

CLO 5.0 - object names for file menus	
root object name	myMenuBar
object name ("text in English which displays in CLO S/W")	menu_File("File")
	action_NewFile("New") menu_OpenFile("Open")
	actionOpen_Project("Project") ("") action_FileLoadCloth("Garment") actionPax_Load("Pattern") action_FileLoadTrim("Trim") action_LoadAvatar("Avatar") actionLoad_Accessories("Hair/Shoes") action_LoadPose("Pose") action_LoadMotion("Joint Motion") ("") actionLoad_Modular_Structure("Modular") ("") actionOpen_Camera_Projection("Camera Projection") actionOpen_Camera_Transformation("Camera Transformation") ("") actionOpenConfiguration("User Setting")
	menu_File_Add("Add")
	action_AddProject("Project") ("") action_FileMergeCloth("Garment") actionAdd_PAX("Pattern") action_AddAvatar("Avatar")
	actionSaveProject_Over("Save Project") menu_SaveFile("Save As")
	actionSave_Project("Project") actionSave_Project_WithOthers("Project (with Other Files)") ("") action_FileSaveCloth("Garment") actionPax_Save("Pattern") action_FileSaveTrim("Trim") action_FileSaveAvatar("Avatar") action_FileSavePose("Pose") action_FileSaveMotion("Joint Motion") ("") actionSave_Modular_Structure("Modular") ("") actionSave_Camera_Projection("Camera Projection") actionSave_Camera_Transformation("Camera Transformation") ("") actionSave_All_Garment_related_Textures("Surface Textures") ("") actionSaveConfiguration("User Setting")
	("") menuShare("Share via CLOSET")
	actionShareProject("Project") ("") actionShareGarment("Garment") actionShareAvatar("Avatar") ("") actionShareClosetRender("Render") ("") actionTech_Pack("Tech Pack")
	("") menu_Import("Import")
	action_ImportDXF("DXF (AAMA/ASTM)") action_ImportAdobe("Adobe (AI/PDF)") action_ImportMYU("MYU") ("") action_ImportOBJ("OBJ") action_ImportCollada("OpenCOLLADA") action_ImportFBX("FBX") action_import_Alembic("Alembic") ("") actionMaya_Cache(" Maya Cache (MC)") action_Import_Maya_Cache_mcx(" Maya Cache (MCX)") actionPoint_Cache_2(" Point Cache 2") actionImport_MDD_Cache_Standard_LightWave(" MDD Cache (Standard)") actionMdd_Cache_File(" MDD Cache (Maya/3ds Max)") ("") action_Python_Script_File(" Python Script File (py)")
	menu_Import_Add("Import (Add)")
	action_MergeDXF("DXF (AAMA/ASTM)")

		action_MergeAdobe("Adobe (AI/PDF)" ("") action_Import_Add_OBJ("OBJ") actionOBJ_to_Garment("OBJ to Garment") action_Import_Add_Collada("OpenCOLLADA")
	menu_Export("Export")	action_ExportDXF("Pattern Outlines (DXF)") action_ExportAdobe("Adobe (PDF)") action_ExportToPlotFile("Plotter (PLT)") ("") actionExport_BOM("BOM (XML)") actionExport_BOM_JSON("BOM (JSON)") ("") action_ExportOBJ("OBJ") action_ExportOBJ_Selected("OBJ (Selected)") action_ExportFBX("FBX") actionExport_LXO("LXO") action_Export_Alembic_HDF5("Alembic (HDF5)") action_Export_Alembic_OGAWA("Alembic (OGAWA)") ("") actionMaya_Cache_2010_Above(" Maya Cache (MC) ") action_Export_Maya_Cache_mcx(" Maya Cache (MCX)") actionPoint_Cache(" Point Cache ") actionExport_MDD_Cache_Standard_LightWave(" MDD Cache (Standard)") actionMDD_Cache_File(" MDD Cache (Maya/3ds Max)") actionOBJ_Sequence(" OBJ Sequence") ("") action_ExportJson_Avt(" Avatar") action_ExportJson_Garment(" Garment")
	("") menuScreen_Capture("Snapshot")	action2D_Patterns_Snapshot("2D Patterns (1:1)") actionCapture_3D_Cloth_Window("3D Window")
