

# VisualMenus

Figure Commands

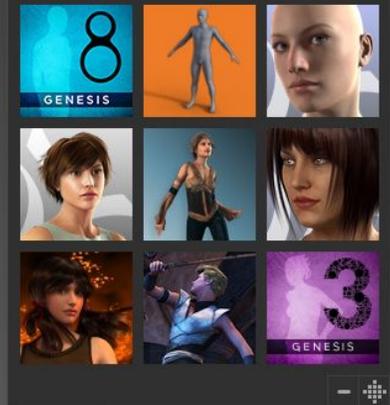
Restore Figure

Fit To...    Select All Figures    Show Figures

Memorize Figure Pose    Zero Figure Shape    Zero Figure    Zero Figure Pose    Memorize Figure

Frame Selection    Move To Floor    Save Pose Preset...

Save Hierarchical Pose Preset...



Grid 5x5

Four Views    Single View    Side by Side    Wireframe    Hidden Line

Render    Batch Render.dse    Symmetry...    Texture Shaded    NVIDIA Iray

Move To Floor    Zero Figure    Frame Selection    Universal Tool    Surface Selection Tool

Perspective View    Top View    Reset the Camera    Barefoot Dancer    VisualMenus

Front View    Right View    Save...    Fiery Genesis    Standing Pose

Basic Operations

Save...

Merge...    New

Copy    Preferences...

Paste    Redo

Undo

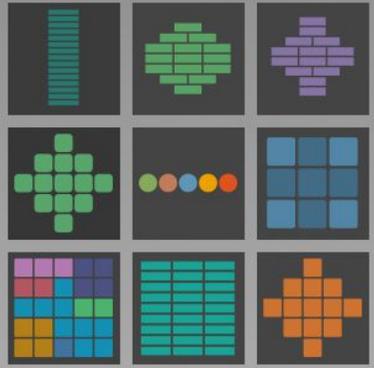
Character Preset...

Character Preset...

Save...

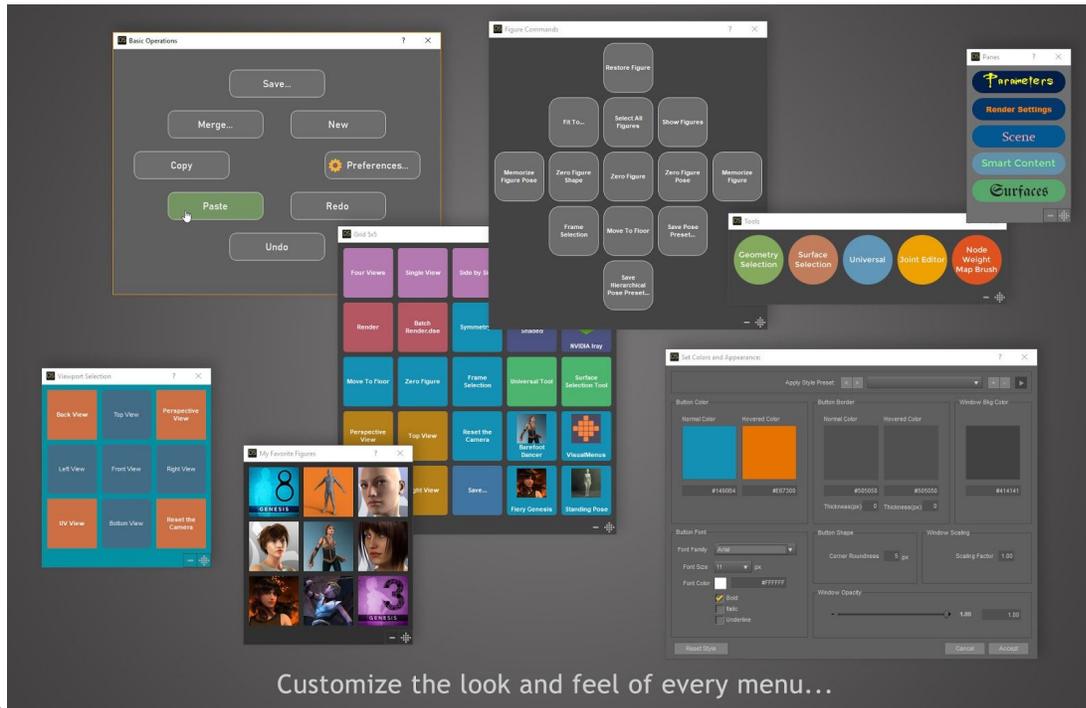
Save As Scene...

Camera(s) Preset...



# Introduction

The VisualMenus script for Daz Studio brings together all your favorite Daz Studio commands, custom actions, content items, and scripts in highly customizable button-based menus that appear on your screen when you press a keyboard shortcut.



The following types of items can be assigned to a menu button:

- Daz Studio built-in commands (with over 700 to choose from)
- Content Items (figures, hair, clothing, poses, expressions, etc.)
- Scripts
- Inline Scripts
- Custom Actions
- Other Visual Menus

In this manual, we'll look at everything you need to know in order to work with VisualMenus.

If you prefer to learn by watching rather than reading, you may want to check out the [video tutorials](#) which cover much of the same material in this manual.



# 1. Creating Visual Menus and Assigning Actions to Buttons

## How to Create a New Visual Menu

1. After launching VisualMenus, click the “New” button.
2. Type the name of your menu in the dialog box.
3. The Templates dialog box opens up. Scroll through the list and choose the button layout that you want by clicking on it. Then click “Accept”.

