WYSIWYG Web Builder 21

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WYSIWYG Web Builder

Introduction

WYSIWYG Web Builder is an all-in-one software solution that can be used to create complete responsive web sites without coding. The acronym stands for "What You See Is What You Get," meaning users can visually design their pages, and the software generates the underlying code. It offers drag-and-drop functionality, customizable templates, and various tools for responsive design, animations, and form creation. Ideal for beginners and professionals alike, WYSIWYG Web Builder simplifies the web development process, allowing users to focus on design while the software handles the technical aspects.

Key Features:

- Drag & drop of HTML objects: Text, Lines, Images, Tables and much more!
- Use Artificial Intelligence (OpenAI) to generate, improve or translate text and images.
- Create a new unique website in just a few steps with the Website Wizard.
- Responsive Web Design (breakpoints) based on CSS3 Media Queries.
- Supports many CSS3 features: box-shadow, opacity, rounded corners etc.
- Site Management. Easily add, edit, clone and structure your web pages.
- Form wizard; create forms in less than 4 steps plus many Ready-to-use Forms!
- Built-in form processing script with form validation tools and CAPTCHA.
- Shape objects (Rectangle, Ellipse, Arrows, Signs, Stars, Talk Bubbles and more) with many fill effects such as solid, gradients patterns and glass.
- Support for YouTube, Vimeo, JAVA, HTML5 Audio/Video, and other Plug-Ins.
- Rollover images and Slide Show images (with many transition animations).
- Rollover Text, displays a text banner over image on mouse over with animations.
- Photo gallery object with photo frames and built-in light box slideshow support.
- Ready-to-use Java scripts.
- Navigation bar, Text Menu, Mega Menu, Tab Menu, Slide Menu, SiteTree and Menu bar.
- Template support. More than 200 free templates available.
- Publish your web site to any hosting.
- Master objects and Master Frames. This allows you to re-use objects from other pages.
- Layer Object for advanced layout possibilities: Modal, Sticky, Panel Fixed etc.
- Free angle rotation for shapes and images
- CSS3 animations and transitions.
- Image tools: Contrast, Brightness, Flip, Rotate, Resample, Hue/saturation, Stencils and Crop.
- Image effects: Grayscale, Negative, Sepia, Blur, Soften, Sharpen, Noise, Emboss and more!
- Drawing tools: Line, Line + Arrows, Scribble, Polygon, Curve and Closed Curve.
- Implement Events for Images, Shapes and form controls!
- PHP Login Tools/Page Protection.
- Content Management System functionality with plug-in support.
- PayPal and other eCommerce Tools (Ecwid, Stripe, Snipcart, Paddle, Gumroad, WebMoney).
- Site Search
- Carousel functionality
- News feed ticker object to integrate RSS feeds, Twitter, Flickr, Facebook etc.
- and much more…

Getting started, a quick introduction

WYSIWYG Web Builder is a Web site building tool that helps you design and build full-featured Web sites without having to learn HTML. When you preview or publish a page, Web Builder automatically generates the HTML code your Web browser needs to display pages.

What is WYSIWYG Web Builder?

WYSIWYG Web Builder operates on the principle of shielding the user from the complexities of HTML coding. It distinguishes itself by being not merely an HTML editor, but rather an HTML generator. In fact, you don't need to be aware that HTML is under the hood at all. The process is as simple as dragging and dropping images, text, and other elements onto your page, resulting in a fully functional webpage ready for publication! Think of it as a Desktop Publishing tool tailored for websites.

Web Builder doesn't directly manipulate HTML code; instead, it employs its proprietary file format (.wbs) to store website information. In fact, it allows you to encapsulate your entire website into a single project.

By sidestepping direct HTML usage, Web Builder unlocks a wide range of capabilities beyond the scope of typical HTML editors. It supports diverse features such as shapes, drawings, navigation bars, RSS feeds, blogs, photo galleries, pre-built JavaScript functionality, and a host of advanced elements to enhance your web development experience.

WYSIWYG Web Builder supports multiple ways to create responsive web sites.

- **Fixed / Absolute Layouts (Adaptive Web Design)**
  By default layouts are fixed using absolute positions. This means that you can place objects anywhere you like, so you have complete control over the layout. The downside of this layout mode is that it will be harder to make the page responsive because the layout will only look perfect on the screen size it was designed for. And because there is no 'structure' in the layout (objects can be placed anywhere in random order), there is no way for the browser to automatically re-position and/or scale the content based on the view port. So, to make sure the page content looks good on different viewports (screen sizes), you will have to implement breakpoints (different layout variations) of the same page. This design technique is also known as "Adaptive Web Design".

- **Flexible / Floating Layouts (Re-flow)**
  You can implement flexible layouts by using Layout Grids and/or Flexbox. This makes it possible to create Bootstrap-like layouts. When using layout grids, the layout is controlled by the grids. Objects will automatically resize based on the available space in the viewport and the grid column size. The downside of using layout grids is that you have less control over the layout. All objects will be positioned and resized automatically. So, you are forced into a structured layout.

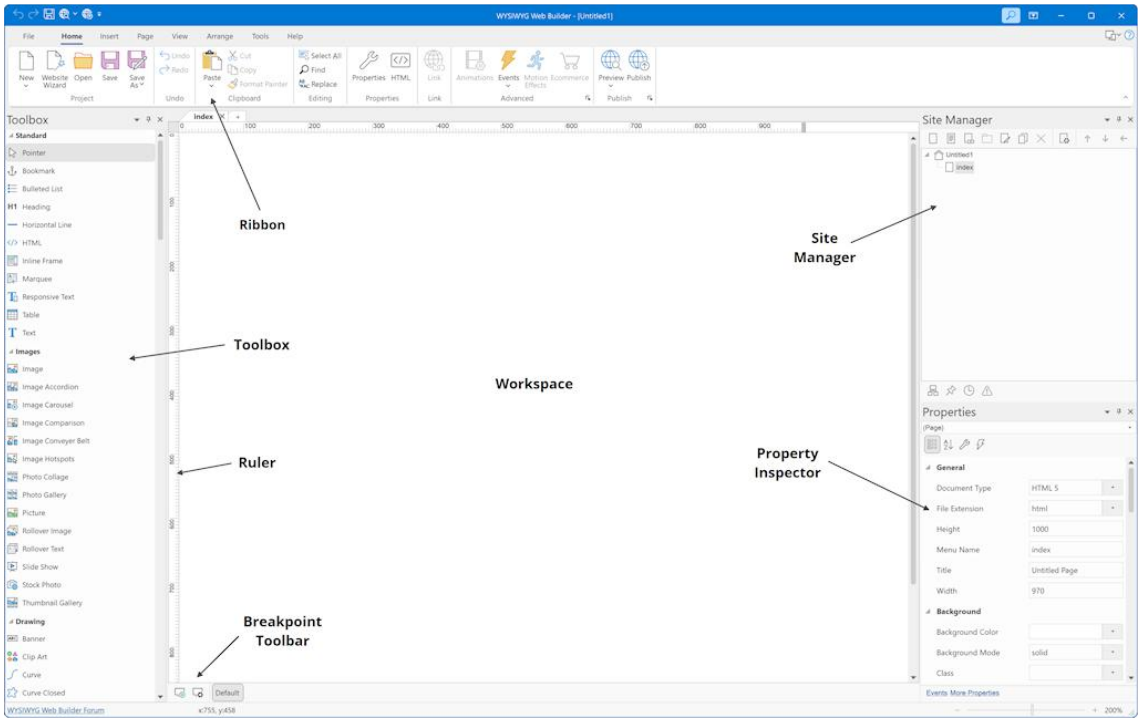
Related tutorial: https://www.wysiwygwebbuilder.com/layout_modes.html

Tip:
For step-by-step instructions to the basic features of WYSIWYG Web Builder please visit the online tutorials: https://www.wysiwygwebbuilder.com/getting_started.html

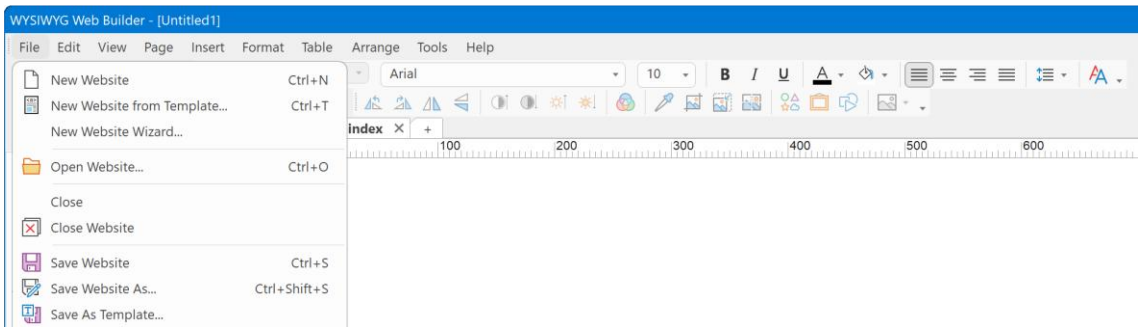
Start Web Builder

Click the WYSIWYG Web Builder icon to launch the application.

After launching WYSIWYG Web Builder, the main screen will look something like this:

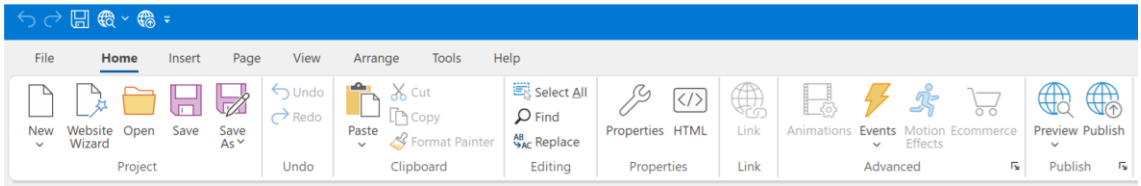


By default, the Ribbon interface will be active, but if you prefer you can also switch to classic menu/toolbars in Tools -> Options -> User Interface.

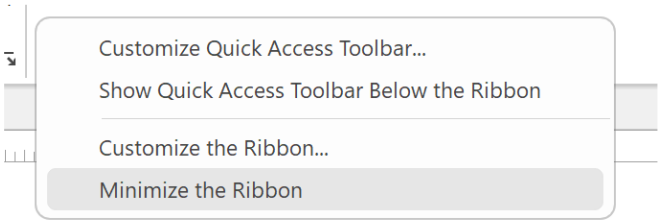


Ribbon

The Ribbon gives you quick access to all available tools. The Ribbon contains tabs to expose different sets of control elements, eliminating the need for many different icon-based tool bars. Some of these tabs are contextual and appear only when a certain type of object is selected, providing specific tools for items such as tables, text or images.



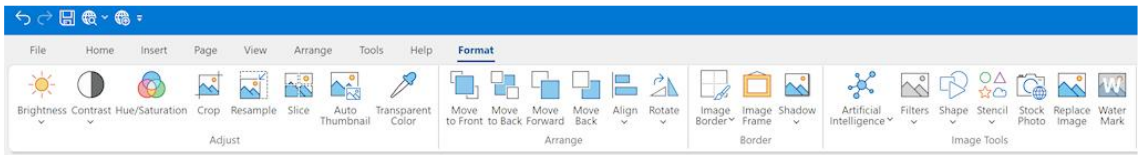
You can minimize the Ribbon by right clicking the Ribbon. When the Ribbon is minimized, you will still be able to access all tabs of the Ribbon, but the tools will hide to free up some screen space.



Online tutorial:
https://wysiwygwebbuilder.com/ribbon.html

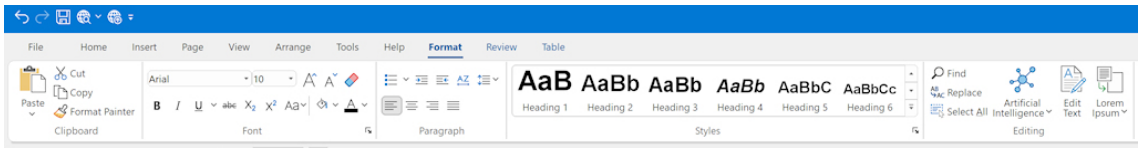
Contextual Tabs

Contextual Tabs only appear when needed. For example, if you select an image object then the Image Tools will be displayed. The tools will automatically hide if you deselect the object.



Text Formatting Tools

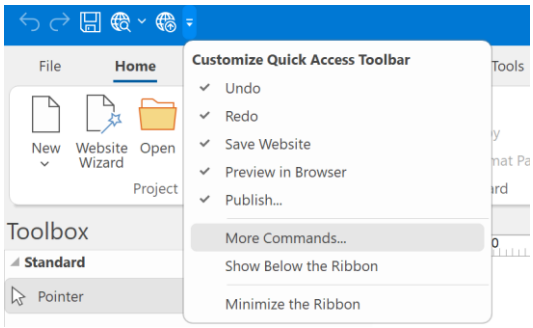
The text formatting tools are only active when you are in text edit mode.



To insert text simply drag the text icon on the workspace. A new object with the text "Double click to edit' will be displayed on the page. To switch to text edit mode double click this text and the formatting tools will become active. For some of the tools you need to highlight the text before they can be used (just like in a regular text editor).

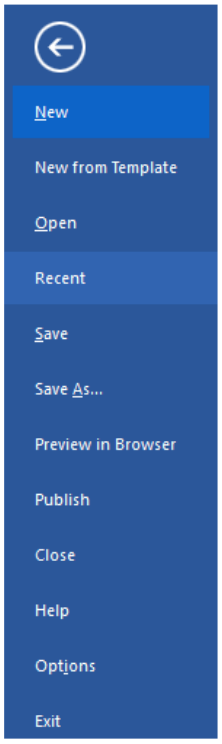
Quick Access toolbar

You can put commands you use most often on the Quick Access Toolbar above the ribbon. Just like the Ribbon, this toolbar is fully customizable.



File Menu

The File Menu contains all file related commands like Open, Save, Close and Publish.



Toolbox

The toolbox can be used to add new objects to your web pages. To insert a new object, select one of the available items and draw a box to indicate the position of the object. The new object will now be inserted to the page. Another way to add objects to your page is by simply dragging them out of the toolbox onto the workspace.

