menu.

Minimize
Minimize autoplay menu.

Exit
Exit autoplay menu.

Exit & Eject CD
Exit autoplay menu and eject CD from drive.

Action Parameters

After selecting action type, you must specify parameters for the action you have selected. The parameters are different for each type of action.

None
No action and no parameter.

Run Program / Run Program as Administrator
The first parameter is the application you want to launch, and the second one is parameters needed by the application. Window mode determines the desired window state of launched program, but this property **may not effective** according to different programs.

Open Document
File name of the document you want to open.

Explore Folder
The first parameter is the folder you want to explore, and the second one determines window type of Explorer.

Goto Web
Web URL.

Send Mail
The first parameter is mail address, and the second one is subject of the mail.

Popup Message
Message you want to display.

Show Picture

Picture: The picture you want to show.
Window Style: Style of the popup window.
Caption: Caption of the popup window.
Fade In & Fade Out: Whether to show with fade in & fade out effect.
Delay Time: Delay time of fade in & fade out effect.
Animated GIF images without fade in & fade out option produce an animated window.

Launch Slide Show

Pictures
Path: The folder includes picture you want to show.
Recursive: Search the path recursively.
Auto Play: Display the next picture automatically.
Delay: Delay time to change to next picture.
Random Order: Display pictures in random order.
Loop: Return the first picture when all files are displayed, not effective in random mode.

Display
Full Screen: Display slide show in a full screen window.
Window: Display slide show in a normal window.
BG Color: Background color of the slide show window.
Stretch Pictures to Window Bounds: Stretch all pictures to fit window bounds exactly (ignore aspect ratio).
Enlarge Small Pictures: Enlarge pictures small than slide show window size to fit in the window (keep aspect ratio).
Show Filenames: Display file name of current picture on the left-top corner of slide show window.
Don't Show File Path: Show file names without path.
Show File Index: Append index to file names.
Show Operation Guide: Display operation guide on the right-bottom corner of slide show window.
Font: Font used to display file names and operation guide.
Effects: Customize switch effects of the slide show.

Background Music
Play Background Music at Startup: Play background music when the slide show is launched.
Stop Background Music at Ending: Stop playing background music when the slide show is closed.

You can control the slide show with context menu (all conditions), and [ARROW] keys & [PAGE UP], [PAGE DOWN], [SPACE], [ENTER] keys (manual navigation mode only).

Control Interact

Control Type: Type of the object which you want to control.

Control Name: Name of the object which you want to control.

Action: The action you want to do with the object.

Parameter: Parameter of the action, such as file names.

Jump to Page

Name of the page you want to goto.

Copy to Clipboard

The area you want to copy.

Print

The area you want to print.

Drop Down Menu

Caption: Caption of menu item, use '-' to indicate that the menu item is a separator.

Link: URL bound up with menu item, use apm:// or normal http:// links to define actions.

Minimize / Exit / Exit & Eject CD

No parameter.

Macros

In action *Run Program*, *Open Document*, *Explore Folder* and *Launch Slide Show*, you must type file name or folder name with full path, and you can use these macros:

%CDROM%: CD-ROM driver letter, no matter what the driver letter specified

%WinDir%: Windows directory

%SysDir%: System directory

%Desktop%: Desktop directory

%%ENV-VARNAME%%: The value of system environment variable 'VARNAME'

Actually, %CDROM% indicates the location of .apm files (or executables for stand-alone menus), and in design mode, it is the project folder. Normally, when you burn it, the executable and .apm file should be in the root path of CDROM, so %CDROM% indicates the CDROM driver letter by default.

For example, if you want load a file named letter.doc in a sub directory of your CDROM, just type it as %CDROM%\subdirectory\letter.doc. You should create the same folder structure as your CDROM under your project directory, and the program converts project path to %CDROM% automatically if you choose files or folders under project folder. You can also create a virtual drive mapping contents of your project directory with Virtual Drive Manager.

Background Music Control

This is a special action, you can start or stop playing the background music with it. Note: The *Stop and Resume* option is for *Run Program* and *Open Document* actions only, if this option is selected, the menu hangs up and waits for the launched application to terminate, and then resume playing background music.

Sounds

Mouse Enter Sound
Sound to be played when move mouse cursor over the control

Mouse Click Sound
Sound to be played when the control is clicked

Common Mouse Enter Sound
Same as *Mouse Enter Sound*, but it is shared by all action controls

Common Mouse Click Sound
Same as *Mouse Click Sound*, but it is shared by all action controls

If private sounds of a control are not empty, the control uses them, or it uses common sounds, unless the *Ignore Common Sounds* property is checked.

Tooltips and Comments

Tooltip
Tooltip text to be displayed when mouse moves over. You can use a customized tooltip style instead of the original one, check Tooltips section for details.

Comments
Text to be displayed with Comments Shower control in the same page when mouse moves over.

Graphic Comments
Picture to be displayed with Graphic Comments Shower control in the same page when mouse moves over.

Miscellaneous

Password
Users must enter password to run this action if not empty.

Ignore Hot Cursor
Use normal cursor even if *Hot Cursor* is specified in Project Options dialog.