## How to Add Actions to Buttons

1. Double click on a menu to open it (See figure 1.2)
2. With the menu open, there are three different ways to add an action to a button:
  - a. Control + Click (Mac: Command + Click) on any button. The “Action Editor” dialog box will appear.
  - b. Alt + Click (Mac: Option + Click) on any button and choose “Assign Action” from the popup menu that appears. The “Action Editor” dialog box appears.
  - c. Click the “Button Action Toggle” button at lower-right of the menu (see figure 1.3) to make the action buttons for each menu item appear. Clicking it a second time will make the action buttons disappear. Click the action button (located at the upper right of the button, and has a triangle graphic on it), choose “Assign Action” and the “Action Editor” dialog box will appear. (See figure 1.1)
3. With the “Action Editor” dialog box open, choose the type of item you would like to add to the button. The choices are (see figure 1.1 below):
  - a. **Daz Studio Built-In Actions:** There are over 700 included with Daz Studio, and they include just about every action you can do in Daz Studio. To search for an action, type your search term into the search box and press *enter* on your keyboard. To clear the search and show all actions, press the “Show All” button. To choose an action, click on it to highlight it, then press “Save Action” button at the lower-right of the dialog box.
  - b. **Custom Actions:** If you have created any custom actions in Daz Studio, they will appear in the list. To assign one to a button, click on it to select it, then click the “Save Action” button at lower-right.
  - c. **Script File:** To assign a script file from anywhere on your computer, click the “...” button, and navigate to the script. Click “Save Action” button at lower-right.
  - d. **Inline Script:** If you want to write a quick script without saving it to a file, you can type the text of your script directly into the text field, and it will be executed anytime the button is pressed. The title of the button will be taken from the “Description for Button” text field.
  - e. **Content Items:** Any content item you can find in *Smart Content* or *Content Library* panes can be assigned to a button. When the “Content Items” tab is selected, a list appears of all items that are currently selected in your *Smart Content* and *Content Library* panes. You will need to select some items in those panes before

opening a menu and being able to assign them to a button. Click on an item to select it, then click the “Save Action” button at lower-right of the dialog box.

- f. **Visual Menus:** You can have a button on a menu open another visual menu that you’ve already created. Click on a visual menu from the list to select it, then press “Save Action” button at the lower-right of the dialog box.

