

Floating Menus




What are floating menus?

- Floating Menus are the menus that pop up in front of the graphics window, when certain tools, functionality is accessed.
- These menus include creating/modifying LS-DYNA keywords, connection creation and XREF display.



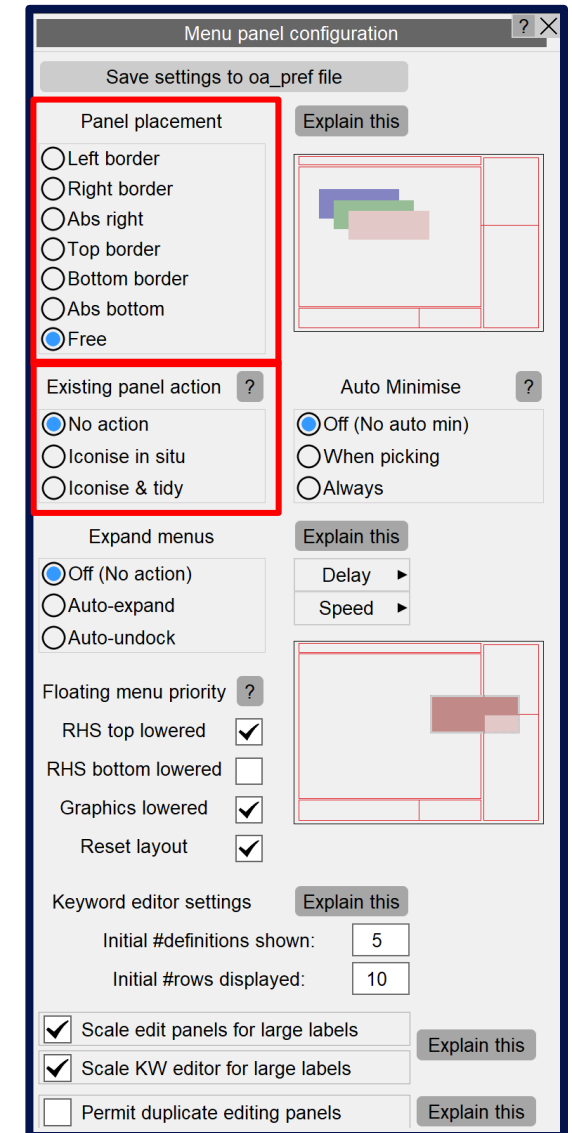
Floating Menu Shortcuts/Features

- **Shortcut “i”** – By pressing “i” all the menus in the window will be iconised, and will shrink to their top bar:

- **Shortcut “t”** – By pressing “t” the menus will be tidied into the top left corner of the graphics window.
- **Shortcut “Esc”** – Hovering over a menu and pressing the “Esc” key will close all floating menus without saving any changes.
- **Shortcut “Enter”** – Hovering over a menu and pressing the “Enter” key will dismiss the menu and save any changes.



Floating Menu Panel Settings

- By going to “Options” then “Panel Behaviour” a panel on the right-hand side will open up allowing the user to make changes to how a floating menu is displayed.
- **Panel Placement** – By default the floating panels in PRIMER will often mean they obscure part of the graphics window. By selecting one of the options on the right you can choose where these panels will appear on the screen.
- **Existing Panel Action** - This option allows you to choose what, if anything, happens to existing floating menu panels when a new one is mapped.
 - By default, nothing is done but you can choose to iconise them as follows:
 - **“In situ”** – Makes the panel icon at its existing top bar location.
 - **“Tidy”** – Is equivalent to tidying all before mapping the new panel and stacks all icons in the top left corner.



Floating Menu Panel Settings

- **Auto Minimise** - The auto minimise capability automatically minimises/restores floating windows as you move the cursor in and out of their window according to the following logic:
 - **Off** – No auto-minimise takes place
 - **When picking** – If a screen-pick is active (but not the base quick pick mode) then floating panels are minimised when the mouse is moved into the graphics window and restored when it returns to their icon. or the pick operation ends.
 - **Always** – Floating panels are always iconised when the mouse moves into the graphics window, whether picking is active or not.