	menuVideo_Capture("Video Capture")	actionTurntable_Video_Capture("Turntable") actionAnimation_Video_Capture("Animation")
	("") menuRecent("Recent") ("") action_PrintToPlot("Plotter") ("") menuInformation("Information")	action_GarmentInfo("Garment") action_FileInfo("File History")
	("") action_AppExit("Quit") ("")	
menu>Edit("Edit")	action_EditUndo("Undo") action_EditRedo("Redo") ("") actionDelete("Delete") action>EditCopy("Copy") action>EditPaste("Paste") action>Select_All("Select All") action>InvertSelection("Invert Selection") ("") action_Python_Script_CLO("Python Script") ("") menuPop_up_Menus("Context Menu")	menu3D_Garment("3D Garment")
		action_3DGarment_Pattern_Menu("Pattern") actionActivate_Pattern_with_Seam_Lines(" Deactivate (Pattern Only)") actionDeactivate_Pattern_with_Sewings(" Deactivate (Pattern & Sewing)") actionFreeze_Only_Pattern(" Freeze") actionPattern_Strength(" Strengthen") actionSolidify(" Solidify") action_Quadrangulate_Selected(" Quadrangulate") action_Triangulate_Selected(" Triangulate") actionFlip_Normal(" Flip Normal") ("") action_3DGarment_Arrangement_Menu("Arrangement") actionReset_To_2D_Arrangement(" Reset 2D Arrangement (Selected)") actionInitialize_Selected_Pattern_Arrangement(" Reset 3D Arrangement (Selected)") actionReverse_Horizontally(" Flip Horizontally") actionReverse_Vertically(" Flip Vertically") menu_3DGarnment_Reverse_Arrange(" Reverse_Arrange")

			actionAdd_Internal_Line_on_Topstitch("Add Internal Line on Topstitch") actionAdd_Topstitch_on_Sewing("Add Seamline Topstitch")
	menuMaterials_2("Materials")		actionReset_Fabric("Reset to Basic Fabric") actionAssign_To_New_Fabric("Assign to New Fabric") actionDelete_Texture("Delete Texture") action_Flip_Texture_Horizontally("Flip Texture Horizontally") action_Flip_Texture_Vertically("Flip Texture Vertically") actionReset_Fabric_Angle("Reset Fabric Angle") actionAlign_Grain_X_Axis("Align Grain X-Axis") actionAlign_Grain_Y_Axis("Align Grain Y-Axis") actionAlign_Grain_Parallel("Align Grain Parallel to Selected") action_Duplicate_ToSymmetricPattern("Duplicate to Symmetric Pattern") actionResetButtonPosition3D("Reset 3D Position") actionSetSewingLayers("Set Number of Sewing Layers") actionFlipButton("Flip") actionRemove_Steam_On_Selected_Pattern("Remove Steam on Selected Pattern")
	menuAvatar("Avatar")		actionHide_Avatar("Hide Avatar") actionShow_All_Avatars("Show All Avatars") actionActivate_Avatar("Deactivate Avatar") actionReset_Joint("Reset Joints") ("") actionDelete_Accessories("Delete Hair/Shoes") actionAlign_Bottom_to_Ground("Align Bottom to Ground")
menu_3DCloth("3D Garment")			action_SimStop("Simulate") action_HR_Garment_Tool("Hi-Res Garment") action_LR_Garment_Tool("Low-Res Garment") action_CR_Garment_Tool("Custom Resolution") ("") actionMove_Pattern("Select/Move") actionBox_Selecting_Tool("Select Mesh (Box)") actionLasso_Selecting_Tool("Select Mesh (Lasso)") ("") actionBox_Pinning_Tool("Pin (Box)") actionLasso_Pinning_Tool("Pin (Lasso)") actionAttach_All_Pins_to_avatar("Attach All Pins to Avatar") actionDetach_All_Pins_from_Avatar("Detach All Pins from Avatar") ("") actionEdit_Cut_Line_on_Pattern("Edit 3D Pen (Garment)") actionDraw_Cut_Line_on_Pattern("3D Pen (Garment)") ("") actionEdit_Cut_Line_on_Avatar("Edit 3D Pen (Avatar)") actionDraw_Cut_Line_on_Avatar("3D Pen (Avatar)") actionFlattening("Flatten") ("") actionPress("Press") ("") actionFold_Pattern("Fold Arrangement") actionInitialize_to_Arrange("Reset 2D Arrangement ('All')") action_DrapePattern("Reset 3D Arrangement ('All')") ("") menuMeasurement("Measurement") actionEdit_Garment_Measurement("Edit Garment Measure") actionLinear_Distance_Measurement("Linear Garment Measure") actionRound_Garment_Measure("Circumference Garment Measure")