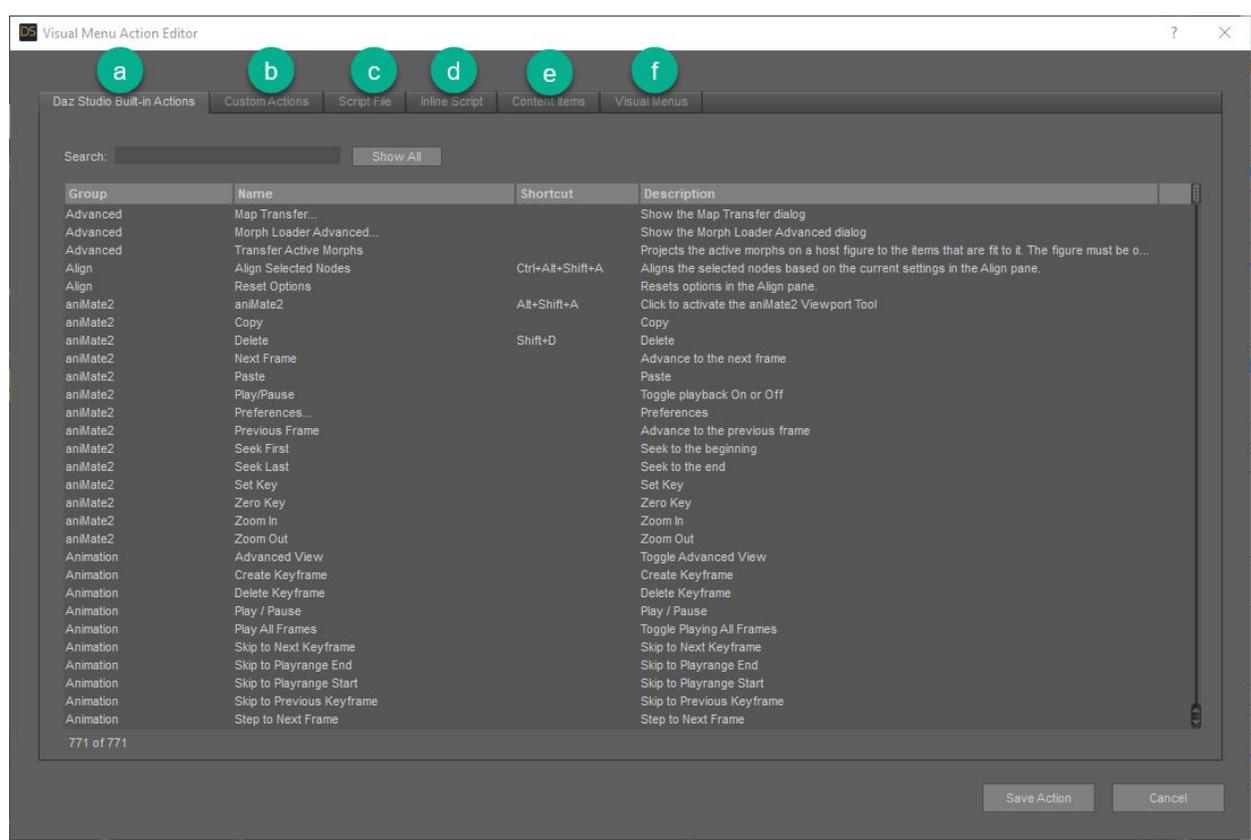


Figure 1.1

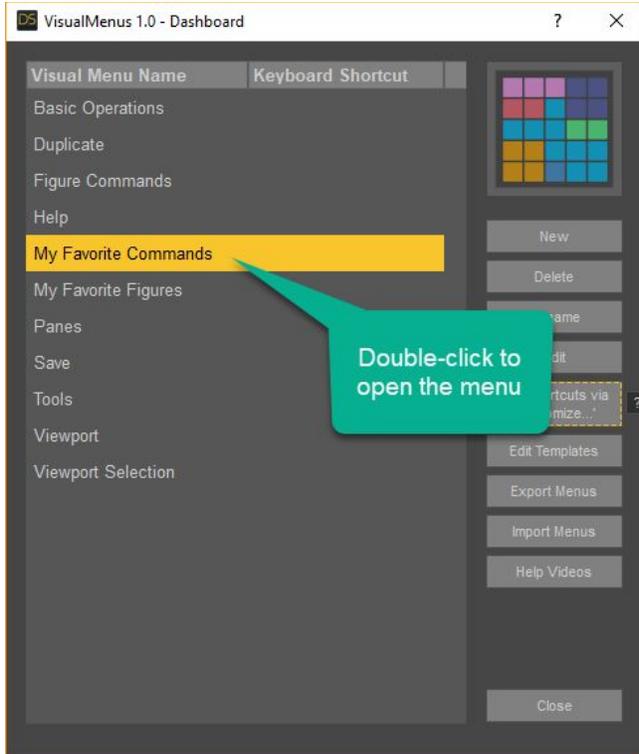


Figure 1.2

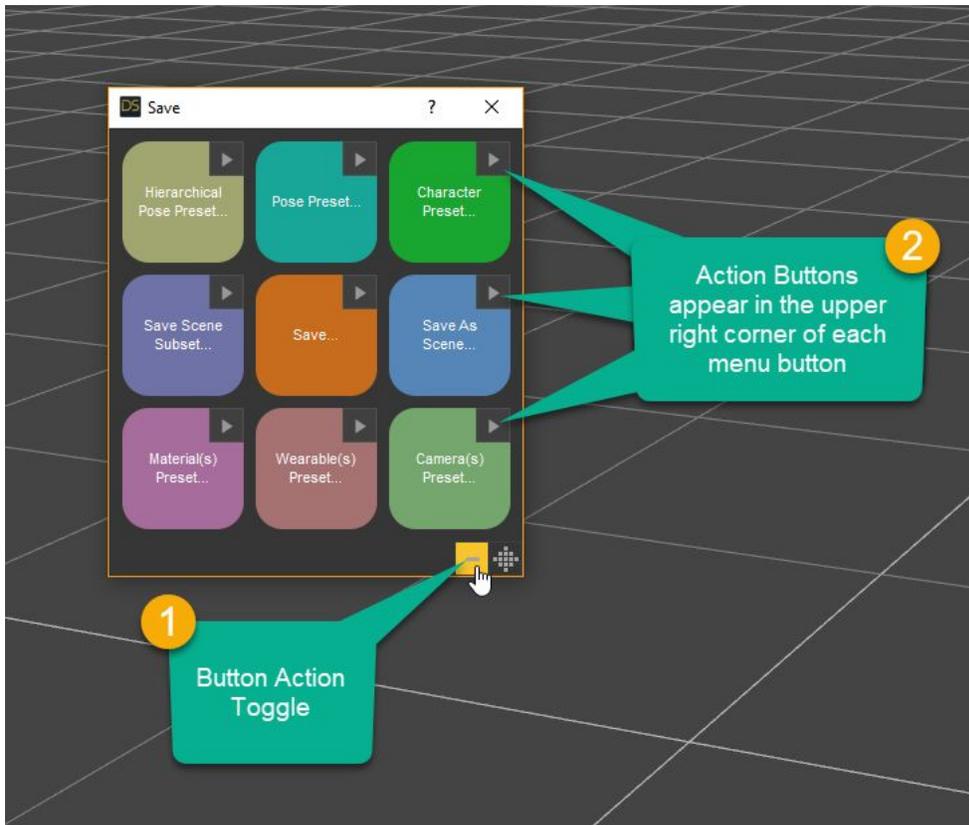
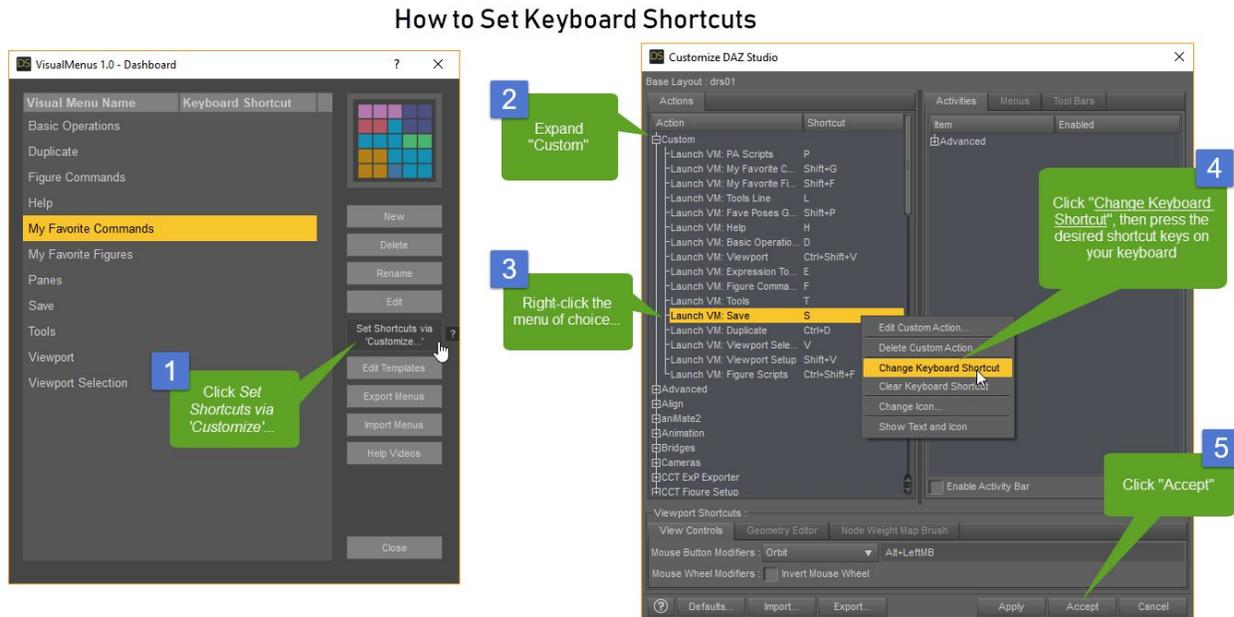


