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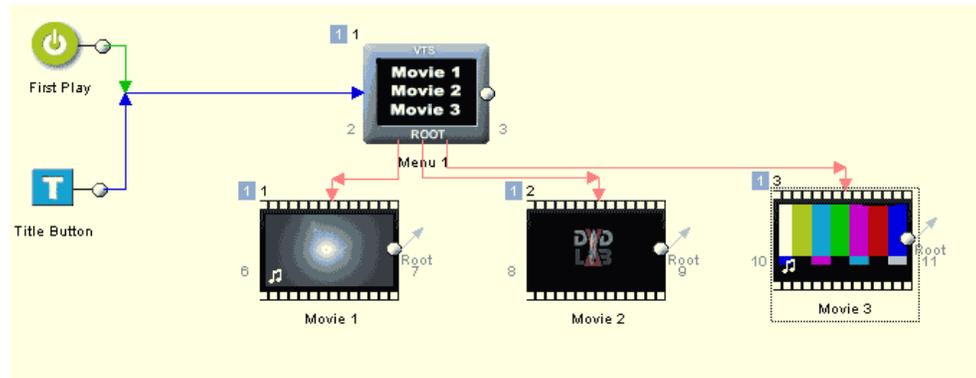
### Return to Last Menu + last button

Few examples of returning to menu and highlighting a button.

### Return to Root Menu and Default button

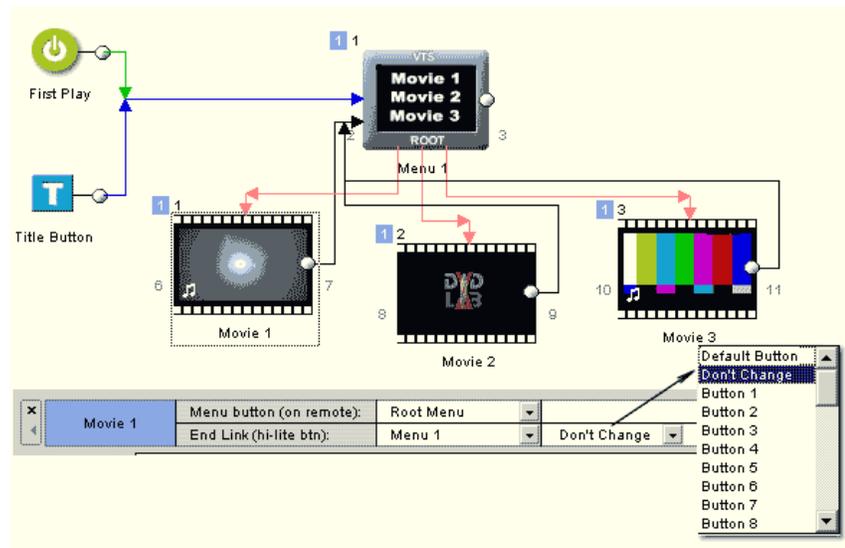
When you call a movie from a menu, at the end of the movie you may want to return to the menu. By default the first button will be highlighted.

This is a typical scenario for this situation:



However if you explicitly link end of the movies to the menu, you can specify which button will be highlighted:

### Return to Menu and Highlight a button:

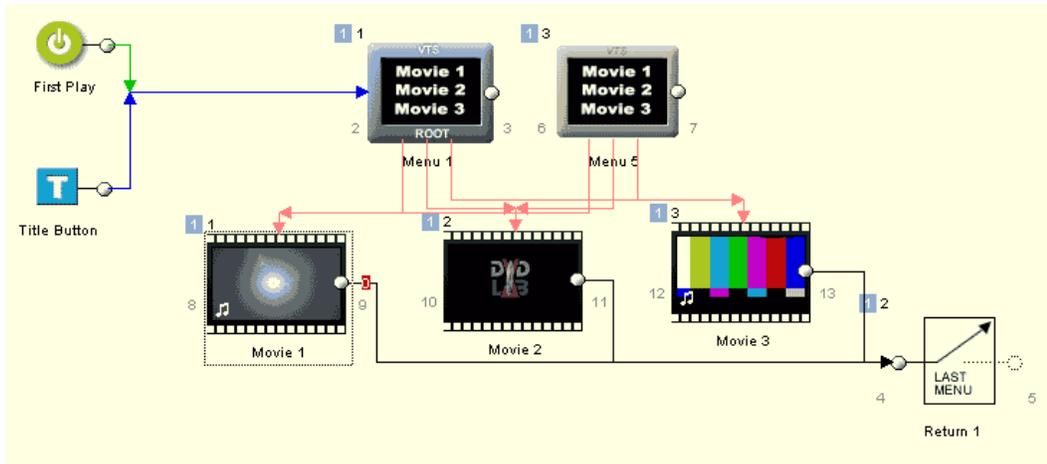


If you specify *Don't Change* as Button highlighting for each Movie, then the same button will remain highlighted (if you call Movie 2 and the movie 2 will return, the Movie 2 button will remain highlighted).

Of course if you need the next button highlighted then that's the same procedure, you simply set the *next* button for each movie, so for *Movie 1* set *Button 2*, for *Movie 2* set *Button 3* and for *Movie 3* - set whatever you see appropriate - go to *Button 1* or stay on *Button 3*...

### Return to Last Menu

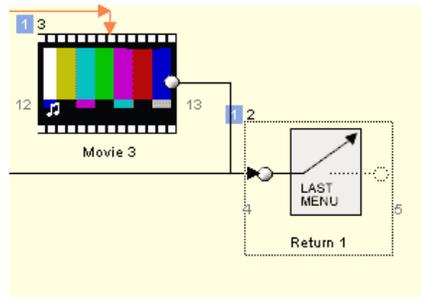
If we have two or more menus from which the movies may get called we cannot use explicit linking (the end can link only to one menu), but we can use Last Menu object that will redirect flow to the last viewed menu (the menu from which we called the movie)



But on the last menu a **default** button (first button) will be always highlighted. Setting Button Highlighting on Movies will have no effect.