menu_2D("2D Pattern")	menu_2DPattern("Edit")		action_TransformShape("Transform Pattern") actionTransform_Point_Line("Transform Point/Segment") action_PatternEdit("Edit Pattern") ("") action_ChangeToCurve("Edit Curvature") action_Edit_Curve_Point("Edit Curve Point") action_PointAdd("Add Point/Split Line") action_Edit_Round_Corner("Smooth Curve") action_Slash_And_Spread("Slash & Spread") ("") action_Delete_All_Base_Lines("Delete All Baselines")
	menu_2DPattern_Create("Create")		action_PatternCreate("Polygon") action_CreateRectanglePattern("Rectangle") actionCreate_Circle_Pattern("Ellipse") action_CreateInnerPolygon("Internal Polygon/Line") action_CreateInnerRectangle("Internal Rectangle") actionCreate_Inner_Circle("Internal Ellipse")

		<code>action_CreateDart("Dart")</code> <code>actionOuter_Seam_Allowance("Seam Allowance ")</code> <code>actionNotch("Notch")</code>	
	<code>action_Trace_Shape("Trace")</code> <code>menuLock("Lock")</code>	<code>action_All_PatternLock("Lock All Pattern Outlines")</code> <code>action_All_InnerShapeLock("Lock All Internal Lines")</code> <code>action_All_GraphicsLock("Lock All Graphics")</code> <code>actionLock_All_Guide_Lines("Lock All Guidelines")</code>	
	<code>menuPleats("Pleats")</code>	<code>action_Pleats_Fold("Pleats Fold")</code> <code>action_Pleats_Sewing("Pleats Sewing")</code>	
	<code>actionSet_Sublayer("Set Sublayer")</code> <code>menuPattern_Annotation("Pattern Annotation")</code>	<code>action_Select_And_Move_Annotation("Edit Annotation")</code> <code>action_Add_Annotation("Pattern Annotation")</code> <code>action_Add_PatternSymbol("Pattern Symbol")</code> <code>actionShow_Annotation("Show Annotations")</code>	
	<code>action_Edit_Grading("Grading")</code>		
<code>menu_Sewing("Sewing")</code>	<code>action_SeamModify("Edit Sewing")</code> <code>actionSegment_Sewing("Segment Sewing")</code> <code>actionFree_Sewing("Free Sewing")</code> <code>action1_to_N_Segment_Sewing("M:N Segment Sewing")</code> <code>action1_to_N_Free_Sewing("M:N Free Sewing")</code> <code>actionCheck_Sewing_Length("Check Sewing Length")</code> <code>actionActivate_All_Seam_Line2D("Activate Sewing ("All")")</code> ("") <code>menuTack("Tack")</code>	<code>actionEdit_Basting("Edit Tack")</code> <code>actionTack("Tack")</code> <code>actionTack_on_Avatar("Tack on Avatar")</code>	
<code>menuMaterials("Materials")</code>	<code>menu_Materials_Texture("Texture")</code>	<code>action_EditGrainLine("Edit Texture (2D)")</code> <code>actionEdit_Grainline_3D("Edit Texture (3D)")</code> ("") <code>actionRefresh_Textures("Refresh Textures")</code>	
	<code>menu_Materials_Graphics("Graphics")</code>	<code>action_InsertPrintTexture("Graphic (2D Pattern)")</code> <code>actionCreate_Print_Overlay_3D("Graphic (3D Pattern)")</code> <code>action_Transform_Graphic("Transform Graphic")</code>	