Figure 1.3

## 2. Setting Keyboard Shortcuts

Visual menus are opened on your screen in response to keyboard shortcuts that you choose. This section shows you how to set the keyboard shortcuts for your menus.

1. After launching VisualMenus, click the “Set Shortcuts via Customize...” button. Daz Studio’s customization dialog box opens up.
2. Expand “Custom” at the very top of the list.
3. Right-click on the menu of your choice, and choose “Change Keyboard Shortcut” from the popup menu. Visual menus begin with the prefix “Launch VM:”, and are followed by the name of your menu.
4. On your keyboard, press the keyboard shortcut that you want to launch your menu.
5. Click the “Accept” button at the lower-right of the dialog box.



**Figure 2.1**

If you ever forget the steps, you can press the little “?” button next to the “Set Shortcuts via Customize...” button to bring up a diagram outlining the steps, along with a link to a video demonstration.

### 3. Styling Visual Menus

You can adjust the look and feel of visual menus. The following attributes can be customized:

- Button color
- Button color, when hovered over by cursor
- Button border color
- Button border color, when hovered over by cursor
- Button border thickness (in pixels)
- Button corner roundness (in pixels)
- Window opacity (floating point number from 0 to 1)
- Window scale (menus can be scaled up to 90% of screen size)
- Window background color

#### How to Style a Visual Menu

With a menu open, begin styling it by clicking on the Actions Button at the lower right, and then choosing “Edit Style” from the popup menu (see figure 3.1). The “Edit Style” dialog box will appear. (See figure 3.2)

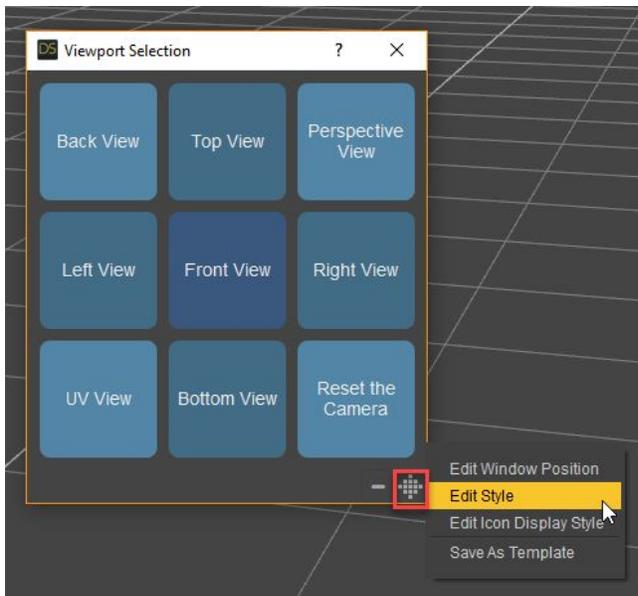
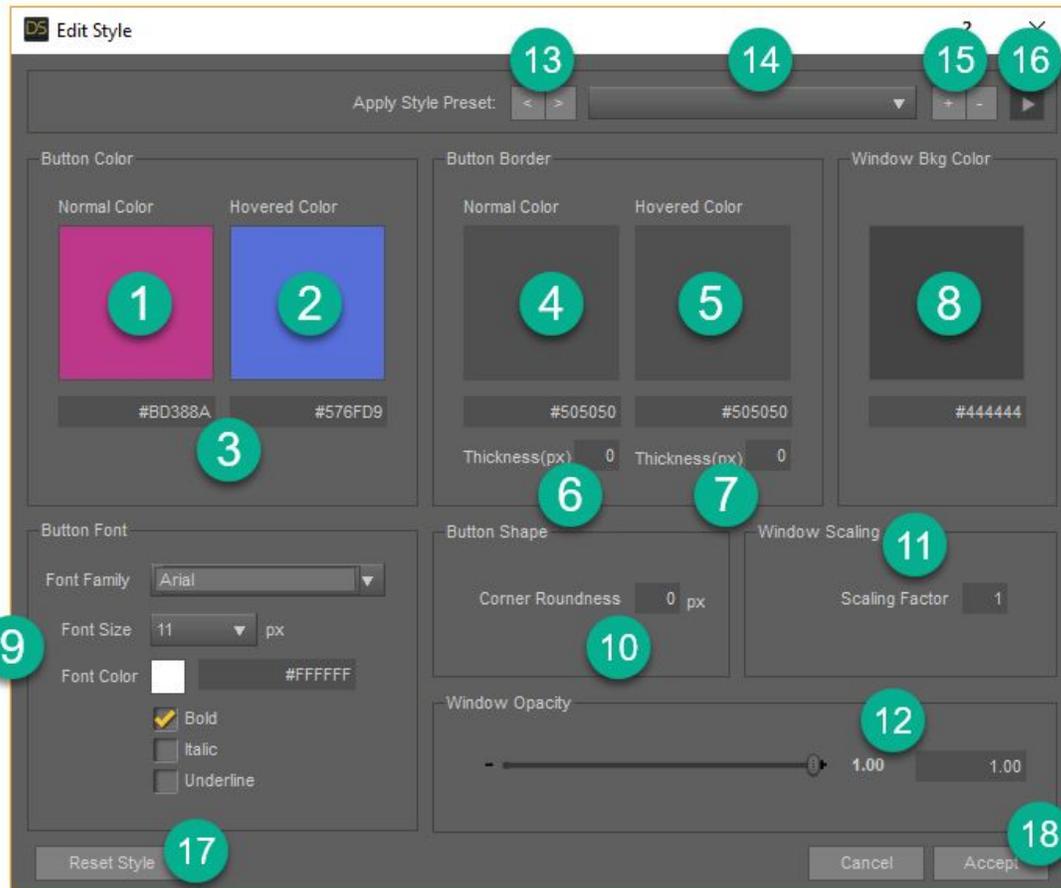