**Last Menu and Last Button**

Setting buttons on movies as in previous example (with explicit linking) will not work this time because using Last Menu we can now return to different menus which may have different buttons order or number. But you may not realize this, you can change the button highlighting of the Last Menu!



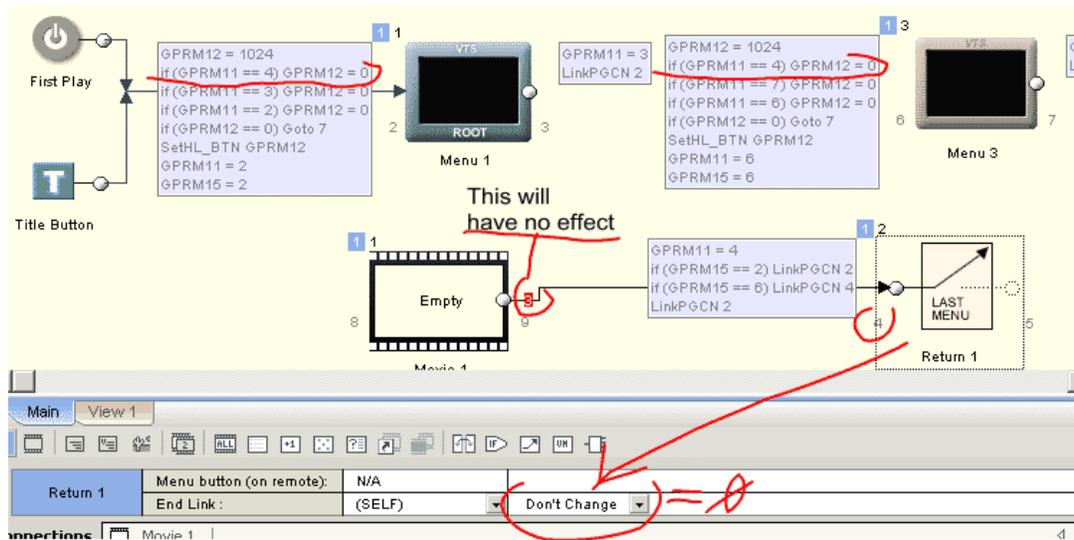
Return 1	Menu button (on remote):	N/A	
	End Link:	(SELF)	Don't Change

We can change the Button highlighting of the Last menu object from *Default Button* to "*Don't Change*".

This way the flow will not only return to the **Last Menu**, but also **Last Button** will remain highlighted.

**What Lies beneath**

If you don't believe this will work, then check the VM commands! Each menu will have automatically added comparison of the Last Menu node and set the Button Highlighting to zero (last used) if we are coming from Last Menu object..



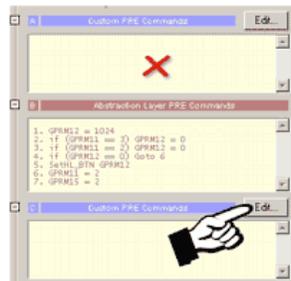
**More complex situations (briefly)**

For other, more complex situations if you need a Last Menu + special sequence of highlighting (for example if one movie plays, next button is being highlighted) you would need to add few lines of VM code. With VM code you can do any linking and highlighting you desire.

In such example (*HL the next button on Last Menu*) use GPRM0 register on each **menu POST** and set it to 1 for Movie 1, 2 for Movie 2 etc...

Then leave the Last Menu button to *Default Button*.

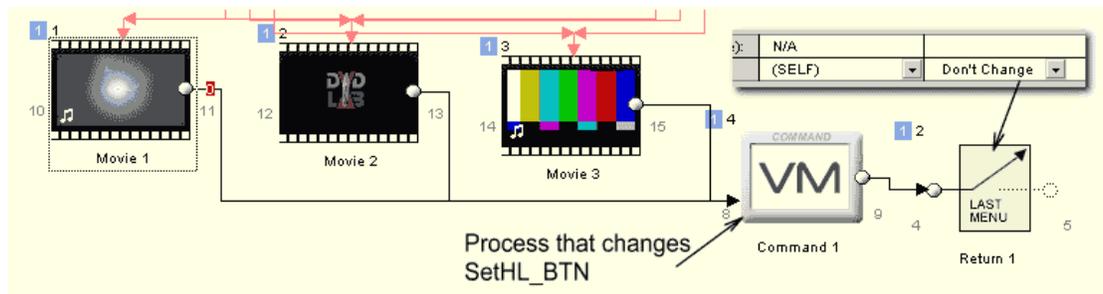
On each menu in the **C custom PRE** Commands section (After the Abstraction Layer PRE commands) add the code, that is a partial copy of the Abstraction Layer code mixed with your GPRM0 register):



```

GPRM12 = 1024
if (GPRM0 == 1) GPRM12 = 2048
if (GPRM0 == 2) GPRM12 = 3072
if (GPRM0 == 3) .. you can for example link to next menu or set the 1024 for first button again
SetHL_BTN GPRM12
    
```

That's one idea. Other more interesting idea would be to create a special VM object (or more objects) that will deal with the SetHL\_BTN accordingly, then link to Last Menu object (which set this time the Button Highlighting to "Don't Change" so the SetHL from VM object will apply and the SetHL in menu will be bypassed.





etc.. you can be inventive.

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