Minimize before Action

Determine whether to minimize the menu before executing the action.

Exit after Action

Determine whether to close the menu after executing the action.

Right Click to Open Location

For action type *Run Program, Open Document, Explore Folder* and *Launch Slide Show,* allow user to open target location with a right click.

Use Actions in HTML

Overview

1. You can design html pages with special links with apm:// protocol, then load them with Web Browser control. If these links are clicked, the corresponding actions are executed.
2. HTML Label control support apm:// links too.
3. In Drop Down Menu action, menu items are bound up with apm:// or normal http:// links.

Action Link Format
apm://actiontype/parameter

HTML Actions

run
Launch another application.
Parameter: The application you want to launch, and you can pass arguments to it with a vertical bar (apm://run/app|arg).

runas
Launch another application with administrator privilege (Windows Vista or later).
Parameter: The same as **run**.

open
Load any document whose type is registered in system.
Parameter: The document you want to open.

explore
Open explorer to view a folder.
Parameter: The folder you want to explore.

page
Goto page specified by parameter(used in multi-pages menus).
Parameter: Name of the page you want to goto, 'prev' means the previous page, and 'next' means the next page.

message
Popup a message box.
Parameter: Message text, use '\n' to indicate new lines.

copy
Snap menu image and send it to system Clipboard.

Parameter: None or 'noframe' (means to copy the client area only).

print
Snap menu image and print it.
Parameter: None or 'noframe' (means to print the client area only).

minimize
Minimize autoplay menu.
Parameter: None.

exit
Exit autoplay menu.
Parameter: None.

Examples

apm://run/%cdrom%/sample.exe
Launch sample.exe in the root folder of CDROM.

apm://run/%cdrom%/sub%20folder/sample.exe
Launch sample.exe in the sub folder named "sub folder". "%20" in link text means a space character.

apm://run/%cdrom%/player.exe|"%cdrom%/video.avi"
Launch player to open a video file, surround arguments with quotes (") so that it works even there is space characters in arguments.

apm://open/%cdrom%/readme.txt
open readme.txt in the root folder of CDROM.

apm://explore/%cdrom%
Explore the root folder of CDROM.

apm://page/newpage
Goto the page named "newpage".

apm://message/Hello, World!
Show "Hello, World!" message.

apm://copy
Copy menu image into Clipboard.

apm://print
Print menu image.

apm://minimize
Minimize autoplay menu.

apm://exit
Exit autoplay menu.

Multiple Pages

Overview

AutoPlay Menu Builder has the ability of creating multi-pages menus. If your autoplay menu contains much information, you can create it as a multi-pages menu. In a multi-pages menu, pages are named as strings. To change the current page in designer, click *Page Switcher* on toolbar.

Index ActCtrl Label Shape Anim Text
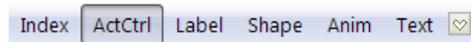
There are two important properties of a multi-pages menu. One is Startup Page, which determines which page to be displayed at startup. The other is Always Show the First Page, which determines whether show the first page all of the time. If you want some controls to be shown always, such as the navigator buttons, just put them in the first page and check this property.

If the action type of a control is Jump To Page, it will jump to the page name specified in the parameter when you click the control.

Add Pages

Click menu *Page -> Add* or *Add Page* toolbar button to add a new page, and the new page will be set as current page, then you can add controls to it.

Remove Pages

Click menu *Page -> Remove* or *Remove Page* toolbar button to remove current page and all controls on it.

Rename Pages

Click menu *Page -> Rename* to rename current page.

Duplicate Pages

Click menu *Page -> Duplicate* to duplicate current page and all the controls on it.

Adjust Page Order

Simply drag and drop page buttons to adjust order.

Click menu *Page -> Move Left* to move current page one page left.

Click menu *Page -> Move Right* to move current page one page right.

Tips

Right click on page switcher to popup a quick menu.

Gallery Explorer

Overview

The gallery explorer helps you add resource to menus easily.

Resource Types

The gallery explorer contains seven types of resource, they are cool button images, images, background images, background music, mouse action sounds, cursors and icons. You can click the left-top button to change the resource you want to explore.

View Styles

Right click on the list view to change view style of gallery explorer.

Assign Elements To Menus

You have two ways to apply the selected element to a control (or the main window).

1. Select a control (or select nothing if you want to assign an element to the main window), then double click an element to assign it to the control you have selected or the main window if you have selected nothing.
2. Click and drag an element to a control or the main window, then release the mouse to apply the element.

If the control you have selected or the main window can't accept the element, the program will create a new control and apply the element to it automatically. For example, if you apply a cool button image to the main window, the program will create a cool button with the image you have selected automatically.

Edit Gallery

Right click the gallery window, you get two menu items Add and Delete, you can add files to current resource type and delete selected files.

Utilities

This topic describes some utilities come with AutoPlay Menu Builder.

Virtual Drive Manager

Virtual Drive Manager is a tiny but very useful utility used to create virtual drives to map contents of folders. For example, you can create a virtual drive links to your project folder.