Figure 3.1



**Figure 3.2 - “Edit Style” Dialog Box**

Here is a description of all the items in the “Edit Style” dialog box (see figure 3.2):

1. Normal Color. Click this to set the general color of the buttons.
2. Hovered Color. Click this to set the color of the buttons in their *hovered* state, in other words, when the cursor is hovering over the buttons.
3. These boxes are hex number representations of the color. You can paste in hex values from your favorite web color picker website, or color picking utility. The hex value must be 6 digits (3 digit variations don’t work). When entering a hex color value, the preceding number sign (“#”) is optional; VisualMenus will read the color with or without.
4. Click this to set the color of the border of the buttons. If “Thickness” (see #6 and 7) is set to zero, no border will be shown.
5. Click this to set the color of the border when the buttons are in hovered state (cursor is hovering over the buttons).
6. Set the thickness (in pixels) of the border around the button. A thickness of zero means no border will be shown.

7. Set the thickness (in pixels) of the border around the button in its hovered state.
8. Click this to set the background color of the menu.
9. Set font family, font size, font color, and other font attributes here.
10. Set the corner roundness of the buttons in pixels.
11. Use this value to scale the entire menu up or down in size. To increase the size of a menu, increase the Scaling Factor value. Menu scale is limited to 90% of your screen size (as determined by the Daz Studio application window size). If you enter a Scaling Factor number that would make the menu larger than 90% of the screen size, the number will be re-calculated to its maximum size.
12. Set the menu's overall opacity here by either dragging the slider, or entering a numeric value. This can be helpful if you want to see what is going on in your scene underneath the menu.
13. These left and right arrow buttons are used to cycle through all of the style presets. This is a quick way to assign a style to your menu. You can either use a style as-is, or use it as a starting place to create your own style.
14. Select a style preset by clicking on this pull-down menu.
15. After developing a style for your menu, you can add it to the list of presets by clicking on the "+" button. You can erase the current style preset by clicking on the "-" button. Style presets save the following sections on the "Edit Style" dialog box:
  - a. Button Color
  - b. Button Border
  - c. Window Background Color
  - d. Button Font
  - e. Button ShapePresets do not save *Window Opacity* or *Window Scaling*.
16. Additional commands are available by clicking this action button:
  - a. Export Style(s) allows you to export one or more style presets for safe-keeping or sharing with other users. You will be prompted to select the presets you want to include, then to select a file name and location for the export file.
  - b. Import Style(s) will bring in styles saved using the 'Export Style(s)' command.
17. The "Reset Style" button resets the style of the menu to what it was before you started editing it.
18. When you are done editing the style of your menu, click "Accept" to save it.

### **How to Style an Individual Button**

1. With the menu open, Alt + Click (Mac: Option + Click) on a button and choose "Edit Style" from the popup menu. The "Edit Style" dialog box will appear, although it will be missing some of the options that apply to the entire menu, such as "Window Scaling" and "Window Opacity".
2. Make any adjustments to the style. (See figure 3.2)
3. Press "Accept" button at the lower-right of the "Edit Style" dialog box.

## **How to Clear the Style of an Individual Button**

Alt + Click (Mac: Option + Click) the button and choose “Clear Style” from the pop-up menu. The button will then go back to inheriting whatever style is set on the menu as a whole.

## **How to Copy the Style from One Button to Another**

1. Alt + Click (Mac: Option + Click) the source button and choose “Copy Style” from the popup menu.
2. Alt + Click (Mac: Option + Click) on the destination button, and choose “Paste Style” from the popup menu. The same style should now appear on both buttons.