Tabs

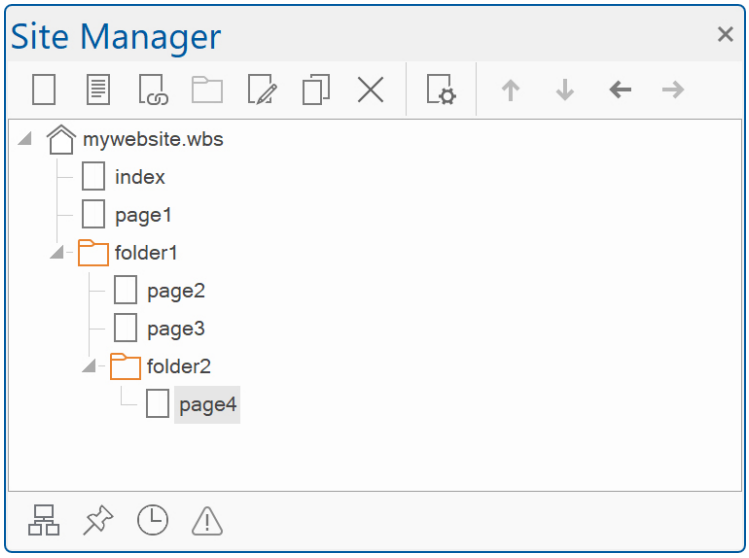
When you have opened multiple pages, you can use the tabs to switch between the pages. To close the active page, press the small 'x' in the upper right corner of the tabs strip.

Workspace

The center of the screen is the workspace, where you can drag and drop objects from the toolbox. This represents your web page.

Site Manager

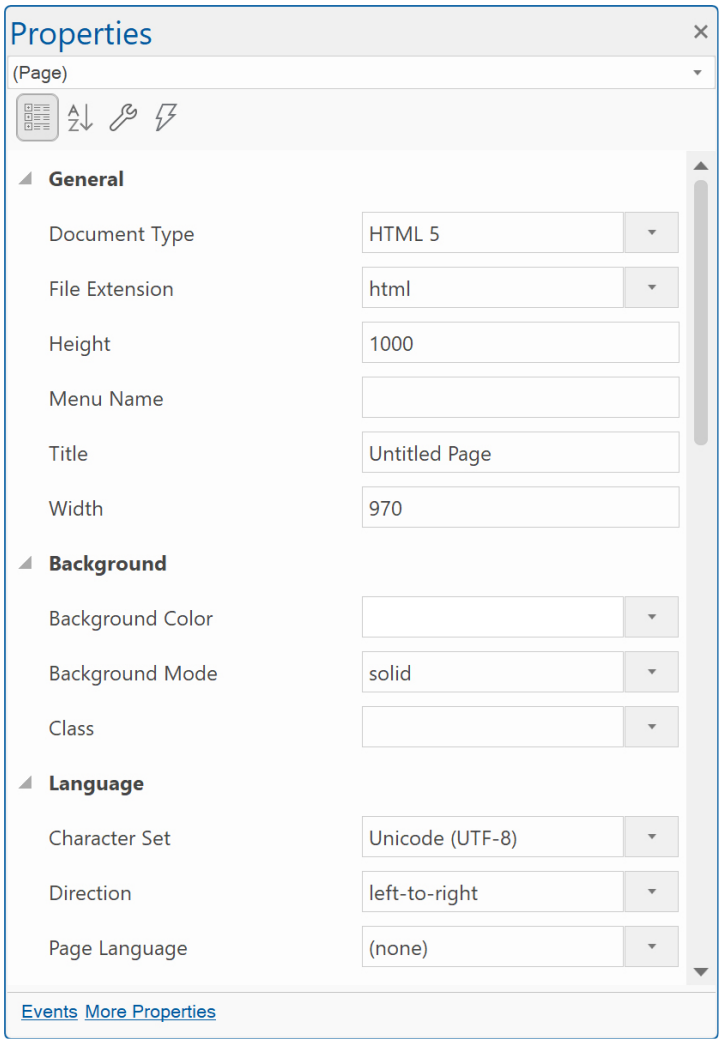
The Site Manager can be used to manage the structure of your web site.



The Site Manager has its own toolbar to add, edit, clone or remove pages. There is also a button to open the properties of the selected page. For more information see also the “Site Manager” chapter later in this document.

Property Inspector

Use the Property Inspector window to view and change the properties of selected objects. You can also use the Property Inspector window to modify page properties. The changes will be visible immediately. The Property Inspector window displays different types of editing fields, depending on the needs of a particular property. These edit fields include edit boxes, drop-down lists, and links to custom editor dialog boxes. It is also possible to manually modify the size and position of the selected object by changing the Position and Size properties.



The ID property

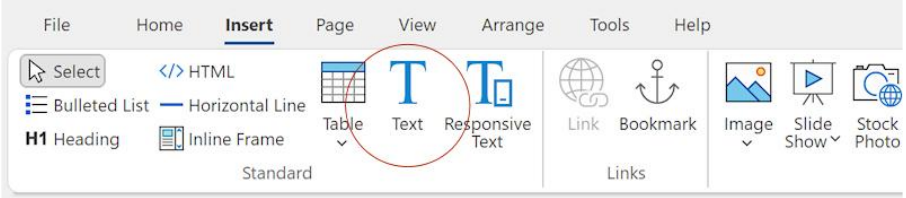
The ID property of an object should be unique within the page. Normally Web Builder will give your object unique names automatically. However, if you use one of more master objects, then IDs may be duplicated, since the software cannot distinguish a master from a normal page.
The Properties Inspector also gives you access to more advanced attributes like the ID of an object. This can be useful if you use master pages and want to give the items of the page a unique ID. We recommend giving objects on a master page names with a prefix like MasterPage_Text1. This will make sure that if the master page is used in another page, the ID of the objects is unique.

Class

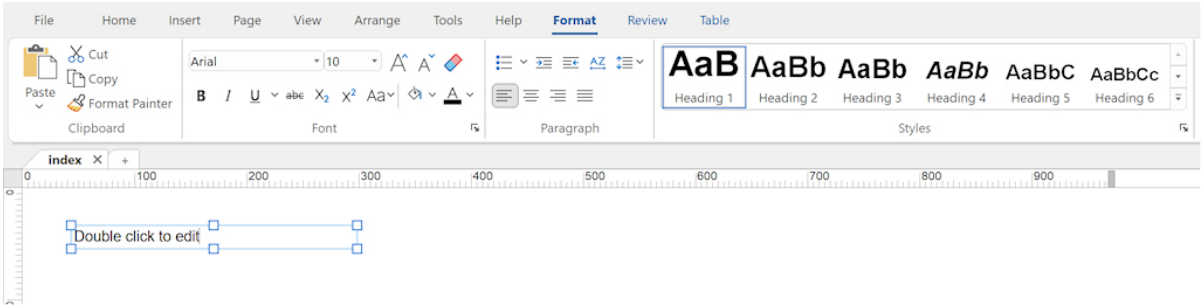
Specifies the class name for the object. The value can be a style (created in the Style Manager) or a custom class. Some objects have a 'Predefined Style' option in the Style properties. This is basically the same property (Style = HTML class). However, for objects that do not support the predefined style, this property does not change the appearance in the workspace. In that case It just adds class="value" to the object's container. This may be useful for advanced users who want more control over the object's style or behavior.

Adding text to the page

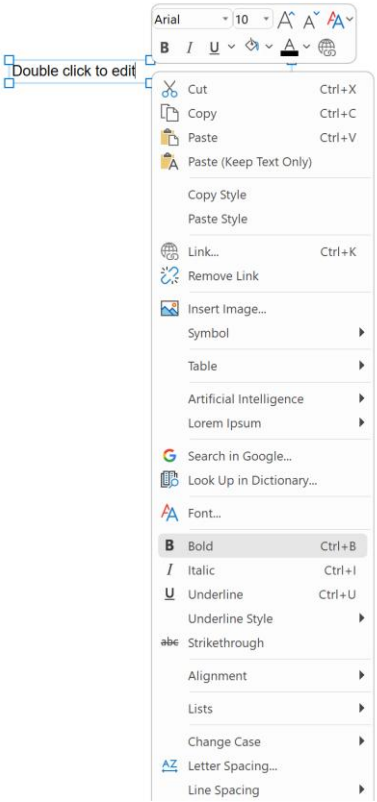
One of the first steps in creating a web page is often adding text.



Select Insert -> Text from the menu and draw a box to indicate the position of the text. Then double click the box to start editing the text. Type some text and (press Enter to go to the next line). The box automatically changes its size to fit the text.



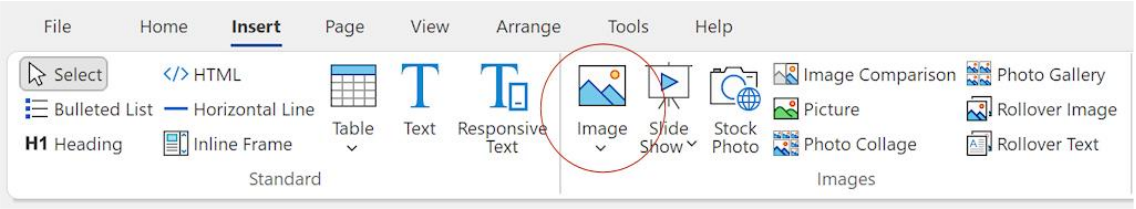
Next, you can change the text attributes by highlighting the text you want to modify with the mouse and then choose the new attributes in the Format Tab. You can change font type, size, bold, italic, underline, text color, highlight color and many other attributes. Note that the formatting tools are also available in the context menu of the text editor.



Click anywhere in the page to stop editing.

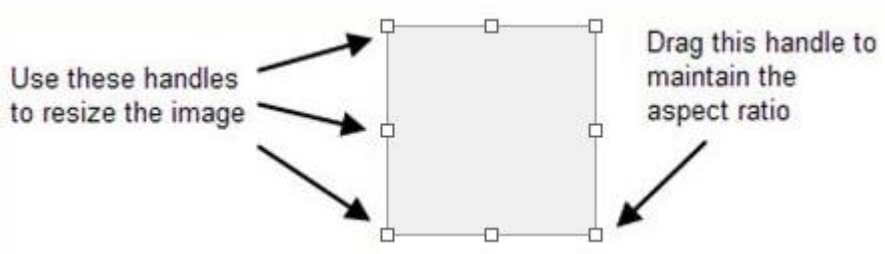
Adding an image to a web page

Select Insert -> Image from the menu and draw a box to indicate the position of the image or select **Image** in the toolbox. The size of the box doesn't matter; Web Builder automatically adjusts the box to fit the image after you place it.



The Image File Open dialog appears so you can locate the image you want to place in the image box. Select the image you want to add and click Open to add it to the page.

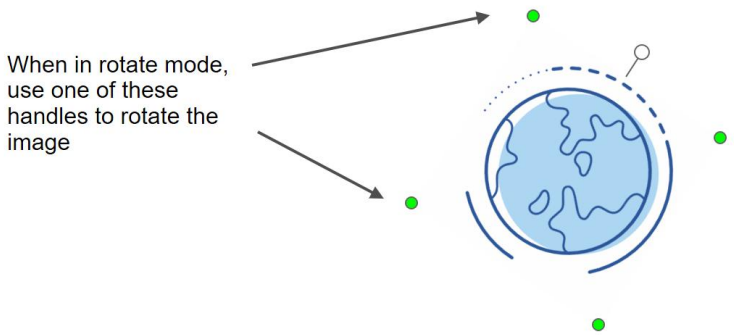
To resize the image, drag the borders (handles) of the image object.



Rotate an image

You can rotate image and shape objects.

To rotate an object:
1. Select the Rotate tool on the Ribbon or right click and select Rotate.
2. Click to select the object, hover over one of its handles until you see the rotate pointer.
3. Hold the mouse button down and drag in the direction in which you want to rotate the object, then release. Use the Shift key for 15° rotation intervals.



Apply effects to an image

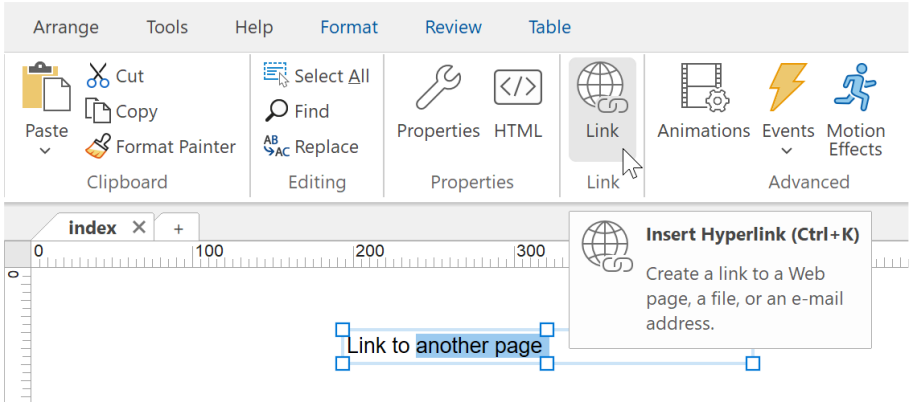
In WYSIWYG Web Builder you can apply effects to images without having to open a separate image editor! A few of the available effects are Contrast, Brightness, Blur, Grayscale, Emboss, Negative, Sepia, Sharpen, Soften, Stencils and much more!

Linking your pages together

Links are text or images that can be clicked to bring the user to another web file such as a web page, images or any other file. They are the essence of the World Wide Web as they link pages within sites and web sites to other web sites. To create a link in Web Builder, follow the instructions below.

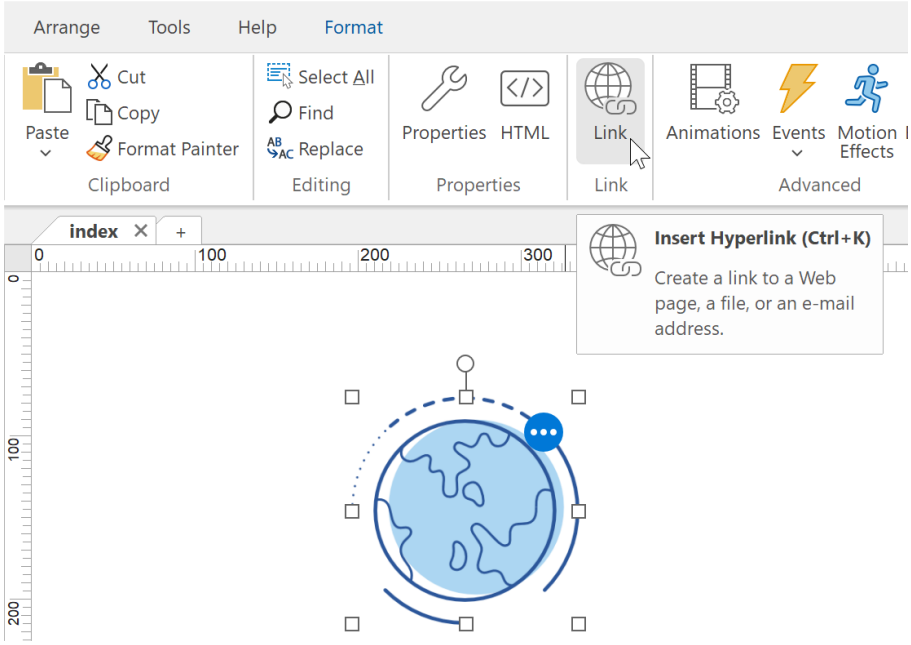
Linking text

Highlight the text you want to link and select Insert -> Link from the menu bar, click the link button on the toolbar or press CTRL+K on your keyboard. This will display the **Edit Link** window.



