

WinZip UI using SWTML :

```
<!-- WinZip -->
<!-- WinZip SCHEME TRIM -->
<img alt="WinZip Dialect" data-bbox="42 195 208 210"/>

<!-- WinZip BAR -->
<!-- WinZip CADE -->

<menu
  <menu-item "Ctrl+N"
    <img alt="WinZip menu_new16.gif" data-bbox="42 315 650 330"/>
    <!-- Ctrl+N -->
  </menu-item
  <menu-item "Ctrl+O"
    <img alt="WinZip menu_open16.gif" data-bbox="42 415 660 430"/>
    <!-- Ctrl+O -->
  </menu-item
  <menu-item "Ctrl+C"
    <img alt="WinZip menu_close16.gif" data-bbox="42 500 670 515"/>
    <!-- Ctrl+C -->
  </menu-item
  <menu-item "Ctrl+X"
    <img alt="WinZip menu_exit16.gif" data-bbox="42 600 660 615"/>
    <!-- Ctrl+X -->
  </menu-item
</menu
<!-- WinZip CADE -->

<menu
  <menu-item "Shift+A"
    <img alt="WinZip menu_add16.gif" data-bbox="42 765 650 780"/>
    <!-- Shift+A -->
  </menu-item
  <menu-item "Shift+D"
    <img alt="WinZip menu_delete16.gif" data-bbox="42 865 680 880"/>
    <!-- Shift+D -->
  </menu-item
</menu
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Generated UI :