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Flask-Menu is a Flask extension that adds support for generating menus.
1.1 Installation

Flask-Menu is on PyPI so all you need is:

\$ pip install Flask-Menu

The development version can be downloaded from its page at GitHub.

\$ git clone https://github.com/inveniosoftware/flask-menu.git
\$ cd flask-menu
\$ python setup.py develop
\$ ./run-tests.sh

1.1.1 Requirements

Flask-Menu has the following dependencies:

- Flask
- six

Flask-Menu requires Python version 2.6, 2.7 or 3.3+.

1.2 Usage

This guide assumes that you have successfully installed Flask-Menu package already. If not, please follow the Installation instructions first.
1.2.1 Simple Example

Here is a simple Flask-Menu usage example:

```python
from flask import Flask
from flask import render_template_string
from flask.ext import menu

app = Flask(__name__)
menu.Menu(app=app)

def tmpl_show_menu():
    return render_template_string("{%- for item in current_menu.children %}
    {% if item.active %}*{% endif %}{{ item.text }}
    {%- endfor -%}"
"

@app.route('/
@menu.register_menu(app, '.', 'Home')
def index():
    return tmpl_show_menu()

@app.route('/first')
@menu.register_menu(app, '.first', 'First', order=0)
def first():
    return tmpl_show_menu()

@app.route('/second')
@menu.register_menu(app, '.second', 'Second', order=1)
def second():
    return tmpl_show_menu()

if __name__ == '__main__':
    app.run(debug=True)
```

If you save the above as app.py, you can run the example application using your Python interpreter:

```
$ python app.py
* Running on http://127.0.0.1:5000/
```

and you can observe generated menu on the example pages:

```
$ firefox http://127.0.0.1:5000/
$ firefox http://127.0.0.1:5000/first
$ firefox http://127.0.0.1:5000/second
```

You should now be able to emulate this example in your own Flask applications. For more information, please read the Templating guide, the Blueprint Support guide, and peruse the API.

1.3 Templating

By default, a proxy object to current_menu is added to your Jinja2 context as current_menu to help you with creating navigation bar. For example:
1.4 Blueprint Support

The most important part of an modular Flask application is Blueprint. You can create one for your application somewhere in your code and decorate your view function, like this:

```python
from flask import Blueprint
from flask.ext import menu

bp_account = Blueprint('account', __name__, url_prefix='/account')

@bp_account.route('/'
@menu.register_menu(bp_account, '.account', 'Your account')
def index():
    pass
```

Sometimes you want to combine multiple blueprints and organize the navigation to certain hierarchy.

```python
from flask import Blueprint
from flask.ext import menu

bp_social = Blueprint('social', __name__, url_prefix='/social')

@bp_account.route('/list'
@menu.register_menu(bp_social, '.account.list', 'Social networks')
def list():
    pass
```

As a result of this, your `current_menu` object will contain a list with 3 items while processing a request for `/social/list`.

```python
>>> from example import app
>>> from flask.ext.menu import current_menu
>>> import account
>>> import social
>>> with app.test_client()
c.get('/social/list')
... assert current_menu.submenu('account.list').active
>>> current_menu.children
```
1.5 API

If you are looking for information on a specific function, class or method, this part of the documentation is for you.

1.5.1 Flask extension

class flask_menu.Menu(app=None)
    Flask extension implementation.

    init_app(app)
        Initialize a Flask application.

    static root()
        Return a root entry of current application’s menu.

class flask_menu.MenuEntryMixin(name, parent)
    Represent a entry node in the menu tree.
    Provides information for displaying links (text, url, visible, active). Navigate the hierarchy using children() and submenu().

    active
        Return True if the menu item is active.

    children
        Return list of sorted children.

    dynamic_list
        Return list from dynamic list constructor.

    has_active_child(recursive=True)
        Return True if the menu has an active child.

    hide()
        Make the entry always hidden.

    list_path(from_path, to_path)
        Return all items on path between two specified entries.
        Only if one of them is an ancestor of the other.

        Parameters
        • from_path – The ancestor entry.
        • to_path – The child entry.

        Returns List of entries between those items or None if they are on different branches.

    register(endpoint, text, order=0, endpoint_arguments_constructor=None, dynamic_list_constructor=None, active_when=None, visible_when=None, **kwargs)
        Assign endpoint and display values.

    submenu(path, auto_create=True)
        Return submenu placed at the given path in the hierarchy.

        If it does not exist, a new one is created. Return None if path string is invalid.

        Parameters
        • path – Path to submenu as a string ‘qua.bua.cua’
        • auto_create – If True, missing entries will be created to satisfy the given path.
**Returns**  Submenu placed at the given path in the hierarchy.

**url**
Generate url from given endpoint and optional dynamic arguments.

**visible**
Return True if the menu item is visible.

### 1.5.2 Decorators

**flask_menu.register_menu**

```python
flask_menu.register_menu(app, path, text, order=0, endpoint_arguments_constructor=None, dynamic_list_constructor=None, active_when=None, visible_when=None, **kwargs)
```

Decorate endpoints that should be displayed in a menu.

**Example:**
```python
@register_menu(app, '.', _('Home'))
def index():
    pass
```

**Parameters**

- **app** – Application or Blueprint which owns the function view.
- **path** – Path to this item in menu hierarchy, for example ‘main.category.item’. Path can be an object with custom __str__ method: it will be converted on first request, therefore you can use current_app inside this __str__ method.
- **text** – Text displayed as link.
- **order** – Index of item among other items in the same menu.
- **endpoint_arguments_constructor** – Function returning dict of arguments passed to url_for when creating the link.
- **active_when** – Function returning True when the item should be displayed as active.
- **visible_when** – Function returning True when this item should be displayed.
- **dynamic_list_constructor** – Function returning a list of entries to be displayed by this item. Every object should have ‘text’ and ‘url’ properties/dict elements. This property will not be directly affect the menu system, but allows other systems to use it while rendering.
- **kwargs** – Additional arguments will be available as attributes on registered MenuEntryMixin instance.

Changed in version 0.2.0: The kwargs arguments.

### 1.5.3 Proxies

**flask_menu.current_menu**

Root of a menu item.

### 1.6 Changes

Version 0.3.0 (released 2015-03-17)
• New method `has_active_child(recursive=True)` in `MenuEntryMixin`. (#25)
• Fixed documentation of blueprint example. (#21)
• Configuration for Docker and demo app. (#22 #29)
• Fixed template example and added code block types. (#14)

Version 0.2.0 (released 2014-11-04)
• The Flask-Menu extension is now released under more permissive Revised BSD License. (#12)
• New support for additional keyword arguments stored as `MenuItem` attributes. (#19)
• Richer quick-start usage example. (#16)
• Support for Python 3.4. (#6)
• Documentation improvements. (#3)

Version 0.1.0 (released 2014-06-27)
• Initial public release.

1.7 Contributing

Bug reports, feature requests, and other contributions are welcome. If you find a demonstrable problem that is caused by the code of this library, please:

1. Search for already reported problems.
2. Check if the issue has been fixed or is still reproducible on the latest `master` branch.
3. Create an issue with a test case.

If you create a feature branch, you can run the tests to ensure everything is operating correctly:

```
$ ./run-tests.sh
```

1.8 License

Flask-Menu is free software; you can redistribute it and/or modify it under the terms of the Revised BSD License quoted below.

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