Virtual Drive Manager can be launched from menu *Tools -> Virtual Drive Manager* or from the start menu.

Stand-alone Executable File 2 Data File Convertor

You can create stand-alone executables by checking Create Stand-alone Executable Files option. If the original data (.apm) of your project is lost, but you have the stand-alone executable (.exe), this utility can help you to restore original data. After convertion, you can open it with AutoPlay Menu Builder.

Stand-alone Executable File 2 Data File Convertor can be launched from menu *Tools -> Stand-alone 2 Data File* or from the start menu.

ISO Image Creator

When you finished your project, you can use ISO Image Creator to create a standard iso9660 disc image. This image file contains all files under the project folder and its sub folder, and you can test it with a virtual disc device.

ISO Image Creator can be launched from menu *Tools -> ISO Image Creator* or from the start menu.

SFX Creator

SFX means self-extracting-executable, and this utility is used to pack all files of a project into a single executable file. When a SFX file is launched, it extracts all files inside into a temporary directory, then run a specified executable after extraction.

SFX Creator can be launched from menu *Tools -> SFX Creator* or from the start menu.

Main Window

Properties

Caption
Caption of autoplay menu.

Style
Specify the style of the window.

Normal - Normal window
No Border - Window which has no border
Full Screen - Full screen window
Shaped - Window with irregular shape

Color
Background color of menu window.

Background
Determine how the background is painted.

Normal - Filled with single color
Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style
Determine the style of gradient.

Gradient Begin Color & Gradient End Color
Colors used to create gradient effect.

Picture
Picture which is used to create irregular shape (when *Style* is *Shaped*) or to fill the background (when *Background* is *Wall Paper*).

Attention: JPEG images can't be used to create shaped windows because the background color of JPEG images can't be detected exactly.

Opacity (only effective on Windows 2000 or later)
Specify the degree of translucency.

The value is between 0 to 100. A value of 0 indicates a completely transparent window. A value of 100 indicates complete opacity.

Always On Top

Determine whether the window is always on top of other windows (should not be effective in the designer).

Easy Move
Allow moving the window by holding anywhere of it.

Screen Snap
Determine whether edges of the window snap to the edge of screen when user moves the window.

Sync Caption With Page Name
Synchronize window caption with current page name, when this option is checked, you're not allowed to enter window caption directly.

A Hot Label

A special label component that can receive mouse events.

Properties

Caption
Specify the text string that appears on the label.

To underline a character in a caption that appears on the label, include an ampersand (&) before the character. This type of character is called an accelerator character. The user can then select the hot label by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

This property support escape sequences, you can input '\n' (without quotes) to indicate a new line, and '\' to indicate a back slash itself.

Font
Font used to draw caption.

Style
Determine how the label change its appearance when receive mouse events.

Normal - No change when receive mouse event
Out Line - Draw an out line border when receive mouse event
Under Line - Draw an under line when receive mouse event
Frame - Draw a frame border when receive mouse event
Background - Like Normal style, but with background
Gradient Background - Like Normal style, but with gradient background

Outline/Frame Color
Color used to draw the out line border (effective when *Style* is *Out Line*) or frame border (effective when *Style* is *Frame*).

Mouse Over Color
Color used to draw caption when mouse moves over.

Mouse Down Color
Color used to draw caption when mouse clicks.

Visited Color
Color used to draw caption after the label is clicked.

BG Color
Color used to draw background if *Style* is *Background*. If *Style* is *Gradient Background*, it

is used to draw gradient background with *Mouse Over BG Color*.

Mouse Over BG Color

Color used to draw background if *Style* is *Background* when mouse moves over. If *Style* is *Gradient Background*, it is used to draw gradient background with *BG Color*.

Mouse Down BG Color

Color used to draw background when mouse clicks if *Style* is *Background* or *Gradient Background*.

Opacity

Specify the degree of translucency.

Auto Size

Determine whether the size of the label automatically resizes to accommodate the caption.

Action Properties

See Actions.

Button

A push button that have many styles.

Properties

Caption
Specify the text string that appears on the button.

To underline a character in a caption that appears on the label, include an ampersand (&) before the character. This type of character is called an accelerator character. The user can then select the hot label by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

This property support escape sequences, you can input '\n' (without quotes) to indicate a new line, and '\' to indicate a back slash itself.

Font
Font used to draw caption.

Style
Determine the appearance of the button.

Windows Classic - Classic Windows style button
Normal - A normal push button
Solid - Button like buttons in Microsoft Outlook
Semi Transparent - Button with semi-transparent surface
Transparent - Button with transparent surface
Flat - Button with flat border
No Border - Button without border
Hot Spot - Button without border, caption and image, just a mouse click area

Caption Style
Determine text effect, *Raised*, *Lowered* or *Normal*.

Caption Shadow Color
Color used to draw shadow of caption (only effective when *Caption Style* is *Raised* or *Lowered*).

Color
Color used to draw surface.

Border Color
Color used to draw border.

Mouse Over Color

Color used to draw surface when mouse moves over.

Mouse Over Font Color

Color used to draw caption when mouse moves over.

Mouse Down Color

Color used to draw surface when mouse clicks.