	<code>menu_Materials_Button("Button")</code>	<code>actionEdit_Button_Button_Hole("Select/Move Button")</code> <code>actionCreate_Button("Button")</code> <code>actionCreate_ButtonHole("Buttonhole")</code> <code>actionButton_Lock("Fasten Button")</code> ("") <code>actionRegister_Button("Register Button")</code> <code>actionRegister_Buttonhole("Register Buttonhole")</code>	
	<code>menu_Materials_Zipper("Zipper")</code>	<code>action_CreateZipper("Zipper")</code>	
	<code>menu_Materials_Piping("Piping")</code>	<code>action>EditPiping_3D("Edit Piping")</code> <code>actionCreate_Piping_3D("Piping")</code>	
	<code>menuBinding("Binding")</code>	<code>actionEdit_Binding("Select Binding")</code> <code>actionCreate_Binding("Binding")</code>	
	<code>menu_Materials_Topstitch("Topstitch")</code>	<code>actionEdit_Stitch("Edit Topstitch")</code> <code>actionSegment_Stitching("Segment Topstitch")</code> <code>actionFree_Stitching("Free Topstitch")</code> <code>actionSeamLine_Stitching("Seamline Topstitch")</code>	
	<code>menuPuckering("Puckering")</code>	<code>actionEdit_Puckering("Edit Puckering")</code> <code>actionSegment_Puckering("Segment Puckering")</code> <code>actionSeam_Line_Puckering("Seamline Puckering")</code>	
	<code>menu_Materials_Steam("Steam")</code>	<code>actionSteam("Steam")</code> <code>actionRemove_All_Steam("Remove All Steam")</code>	
	<code>action_Edit_Seam_Taping("Seam Taping")</code> <code>actionEdit_UV("Edit UV")</code>		
<code>menu_3DAvatar("Avatar")</code>	<code>actionDelete_Avatar("Delete Avatar")</code> <code>action_DeleteAllAvatars("Delete All Avatars")</code> <code>actionDelete_Gecko_Pro("Delete All Geckos/Pro")</code>		

	("") menuAvatar_Tape("Avatar Tape")	action_Edit_Avatar_Tape("Edit Avatar Tape") action_Linear_Avatar_Tape("Linear Avatar Tape") action_Circum_Avatar_Tape("Circumference Avatar Tape") actionAdd_Line_Pin("Attach to Avatar Tape") ("") action_Update_Avatar_Tape("Fit All Tape to Avatar")
	menuMeasurements("Measurement")	actionEdit_Measure_Line("Edit Measurement") actionBasic_Tape_Measure("Basic Tape Measurement") actionSurface_Tape_Measure("Surface Tape Measurement") actionBasic_Height_Measure("Height Measurement") actionBasic_Circumference_Measure("Basic Circumference Measurement") actionSurface_Circumference_Measure("Surface Circumference Measurement")
	("") action_MotionStart("Play Motion") ("") action_AvatarStyle("Avatar Editor") action_AvatarConvert("Convert to Avatar")	
menuRender("Render")	action_Render("Render") action_Render_via_CLOSET("Render via CLOSET")	
menuDisplay("Display")	menu_Display_Viewpoint("Viewpoint") menu_Display_3DGarment("3D Garment") menu3D_Trims("3D Trims") menu_Display_2DPattern("2D Pattern") menu2D_Information("2D Information") menu_Display_Sewing("Sewing")	action_CamFront("Front") actionFront_Left("3/4 Left") action_CamBack("Back") action_CamLeft("Left") action_CamRight("Right") actionCam_Top("Top") actionCam_Bottom("Bottom") actionFront_Right("3/4 Right") actionCustom_View("Custom View") ("") action1_1_Screen("1:1 View") ("") actionZoom_to_Selected("Focus Zoom") actionShow_All_Patterns_in_Window("Zoom Extents All") actionHide_Pattern("Hide Pattern") ("") action_ShowCloth("Show Garment") action_ShowClothSeamLine("Show Seamlines") actionShow_Internal_Lines("Show Internal Lines") action_Show_BasePolyLine("Show Baselines") actionShow_CutLine_3D_Pattern("Show 3D Pen ('Garment')") action_3D_Show_Pattern_Name("Show