If there is no custom style set on a button, the “Copy Style” and “Paste Style” options will not appear in the popup menu.

## 4. VisualMenus Dashboard

When you launch the VisualMenus, the *Dashboard* will appear. It's the dialog box where you can manage all of your menus. See Figure 4.1 below, followed by an explanation of each item.

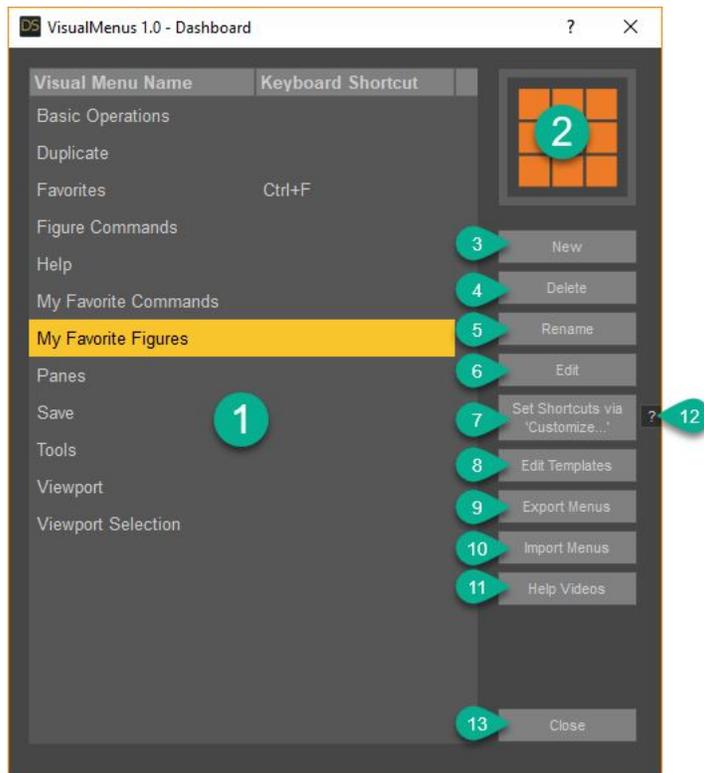


Figure 4.1

1. In this window, you can see the menu names and their keyboard shortcuts (if you have assigned a shortcut).
2. Thumbnail overview of the selected menu showing the number of buttons, their color, and layout.
3. “New”. Click to create a new visual menu. You’ll be prompted to give it a name, and choose a button layout (or ‘Template’).
4. “Delete”. Click to delete the currently selected menu. You’ll be prompted to confirm the deletion.
5. “Rename”. Click to rename the currently selected menu. You’ll be prompted with a dialog box where you’ll be able to type the new name.
6. “Edit”. Opens the selected menu with action buttons showing for every button in the menu. You can accomplish this same thing by double clicking on a menu to open it, then clicking the button action toggle button at the lower right corner of the menu (see figure 5.4). In the group of two buttons, it is on the button on the left with the graphic of a single button on it.

7. “Set Shortcuts via Customize...”. This button is used to set keyboard shortcuts for the various menus. For instructions on how to set keyboard shortcuts for your menus, see section 2 of this manual called “Setting Keyboard Shortcuts”. [Also, there is a tutorial video you can watch.](#)
8. “Edit Templates”. Opens a dialog box displaying all the templates, and allows you to manage the them. See figure 4.2 below. The following are descriptions of the various buttons:
  - a. “New From .ui File” - Imports a .ui file created in the application Qt Designer allowing you to create your own custom Templates. For a detailed tutorial on creating your own templates see the [help video](#) entitled “**VisualMenus: Creating Your Own Templates**”. Qt Designer is a free application that ships with Daz Studio, and is found in the same directory as the Daz Studio application.
  - b. “Export...”. Click to export one or or more Templates for safekeeping or for sharing. You’ll be prompted to choose a file name and location.
  - c. “Import”. Click to import a file containing one or more Templates saved using the “Export...” option listed in item “b” above.
  - d. “Rename” prompts you to rename the currently selected Template.
  - e. “Delete” will remove the currently selected Template from the list, after prompting you to confirm.
  - f. “Close” closes the “Edit Templates” dialog box.