Linking an image and other objects

Select the object you want to link and select Insert->Link from the menu bar, click the link button on the toolbar or press CTRL+K on your keyboard.

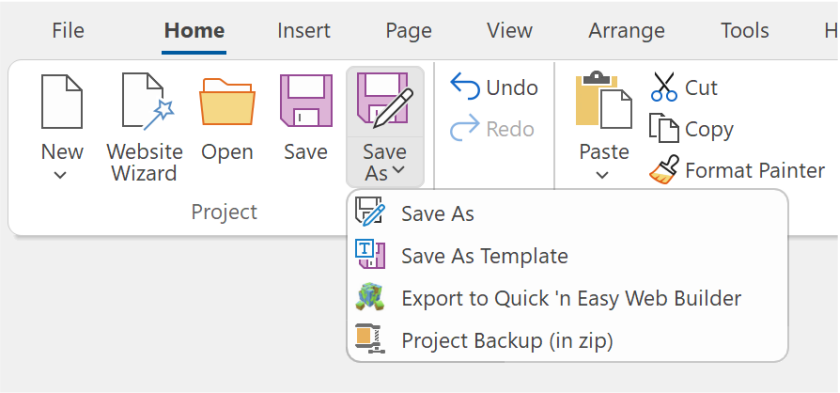


Please read the chapter 'Links' of this document for more details about linking.

Saving your web site

In WYSIWYG Web Builder you do not edit HTML pages directly. Instead, a project file is being used (.wbs) which stores all pages of your website within a single file. Every time you want to edit your website you open this project file.

To save your web site (including all pages it contains), select File -> Save Web Site for the menu and enter a name for the project. Web Builder uses the extension .wbs (Web Builder Site) to save the project files, to save your page as HTML you'll need to Publish your pages.



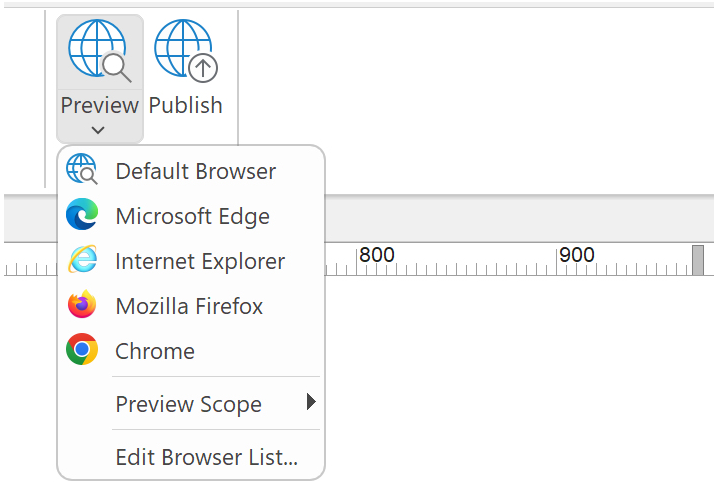
It is also possible to save the project as template, so it can be reused for other projects.

Backup

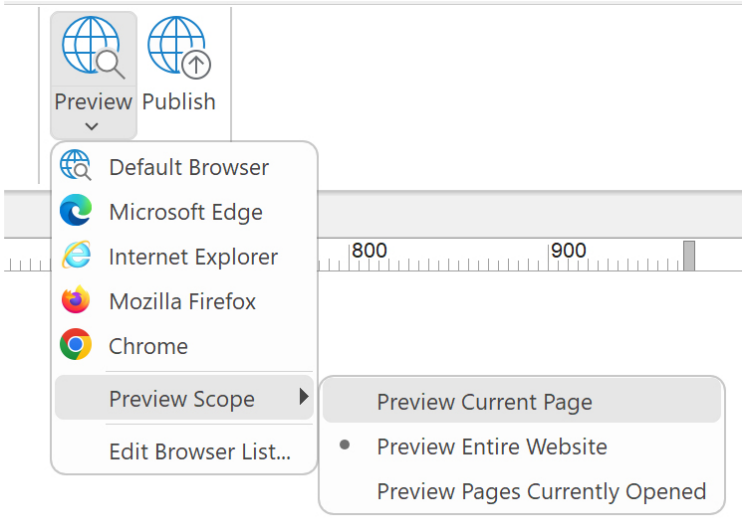
Project backup will create a full backup of the project, images and other files in zip format.
The software also can automatically make backups, which is described later in this document.

Preview a web page

Select Home -> Preview in Browser -> Default Browser (F5) to preview the current page in your default browser. It is also possible to change the browser that is used for previewing. Select Edit Browser List to add/edit the list of browsers that can be used to preview the pages you are working on.



Depending on the preview scope, you can preview either a single page or the entire web site.



Notes:
Internal links do not work in Preview, unless you have set the Preview Scope to Entire Web Site! If you only preview a single page, your browser will not be able to find all the other (internal) pages unless you also generate them!

It is not possible to preview pages that use PHP in your local browser. PHP pages can only be viewed through a web server with PHP support.

Online Tutorials:
https://www.wysiwygwebbuilder.com/preview.html
https://www.wysiwygwebbuilder.com/preview_localserver.html

Publishing web pages

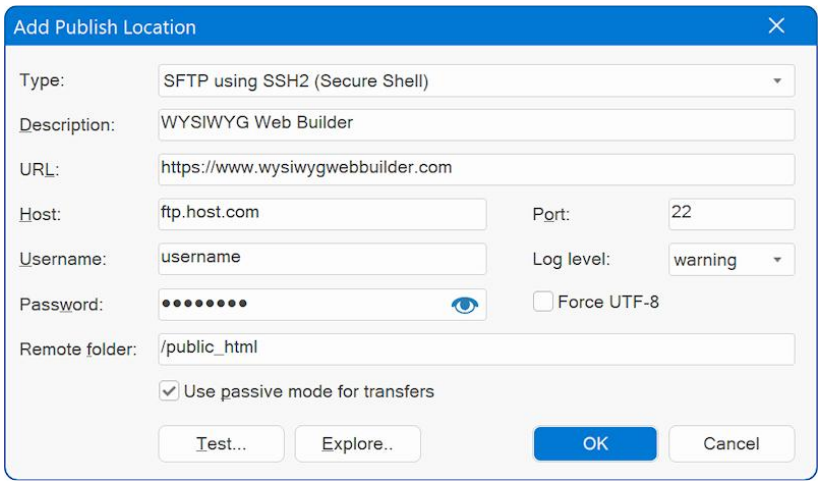
The last step in the process of website creation involves publishing your web pages. To make your web content accessible on the internet, you'll require the services of a web server. These servers are commonly referred to as hosts, and they serve as platforms for the uploading and storage of various files, such as HTML documents, images, and multimedia content. Unless you happen to have your own dedicated web server, you'll need to seek out a hosting service to manage your web pages. There are numerous web hosting options available, including popular choices like:

GoDaddy - Visit their website at https://www.godaddy.com/
1&1 - Check out their services at https://www.1and1.com/

Of course, there are many other hosting providers to explore as well. It's essential to select a web host that supports FTP (File Transfer Protocol) as this will greatly simplify the process of publishing your web pages using the built-in publish tool.

Publish to a remote FTP server.

Once you have registered to a web host, you will receive a server address, username and password. Enter this information into Web Builder by selecting: File -> Publish. Click Add and select Type '***FTP Server***'. Sometimes you also need to specify a remote folder. Common remote folder's locations are: /www, /public_html, /html, but unfortunately this value can be different for each webhost, so consult your webhost's documentation for more details! If you have a firewall/router, select 'Use passive mode for transfers'. Click OK to save. Now you can publish each page simply by selecting Publish.



Publish to a Secure FTP server

The following protocols are supported:

- FTP with TLS/SSL (Port 990 - Implicit)
- FTP with TLS/SSL (AUTH TLS - Explicit)
- SFTP using SSH2 (Secure Shell)

The available settings are the same as for standard FTP. Note however that usually web hosts use different ports for secure servers.
The default port numbers are:

- Port 990 for FTP with TLS/SSL (Port 990 - Implicit)
- Port 21 fort FTP with TLS/SSL (AUTH TLS - Explicit)
- Port 22 fort SFTP using SSH2 (Secure Shell)

Clear control channel
Reverts the FTP control channel from SSL/TLS to an unencrypted channel. This may be required when using FTPS with AUTH TLS where the FTP client is behind a DSL or cable-modem router that performs NAT (network address translation).
If the control channel is encrypted, the router is unable to translate the IP address sent in the PORT command for data transfers. By clearing the control channel, the data transfers will remain encrypted, but the FTP commands are passed unencrypted.

Log Level
Specifies the log level, which determines the amount of detail recorded in the logs during publishing.

- Warning
  Only warnings and errors will be logged.

- Info
  Only basic information will be logged, like which files are transferred.

- All
  Detailed logging. This includes the transfer protocol commands.

Be aware that logging can affect performance. The more information that is logged, the longer processing will take, potentially slowing down the transfer.

Publish to a local folder

If your web host doesn't support FTP or you want to use your favorite FTP client to transfer the files to the server, you can use the option 'Publish to a local folder'. Click Add to add a new location to the list. Enter a name for the location a select '***Local Folder***' as type. Enter the folder where you want to publish the active document. Click OK to save the data and then click Publish to save the files to the specified folder. Now you can take these files from the local folder and publish them using your preferred FTP utility.

Pages to Publish

Select which page or pages you want to publish.

- **Entire Web Site**, publishes all pages of the web site (except the pages which have enabled 'Don't Publish this Page' in Page Properties)
- **Select Page Only**, publishes the select page, click Select to specify the page to be published.
- **Select Page and Sub Pages**, publishes the selected page and all of its subpages (if any).
- **Publish pages using the selected master page.** This will publish all files using the selected master page. This can be useful if you have made some changes to a master page and quickly want to re-publish all pages that are using that master page.

What to do in case of publishing errors?

- Make sure your ftp address (host) is correct.
- Is your username and password ok?
- Make sure the remote folder is correct (very important!)
- If the files don't show up on your website you've probably specified, the wrong remote folder.
- **Does your firewall block the FTP connection of Web Builder?**
- Enable 'Use passive mode for transfers'
- Increase the connection timeout to 120 seconds (Tools -> Options -> Publish)
- If the transfer takes a long time, then you've probably used (very) large images. https://www.wysiwygwebbuilder.com/forum/viewtopic.php?t=1918
- If your website doesn't look to be updated, select 'Refresh' in your browser multiple times!
- For a list of all possible error codes and their descriptions go here:https://support.microsoft.com/default.aspx?scid=kb;EN-US;193625

Why aren't my images displayed on the published page?

- Did you upload the images to the web server?
- By default, Web Builder places all images in a sub folder called images; you can change this through Tools -> Options -> Publish -> Image Sub Folder. If you leave this field empty, the images will be published in the same folder as the published page.
- Some web hosts do not support sub folders, so make sure you have permission to create folders on the server. If not, then you must tell Web Builder to publish the images in the same folder as the HTML.
- Make sure the **image names are valid**; most web servers are case-sensitive and/or do not support special characters in the filenames of images.
- Do your image filenames contain whitespaces or other special characters? Image names with spaces can cause problems in some browsers and/or web servers, use underscores or dashes to connect words instead of spaces.

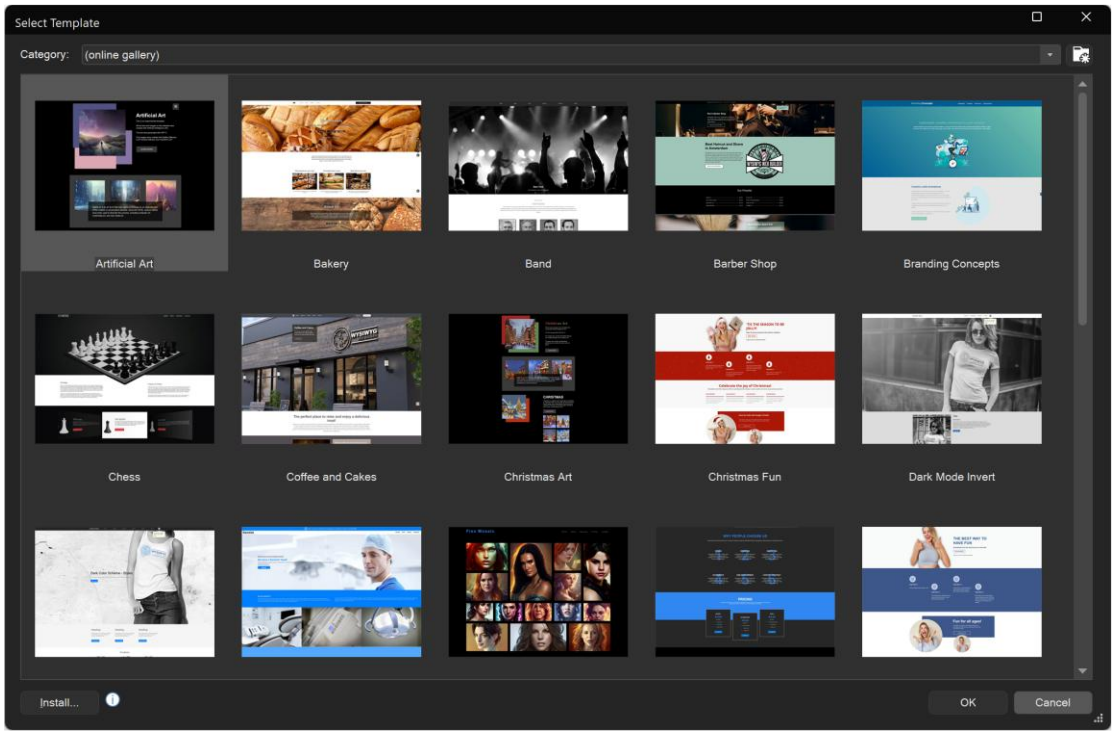
Tip:
For Frequently Asked Questions or other support please visit:
https://www.wysiwygwebbuilder.com/support.html

WYSIWYG Web Builder Options

File

New Web Site
Creates a new empty web site project.
All pages of a web site will be saved in one file.

New Web Site from Template
Creates a new web site based on a template. Templates can later be used by you (or someone else) to use a basis for a new page or web site. When you save a web page to a template it will include all images and other objects in the template file, so there is no need to copy these files separately.



This can be useful if you want to transfer your work to another computer. WYSIWYG Web Builder Templates have the .wtp extension and are saved in the sub folder **\My Document\WYSIWYG Web Builder\system\templates**. To add a new category to the template selection window, you can organize your templates, simply create a new folder and put the template files in this folder. The name of the folder will then be displayed in the Category dropdown list. You can also download templates created by other Web Builder users from web site: https://www.wysiwygwebbuilder.com/templates.html

Website Wizard
With the assistance of the 'Website Wizard,' you can effortlessly initiate a new project. You have the flexibility to begin with a template as the foundation for your new project or customize its content and style through a step-by-step process. Moreover, there are options available to harness AI-driven content generation, tailored to your specified description, and incorporate (random) stock images relevant to your selected category. These features empower you to craft a distinct and unique website every time you utilize the wizard. The generated website will exhibit fresh variations with each run of the wizard!

