

Notes from the BoF: menu system API improvements

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Eliminate {menu_router} vs. {menu_links} confusion?

- Kill MENU_NORMAL_TYPE and force modules to explicitly save links?
- Is the convenience of providing this via system module too detrimental to developers understanding how the system works?

D6/D7 menu admin usability disaster

admin/build/menu/settings

The screenshot shows the Drupal 6/7 administration interface for the 'Menu' settings. The left sidebar shows a navigation tree with 'Main menu' highlighted. The main content area is titled 'Menus' and contains three settings:

- Default menu for content:** A dropdown menu set to 'Main menu'. A yellow arrow points to this dropdown with the annotation: **Totally unclear title/description.**
- Source for the Main menu:** A dropdown menu set to 'Navigation'. A yellow arrow points to this dropdown with the annotation: **"Main menu" used twice, but different meanings.**
- Source for the Secondary menu:** A dropdown menu set to 'Navigation'.

At the bottom of the settings area are buttons for 'Save configuration' and 'Reset to defaults'.

API enhancements from chx

- For a path like `node/%` we may want different page callbacks for different node types.
- Similarly, we may want to use different access callbacks depending on the object properties.

API enhancements from chx



Drupal Pipes

- Issue: <http://drupal.org/node/218770>
- We could have arrays of chained callbacks.
- This could also apply to FAPI, and other processes in Drupal.
- Drupal would provide a generic state machine and subsystems would be instances of it.