Menu panel configuration

Save settings to oa_pref file

Panel placement [Explain this](#)

☐ Left border
☐ Right border
☐ Abs right
☐ Top border
☐ Bottom border
☐ Abs bottom
☒ Free

Existing panel action ? [Explain this](#)

☒ No action
☐ Iconise in situ
☐ Iconise & tidy

Auto Minimise ?

☒ Off (No auto min)
☐ When picking
☐ Always

Expand menus [Explain this](#)

☒ Off (No action)
☐ Auto-expand
☐ Auto-undock

Delay ▶
Speed ▶

Floating menu priority ?

RHS top lowered ☒
 RHS bottom lowered ☐
 Graphics lowered ☒
 Reset layout ☒

Keyword editor settings [Explain this](#)

Initial #definitions shown: 5

Initial #rows displayed: 10

☒ Scale edit panels for large labels [Explain this](#)
☒ Scale KW editor for large labels [Explain this](#)
☐ Permit duplicate editing panels [Explain this](#)

Floating Menu Panel Settings

- **Expand Menus** - Many menus in PRIMER contains data lines that are too wide for the space available, so an 'auto expansion' facility that will expand them to show more information is available. This is controlled as followed:
 - **OFF** – No expansion will occur.
 - **Auto-expand** – Turns on auto-expansion, meaning the menu will automatically expand but will only expand to the width of its parent box.
 - **Auto-undock** – Turns on auto-undocking, meaning the menu will undock from its parent box allowing it to grow outside those borders.
 - **Delay** – The delay before a menu responds to the entry and exit of the mouse. The default delay is 0.5 seconds, but this can be extended or reduced as required.
 - **Speed** – This is the speed at which the menus move when expanding and contracting, this can be sped up or slowed down as required. Note that menus always contract twice as fast as the expand.

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☐ Permit duplicate editing panels Explain this

Floating Menu Panel Settings

- **Floating Menu Priority** – Occasionally the floating windows can become obscured by getting behind either the docked area on the right-hand side of the screen or the graphics window, or both. Although they are still present and operating, they can be hard to get back to the front again.
 - **RHS top lowered** – Keeps the RHS top docked area that contain Tools and Keywords ‘below’ any floating menu panels.
 - **RHS bottom lowered** – Keeps the RHS bottom docked area that contains tabbed panels ‘below’ any floating menu panels.
- Keeping the RHS docked areas below floating menus has the advantage that they will never obscure them, but the disadvantage that if you select a new Keyword or Tools menu it may be partially obscured by a floating panel in front of it.
 - **Graphics Lowered** – When “Graphics lowered” is active you can still obtain an unimpeded view of your model by two methods:
 - Iconise all menu windows.
 - Use the maximise button in the top right of the window to raise it to the top and also occupy the whole screen.

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Existing panel action [?](#) [Explain this](#)

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[Explain this](#) [Explain this](#)

Floating Menu Panel Settings

- **Keyword Editor Settings** – The generic keyword editor in PRIMER has the capacity to show many rows of data, and this represents a problem when it is first mapped for a keyword:
 - Should it show as much data as possible, in a large window?
 - Should it show a limited amount of data, in a smaller window?
- The first option shows more information but has the potential to take up a lot of space on the screen, whereas the second option will take up less space on the screen but will only show a limited amount of data. The following settings control this initial appearance:
 - **Initial #definitions shown** – This is a target for the number of keyword definitions to show, independent of the number of rows of data in a definition.
 - **Initial #rows displayed** – This is the maximum number of rows of data to be shown.
- When the panel is first mapped PRIMER will attempt to show the number of definitions specified, but if this will take more than the specified number of rows, the number of definitions actually shown will be reduced to fit in this number of rows.

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☐ When picking
☐ Always

Expand menus [Explain this](#)

☒ Off (No action)
☐ Auto-expand
☐ Auto-undo

Delay ▶
Speed ▶

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Keyword editor settings [Explain this](#)

Initial #definitions shown: 5

Initial #rows displayed: 10

☒ Scale edit panels for large labels
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[Explain this](#)

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