Mouse Down Font Color

Color used to draw caption when mouse clicks.

Image

Specify the image that appears on the button.

Image Layout

Determine where the image appears on the button.

Opacity

Specify the degree of translucency.

Theme Support

Determine whether to draw with Windows themes in Windows XP or later.

Action Properties

See Actions.

🟦 Cool Button

A button allows you control its appearance fully.

Properties

Caption
Specify the text string that appears on the button.

To underline a character in a caption that appears on the label, include an ampersand (&) before the character. This type of character is called an accelerator character. The user can then select the hot label by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

This property support escape sequences, you can input '\n' (without quotes) to indicate a new line, and '\' to indicate a back slash itself.

Font
Font used to draw caption.

Caption Style
Determine text effect, *Raised*, *Lowered* or *Normal*.

Caption Shadow Color
Color used to draw shadow of caption (only effective when *Caption Style* is *Raised* or *Lowered*).

Mouse Over Font Color
Color used to draw caption when mouse moves over.

Mouse Down Font Color
Color used to draw caption when mouse clicks.

Button Image
Specify the image used to define appearance. The image should contain three states of the button, and these three parts are sorted from top to bottom by order *Normal*, *Hover* & *Pressed*.

This is an example.

Alternately, in the picture editor, you can click 'Import Button Images' to load separated button images for different state.

Button Stretch Margin
Specify sizing margins of a stretched button, this property make borders not stretched to improve the drawing quality.

Image
Specify the image that appears on the button.

Image Layout
Determine where the image appears on the button.

Opacity
Specify the degree of translucency.

Action Properties

See Actions.

A Cool Label

A beautiful label control.

Properties

Caption
Caption of the label.

To underline a character in the caption, include an ampersand (&) before the character. This type of character is called an accelerator character. The user can then select the button by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

Font
Font used to draw caption.

Style
Determine the style of the label.

Normal - Normal label
High Light - The label has a high light edge
Out Line - The label has an out line border

High Light Position
Specify the position of the high light edge (only effective if *Style* is *High Light*).

High Light Offset
Specify the offset of the high light edge (only effective if *Style* is *High Light*).

High Light Color
Specify the color of the high light edge (only effective if *Style* is *High Light*).

Out Line Color
Specify the color of the out line border (only effective if *Style* is *Out Line*).

Out Line Width
Specify the width of the out line border (only effective if *Style* is *Out Line*).

Fill Style
Determine how the label is filled.

Normal - Filled with single color
Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style
Determine the style of gradient.

Gradient Begin Color & Gradient End Color
Colors used to create gradient effect.

Wall Paper
Picture which is used to fill the label.

Shadow Position
Specify the position of the shadow.

Shadow Offset
Specify the offset of the shadow.

Shadow Style
Specify the style of the shadow.

Normal - The shadow is normal
Extrude - The shadow is extrude
Soft - The shadow is soft gradient

Shadow Color
Specify the color of the shadow.

Angle
Specify the angle of font to draw caption.

Opacity
Specify the degree of translucency.

Auto Size
Determine whether the size of the label automatically resizes to accommodate the caption.

Window Moving Handle
Determine whether allow moving the main window by holding the control, acts as the title bar of windows.

Action Properties

See Actions.

Cool Text

A beautiful text control, supports multi-line text.

Properties

Text
Text to be displayed.

Font
Font used to draw caption.

Alignment
Determine how the text is aligned within the text box.

Style
Determine the style of the label.

Normal - Normal label
High Light - The label has a high light edge
Out Line - The label has an out line border

High Light Position
Specify the position of the high light edge (only effective if *Style* is *High Light*).

High Light Offset
Specify the offset of the high light edge (only effective if *Style* is *High Light*).

High Light Color
Specify the color of the high light edge (only effective if *Style* is *High Light*).

Out Line Color
Specify the color of the out line border (only effective if *Style* is *Out Line*).

Out Line Width
Specify the width of the out line border (only effective if *Style* is *Out Line*).

Fill Style
Determine how the label is filled.

Normal - Filled with single color
Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style

Determine the style of gradient.

Gradient Begin Color & Gradient End Color
Colors used to create gradient effect.

Wall Paper
Picture which is used to fill the label.

Shadow Position
Specify the position of the shadow.

Shadow Offset
Specify the offset of the shadow.

Shadow Style
Specify the style of the shadow.

Normal - The shadow is normal
Extrude - The shadow is extrude
Soft - The shadow is soft gradient

Shadow Color
Specify the color of the shadow.

Opacity
Specify the degree of translucency.

Word Wrap
Determine whether the control inserts soft carriage returns so text wraps at the right margin.

Auto Size
Determine whether the size of the label automatically resizes to accommodate the caption.

Action Properties

See Actions.

HTML Label

HTML based label control.

Properties

HTML
HTML text to show. You can execute actions with customized apm:// links, see Using Actions in HTML.