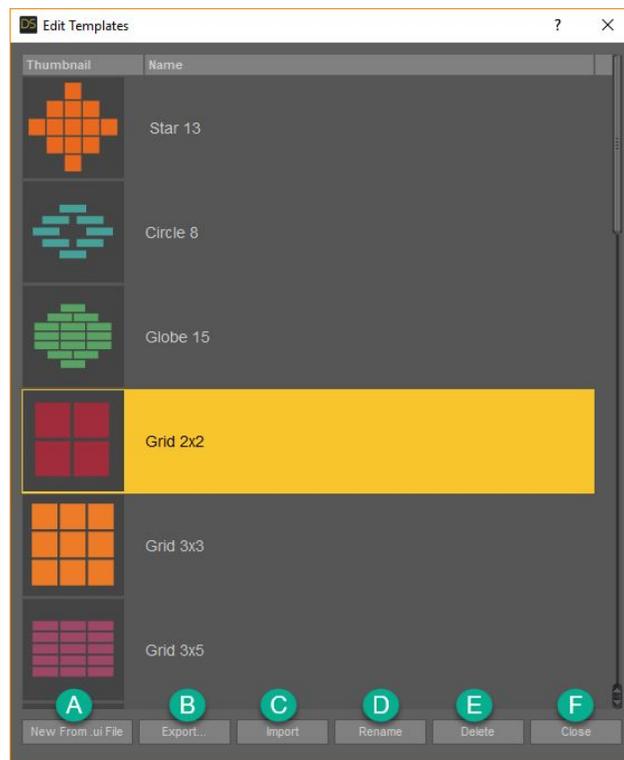


Figure 4.2

9. "Export Menus". Export a file containing one or more menus for safekeeping or sharing. You'll be prompted to choose which menu(s) to export, and to give a file name and location. Items on your exported menus that are specific to your machine (i.e. specific content you have purchased, your own custom scripts, custom icons, custom actions, etc.) will generally not function on another person's computer.
10. "Import Menus". Import menus exported using the "Export Menu" button (see #9 above).
11. "Help Videos". Opens a web browser and directs you to a playlist of tutorial videos on Youtube.com.
12. "?". This small button opens a "cheat-sheet" diagram listing the steps for setting a keyboard shortcut using the "Set Shortcuts via Customize..." button. There is also a link to a video demonstrating the process. This button is there because the process of setting keyboard shortcuts for the menus is not always intuitive when you open the "Customize..." dialog box. An easier method of setting shortcuts will be available when using Daz Studio 4.11 or later, made possible by bug fixes to Daz Studio.
13. "Close" closes the window.

## 5. Anatomy of a Visual Menu

In addition to the buttons that execute your commands, there are two buttons that you'll find at the lower-right corner of every menu. The one on the right is for operations that have to do with the menu as a whole, and the one on the left is for performing operations on specific buttons.

### Menu-Level Commands

The 'Menu Actions Button' opens a popup menu of options that pertain to the menu as a whole. (See figure 5.1 below)

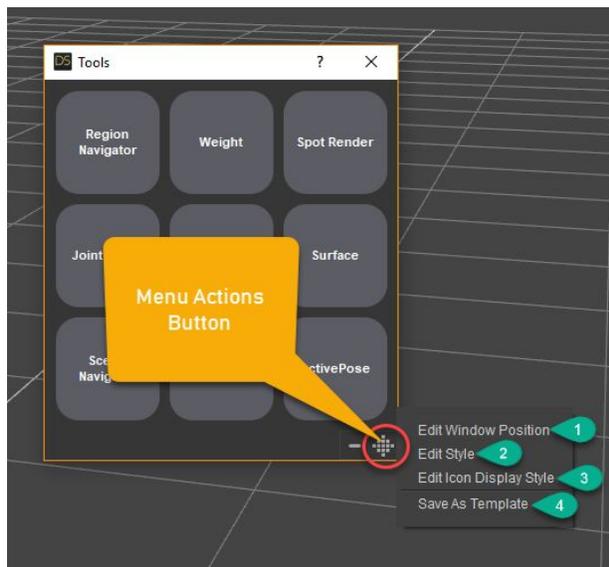


Figure 5.1

The items in the Menu Actions Button popup menu are as follows:

1. "Edit Window Position". Brings up a dialog box that allows you to choose where the menu will open on the screen. See figure 5.2 below. The options are:

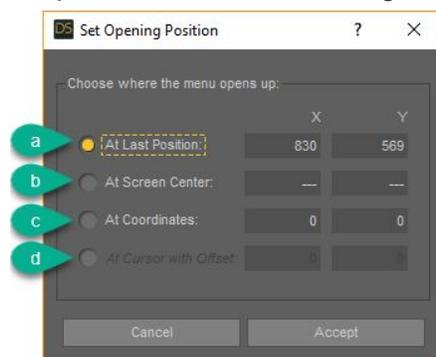
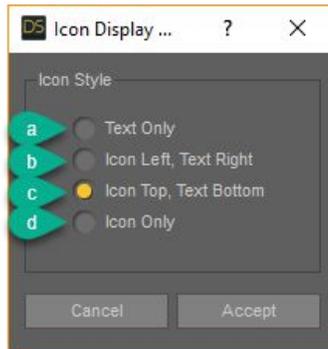


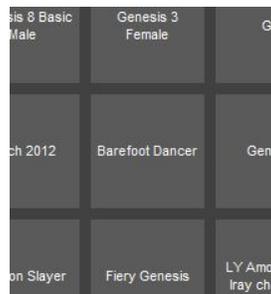
Figure 5.2

- a. “*At Last Position*”. Opens the menu at wherever it was, the last time it was used. This is the default for new menus.
  - b. “*At Screen Center*”. Opens the menu always at the center of screen, no matter where it was last closed.
  - c. “*At Coordinates*”. Opens the menu at specific x and y screen coordinates.
  - d. “*At Cursor with Offset*”. Opens the menu at the position of your cursor. The offset allows you to specify x and y distance from the cursor position, allowing you to not block the center of attention of your screen. This option is only available with Daz Studio 4.11 or later, where this option is automatically unlocked. The option remains greyed-out in Daz Studio 4.10.
2. “Edit Style”. Opens the “Edit Style” dialog box allowing you to adjust the look and feel of the menu. See section 3, “Styling Visual Menus” for more information.
  3. “Edit Icon Display Style”. Opens a dialog box allowing you to choose how text and icons are formatted on the buttons. These rules only come into effect when there are icons assigned to a button. The options are:



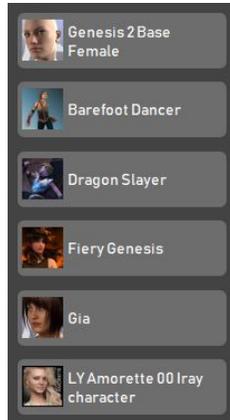
**Figure 5.3**

- a. “Text Only”. Displays only text, centered in the button. No icon is shown, even if there is one assigned.