Pattern Name") actionShow_Seam_Spring("Show Threads") action_ShowClothFixedPoint("Show Pins") actionShow_Garment_Measurements("Show Garment Measurements") actionShow_Feature_Lines("Show Style Lines") action_ShowButton("Show Button") action_ShowAllPiping("Show Piping") action_ShowAll2DPiping("Show All Piping") actionShow_Bond_Skive("Show Bond/Skive") actionShow_Puckering("Show Puckering") actionShow_Base_Line("Show Baseline") actionShow_Outer_Seam_Allowance("Show Seam Allowance") action_Show_Grading("Show Grading") actionShow_CutLine_2D("Show 3D Pen") actionShow_Symmetric_Instance("Show Symmetric/Instance Lines") actionShow_Pattern_Name("Show Pattern Name") actionShow_Annotation("Show Annotations") action_ShowLineLength("Show Line Length") actionShow_PickedPoint("Show Picking Point") actionShow_GrainLine("Show Grainline") actionShow_UVGuide("Show UV Guide") action_Show2DMeasure("Show 2D Measurements") action_ShowDSearmLine("Show Sewing") actionShow_Seam_Line_Length("Show 2D Sewing Lengths") actionHide_Seam_Line("Hide Sewing ('Selected')") actionShow_Seam_Line("Show Sewing ('Selected')")

menu_Display_Avatar("Avatar")		<code>("") actionShow_Stitch_Lines("Show Topstitches") actionShow_2D_Puckerings("Show Puckerings") action_AvatarHide("Show Avatar") action_ShowArrangement("Show Arrangement Points") action_ShowPan("Show Bounding Volumes") actionX_Ray("Show X-Ray Joints") actionShow_Measure("Show Avatar Measurements") action_Show_Avatar_Tape("Show Avatar Tape") actionShow_CutLine_3D_Avatar("Show 3D Pen ('Avatar')")</code>
menuEnvironment("Environment")		<code>action_Show_3D_Grid("Show 3D Grid") action_ViewGrid("Show 2D Grid") action_ShowShadow("Show 3D Shadow") actionShow_Light("Show Light Controller") actionShow_Wind("Show Wind Controller") actionShow_Camera("Show Camera") actionShow_Frame_Rate("Show Frame Rate") actionShow_3D_Cloth_Window_Size("Show 3D Garment Window Size") actionShow_Auto_Save_Time("Show Auto Save Time") actionShow_2D_Ruler("Show Ruler") actionShow_Guideline("Show Guideline")</code>
("") menu_Display_Avatar_Rendering_Style("Avatar Rendering Style")		<code>action_AvatarFill("Textured Surface") action_AvatarOnlyFill("Monochrome Surface") action_AvatarWireframe("Mesh")</code>
menu_Display_3DGarment_Rendering_Style("3D Garment Rendering Style")		<code>action_ClothThick("Thick Textured Surface") action_ClothTexture("Textured Surface") action_ClothFill("Monochrome Surface") actionOpaque_Surface("Opaque Surface") action_ClothWireFrame("Mesh") action_ClothRandomColor("Random Color Surface")</code>
menu_Display_2DPattern_Rendering_Style("2D Pattern Rendering Style")		<code>action2D_Texture_Surface("Texture Surface") action2D_Monochrome_Surface("Monochrome Surface") action2D_Opaque_Surface("Opaque Surface") action2D_Transparent_Texture("Transparent Surface") action_ShowMesh("Mesh")</code>
menuFit_Map("Garment Fit Maps")		<code>action_ClothPressure("Stress Map") actionStrain_Map("Strain Map") actionFit_Map("Fit Map") action_ShowContactPoint("Show Pressure Points")</code>