Supported tags:

Tag	Property	Comment
html		html
body	bgcolor	body
hr	size	horizontal ruler
p	bgcolor, align	paragraph
br		line break
ul	type, color	bulleting based list
ol	color	number based list
li		list item
table	width, color	table
tr		table row
td	width, bgcolor	table cell
font	face, name, color, size	font
b		bold
i		italic
u		underline
s		strikeout
hi		highlight
sup		superscript
sub		subscript
img	width, height	image
a	href	link

Link Color
Specify the color of links.

Highlight Background Color
Specify the background color of highlighted text.

Highlight Foreground Color
Specify the foreground color of highlighted text.

Opacity

Specify the degree of translucency.

🔷 Shape

A geometric shape that can be drawn on the window.

Properties

Caption
Caption of the shape.

To underline a character in the caption, include an ampersand (&) before the character. This type of character is called an accelerator character. The user can then select the button by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

Font
Font used to draw caption.

Shape
Determine the geometric shape that should be drawn on the window.

Color
Color used to draw surface.

Border Color
Color used to draw border.

Border Width
Determine the width of the border.

Round Radius
Radius of circle used to draw rounded corners (only effective if *Shape* is *Round Rect* or *Round Square*).

Vectors
Determine number of borders (only effective if *Shape* is *Polygon*).

Indent Percent
I f *Shape* is *Polygon*, and *Vectors* is even, every other point is drawn inward by this property. The percentage is of the distance between the outside of the shape and the center point.

Start Angle
Starting point of the first vector from 0-359, default is 90 degrees (straight up). (only effective if *Shape* is *Polygon*.)

Fill Style

Determine how the shape is filled.

Normal - Filled with single color
Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style

Determine the style of gradient.

Gradient Begin Color & Gradient End Color

Colors used to create gradient effect.

Wall Paper

Picture which is used to fill the shape.

Shadow Position

Specify the position of the shadow.

Shadow Offset

Specify the offset of the shadow.

Shadow Style

Specify the style of the shadow.

Solid - The shadow is solid
Semi Transparent - The shadow is semi-transparent

Shadow Color

Specify the color of the shadow.

Opacity

Specify the degree of translucency.

Anti Alias

Determine whether to draw the shape anti aliased. Anti alias drawing need GDI+, so you need distribute gdiplus.dll (which can be found in the installation folder of AutoPlay Menu Builder) with your menu to get anti aliased shapes in Windows 2000 or before.

Transparent

Determine whether the shape is transparent.

Window Moving Handle

Determine whether allow moving the main window by holding the control, acts as the title bar of windows.

Action Properties

See Actions.

Text Animator

Displays text in animated gradient colors.

Properties

Caption
Text to be displayed.

Font
Font used to draw the text.

Style
Specify animation style of the control.

Begin Color & End Color
Colors used to create gradient effect.

Speed
Animating speed of the text.

Swing
Determine the maximum amount of animation steps. The largest font size is sum of base font size and Swing.

Opacity
Specify the degree of translucency.

Action Properties

See Actions.

⬥ Scroll Text

A billboard control which can display text and picture.

Properties

Text
Text to be displayed.

Font
Font used to display the text.

Text Style
Determine text effect, *Raised*, *Lowered* or *Normal*.

Text Shadow Color
Color used to draw text shadow (only effective when *Text Style* is *Raised* or *Lowered*).

Alignment
Determine how the text is aligned within the control.

Bevel Outer & Bevel Inner
Determine the style of the bevels.

Border Width
Specify the distance between the outer and inner bevels.

Color
Background color of the scroll text.

Image
Specify the picture file that appears on the control.

Image Layout
Determine where the picture appears on the control.

Direction
Specify the scrolling direction of the text.

Speed
Moving speed of the text.

Background
Determine how the background is painted.

Normal - Filled with single color

Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style
Determine the style of gradient.

Gradient Begin Color & Gradient End Color
Colors used to create gradient effect.

Wall Paper
Picture which is used to fill the background.

Opacity
Specify the degree of translucency.

Transparent
Determine whether background is transparent.

🖼 Image

Displays a graphical image, supports animated GIF.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Picture
Specify the image file to be displayed.

Opacity
Specify the degree of translucency.

Auto Size
Determine whether the control sizes itself automatically to accommodate the picture it contains.

Tile
Determine whether the picture should be tiled in the whole area of the image control.

Stretch
Determine whether the picture should be changed so that it exactly fits the bounds of the image control.

Keep Aspect Ratio
Determine whether to keep aspect ratio of stretched images.

Center
Determine whether the picture is centered in the image control.

Window Moving Handle
Determine whether allow moving the main window by holding the control, acts as the title bar of windows.

Action Properties

See Actions.

📄 Text Box

Multiline text box control.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Text
Text to be displayed.

Font
Font used to display the text.

Alignment
Determine how the text is aligned within the text box.

Border Style
Determine how to draw the border.

None - No border
Normal - normal single border
Flat - Flat border

Border Color
Color used to draw flat border (only effective when *Border Style* is *Flat*).

Color
Background color of the text box.

Scroll Bars
Specify whether to display scroll bars in the control.

Background
Determine how the background is painted.

Normal - Filled with single color
Gradient - Filled with gradient colors
Wall Paper - Filled with a picture

Gradient Style
Determine the style of gradient.