Online tutorial: https://wysiwygwebbuilder.com/website_wizard.html

Open Web Site
Opens an existing web site project.

Close
Close the active page. Closing the last open page will also close the web site project!

Close Web Site
Close the active web site project.

Save Web Site
Save the active web site project.

Save Web Site As
Save the active web site project with a new name.

Save Web Site as Template
Save the active web site project to a template.
See 'New Web Site from Template' for more details about templates.

Save As HTML Document/ Export HTML
This option triggers the Publish window. If you really want to export the active HTML page only, then hold down the SHIFT key on your keyboard. To generate more than one file at a time, please use the Publish option.

Export to Quick 'n Easy Web Builder.
Save a copy of the project in Quick 'n Easy Web Builder format.

Quick 'n Easy Web Builder (https://www.quickandeasywebbuilder.com/) is a web design tool for Mac and Linux inspired by WYSIWYG Web Builder. The projects created with QnEWB and WWB are not compatible. However, this option makes it possible to export the project in a format that can be opened by Quick 'n Easy Web Builder.

Note that Quick 'n Easy Web Builder is a different product, you will need a separate license.

Know limitations:
Quick 'n Easy Web Builder was created with different development tools on different platforms (Mac/Linux), so not all features work the same. For example, the text object uses a completely different text editor component. This means that not all features can be exported to QWB format.

The following objects will not be exported:
- Bulleted list
- Clip Art
- CMS tools
- Curved Text
- ListView (jQuery UI)
- Marquee
- Text Art
- ToolTip (jQuery UI)
- Extensions

Note about text:
- Styles in text. The styles in the style manager will be exported but you will need to reapply the styles to the text.

For a feature comparison overview of WYSIWYG Web Builder and Quick 'n Easy Web Builder please go to: https://www.quickandeasywebbuilder.com/forum/viewtopic.php?f=30&t=40257

Project backup in zip
This will create a full backup of the project, images and other files in zip format.
Note that the images and other files will only be included if they are stored in the project folder. Therefore, the option "Let WYSIWYG Web Builder manage images and other files used by a project' should be enabled.

Preview in Browser
Preview the active web page in your default Browser.
Depending on the preview scope (Tools -> Options -> Misc), you can preview either a single page or the entire web site. It is also possible to change the browser that is used for previewing. Go to File -> Preview in Browser -> Edit Browser List to add/edit the list of browsers that can be used to preview the pages you are working on.

Tip: You can also use the menu item 'Preview entire web site' to toggle between single page and entire website preview.

Note: You cannot preview PHP pages directly in your browser. PHP can only be viewed via a web server with PHP support!

Publish
Publish the active page, a group of pages or the entire web site. You can choose to publish to a local folder or a remote FTP server. Check out the chapter 'Publish' of this document for more details.

Site Summary
The summary contains statistics about the web site project for informational purposes.

- Created, the date the project was created.
- Last Modified, the date the project was last modified
- Total Editing Time, the total editing time in minutes (starting in version 18).
- Project Size, the size of the project file (wbs)
- Pages, the number of pages in the project
- Images, the number of images in the project and total file size.
- Video, the number of video files in the project and total file size.
- Audio, the number of audio files in the project and total file size.
- Downloads, the number of downloads (linked files) in the project and total file size.
- Extensions, the number of extensions used in the project.
- Fonts, the number of different fonts in the project.

Exit
Quits the application.

Home

Paste
Insert Clipboard contents.

In text editing mode hold down the SHIFT key while using this command to paste without formatting. This can be useful when you are pasting text from MS Word which may include invalid control characters.

Paste in Place
Paste in Place is a method of pasting something in the workspace in the exact position that it was in when you copied it.

Format painter
Use the Format Painter to quickly copy formatting (color, font, border) from one object to another. Note that it does not work for individual text, only the container object. First select the object from which you want to copy the format. Then click the 'Format painter' button in the Ribbon and select another object. To apply the same formatting to multiple objects, you can double-click the 'Format painter' button and then select other objects. To cancel the format-painter tool select the button again or click on an empty area in the workspace.

Currently the following properties will be copied:

- alignment
- background color
- background image
- background texture
- background mode
- border color
- border radius
- border style
- border width
- box shadow
- font size
- font style
- gradient color
- gradient style
- margin
- opacity
- padding
- pattern style
- text color

Cut
Cut the selection and put it on the Clipboard.

Copy
Copy the selection and put it on the Clipboard.

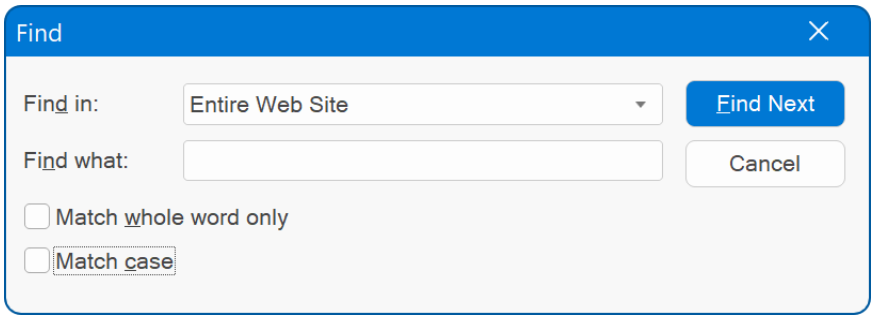
Delete
Erase the selection.

Select All
Select the entire document (all objects).

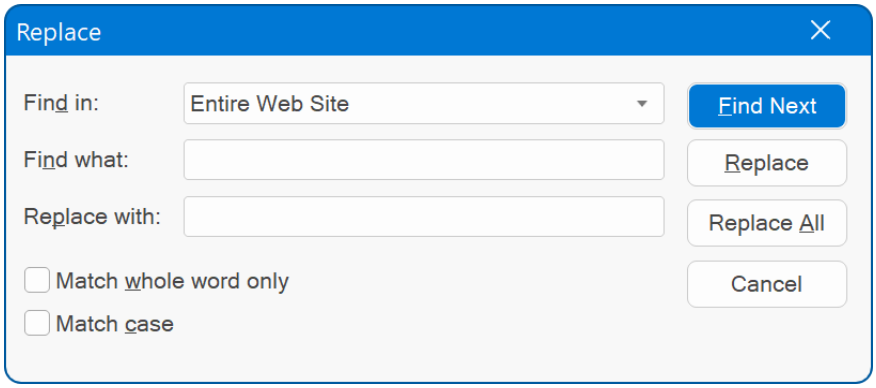
Undo
Undo the last action. You can undo up to 255 actions.

Redo
Redo the previously undone action.

Find
You can search for words or characters on the active page or your entire website. On the Edit menu, click Find. In Find in, select Current Page or Entire Web Site. In Find what, type the characters or words you want to find, and then click Find Next. To find additional instances of the same text, continue to click Find Next.



Replace
You can search for and replace words or characters with text that you specify.
On the Edit menu, click Replace. In Find in, select Current Page or Entire Web Site
In Find what, type the characters or words you want to find.
In Replace with, type the text you want to replace it with.
Click Find Next, and then click Replace. To replace all instances of the text, click Replace All.



Properties
Edit properties of the selected object.

HTML
View generated HTML of the selected object or insert your own HTML code!
Please note that this option is for advanced users only. Inserting invalid HTML code may cause unexpected results.

Don't Publish Assets (context menu only)
If this option is enabled then Web Builder will not publish the assets (images, scripts, movies) for this object. For example, a media player will not publish the associated media file(s).
This can be useful if a file already exists on the server, so it does not need to be published again.
Note that it will still generate the HTML code for the object!

Restore Original Size (context menu only)
Can be used to restore an image or flash object to its original size.

View

Full Screen mode: Normally, when you edit a webpage in WYSIWYG Web Builder, some of the screen is taken up with toolbars, a menu bar, a status bar, and other windows. To temporarily hide all this extraneous information to solely work on your page, click "View" and select "Full Screen Mode". Everything will disappear except your currently edited page. To go back, press the F11 key or click the Full Screen toolbar button.

Refresh: The 'Refresh' option to reloads all images of the current page. This can be useful if you have edited images outside of Web Builder.

Object Manager: Show or hide the Object Manager window.

Properties Inspector: Show or hide the Properties Inspector window.

Site Manager: Show or hide the Site Manager window.

Toolbox: Show or hide the toolbox.

Grid: Show or hide grid.

Snap to grid: Enable or disable snap to grid. Use the Snap to Grid feature to align objects exactly. Web Builder creates a "magnetic" attraction between the selected object and the grid.

Snap to ruler guides: Enable or disable snap to ruler guides.

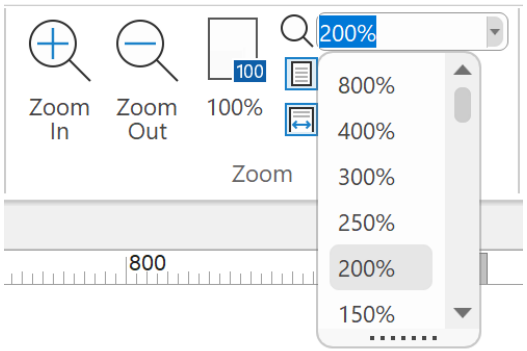
Rulers: Show or hide rulers.

Ruler Guides: Show or hide ruler guides. You can add ruler guides by clicking Ruler Guides -> Add Horizontal/Vertical user guide or simply drag a new guide from the ruler bar.

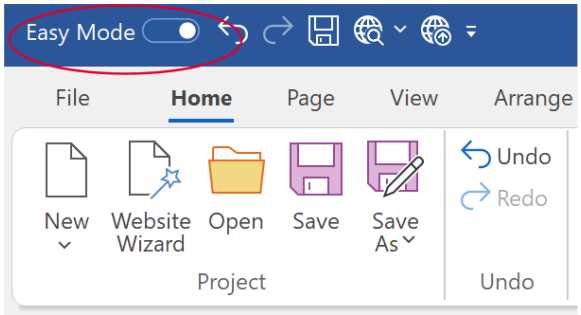
Object Outlines: Show or hide object borders.

Zoom
You can zoom in to see parts of your web page close-up, or zoom out to see more of the page. You can either select one of the predefined zoom percentages or enter a custom value in the zoom toolbar.

Notes:
The quality of the zoomed page strongly depends on the zoom level. You will get the best quality for 100%, 200%, 300%, 400% etc. But a zoom level of 150% will introduce rounding errors.
You cannot edit text when a page is zoomed in or zoomed out.



Easy Mode: When Easy Mode is enabled, it loads a simplified environment where you can create your website using blocks only. This option is aimed at new users (or existing users) that just want to quickly create a website, without the need to have full control over the layout. It may also be beneficial for newcomers to get familiar with the user interface, before transitioning to the regular environment.



The main difference with the regular environment is that you work exclusively with blocks instead of individual objects. Consequently, there's no object toolbox or insert menu to navigate. You're limited to inserting blocks, rather than individual objects, and the available options have been condensed for a more straightforward workflow. You cannot drag & drop, insert, delete or copy/paste individual objects (to maintain layout integrity). But you can edit the properties of objects, just like in the regular version. Also, objects can be hidden. Blocks can be inserted, removed, copy/pasted and re-arranged.

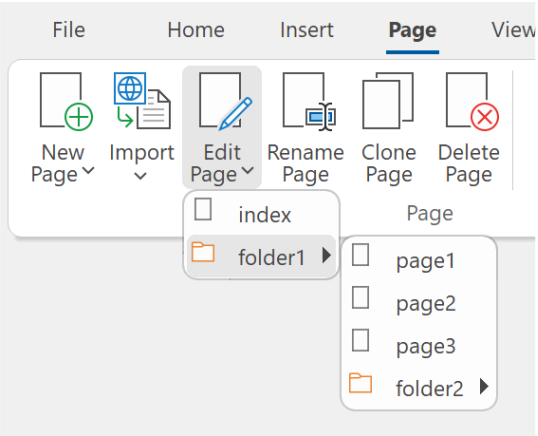
Online tutorial:
https://wysiwygwebbuilder.com/easymode.html

Page

New Page
Adds a new page to your web site. The new page is automatically opened so you can start editing it right away. The new page (with a unique page name) with be added to the Site Manager tree.

New Page from Template
Create a new page based on a template. Pick any page from a template and insert it into the current project. The new page (with a unique page name) with be added to the Site Manager tree. Template functionality is described later in this document.

Edit Page
This will display a list of all the pages on your website. To open/edit the page, simple select the page name.



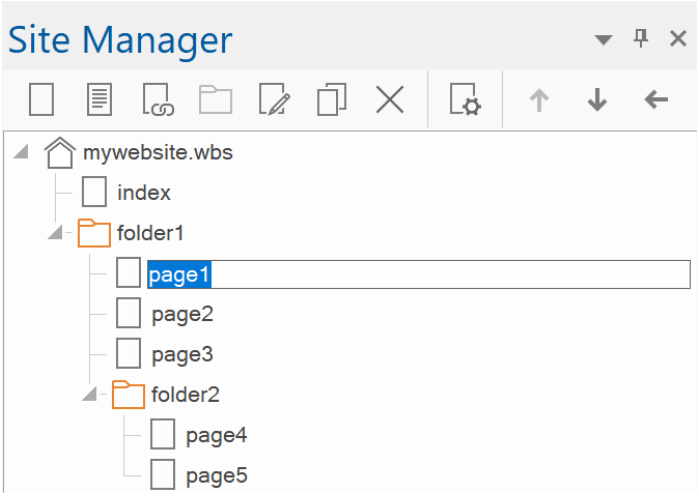
Clone Page
To make an exact copy of the active page, select **Clone Page** from the menu. A new item (with a unique name) will be added to the Site Manager.

Note:
'Clone Page' will duplicate the page and all objects on that page. To reduce the number of duplicated objects within your website you should consider using master pages.

Delete Page
Delete the active page from your web site. You cannot remove the last page in your web site.

Rename Page

Rename the active page. Note that the Site Manager must be visible to be able to rename your page. The name of the page will be highlighted in the Site manager, where you can change its name.



Note: When you have linked to the page you are renaming (from any page within the web site), Web Builder automatically updates all the links for you so you don't have to redo all the internal links.

Notes about page names

While building your web site, Web Builder saves the project file with the .wbs extension. This is a project file used by Web Builder to simplify the building process. One project file can contain multiple web pages. Once your pages are ready you must export or publish them as HTML.
The name of the output HTML file is taken from the name you have specified in the Site Manager.
So, if you named the page index then the output file will be called index.html. If the page needs another extension like .php, you can configure this in the Page Properties.

