

Munsys Tips & Tricks

(Customizing the Munsys CUIX Menu)

Backup Menus (Before Starting)

- Always create backup of menus before you start
- Backup **Munsys11.2** folder to **Munsys11.2-Org**

Customize Munsys Workspace

- Open CUI
- Check **Filename** under **Properties** and ensure you editing the correct file
- Explain Workspaces
 - Munsys Base
 - Module Workspaces
- Remove **Extras** menu from Water Workspace (Assume you never use **Extras**)
- Switch Workspaces to **Sewer** and back to **Water**
- Customizing the workspace only allows you to add/remove menus/toolbars (if you want to add or remove specific items on the menu then you will have to Edit the specific menu directly)
- Can copy existing workspace **Munsys Water** and rename to **Munsys Water – Original** and then modify the workspace – this way you can always revert back to the original and **Munsys Applications** function will swap to your new workspace

Editing Menus

- Can only remove/add items to partial menus if you edit that partial menu directly. Click on **ALL Customization Files** drop down and edit **WMS**
- Add Items from **Change** menu to **Capture** Menu (**Edit Pipe Attributes** for instance). Can also add own menu
- Try and delete a command that is currently referenced in a menu item – gives error/warning
- **TIP: Do not duplicate the menu item** as that points to the same command so changing 1 will change the other. So changing the command will update all references without having to change each one. In copying/duplicating a menu item always remember to update the element id as each partial menu can generate the same id and if you then import this there may be a conflict.
- 1 command placed at multiple locations (menu/toolbar etc...)
- Command List – How to search for commands
- Copy existing query **Buildings** and create new query **My Base Data** (Query **Parcels, Buildings, Water Pipes/Nodes**)
- Query from new menu item **My Base Data**
- CUI -> Add Keyboard Shortcut **CTRL+ALT+1** for **My Base Data**

- CUI -> Add Keyboard Shortcut **CTRL+ALT+0** for **Clear Basemap**
- CUI -> Add Double Click for **MUNLINE** object (duplicate **Line** DoubleClick)
- **TIP:** 2017 requires BMP converted to PNG. Can convert to PNG but then rename file to BMP – this way you don't have to update your menu
- **TIP:** To reload icons in bitmaps then delete the MNR files – light versions included

Transfer from another CUIX File (Mention if time)

- Transfer from 1 menu to another
- **TIP:** When adding a menu it gets automatically added to all Workspaces

Backup Menus (After Modifications/Restore Original)

- Create a backup of the modified menu – **Munsys11.2-GVM**
- Restore Original Menu
- Start Munsys
- Restore Modified Menu
- Start Munsys
- **TIP:** Corrupted menu – if you want to revert back to the original then copy from UserDataCache.
- **TIP:** Once All changes are done then do another backup so you can restore with your modifications. Close AutoCAD / Copy Folder and rename