Gradient Begin Color & Gradient End Color

Colors used to create gradient effect.

Wall Paper

Picture which is used to fill the background.

Opacity

Specify the degree of translucency.

Transparent

Determine whether background is transparent.

Word Wrap

Determine whether the control inserts soft carriage returns so text wraps at the right margin.

Single Line

Force the text box into single line mode.

Rich Text

Enhanced rich edit control which can load and display rich text (.rtf) files.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Rich Text File
Specify the file name to be displayed.

Border Style
Determine how to draw the border.

None - No border
Normal - normal single border
Flat - Flat border

Border Color
Color used to draw flat border (only effective when *Border Style* is *Flat*).

Color
Background color of the text box.

Scroll Bars
Specify whether to display scroll bars in the control.

Auto Hide Scroll Bars
Specify whether to hide or disable scroll bars when they are not needed.

Show Selection Bar
Specify whether to show the selection bar on the left side which allows you to select the whole line by clicking it.

Auto Detect URLs
Specify whether the auto URL detection is turned on in the rich edit control.

Store Text in Data File
Specify whether to store the rich text content of the control into menu data file. When this property is checked, the TXT/RTF file relative to the control need not to be distributed.

♪ Music Player

A music player control with Winamp 2 skin support.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Playlist
Specify songs to be played.

Idle Title
Text to show when player is idle.

Skin
Default skin (Winamp 2 skin format).

Skin Path
A folder contain skin files (*.wsz), if this property is set, click the top-left menu button or right click anywhere to change skin of player.

Volume
Default volume.

Auto Play
Determine whether to start playing automatically after loading.

Shuffle
Determine whether to play songs in random order.

Repeat
Determine whether to play the first song after playing all songs (if *Shuffle* property is not checked).

Window Moving Handle
Determine whether allow moving the main window by holding the control, acts as the title bar of windows.

Enable Minimize Button
Click minimize button of player to minimize menu window.

Enable Close Button
Click close button of player to close menu.

Flash Movie

Control used to display adobe flash movies.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Movie
Specify the flash movie file to be displayed.

Border Color
Color used to draw border.

Border Width
Determine the width of the border.

Background Color
Determine the background color of flash movie. Attention, white color (#FFFFFF) is used as the original color, you can specify another color which is similar to white such as #FFFFFE if you want to display white background color.

Quality
Determine display quality of flash movie.

Scale Mode
Specify how to zoom flash movie.

Auto Play
Determine whether to play flash movie automatically after loading.

Pause on Page Changing
Determine whether to pause when change to another page and resume when retore current page.

Loop
Determine whether to play flash movie again when playing finished.

Show Context Menu
Determine whether allow users to control the flash movie with popup menu or not.

Web Browser

Control used to display HTML files or browse web pages, based on Internet Explorer.

Properties

Name

Name of the control, must be entered if you want to interact with this control, see Actions.

File/URL

Specify the file name or web page url to be displayed. You can execute actions from html pages loaded in the control, see Using Actions in HTML.

Control Bar Style

Specify the style of control bar.

Show Context Menu

Determine whether show popup menu with a right click.

Media Player

Control used to embed Windows Media Player in menus.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

File/URL
Specify the file or URL to be played.

Control Bar Style
Specify the style of control bar.

Auto Play
Determine whether to start playing automatically after loading.

Auto Play On Showing
Determine whether to start playing automatically while the control is displayed for the first time, only effective with *Auto Play* checked.

Pause on Page Changing
Determine whether to pause when change to another page and resume when retore current page.

Loop
Determine whether to play again when playing finished.

Stretch to Fit
Determine whether video will stretch to fit size of the control.

Show Menu
Determine whether to display popup menu when the right mouse button is clicked.

◪ PDF Viewer

Control used to display adobe acrobat documents.

Properties

Name
Name of the control, must be entered if you want to interact with this control, see Actions.

Document
Specify the adobe acrobat document to be displayed.

Show Toolbar
Determine whether to show or to hide toolbar of pdf viewer.

💬 Comment Shower

A none border region to show comments of controls which have action properties.

When user moves mouse on these controls, and the comment property is not empty, Comment Shower displays the comment. Please see Comment Properties.

Properties

Alignment
Controls the horizontal placement of comments within the control.

Font
Specify the font used to show comments.

Opacity
Specify the degree of translucency.

Word Wrap
Specify whether the comment text wraps when it is too long for the width of the comment shower.

Graphic Comment Shower

A none border region to show graphic comments of action controls.

When user moves mouse on these controls, and the graphic comment property is not empty, Graphic Comment Shower displays the graphic. Please see Graphic Comment properties.

Properties

Stretch
Determine whether the graphic comment should be changed so that it exactly fits the bounds of the image control.

Center
Determine whether the graphic comment is centered in the image control.

Transparent
Determine whether the background of the graphic comment displayed in transparent.