Here are some guidelines how to name your web pages:

1. Do not add .html or .htm extension to the page name. Web Builder will automatically add the .html extension (or .php, .asp) when it publishes (or exports) the HTML code.
2. Always name your homepage: "index", this is the most common name for a homepage.
3. Always use lowercase filenames, most web servers are case sensitive and might fail to find your page if you have called it "Index" or "INDEX"
4. Use alpha numeric characters only. Do not use space or other special characters in the name, keep them simple like:
   "page1" or "my_products"
5. Use underscores or dashes to connect words.

Import HTML Page
Although Web Builder is NOT an HTML editor, you can import existing HTML pages.
Select **Page -> Import -> Import HTML Page** from the menu to display the Import HTML page window.
You can either select an HTML page from your local drive or specify a URL of an online website.
Click **OK** to start importing the page. Web Builder will automatically copy all images to your local drive.

Important notes about importing HTML:

- WYSIWYG Web Builder is not an HTML editor, but an HTML generator! Web Builder imports the HTML by rendering the contents of an existing page and then attempts to convert the layout to Web Builder's internal object format.
- The import feature currently only imports text, images, form elements and body attributes (link colors, background images, meta tags). Tables, scripts, style sheets and multimedia components are not imported. But in most cases, this is good enough to get you started.
- Web Builder does not parse style sheets, so is some cases the text may look different than the original page.
- Web Builder currently doesn't support framesets. If you want to import a web page that is using frames, you'll have to import all individual pages separately.
- It is very difficult to support all different types of HTML. Even the popular browsers will interpret HTML differently, so don't expect miracles. If a page fails to be imported it probably contains code that Web Builder doesn't understand, and you still have to start from scratch.
- Importing web pages created with WYSIWYG Web Builder will give the best results!

Import page from another project
This option makes it possible to import page from another WYSIWYG Web Builder project.

Page HTML
In this window, the HTML generated by Web Builder is displayed. To insert your own code, select the appropriate Tab. Select if the code should be inserted at the Start of Page, Between Head tag, Inside Body tag, Beginning of Body, End of body or End of page. The custom code will be displayed in blue.

Warning:
When you insert code in the Page HTML window, make sure you do not include the <HTML>, <HEAD> or <BODY> tags! WYSIWYG Web Builder already generates these tags.

- **Start of Page**
  The HTML will be inserted before all other code on the page.

```
<-- your html -->
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"https://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
…
```

- **Between <head></head> tags**
  The HTML will be inserted between the <head></head> tags.

```
<head>
...
<-- your html -->
</head>
```

- **Inside <body> tag**
  The HTML will be inserted inside the <body> tags.

```
<body attribute=value>
```

- **After <body> tag**
  The HTML will be inserted after the <body> tags.

```
<body>
<-- your html -->

...
</body>
```

- **Before </body>**

```
<body>
...

<-- your html -->
</body>
```

- **End of page**

```
<body>
...
</body>
<-- your html -->
```

- **Inside <html> tag**

```
<html your html>
```

Page Properties
Set or edit the properties of the active page.
The property window of a page is subdivided into these categories:

- General
- Style
- Meta Tags
- Miscellaneous
- Events

Multi-Page Properties
The Multi-Page Properties tool can be used to modify selected properties for multiple (selectable) pages at once. For example, to quickly change the master page for a group of pages. But also, background properties, meta tags, page extension etc. Only the modified value(s) will be applied to all selected pages, other values will not be affected.

Site Properties
Change the page properties of all pages within the current web site project. These values will also be used as the defaults for new pages. You can also launch the property categories individually (General, Formatting, Meta Tags, Internet Explorer and Misc). This can be useful if you only want to update the Formatting properties, without also affecting the meta tags and other categories for all pages.

Note:
Some properties like page size, title and extension are unique for each page, so these cannot be changed for all pages at the same time. To prevent you from accidental changing them and overwriting the properties of all pages, these properties have been disabled.

Site HTML
Insert (Page) HTML code that will be included on all pages.
To include HTML code only for specific pages, use Page HTML.
To include HTML code on multiple pages, but not on all pages you can use Master Frames.

User defined variables
This option can be useful to get global variables (also known as Site Variables) for the project, for example to quickly update the copyright or other value that regularly changes.
The variables will be replaced during publishing by the specified value. You can use this variable anywhere in the page, text or property values.

Example:
Name: $COPYRIGHT$
Value: Pablo Software Solutions
This will replace any instance of '$COPYRIGHT$' in the project by 'Pablo Software Solutions'.

Site variables can be inserted manually (by typing the variables) or via the context menu of most text input fields.

The following variables are set automatically:

$PAGE_NAME$
will be replaced by name of the page (without file extension).

$PAGE_TITLE$
will be replaced by the page title as specified in the page properties.

$PAGE_FILENAME$
will be replaced by the filename of the page (with file extension).

$PAGE_DATE_MODIFIED$
inserts date of the last update.

$PAGE_DATE_PUBLISHED$
inserts publish date

$DATE_YEAR$, $DATE_MONTH$, $DATE_DAY$
insert year, months, day as numbers

$DATE_TIME$
inserts publish time HH:MM:SS

The default format for modified and publish dates is YYYY-MM-DD , but this can be changed via site variable **$DATE_FORMAT$**

For example:
%Y-%m-%d, 1999-03-28
%A, %B %d, %Y results Friday, March 19, 1999

More information about format codes can be found here:
https://learn.microsoft.com/en-us/cpp/c-runtime-library/reference/strftime-wcsftime-strftime-l-wcsftime-l

The following built-in variables are available (for advanced users):

$PARALLAX_SPEED$
Specifies the speed at which the parallax effect runs. 0.0 means the image will appear fixed in place, and 1.0 the image will flow at the same speed as the page content. The default is 0.3.

$GOOGLEFONTS_PREFIX$
This makes it possible to overwrite the 'http:' prefix used for Google web fonts. You can replace it with 'https:' or leave the value empty. Default is 'http:'

$VIMEO_PREFIX$
This makes it possible to overwrite the 'http:' prefix used for the Vimeo URL. You can replace it with 'https:' or leave the value empty. Default is 'http:'

$PROJECT_CSS$
Normally, the name of the global style sheet is based on the project name (e.g. projectname.css).
This system variable makes it possible to specify a different name. For example: globalstyles

$FORMERROR_EMAIL$
Customize form error message. The default text is: The specified email address is invalid!

$FORMERROR_FILESIZE$
Customize form error message. The default text is: The size of $key (file: $upload_SrcName[$i]) is bigger than the allowed \" . $max_filesize/1024 . \" Kbytes!

$FORMERROR_URL$
Customize form error message. The default text is: URLs are not allowed!

$CAPTCHA_ERROR$
This can be used to specify a custom captcha error message.
The default text is: CAPTCHA verification failed.

$FORMERROR_HONEYPOT$
Customize form honeypot error message. The default text is: Spam detected.

$SKROLLR_FORCEHEIGHT$
This option applies to scroll transitions: CSS3 Animations and Transitions
Makes sure the document is high enough that all key frames fit inside. For example, you specified an offset of 1000, but the content only makes the document 500px high. skrollr will ensure that you can scroll down the whole 1000px
Default is: 'false'

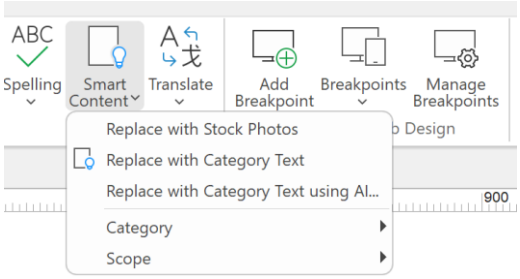
$SKROLLR_MOBILECHECK$
This option applies to scroll transitions: CSS3 Animations and Transitions
This option can be used to enable checks for mobile devices. Default is: false. which means that scrolling transitions are enabled on mobile devices.
Important note: Some (older) mobile browsers do not provide 'real' scrolling events, but only trigger a start and finish event so any scrolling effect only takes place when the user has stopped moving the page so the animation would happen all at once at the end.

$SKROLLR_SMOOTHSCROLLING$
This option applies to scroll transitions: CSS3 Animations and Transitions
Smooth scrolling smoothens animations. When you scroll down 50 pixels, the animations will transition instead of jumping to the new position. Default is: 'false'

Online tutorial:
https://www.wysiwygwebbuilder.com/sitevariables.html

Google Analytics
Insert Google Analytics code in <head> section of the current page.
This option is a shortcut to Page HTML.

Smart Content
Smart Content allows you to quickly and easily update text and images on your page based on a chosen category. This feature is especially useful when previewing templates with content relevant to your project. For instance, if you've downloaded a template with generic web design images but want to see how it looks with content tailored to the 'Real Estate' category, Smart Content lets you make these changes in just a few clicks.



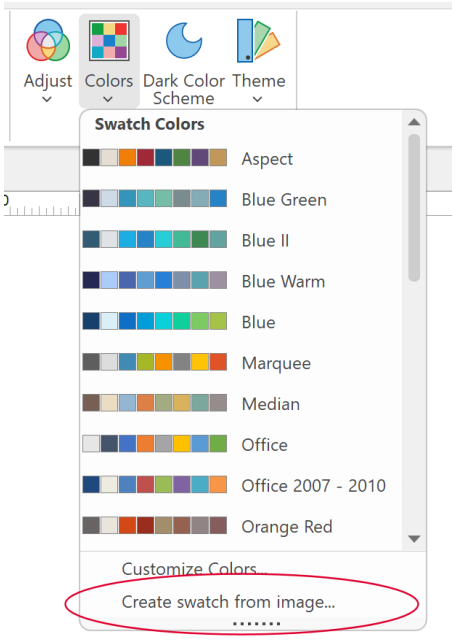
Replace with Stock Photos: Instantly swap all the images on the page with relevant stock photos in just one click.

Replace Text with Category Text: Quickly replace existing text with content tailored to your chosen category.

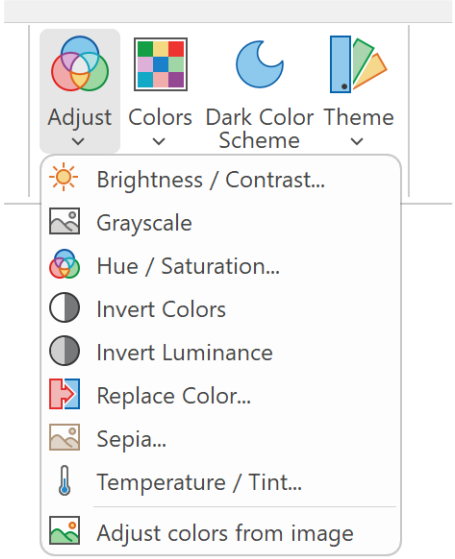
You also have the option to use AI for text replacement, offering even more personalized results. Additionally, you can choose whether to apply changes to the entire page or only to selected elements. The category can be set in the page properties or via the dropdown menu.

Online tutorial:
https://wysiwygwebbuilder.com/smartcontent.html

Swatch Colors
Selecting a color swatch from the list automatically applies its colors to all items on the page, enabling you to quickly change the overall style of the page. The colors will be matched based on their tint and type (text, background etc.). The option "Create Swatch from image" extracts the 12 most dominant colors from an image and generates a new Swatch based on those colors.



Adjust
The Color Adjustments Tools can be used to quickly adjust the colors of the entire page. Brightness, Contrast, Grayscale, Hue, Saturation, Invert colors, Invert luminance, temperature, tint. You can also replace a specific color on the page.



These tools are ideal for quickly changing colors on the page without the hassle of manually adjusting each one. For instance, if you find a template you like but want to use different colors, these options make it easy to customize your design. You can also adjust page colors to match those in a selected image. This tool automatically creates a cohesive color scheme by pulling tones directly from the image, ensuring your design looks visually harmonious.

Online tutorial:
https://wysiwygwebbuilder.com/coloradjustmenttools.html

Page Properties - General

Title
Enter the title of the web page. This title will be displayed in the title bar of the browser's window and search engine results.

Menu Name
This name will be used for the item names in navigation bars and menu bars which have enabled the option 'Synchronize with Site Manager'. By default, the page name (as specified in the Site Manager) and the button name are the same, but this field allows you to use an alternative name for the item.

Page Width
Specifies the workspace width of the page.

Notes:
1. This value is not used by the browser, it's only an internal value used by Web Builder to indicate the available workspace and to control the scrollbars when your screen size is not large enough to display the content of the page.
2. The Center in browser option uses this value to calculate the absolute center of your page, so if you've designed your page for a resolution of 800x600, make sure this value is set to 800 or else your page will not be centered!

Page Height
Specifies the workspace height of the page.

Note:
This value is not used by the browser, it's only an internal value used by Web Builder to indicate the available workspace and to control the scrollbars when your screen size is not large enough to display the content of the page.

Target screen size
This option helps you determine the optimal page size for a specific screen resolution. It controls the page width/height properties. For example, if you select '800x600', then the page width/height will be set to 770x600, because you will have to leave some space for the vertical scrollbar, so you can't use the full 800 pixels for the page content.

File extension
Normally your web page will be published using the .html extension. In some cases, it might be necessary to specify another extension like .php of .asp in case your page uses PHP or ASP.

Notes:
If you set the file extension to something other than .html, then your browser may not be able to preview the page. To preview PHP or ASP page, you must publish the page to a web server which can handle these page types!

After changing the file extension, you will need to re-publish all page's link to it, otherwise the links will still refer to the old page name.

Document Type
The doctype declaration is an instruction for the web browser about what version of the markup language the page is written in.

- **HTML 4.01 Transitional**
  The generated output will be HTML and compliant to the HTML 4.01 specification of W3C.

- **XHTML 1.0 Transitional**
  The generated output will be XML and compliant to the XHTML 1.0 specification of W3C.

- **HTML5 (default)**
  The generated output will be HTML and compliant to the HTML 5 specification of W3C. For some features (like HTML5 events, CSS3 styles. this option needs to be selected)

Select document type 'None' if you don't want to include the doctype declaration in the page output. The generated output will be HTML 4.01 Transitional in that case.

Center page in browser window
Enabling this option will center the published page in the browser window. This option is for use in combination with fixed/absolute layouts only, not with layout grids/flexbox.

Here are a few tips for the designing your pages so they are displayed in the center of the browser:
- Set the Page properties to 800x600.
- Enable the Guide Borders and set them to the same size.
- Make sure all page contents stay between the guide borders.
- Enable 'Center to browser' in Page Properties.

For more details see also: https://www.wysiwygwebbuilder.com/forum/viewtopic.php?t=153

Center page horizontally and vertically (DEPRECATED)
Center the web page both horizontally and vertically in the browser window.
This option should not be used for responsive websites.

Align to left, but include page width/height
This option may be useful for designers who want to use their pages for eBay listings. The width and height attributes for the page will be added to the page style.

Set Page width and height to 100%
This option is for use in combination with the 'Full screen' floating layer mode.