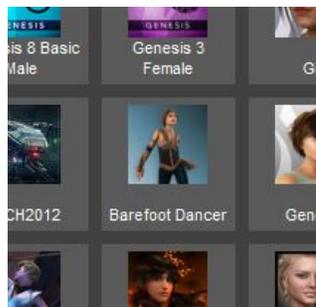
**Figure 5.3a**

- b. “Icon Left, Text Right”. Displays the icon on the left side of the button (it takes up the first 20% of the button width), with the text on the right side.



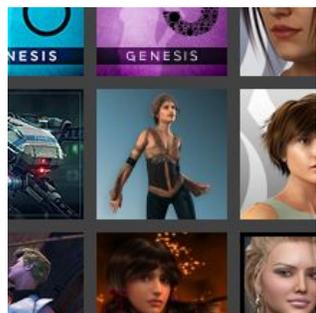
**Figure 5.3b**

- c. “Icon Top, Text Bottom”. Displays the icon on the top  $\frac{2}{3}$  of the button, with text below in the bottom  $\frac{1}{3}$ .



**Figure 5.3c**

- d. “Icon Only”. Displays only the icon, at its maximum, actual size, with no text shown.



**Figure 5.3d**

4. “Save As Template”. Saves the current menu as a Template. All the button action information is stripped, and just the menu/button styling remains intact in the Template. The main reason to do this is if you’ve developed a particular style/color scheme for your menu that you really like, and you want to be able to re-use it in new visual menus in the future. Once saved as a template, it will be available in the Templates list that you use when creating a new visual menu.

## Button Actions

To perform button-specific operations, you can Alt + Click (Mac: Option + Click) a button, and choose an item from the popup menu. Or you can press the Button Actions Toggle (See Figure 5.4 below) which shows action buttons for every menu item. The action button appears in the upper-right corner of every button and bears a triangular icon shape (see figure 5.4, item 14 below for an example).



Figure 5.4

Button Actions Explained:

1. “Assign Action”. Opens the “Action Editor” dialog box allowing you to assign an action to the button.
2. “Edit Name”. Allows you to change the text displayed on the button.
3. “Edit Style”. Opens the “Edit Style” dialog box, allowing you to adjust the visual properties of the button. See section 3, “Styling Visual Menus” for more information.
4. “Clear Style”. Clears any styling you’ve applied to the button. When cleared, the button will inherit the style set at the menu-level.
5. “Copy Style”. If you have set a custom style on a button, and want to copy it to another button, you can copy it with this command, and then use the “Paste Style” command on the destination button.
6. “Paste Style”. Allows you to paste a style that you’ve copied from another button.

7. "Set Icon". Prompts you to find an image file on your hard drive to apply to the the button as an icon. Images are scaled down to fit into the space allotted for the icon, although images are not scaled up beyond their actual size.
8. "Delete Icon". Remove the icon from this button. The actual image file on your hard drive remains untouched.
9. "Set Icon Display Style". Opens a dialog box allowing you to choose how icons and text are arranged on the button. See figure 5.3 and "Set Icon Display Style" section above; this command does the same thing, but only to the individual button, not all buttons on the menu.
10. "Hide Button". Prevents the button from being shown on the menu, leaving an empty space where it would normally be. If a button is hidden, its action button popup menu will feature an "Unhide Button" option, allowing the button to be shown again.
11. "Cut Action". Takes whatever action is set to the button, and removes it to the clipboard in preparation for pasting it to another button. This can be helpful for moving/organizing buttons when creating new visual menus.
12. "Copy Action". Just like "Cut Action" in #11 above, but the action in the source button will remain, even after pasted to a destination button.
13. "Clear Button". Removes any action set to the button, leaving it blank. The button's visual styling is untouched.
14. This is an "action button", found in the upper right-hand corner of every button when the "Button Action Toggle" is pressed once. When pressed again, the action buttons disappear.

Not all button operations will appear on every button at all times. Operations only show up on a button's popup menu when contextually appropriate. For example, a button with no icon assigned to it will not show the "delete icon" operation.

## 6. Additional Information:

### Using VisualMenus with Daz Studio 4.11 beta

A couple of additional features are unlocked when using VisualMenus with Daz Studio 4.11 or later.

1. The ability to set menus to open at the position of your cursor
2. The added “Set Shortcuts” button allows a quicker, more intuitive way to set shortcuts for menus

One thing to bear in mind when using VisualMenus with Daz Studio 4.11 beta or later is that each release cycle of Daz Studio (i.e. general public release of Daz Studio 4.10, and the separate 4.11 beta) maintains its own separate set of Custom Actions. Since Custom Actions are central to how VisualMenus works under the hood, the menus you create on the release version of Daz Studio will not be available on the beta version, and vice versa. They are separate sets of visual menus. You can, however, export your menus while in the 4.11 beta, then import the menus into 4.10 general release version. See figure 4.1, items 9 and 10 in this manual.

### Custom Action Prefix “Launch VM:”

If you have defined Custom Actions in Daz Studio, please note that VisualMenus uses the prefix “Launch VM:” at the beginning of all of its Custom Actions. In the unlikely case that any of your Custom Actions also begin with this prefix, please be aware that they may be removed by VisualMenus during regular ‘housekeeping’ operations.

**Disclaimer:**

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.