Menu Items

File

New (Ctrl+N)
Create a new project

Open (Ctrl+O)
Open an existing project

Reopen
Open a recently project

Save (Ctrl+S)
Save the project

Save as
Save the project with a new file name

Save as Template
Create a new template based on the project

Close
Close the project

Password Protect
Protect the project with a password

Test (Ctrl+T)
Test the project

External Test
Launch executable of current project

Exit
Quit the application

Edit

Undo (Ctrl+Z)
Undo the last action

Redo (Ctrl+Y)
Redo the previous undone action

Cut (Ctrl+X)

Cut the selection move it to the Clipboard

Copy (Ctrl+C)
Copy the selection to the Clipboard

Paste (Ctrl+V)
Insert the Clipboard contents

Delete (Ctrl+Del)
Delete the selection

Duplicate (Ctrl+D)
Duplicate the selection

Move to Page
Move the selection to another page

Select All
Select all visible controls

Select None
Deselect all controls (select the main window)

Invert Selection
Reverse which controls are selected and which are not

Align to Grid
Align the selection to the closest grid point

Send to Back
Move the selection behind all other controls

Bring to Front
Move the selection in front of all other controls

Lock Control(s)
Lock the selection in current position

Group Controls
Bind the selection as a group

Project Options
Edit options of the project

Page

Switch to
Switch to another page

Add (Ctrl+A)
Create a new page

Remove (Ctrl+R)
Delete current page

Duplicate
Duplicate current page

Rename
Rename current page

Move Left
Move current page leftwards

Move Right
Move current page rightwards

Change Order
Move current page to a new position

View

Main Toolbar
Show or hide the main toolbar

Layout Toolbar
Show or hide the layout toolbar

Status Bar
Show or hide the status bar

Controls
Display the control palette

Gallery
Display the gallery explorer

Properties
Display the property editor

Actions
Display the action editor

Options
Edit options

Tools

Vritual Drive Manager
Launch Virtual Drive Manager

ISO Image Creator
Launch ISO Image Creator

SFX Creator
Launch SFX Creator

Stand-alone 2 Data File
Launch Stand-alone 2 Data File Convertor

Help

Help Topics (F1)
List help topics

F.A.Q
List frequently asked questions

Tip of the Day
Display tip of the day

Check for Update
Check for new version from the web site

Register
Open registration dialog

About
Show about dialog

Tool Buttons

New
Create a new project

Open
Open an existing project

Save
Save the project

Close
Close the project

Test
Test the project

Undo
Undo the last action

Redo
Redo the previous undone action

Cut
Cut the selection and move it to the Clipboard

Copy
Copy the selection to the Clipboard

Paste
Insert the Clipboard contents

Delete
Delete the selection

Duplicate
Duplicate the selection

Project Options
Edit options of the project

Add Page
Create a new page

⊟❌ **Remove Page**
Delete current page

| Index | ActCtrl | Label | Shape | Anim | Text | ⊡ |

Page Switcher
Set current page

❓ **Help**
List help topics

Known Issues

Here are some known bugs of current version, all of them don't affect your projects, they only appear in the designer.

- Can not preview menu icon on task bar under testing in Windows Vista or later. It's a limitation (or bug?) of Windows Vista and later, task bar icons are always the same as shortcut icons and can't be changed.
- Unicode caption of main window is not displayed correctly in designer if it's not using default code page of Windows.
- Sometimes 'Top Most' property of main window has no effect under testing in designer.
- Sometimes [ALT+...] shortcut keys for menu items doesn't work in designer.

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In the unregistered version of AutoPlay Menu Builder, you can experience all features of this program, but menus created with this version will show a nag splash screen. Please order the full version if you think it is useful.

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You can find details of how to order AutoPlay Menu Builder on following URL.

http://www.linasoft.com/order.php

After registered, you will get the serial number from the author. Open AutoPlay Menu Builder, click menu *Help -> Register*, enter your registration information and click *OK*. Now you can open your projects created with the evaluation version and disable the NAG splash screen in Project Options dialog.

Thanks

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- Henri Gourvest and theMIROn for GDI+ API wrapper.
- Henri Gourvest for DSPack, a Direct Show library.
- Imre Benedek for Nucleo NLog, a beautiful Winamp 2.x skin.
- JEDI Team for JEDI VCL, one of the best VCL extensions.
- Joseph Leung Yat Chun for QzMiniHtml, a simple HTML rendering engine.
- Kambiz R. Khojasteh for TPicShow, an image slider with a large set of effects.
- Martijn Saly for PngComponents, some components based on TPNGImage.
- Mike Lischke and JAM Software for Virtual Treeview, the best tree view control for Delphi.
- Pierre le Riche for FastMM, a lightning fast memory manager.
- The Helpware Group for HTML Help Kit for Delphi.
- Thomas Froschauer for TMiniZip, a zip/unzip component based on paszlib.
- Tomas Krysl for KIcon, powerful component for working with icons.
- Troy Wolbrink for Tnt Delphi UNICODE Controls.
- Václav Slavík for WinSparkle, an easy-to-use software update library for Windows.

Frequently Asked Questions

Q. I have finished the registration of this program, but the nag screen keeps on showing at the beginning of the menus I have created, what shall I do?
A. For menus you have created with the trial version, please open your project, click menu 'Edit'->'Project Options', goto 'Splash' page, disable it or change it to any of your favorite pictures. Menus created with the registered version don't have splash screen by default.