Related tutorial:
https://www.wysiwygwebbuilder.com/fullscreen.html

Don't Publish this page
Enable this option if you don't want this page to be published if you select Publish Entire Web Site. Possible reasons for this can be:
1. This page is currently not part of the website or still under construction
2. The page is only used as part of your other pages eg. Master Page.
3. The page has not changed so there's no need to publish it again.

Don't synchronize this page in Navigation Objects
When this option is enabled, the page will not appear in navigation objects which automatically synchronize with the Site Manager.

Don't Include this Page in the Search Index.
When this option is enabled, the page will not be included in the search index.

Don't Include this Page in the Site Map.
When this option is enabled, the page will not be included in the site map.

Character Set
The character set tells the browser how to interpret and display the characters on your webpage. Depending on the language of the text on the page it might be necessary to force the browser to another character set. The most commonly used character sets are: ISO-8859-1 (ANSI) and UTF-8 (UNICODE).

Page Language
Specifies the language (Content-Language) of the page. Search engines may use this tag to categorize pages by language.

Direction
Specifies the text direction for the content on the page. This can be either property set to 'left-to-right' or 'right-to-left'.

Make Default
Saves the current values as defaults for new pages.

Note:
You can also update the page properties for all pages at once using Page -> Site Properties!
Or use multi-page properties to only edit specific properties for multiple pages.

Properties - Icons

Favorites Icon
You can use favorites icons (also known as shortcut icons or favicon) to display your logo or some other small graphic on the Favorites menu, address or page tabs of your browser. They are a great way to add brand recognition to your Web site. A shortcut icon must be square in size, and at least 16 x 16 pixels. Consider creating both a 16 x 16-pixel icon as well as a 32 x 32-pixel icon since on high-DPI displays, the browser may stretch the icon to fit the available space. To create the icon, use an icon editor, such as Axialis IconWorkshop, IcoFX or Microangelo Toolset and save the icon in the .ico file format.

Optionally, you can specify dedicated image for 32 and 64 pixels in PNG format.

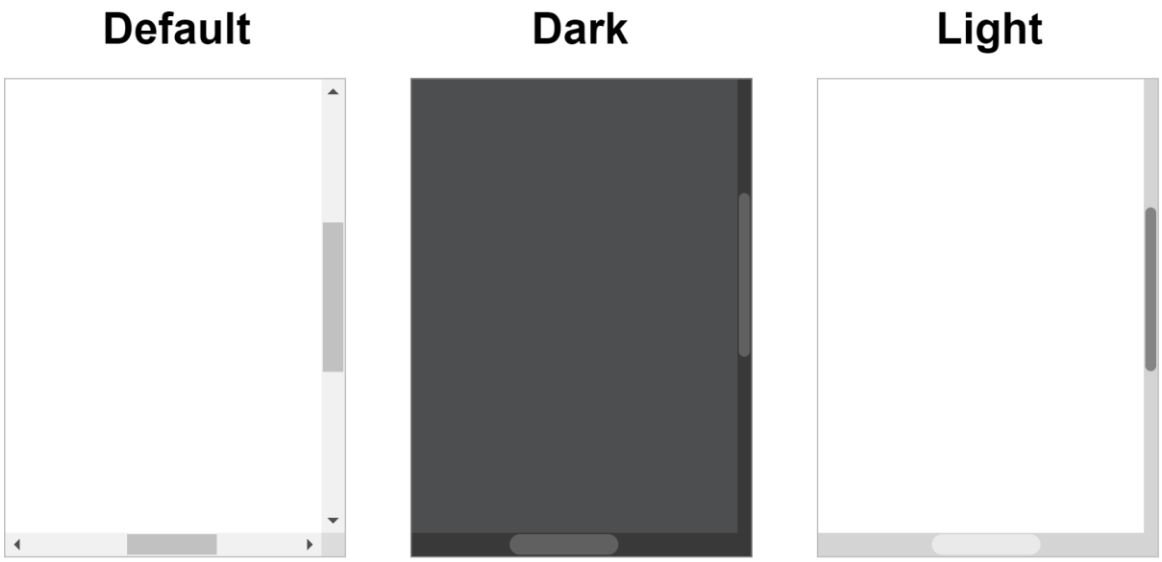
Apple Touch Icon
Like the Favorites Icon, the Apple Touch Icon is a file used for a web page icon on the Apple iPhone, iPod Touch, and iPad. When the user bookmarks the web page or adds the page to their home screen, this icon is used.
Apple Touch Icons are also supported by most Android devices.

Unfortunately, different devices require different image sizes. So, that is why we have now added the ability to configure multiple sizes.

Common sizes:
152x152 (iPad)
167x167 (iPad Retina)
180x180 (iPhone Retina)

Properties - Scrollbars

Modern browsers, like Chrome, Edge, Safari and Opera support the ability to modify the look of the browser's scrollbar. For example, you can create a thinner scrollbar or change the color of the track/bar and handle.



Scrollbar Track
Specifies the background color and width of the track (progress bar) of the scrollbar.

Scrollbar Thumb
Specifies the border, radius and colors of the draggable scrolling handle.
It's also possible to change the color of mouse over.

Reset
The reset button can be used to reset all settings to their defaults. This means that no custom colors will be used.

Online tutorial:
https://wysiwygwebbuilder.com/customscrollbars.html

Properties - SEO

Search Engine Optimization
Search engine optimization (SEO) is the process of improving the volume or quality of traffic to a web site or a web page from search engines. The theory is that the earlier (or higher) a site appears in the search results list, the more visitors it will receive from the search engine. These values may help improve your SEO, however modern search engines use more advanced techniques to index your website.
More details: https://en.wikipedia.org/wiki/Search_engine_optimization

Robots
The Robots Meta Tag is used to tell search engines whether to index and/or crawl a page or not.

Revisit after
The Revisit Meta Tag is used to tell search engines when to come back next.

Expires after
The Expires Meta Tag is used to tell search engines when the page and content is no longer valid.

Canonical URL
If you have different pages with similar content (for example, a page with both a mobile and a desktop version), Google sees these as duplicate versions of the same page. Google will choose one URL as the canonical version and crawl that, and all other URLs will be considered duplicate URLs and crawled less often.
More information: https://support.google.com/webmasters/answer/139066?hl=en

hreflang
The hreflang attribute tells Google which language you are using on a specific page, so the search engine can serve that result to users searching in that language. The links will also be added to the site map.
More information: https://support.google.com/webmasters/answer/189077?hl=en

Online tutorial:
https://www.wysiwygwebbuilder.com/seo_assistant.html

Properties - Style

Background mode
Specifies the background mode.

- **Transparent**
  The background of the page will be transparent. Note that normally this means that page will be white, because you cannot look through the browser window...

- **Solid**
  Use a solid background color.

- **Image**
  Use an image as background.

  Repeat
  Sets the tiling attributes for the background image. Possible options are:
  - repeat in both directions
  - repeat in horizontal / vertical direction
  - do not repeat
  - space, the background-image is repeated as much as possible without clipping.
  - round, the background-image is repeated and squished or stretched to fill the space (no gaps).

  Horizontal Align
  Sets the horizontal position for the background image.

  Vertical Align
  Sets the vertical position for the background image.

  Background image size (this is the drop-down option at the right of 'repeat')
  Specifies the size of the background image.

  empty (default)
  The background-image has the default size and scrolls with the content.

  fixed
  A fixed background is a background image that will stay in one place while the rest of your text and images scroll over the top of it.

  cover
  Scale the background image to be as large as possible so that the background area is completely covered by the background image. Some parts of the background image may not be in view within the background positioning area.

  contain
  Scale the image to the largest size such that both its width and its height can fit inside the content area.

  parallax
  The image scrolls slower than the content in the foreground, creating the illusion of 3D depth.

  For advanced users:
  The default speed is 0.3. You can change this by adding a Site Variable with the name $PARALLAX_SPEED$
  The speed at which the parallax effect runs. 0.0 means the image will appear fixed in place, and 1.0 the image will flow at the same speed as the page content.

percentages
For example: '100% 100%' will stretch the images to 100% of the object's width/height. Other values like '50% 50%' are also possible.

pixels
For example: '320px 250px' will display the image in the specified size.

- **Gradient**
  Use a (two-color) gradient as background.
  The gradient can either be horizontal or vertical. By default, a background image will be generated for the gradient effect. However, you can also use CSS3 gradients by enabling the option 'Use CSS3 gradients instead of images' in Tools -> Options -> HTML.

- **Multi-color gradient**
  Use a (multi-color) gradient as background. WYSIWYG Web Builder includes many predefined multi-color gradient styles, but you can easily create your own style with the Gradient Manager.

- **Pattern**
  Use a pattern as background. A new image will automatically be generated for the pattern.

- **Texture**
  Use a texture as background. A new image will automatically be generated for the texture.

Background-clip
The 'background-clip' property is an advanced option and it is available in Property Inspector and the Style Manager. It specifies the painting area of the background. This may be useful in combination with transparent borders. 'border-box' clips the background to the border box. When using a transparent border, the background will be visible behind the border. 'padding-box' clips the background to the padding box (excluding the border). The background behind the border will be transparent.

Link Color
This specifies the default, unvisited links color.

Visited Link Color
This specifies the color of a visited link.

Active Link Color
This specifies the color of an active link.

Hover Link Color
This specifies the color of all hover links of the active page.

Underline mode
Specifies whether links will always be underlined or only when the mouse is over the link.

Note: You can also control the colors of links by using Link Style Sheets. For more information, see the description in the chapter 'Links'.

Default Font, Size and Color
Specifies the default font, font size and text color that will be used for text you enter in the page.

Theme
Specifies the (ThemeRoller based) theme for the page. This theme will be applied to all theme enabled objects like jQuery UI widgets. Besides jQuery UI widgets you can also enable theming for the menubar, navigation bar, tab menu, slidemenu, horizontal line. This way you can give your page a uniform look and feel. Themes can be created and edited with the Theme Manager.

Page Properties - Meta Tags

Author
The author meta tag is used to indicate who the author of the web page is.

Keywords
The keyword meta tag can be important when it comes to some search engines.
When these auto robot search engines index your site, some will look for a keyword meta tag to use as index words.
When someone uses their search engine and searches on a word that is in your keyword meta tame list, your site will be included in the output search results.

Tip:
The keywords are typically separated by a comma (,)

Description
The description meta tag can be important when it comes to some search engines.
There are many search engines that will index your site automatically.
Some of these search engines allow for a short description to be placed in their web page.
If the search engines are looking in your web page for a description meta tag, it will use this description in the search index.

Categories
Specifies to which Categories the page belongs to. This meta tag is used by the SiteTree object to categorize pages. Example: downloads, products, fun, business, personal etc.

Tip: You can assign multiple categories to a page. The categories should be separated by a comma (,)

Generator
Typically, the name of the application used to create the page.

User defined
Here you can insert your own custom meta tags. These will be inserted before all other meta tags right after the <head> tag.

Example:
```
<meta http-equiv="Cache-control" content="no-cache">
<meta name="expires" content="tue, 01 Jun 2028 19:45:00 GMT">
```

Open Graph Meta Tags
These settings make it easy to add Open Graph meta tags to a page to enable it to become a "rich" social object. For instance, Facebook uses this information to work out how to preview shared content in a user's Facebook profile.
The following properties are supported: og:url, og:title, og::description, og::image and og::type
https://developers.facebook.com/docs/sharing/webmasters#markup

Twitter Cards

With Twitter Cards, you can attach rich photos, videos and media experiences to Tweets, helping to drive traffic to your website. If you add Twitter Card meta tags to your webpage, users who Tweet links to your content will have a "Card" added to the Tweet that's visible to their followers.
This is very similar to sharing a link on Facebook which automatically displays a preview with title, summary, and thumbnail of your page content when using Open Graph Meta Tags.

More information:
https://developer.twitter.com/en/docs/tweets/optimize-with-cards/overview/abouts-cards

The following Card types are supported:

- **Summary**
  The Summary Card can be used for many kinds of web content, from blog posts and news articles to products and restaurants. It is designed to give the reader a preview of the content before clicking through to your website.

- **Summary with large image**
  The Summary Card with Large Image features a large, full-width prominent image alongside a tweet. It is designed to give the reader a rich photo experience, and clicking on the image brings the user to your website.

- **Player**
  Video clips and audio streams have a special place on the Twitter platform thanks to the Player Card. By using the Player option (and following the Twitter Developer Policy), you can deliver your rich media to users across the globe.

Properties - Miscellaneous

Master Page
In this section you can specify the master page or master frame of the page.

- **Master Frame**
  Specifies the page used for the Master Frame. The idea behind a master frame is that the page will have a common 'frame' and the content of this page will be put inside the Content Place Holder of specified Master Frame when the page is being previewed or published. The footer and (right) sidebar of the master frame will automatically be moved based on the size of the content. Or in other words: the content place holder will expand. Online tutorial: https://wysiwygwebbuilder.com/master_frame.html

- **Master Page**
  In addition to a Master Frame you can now also use another page as master page. This does not require a content place holder. Basically, the master page will be used as 'background' of the content page and you place all other objects on top of this. Online tutorial: https://wysiwygwebbuilder.com/master_page.html

To remove a previous selected name, click the 'Remove' button.

Redirect
The Redirect property redirects the user to another page after a specific delay.

- **Do no redirect**
  Disables the redirect feature.
- **Web Site**
  Redirect the user to an external page.
- **Internal page**
  Redirect the user to a (internal) page of your website.

Redirect URL
Specifies the URL where the user will be redirected to.

Redirect Delay
Specifies the redirect delay. 0 (zero) means no delay.

Lightbox
Specifies the lightbox script that will be used for internal features like 'Open link in Lightbox' or the lightbox functionality in YouTube, Vimeo and HTML5 video. Additional lightboxes can be downloaded here: https://wysiwygwebbuilder.com/free_extras.html

Preloader
A preloader (also known as loading screen) is what you see on some sites before the main content of the web page is loaded. WYSIWYG Web Builder can display a (semitransparent) overlay with animated gif when the website loading is in progress. It will disappear right after the page loads.
A collection of standard preloader images is included, but you can also add your own animations by adding a custom gif image to the 'preloader' folder.

This folder is normally located in Documents\WYSIWYG Web Builder\system\preloader\

The background property specifies the color of the overlay background (not the background color of the GIF!). The background color supports alpha transparency.

Online tutorial:
https://www.wysiwygwebbuilder.com/preloader.html

Properties - Advanced

Overflow

These properties specify whether content is clipped when it overflows the browser window. 'Overflow-x' determines clipping at the left and right edges, 'Overflow-y' at the top and bottom edges.

- **none**
  The overflow attribute will not be added to the page HTML. In this case scroll behavior may be different for each browser type.
- **visible**
  This value indicates that content is not clipped, i.e., it may be rendered outside the browser window.
- **hidden**
  This value indicates that the content is clipped, and that no scrolling mechanism should be provided to view the content outside the browser window.
- **scroll**
  This value indicates that the content is clipped and that if the browser displays scrollbars. This avoids any problem with scrollbars appearing and disappearing in a dynamic environment where pages have different sizes.
- **auto**
  The behavior of the 'auto' value is browser-dependent but should cause a scrolling mechanism to be provided for overflowing boxes.