("") action_Format_Background("Format 3D Background") action2D_Background("Add Background Image") ("") menu_Display_3DToolbars("3D Toolbar")		<code>actionToolBarSimulation("Simulation Toolbar") actionToolBarResGarment("Garment Resolution Toolbar") actionToolBar3DPatternSelect("Select Toolbar") actionToolBarBasting("Tack Toolbar") actionToolBarLineTack("Line Tack Toolbar") actionToolBar3DCloth("Arrangement Toolbar") actionToolBar3DSeam("Sewing Toolbar") actionToolBarAvatar("Motion Toolbar") actionToolBarMeasure("Measurement Toolbar") actionToolBar3DFabric("Texture/Graphics Toolbar") actionToolBar3DPress("Fold/Press Toolbar") actionToolBar3DButton("Button Toolbar") actionToolBar3DZipper("Zipper Toolbar") actionToolBar3DPiping("Piping Toolbar") actionBinding_Toolbar("Binding Toolbar") actionToolBar3DBaseLine("3D Pen ('Garment') Toolbar") actionToolBar3DFlattening("3D Pen ('Avatar') Toolbar") actionToolBarAvatarTape("Avatar Tape Toolbar") actionGarment_Measurement_Toolbar("Garment Measure Toolbar")</code>
menu_Display_2DToolbars("2D Toolbar")		<code>actionToolBar2DPatternEdit("Pattern Toolbar") actionPleats_ToolBar("Pleats Toolbar") actionUV_Toolbar("UV Toolbar") actionToolBar2D_SubLayer("Sublayer Toolbar") actionToolBar2D_Annotation("Pattern Annotation Toolbar") actionToolBar2D_Seam("Sewing Toolbar")</code>

	<pre> action_ToolBar2Dblock("Block Toolbar") action_ToolBar2D_SeamTaping("Seam Taping Toolbar") actionSteam_Toolbar("Steam Toolbar") action_ToolBar2DSwitch("Topstitch Toolbar") action_ToolBar2DPuckering("Puckering Toolbar") action_ToolBar2DFabric("Texture/Graphics Toolbar") action_Toolbar2D_Grading("Grading Toolbar") </pre>	
menu_Display_Window("Window")	<pre>action_Window_Default_Layout("Reset to Default Layout")</pre>	<- 가변 메뉴임 ("코드로 직접 menu/action을 넣고 뺏고 함")
menuPreferences("Preferences")	<pre> menu_Preferences_Gizmo("Gizmo") </pre>	
menu_Setting("Settings")	<pre> action_3D_Grid_Brightness("3D Grid Brightness") action_Smart_Guide("Smart Guide") action_ActivateSnapping("Snap to Pattern") action_ActivateGrid("Snap to Grid") actionPattern_Editor_Property("Grid Properties") (") menuCamera_Properties("Camera Properties") actionSet_Simulation_Property("Simulation Properties") (") actionStretching_Ratio_Display_Option("Garment Fit Properties") </pre>	<pre> action_Screen_Coordinate_Gizmo("Screen Coordinate") action_Local_Coordinate_Gizmo("Local Coordinate") action_World_Coordinate_Gizmo("World Coordinate") </pre>
menu_Help("Help")	<pre> menuLanguage("Language") </pre>	<pre> actionChinese("简体中文") actionJapanese("日本語") actionKorean("한국어") actionEnglish("English") actionSpanish("Español") actionFrench("Français") actionItalian("Italiano") actionPortuguese_Brazil("Português") actionRussian("Русский") actionTurkish("Türkçe") actionArabic("عربى") actionTaiwan("繁體中文") actionVietnam("Vietnam") </pre>
	<pre> actionPreference("User Settings") (") menuPlug_In("Plug-in") (") actionLog_Out("Log Out") </pre>	<pre> actionPreference("User Settings") (") menuPlug_In("Plug-in") (") actionLog_Out("Log Out") </pre>
	<pre> menuManual("Manual") </pre>	<pre> actionChinese_Manual("中文") actionEnglish_Manual("English") actionKorean_Manual("한국어") </pre>
	<pre> actionOnline_Tutorials("Online Tutorials") action_FAQ("FAQ") menuCommunity("Community") </pre>	<pre> actionCommunityQA("Q & A") actionCommunityTips("Tips & Tricks") actionCommunityFeedback("Product Feedback") actionCommunityThemes("Free Themes") </pre>
	<pre> action_QA("Q&A") actionShow_Screen_Navigation("Show Screen Navigation") (") action_New_In_CLO3D("New Features & Version Archive") (") action_AppAbout("About") </pre>	