Q. I have a registered version of this program, can I upgrade to the latest version, and how about the price?
A. You can upgrade to new versions for free, your serial number is valid for new versions. If it is not accepted by new versions, please click here to get a new one.

Q. I have a personal license of this program, can I upgrade to business license.
A. Yes, please contact us for more information.

Q. When I run a program from my menu, it is running behind the menu, and I can't see the program, what shall I do?
A. Please check whether you have checked the 'Top Most' property of the main window, it determines whether the menu stays on top or not.

Q. I have created a wonderful autorun menu, but the size of it is too large, how can I decrease the size?
A. Here are several ways to make your menu smaller. 1) Move common objects on each page to the fist page and check 'Always Shows the First Page' in 'Project Options' dialog. 2) Use PNG/GIF/JPG images instead of bitmaps. 3) Use 'Common Mouse Sounds' instead of 'Mouse Sounds' if you want to set sounds to buttons, because in most cases, you needn't have different sounds for every button. 4) You need not distribute background music file because it is stored in .apm data file. 5) Check 'Create Compressed Data Files' in 'Options' dialog, but it takes longer to load and save menus, and it should not be effective if there is much compressed data in menus, such as MP3/Ogg music and PNG/GIF/JPG images. 6) If you create a stand-alone executable file for your menu, you need not distribute the .apm file, its content is appended to the executable. 7) Use an exe-packer with overlay-support such as UPX to compress the executable.

Q. Sometimes there are memory allocation problems in Windows 95/98/ME, what's the matter?
A. Windows 95/98/ME have problem of releasing GDI resource, so if there is too much resource leak, program can't allocate more. This is a serious bug of Windows 95/98/ME, it can not be fixed by the program. But here are some suggestions to avoid this error. 1) Don't use too many image controls. 2) Use shape controls to display images instead of

image controls, because shape controls use much less GDI resource. Shape controls can display images as wallpaper by configure 'Fill Style' and 'Wall Paper' properties.

Q. How can I set different backgrounds for each page?
A. Add an image control to every page, and load different image files, or you can use shape controls to create gradient backgrounds.

Q. I have forgotten the password to edit my menu, is there any way possible I can access the menu and bypass the password?
A. The password is encrypted with an un-reversable algorithm, it is impossible to be restored, so please remember your password.

Q. Is there a way to create a hot spot button - no background, no image and no text, just a mouse click area?
A. Please set style of the button to 'Hot Spot', or set to 'No Border' and delete the caption text and image.

Q. I have loaded a mp3 file as the background music, but it can't be played. The music file is not broken because I can play it with other programs, what's the matter?
A. Perhaps it is caused by the compatibility of the mp3 decode engine this program uses, please try to convert your music file to ogg format and load again.

Q. How can I play multiple mp3 music files (playlist)?
A. Please use music player control, or you can create a .m3u playlist file with relative paths, and load the playlist with the default program or a program on cd.

Q. Is there a way to return to the autoplay menu from a html page, like send a link to html and return to the menu for next choice?
A. Use html actions if this page is loaded by web browser control in the same menu. If it is loaded by external browser program, it's impossible. Normally, html files are not allowed to access local resources for security reasons, and autoplay menu is local program, so it can't be accessed by html files. But you can add a link to close the html page itself so that it returns to the autoplay menu.

Q. Can I use the program to produce a menu screen that can be used on a stand-alone DVD player (with a TV)?
A. No, this program is designed to create autoplay menus for Microsoft Windows only.

Q. I want to create an autoplay menu for my flash memory drive, is it possible?
A. By default, autoplay is disabled on removable drives, it's a limitation of Windows system. Though you can create a menu to launch your programs, the menu can not run automatically.

Q. I need to put an '&' in the caption of a button (or other controls), i.e. -

'This & That', but I got 'This _That', is there a workaround to get it to show?
A. The '&' symbol is used to add underline effect to text, you must enter '&&' to get a '&' character.

Q. Can I create buttons with multi-line text?
A. Enter '\n' in caption property to indicate a new line, you can create buttons with multi-line text, such as 'Hello\nWorld'. This feature is supported by hot label, button & cool button controls.

Q. How to hide border and scroll bars of the Web Browser control?
A. You can hide border and scroll bars of the web browser control with following css style in HTML files.

```
<body style="border:none;overflow-x:hidden;overflow-y:hidden">
```

Q. How to display justified text?
A. Please use html label control, or you can create a html page with justified text, then use web browser control to load it.

Q. The music player control doesn't work, why?
A. Please check whether you've distributed audiere.dll with your menu.

Q. The shape control is not anti aliased, why?
A. Distribute gdiplus.dll with your menu to get anti aliased shapes in Windows 98/ME/2000.

Contact

Please send your technical support questions, ideas, and bug reports to contact@linasoft.com, or you can use this form.

For new versions and any information about AutoPlay Menu Builder, please check out our home page: http://www.linasoft.com.

If you are a registered user, and you have problems with registration, please inlcude your registration name and order number in your message, thanks.