Layout Mode

- CSS layout
  The recommended layout mode. This mode will use CSS (absolute positions) to create the best possible layout. All objects will be individually positioned, so you can overlap objects and place them anywhere you like. It also results in very clean HTML code.
- Table Layout (not recommended!)
  This mode uses (invisible) tables to position objects on the page. It does not allow objects to overlap! This technique was used by web designers before CSS was supported by all browsers. Note that today, all browsers do support CSS and table-based layouts are considered old fashioned technology. However, table layouts can be useful for Newsletters because email clients usually do not support CSS. See 'Creating Newletters' later in this document for more details.

Use z-index for object order

By default, all objects use the 'z-index' attribute to set the position in the z-order of the page. If for some reason, you do not want this, then you can disable this option. Do not change this value unless you know what you are doing!

Disable CSS media query
When this option is enabled, then breakpoints/media queries will not be published. This may be useful for testing purposes.

Disable HTML/CSS/JavaScript formatting
This option disables beautify and minify options for the current page. This may be useful for testing purposes or when you have added code to the page which does not support formatting.

Disable custom code
When this option is enabled, then custom code with not be included in the published page. This makes it possible to test the page without custom code. For example, in case something does not work, you do not have to remove all code.

Disable scroll events on small screens
This option adds the ability to disable scroll events on small screens (e.g. phones).

Disable scroll transitions on small screens
This option adds the ability to disable scroll transitions on small screens (e.g. phones).
'Minimum width' specifies the width at which the scroll events/ transitions will be disabled.

Disable CSS animations and transitions on small screens
This option will disable all CSS animations and transitions on small screens (e.g. phones).
'Minimum width' specifies the width at which the scroll events/ transitions will be disabled.

Note that this will only work for CSS animations / transitions. JavaScript animations will not be affected.

Exclude browsers
This option adds the ability to disable scroll events and transitions on specific browsers.
Multiple browsers are separated by a pipe character. For example:
Android|iPhone|iPad|iPod|BlackBerry

Technical details: Exclude browsers uses the following JavaScript function to detect browsers:

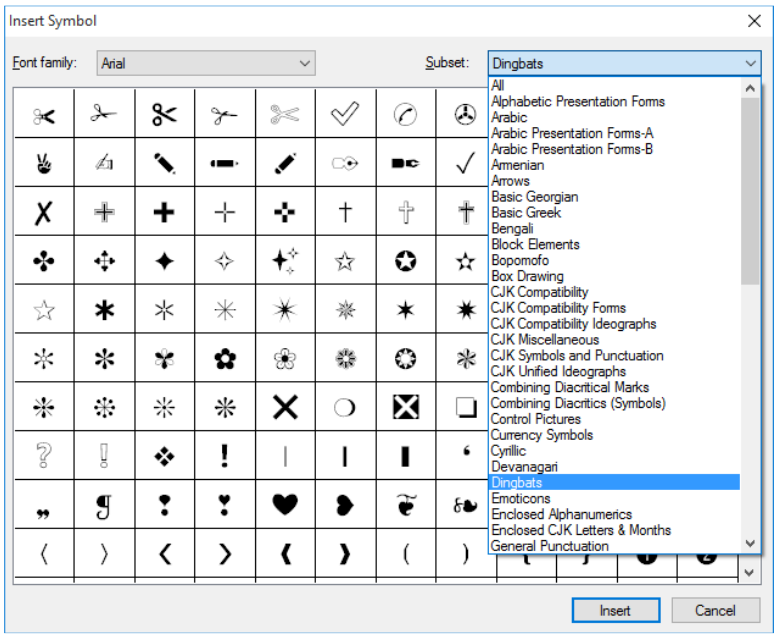
```
(/Android|iPhone|iPad|iPod|BlackBerry/i).test(navigator.userAgent || navigator.vendor);
```

Insert

Most of the menu items are also available through the Toolbox. More details about the available objects can be found in **WYSIWYG Web Builder objects** later in this document. A few additional choices are available in the Insert Tab:

Select
The Select object is used to select objects. To select multiple objects, drag a selection box around them, or hold down the Shift key while you click them one at a time.

Symbol
Insert a symbol (special character) into a text object. This option is only enabled when you are in text edit mode.



Link
Opens a link dialog for the selected object or text.
Check out chapter 'Links' for more details.

Format

Most formatting tools apply to text only. WYSIWYG Web Builder allows you to make all the same attribute changes you can make in (for example) MS Word. To edit the formatting of text you must first double click the text object to go into edit mode, then highlight the text you want to modify with the mouse and select formatting option.

Font Family
Font type is the font family of text, such as Comic Sans, Times New Roman, and Courier New.
To change the font type, select the font you want from the Font Type List Box on the toolbar.

Font Style
The style of the text can either be bold, italics, or underline.
To change the font style, select one or more of the Style Icons on the toolbar.

Font Color
The color of the text can also be changed.
To change the font color, select the Text Color Icon on the toolbar.
The Color Dialog Box appears. Choose the color you want and click OK.

Background Color
To change the background color of the selected text, click the Background Color Icon on the toolbar.
The Color Dialog Box appears. Choose the color you want and click OK.

Change Case -> Sentence case
Capitalizes the first letter of each sentence of the selected text.

Change Case -> Lowercase
Sets all selected text to lowercase.

Change Case -> Uppercase
Sets all selected text to uppercase.

Change Case -> Capitalize Each Word
Capitalizes the first letter of each word of the selected text.

Change Case -> Toggle case
Toggles the case of each letter of the selected text.

Decrease indent
Decrease the left margin (indent) of the current text line.

Increase indent
Increase the left margin (indent) of the current text line.

Letter spacing
Sets the amount of additional space between letters in the text.

Line height
Sets the distance between lines in the object.

Font Size
To change the font size, select one of the available HTML font sizes.

Text Alignment
You can change the alignment of the selected text object by using one of the alignment buttons: Left, Center, Right or Justify.

Remove formatting
Sometimes it can be useful to remove all formatting from a piece of text at once. Highlight the text and select Remove Formatting to reset all styles to its default values. Formatting removed from the text include bold, italic, underline, subscript, superscript, strikeout, text color and background color.

Remove link
Removes the link that was assigned to the selected text.

Search in Google
When you are editing text, this command will search the selected word on Google. Your computer must be connected to the Internet.

Look Up in Dictionary
When you are editing text, this command will look up the selected word on the website:
https://dictionary.reference.com/
Your computer must be connected to the Internet.

Styles
In the Style Manager you can manage the styles of a project. By using styles, you can modify the style of the entire website all in one place.

> ***General Styles***
> In the General Style page HTML/CSS styles can be defined, such as text header styles (H1, H2, H3 ...) or form element styles. See also: Style Manager.
>
> ***Link Styles***
> By default all links in your webpage use the default HTML link colors as defined in the Page Properties. But by using link styles you can set the style of individual links.
> a) Create a new style
> b) In the (text) link properties select the style. The style will be applied when you preview or publish the page.
>
> ***Gradient Styles***
> Use the Gradient Style Manager to add/edit and remove global (multi-color) gradients effects. Gradient effect can be used by Shapes, ClipArt, TextArt and other drawing tools.

Web safe fonts
Web safe (or "web safe", "safe for the web") fonts are fonts that are common among all versions of Windows, Mac, and Linux. We recommend using web safe fonts if you want your web pages to look the same on all computers.

List of web safe fonts:

- Arial
- Courier
- Courier New
- Georgia
- MS Serif
- Palatino Linotype
- Times New Roman
- Trebuchet MS
- Verdana

You can enable the option Tools -> Options -> Fonts ->Display web safe fonts only', so WYSIWYG Web Builder will only display web safe fonts. This may also increase the speed of the user interface, because not all fonts need to be loaded into memory every time you want to select a different font.

Using @font-face
For a long time, it was only possible to use a selected number of web safe fonts in your web designs. However now you can use any font by enabling WYSIWYG Web Builder's 'Use @font-face for non-web safe fonts' option (Tools -> Options -> HTML)! If you enable this option, you will be able to use any type of true type font even if it's not web safe by using a new CSS3 feature called @font-face. WYSIWYG Web Builder will automatically generate the necessary code and upload the font to the server. It will even generate a secondary (eot) font file required to make this feature work with IE!

Online tutorial:
https://www.wysiwygwebbuilder.com/webfonts.html

Table

The Table Menu contains all the operations related to creating and modifying tables. Tables have columns and rows of cells that can contain text (images, forms, or other page elements are not supported now). Tables are useful for the layout of data; they can be used to simulate columns of text. When you type text in a table cell it expands horizontally and vertically to accommodate the text that is typed or inserted. You can edit, format, and specify properties (background color or image) for the text, as well as for the table cell, row, column, or table itself. You can easily resize cells, columns, rows, or the entire table by dragging the borders.

Insert Table
Draw a box where you want to position the table.
The Insert Table dialog appears.
Enter the number of cells and rows required.
Enter layout and size details and click on OK

Insert Rows or Columns
Select this option if you need to insert additional rows and columns after a table has been created.
Specify if you want to insert Rows of Columns and enter the number of rows/columns to be added.
To insert a column to the left of a selected column, choose Left of selection.
To insert a column to the right of a selected column, choose Right of selection.
To insert a row above a selected row, choose Above Selection.
To insert a row below a selected row, choose Below Selection.

Merge Cells
Merge two or more adjacent cells. This command is only available when two or more adjacent cells are selected on the **same row**.

Split Cell
Split the selected cell into columns.

Delete Column
Select this option to delete the selected column.

Delete Row
Select this option to delete the selected row.

Table Column Width
Set the column width for the selected column.

Table Row Height
Set the row height for the selected row.

Sort
Sort text (Ascending/Descending) of a table column or row.

Table Properties

Border Size
Enter how wide you want the border to be, in pixels.

Cell Padding
Enter how much space you want between the contents and inside edges of cells, in pixels.

Cell Spacing
Enter how much space you want between the cells in the table, in pixels.

Background color
Specifies the color of the form background. If set to 'Automatic' the webpage background will be used.

Background image
Specifies the optional background image.

Border color
Specifies the color of the table's borders. If set to 'Automatic' the table will have a 3d border.

Hover rows color
Enable a hover state on table rows.

Striped row color
Add zebra-striping to the table rows.

Header row
This will output the first row as header cells (<th> instead or <td>).

Size mode

- **Pixels**, the size of table cells is in pixels. This will get the best 'pixel perfect' result. However, when using the table in responsive layouts, it cannot be resized in breakpoints.
- **Percentages**, the size of cells is in percentages. The cell sizes will be approximately based on the design time dimensions. Using this option makes it possible to resize the table in breakpoints. However, the cell sizes will still have the same percentages relative to the table size.
- **Automatic**, when using this mode, the table cells will be automatically sized based on their content. This makes it possible to use a table in layout grid layouts.

Table Styles gallery
The 'Table Styles' gallery (in the Ribbon). This allows you to quickly update the style of your tables. You may know this feature from MS Office. 30 predefined styles are currently available.

Sort
Sort text (Ascending/Descending) of a table column or row. If you sort a column, then the other columns will be moved too. Also, the style of the cells will be included, not only the text, so cells keep their own styling.

Import data from text file
A quick way to get data from a comma separated text file into the table. Data should be separated with a comma.

Table HTML
View generated HTML of the table. You can also insert your own HTML code!

Cell Properties

Background Color
Specifies the color of the text background. If set to 'Automatic' the webpage background will be used.

Background Image
Specifies the optional background image.

Repeat
Sets the tiling attributes for the background image.
Possible options are:

- Repeat in both directions
- Repeat in horizontal direction
- Repeat in vertical direction
- Do not repeat

Horizontal Align
Sets the horizontal position for the background image.

Vertical Align
Sets the vertical position for the background image.

Cell HTML
View generated HTML of the selected cell. You can also insert your own HTML code!

Table Tips:

1. While resizing the table hold down the Ctrl-key to resize the last column/row of a table with affecting the size of the other columns/rows.
2. To select multiple cells, hold down the Ctrl-key while selecting the cells.
3. To select the whole row, move the mouse cursor to the left border of the first cell.
4. To select the whole column, move the mouse cursor to the top border of the first cell.
5. To change the properties of multiple cells in one action, first select the cells and then click Cell Properties.
6. To center an image in the middle of a cell, open Cell Properties, specify the background image, set Repeat to 'Do not repeat' and set Horizontal/Vertical Align to 'Center'.
7. To change the font and size of multiple table cells: Select multiple cells -> hold down the SHIFT key and click cell properties.

Using a Table as an object container

Since version 12 is it now also possible to add other objects to table cells. When you drag an object inside a cell then it will automatically become an object container (just like a layer or layout grid). Any text that was in the table cell will no longer be visible (until you remove the object again).
Multiple objects can be inside a single cell, and they will be floating, just like in a layout grid. Note however that tables are not meant to be used for layout purposes. The main reason why this functionality was added is to make it possible to add images to the table.

Online tutorial:
https://www.wysiwygwebbuilder.com/tables.html

Arrange

The arrange menu contains all operations related to the layout of the current page.

Align
Lefts
Align the left edges of the selected objects with the dominant object.

Centers
Align the centers of the selected objects with the dominant object.

Rights
Align the right edges of the selected objects with the dominant object.

Tops
Align the top edges of the selected objects with the dominant object.

Middles
Align the middles of the selected objects with the dominant object.

Bottoms
Align the bottom edges of the selected objects with the dominant object.

Space Evenly
Across
Evenly spaces the selected controls horizontally.

Down
Evenly spaces the selected controls vertically.

Center in Page
Vertical / Horizontal
Centers the controls vertically or horizontally within the web page.

Make same size
Width
Resize the selected objects to have the same width as the dominant object.

Height
Resize the selected objects to have the same height as the dominant object.

Both
Resize the selected objects to have the same size as the dominant object.

Arrange
Move to Front
Move object to front of the page.

Move to Back
Move object to back of the page.

Move Forward
Move object to next position in z-order.

Move Back
Move object to previous position in z-order.

Group
You can group multiple objects, so that they stick together when you move them. When you select one object from a group, the other objects will automatically be selected too. Grouped objects cannot be edited until you ungroup them.

Ungroup
Ungroup objects.

Merging Objects
By using this option, you can merge multiple objects into a single image! This can be useful for merging multiple (layered) shapes into a single image to reduce the number of published images and speed up loading times. This option will basically convert any object (or group of objects) into an image. So if this is used for objects like forms, buttons, menus then they will lose their original functionality, since they will be published as a static image.

Tip:
You can also use this option on a single object. This can be useful to convert an image or shape to another image format.

For example, let's say you have applied a shadow effect to an image. The output format of the image will then be PNG. Now select 'Merge' from the menu. The image will be converted to an 'merged object', you can now select another output format like **jpg** which will result in a smaller output image).
Q: But wait.... what will happen to the transparency of the shadow?
A: The merged object will make a 'snapshot' of the background objects and use that as background image!

Merge Objects
Merge the currently selected objects. In the properties of this object, you can specify the output format of the image.

Split Objects
This option will split previous merged objects.

Save as Block
Save the selected object(s) as Block, so you can reuse them later in the same (or another) project. Blocks are ‘building blocks’ that make it possible to quickly create a website by dragging predefined blocks to the workspace. Blocks Once the block has been dragged to the page you can fully customize the behavior and appearance of the content.

Rotate
This command will activate the rotate mode. You can rotate images and shape objects.
For more information see also: Rotation

Lock/Unlock
This will 'lock' the selected objects, so that they cannot be moved or resized accidentally. Note that this will also prevent you from editing the objects’ properties unless you enable the option 'Allow locked objects to be edited' in the Tools -> Options -> Advanced configuration. To unlock the object again, repeat the same command.

Lock All
This will lock all objects in the active page.

Unlock All
This will unlock all objects in the active page.

Guide settings

Snap to ruler guides
Enable or disable snap to ruler guides

Show Table Cell Outlines (if border = 0)
When this option is enabled, Web Builder will draw table cell outlines even if the border is zero.

Show Guide Borders
Guide borders can be useful when designing a web page for specific resolutions. If you make sure all objects stay between the guide border, the final page will fit in the desired window size.

Show smart guides when objects are aligned
Smart guides are dynamic guidelines that appear when you move objects into alignment with each other.

Lock page size (no automatic page adjustment)
Normally Web Builder will automatically update the page size if you place an object outside the page borders. When this option is enabled, the page width will be locked even if you place objects outside the border. If you want a larger workspace you will need to update the page width/height manually in that case (using Page Properties).

Show Grid
Show or hide grid.

Snap to grid
Enable or disable snap to grid. Use the Snap to Grid feature to align objects exactly. Web Builder creates a "magnetic" attraction between the selected object and the grid.

Grid Spacing
Specifies the spacing between the grid dots.

Show Tooltips while resizing and moving objects and guides
Enable this option if you want to see the current position (while moving) or size (while resizing) of the current object in a tool tip above the mouse cursor.
It also works while moving ruler guides!

Note:
This option may cause objects to render a little bit slower during moving/resizing because the tooltip needs to be updated constantly.

Edit Points
This option can be used for Polygons and Curves to add, edit and remove nodes.
To start editing nodes, first select Polygon or Curve and then select 'Edit Points' from the menu.
To edit existing nodes simply hold the left mouse button and drag it to its new position.
To add a new node, click anywhere on the line and drag the point to the desired position.
To remove a node, hold down the CTRL key and click the node with the left mouse button.

Ruler guides
Horizontal and vertical ruler guides are used to align objects on the page.
Typically, ruler guides are placed on the page by dragging them from the horizontal and vertical rulers or by specifying precise positions using the 'Format Ruler Guides' dialog box.
Alternatively, you can use the menu option 'Add Horizontal Ruler Guide' or 'Add Vertical Ruler Guide' to insert a new guide.

To move the ruler guide, position the mouse pointer over the guide, until you see the vertical or horizontal Adjust pointer and then drag the guide to its new position.

You can remove a single ruler guide or all ruler guides from a page. Position the mouse pointer over the ruler guide you want to delete until you see the adjust pointer and then drag it back to the ruler. Or you can use the 'Format ruler guide' dialog box to delete the ruler.

To remove all ruler guides in a page, select the Arrange menu, point to Ruler Guides, and then click Clear All Ruler Guides.

Objects which are placed close to a guide "snap to" the guide for easy alignment.

Tools

Asset Manager

The Asset Manager can be useful to modify the location of one or more assets (images, movies, sounds etc.) without the need to open the properties of each item. You can select which group of items will be displayed in the Asset Manager (Filter).

To change the location of only 1 asset, simply select the item, click the 'Update' button and select the new location. To change the location of multiple assets, select the items, click the 'Update' button and select the new location. This means that you can update the location of all assets with just a few clicks!

It is also possible to move assets to another location. In that case a copy of the assets will be made to the specified location and update the path in the editor. Note that the original file will not be deleted!

Another useful feature of the Asset Manager is the ability to show all orphan files in the project folder. Select Filter -> **Orphan files** to display a list of all the assets no longer used by the current project. Now you can select and remove those files from the project folder.

Linked files, displays a list of the downloads in the project.
Extensions, displays a list of all the extensions used in the project.
Copy, Copy the file list to the clipboard.

Backup Manager

Each time you save your project the software will automatically create a backup of the previous version of the project. The backup behavior can be configured in Tools -> Options -> Backup

The Backup Manager can be used to easily restore and delete automatically created backups. The Backup Manager will display the time and date of the backup and the filename. The back upped files will have file names like: myproject_01.wbs, myproject_02.wbs, myproject_03.wbs. The highest numbered file will always be the latest backup.

To restore a backup, select the filename and click 'Restore'. The file will then be moved back to the project folder and renamed to its original name.

Notes:
- The Backup Manager will override the current version of the project!
- A backup cannot be restored if the project is currently in use. So close the project before using the Back Manager.

Page Weight

The Page weight tool helps you determine the estimated size and download time of a page.
The tool will list all files which are part of page and their sizes. By selecting the connection speed, you can get an idea how long it will take to download the complete page. Note that some files (like scripts, images) are used by multiple pages. They will be downloaded only once by the browser.

Link Manager

This option scans your documents for links and displays them in a list.
You can choose to edit them or press the **Verify** button to validate their current state.

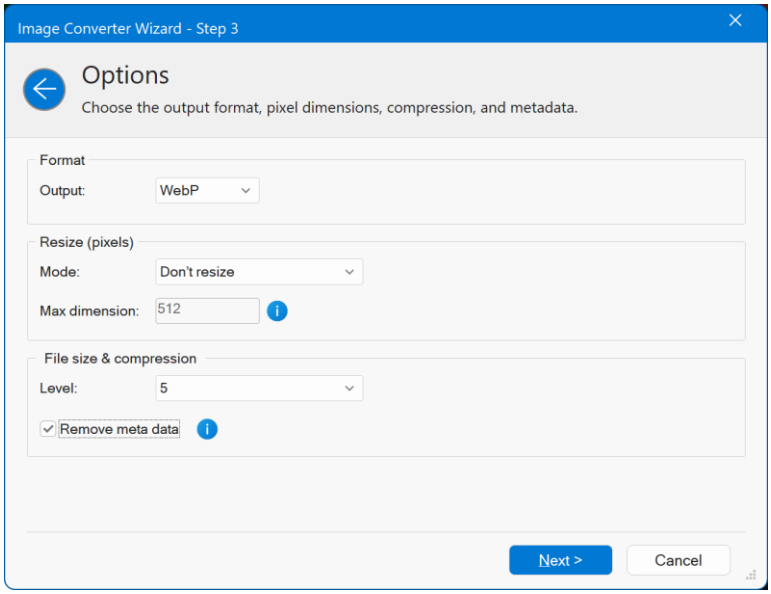
Possible states:

Not verified	- not verified yet
Validated URL	- URL is valid
URL not found	- URL is not valid (or currently not reachable)

This tool can be handy when you want to verify all your links, so you don't have to verify them one by one.

Image Converter

The Image Converter is a wizard that can be used to convert or compress images used by the project, but it also be used for external images!



Convert to jpg, png or webp format, set the maximum image dimensions and / or use compression to shrink the size of the images. It is also possible to remove meta data. When the tool is used for images used by the project, you can first preview the result before applying the new images to the project (automatically).

Online tutorial
https://www.wysiwygwebbuilder.com/imageconverter.html

SEO Assistant

This tool helps you make your web pages more search engine friendly. The SEO Assistant scans the page for missing image descriptions, keywords, sitemap.xml/robot.txt, header tags, broken links, mobile support and more. Double clicking one of the reported issues will either open the properties (meta tags, sitemap etc.) to fix the issue or select the object in the workspace.

Here is a list of common issues and solutions. Note that these are just recommendations.

Page has no description
Add a description in the meta tags section of the page properties.

Page has no keywords
Add keywords in the meta tags section of the page properties.

Page has no language
Set the page language in page properties.

Page is not mobile friendly
Add breakpoints or use flexible layout to make the page mobile friendly. More information about making your website responsive is available here: Responsive Web Design - Design Techniques

Web site has no sitemap.xml/ robots.txt
Enable 'Generate sitemap' and/or 'Generate robots.txt' this project.

Page has no header tags
Add headings (h1, h2 etc) to the page. Heading tags can be added via the heading object or via styles.

Navigation does not have structured data
Enabling structured data (https://schema.org/SiteNavigationElement) for navigation objects may improve SEO ranking. This option can be activated in Tools -> Options -> HTML

Image has no description
Describe the appearance and function of the image on a page

Link seems to be broken
This warning will be displayed when the software cannot access the specified link.
Note that you can also verify all links in the project via the Link Manager in the Tools menu.

Link is not secure
This warning will be displayed when the link uses https:// instead of https://

Image too large (> 750KB)
Large images will impact the performance of the page. Make sure images are optimized before adding them to the page. The maximum size trigger can be customized via the context menu.

Form control has no label
Use a label object to describe the purpose of the form control.
Labels are an accessibility feature that allows screen readers (as used by blind and other users) to voice the input prompt to the user. The label should describe in sufficient detail what input is required from the user. Missing labels will make a form inaccessible for many users.

Note:
The SEO assistant is regularly updated to keep up with the latest web design rules. So, it may be a good idea to run the tool every once and a while to make sure your websites stay search engine friendly.

Online tutorial:
https://www.wysiwygwebbuilder.com/seo_assistant.html

Site Map

The sitemap tool creates an XML sitemap that can be submitted to Google and other search engines to help them crawl your website better.

A Sitemap is an XML file that lists the URLs for a site. It allows webmasters to include additional information about each URL: when it was last updated, how often it changes, and how important it is in relation to other URLs in the site. This allows search engines to crawl the site more intelligently.

It's important that you specify the full URL to your website, for example
https://www.wysiwygwebbuilder.com/
This URL must begin with the protocol (such as http) and end with a trailing slash. You can specify the change frequency and priority for each page on your website.

Change frequency
How frequently the page is likely to change. This value provides general information to search engines and may not correlate exactly to how often they crawl the page.
Valid values are: always, hourly, daily, weekly, monthly, yearly, never

The value "always" should be used to describe documents that change each time they are accessed. The value "never" should be used to describe archived URLs.

Please note that the value of this tag is considered a hint and not a command. Even though search engine crawlers consider this information when making decisions, they may crawl pages marked "hourly" less frequently than that, and they may crawl pages marked "yearly" more frequently than that. It is also likely that crawlers will periodically crawl pages marked "never" so that they can handle unexpected changes to those pages.

Priority
The priority of this page is relative to other pages on your site. Valid values range from 0.0 to 1.0. This value has no effect on your pages compared to pages on other sites, and only lets the search engines know which of your pages you deem most important so they can order the crawl of your pages in the way you would most like.
The default priority of a page is 0.5.

Please note that the priority you assign to a page has no influence on the position of your pages in a search engine's result pages. Search engines use this information when selecting between pages on the same site, so you can use this tag to increase the likelihood that your more important pages are present in a search index.

Also, note that assigning a high priority to all the pages on your site will not help you. Since the priority is relative, it is only used to select between pages on your site; the priority of your pages will not be compared to the priority of pages on other sites.

The final step is to tell Google where it can find your sitemap.
https://www.google.com/webmasters/tools/docs/en/sitemap-generator.html#submitting

The location of the sitemap will be something like:
https://www.yourwebsiteurl.com/sitemap.xml

Online tutorial:
https://www.wysiwygwebbuilder.com/sitemap.html

Robots.txt

Robots.txt is a text file with instructions for search engine crawlers. It defines which areas of a website crawlers are allowed to search. You can configure whether to allow /disallow the entire website or configure the rules for each folder individually.

Generate robots.txt
Specifies whether to generate robots.txt file when the website is published. The file will be published in the root of the website.
For example: https://www.yourwesbite.com/robots.txt

Rule
This sets the rule for the entire website. This can be overridden for each page and folder.

Allow all, allow robots to index all pages and folders on the web site.
Disallow, disallow robots from indexing all pages and folders on the web site.

Pages and Folders
Under 'Pages and Folders' you can override rules for individual pages and folders.
First select the page in the site tree and then select one of the rules from the drop-down list:

- **not set**
  The page will use the rule as configured in the 'General' section.

- **allow index**
  Tells a search engine to index a page.

- **disallow index**
  Tells a search engine not to index a page.

- **allow follow**
  Even if the page isn't indexed, the crawler should follow all the links on a page and pass equity to the linked pages.

- **disallow follow**
  Tells a crawler not to follow any links on a page or pass along any link equity.

Asset Folders
In WYSIWYG Web Builder, assets (like images, pdf, videos, css, etc.) can be published to a different folder. These folders can also be included / excluded for indexing. This can be useful if you do not want your documents (PDF) or images to be included in search results.

Asset folders can be configured in Tools -> Options -> Publish

Online tutorial:
https://www.wysiwygwebbuilder.com/robots_txt.html

Customize

This command will display the Customize window. This option is for advanced users only and allows you to customize almost every menu, toolbar or keyboard shortcut of the application. Users who are familiar with Microsoft Office products will probably recognize most of the available settings.

Translate Text

This is part of the AI tools, but also available as separate tool. Translate selected objects or create a translated copy of the whole page!

Online tutorial: https://wysiwygwebbuilder.com/translation.html

General Options

Create blank document at startup
Enable this option to create a new empty project when the application starts up.

Application window maximized at startup.
Enable this option to maximize the application window at startup.

Open the most recent used file at startup
Specifies whether to open the most recent used project at startup

Open the most recent used page of the project
This will open the page that was active when you last saved the project.

Show splash screen
Enable this option to display the splash screen/copyrights image at startup.

Allow locked objects to be edited.
Locked objects cannot be moved or resized, but you can still edit their properties.

Check for updates online at startup.
This option will connect to the Web Builder website to check if there is a new version of the software available.
You can also check for updates in the Help menu: Menu -> Help -> Check for updates online.

Show page extensions in Site Manager.
Enable this option to display the extension of the page (html, php, asp etc.) in the Site Manager.

Note:
You must restart the application before the page extensions will be displayed.

Automatically check for duplicated IDs when page is loaded.
Enable this option to automatically check for duplicated IDs when page is loaded, published or previewed. If the software finds duplicated IDs, then it will show a message with a link to Error Reports.

Use ctrl+click+drag to duplicate objects
Enable/disable ctrl+click+drag (duplicate objects) functionality.

Text Box
Initial Text: Specifies the initial text of a text object. Default: Double click to edit

Do not show initial text, but directly go into edit mode when created.
If you enable this option, then the initial text (Double click to edit) will not be displayed. You can directly start typing text into the box.

Synchronize MySQL settings between login objects
When this option is enabled, any updates made to MySQL properties will automatically apply to all login objects. Additionally, new login objects created in the project will inherit the same settings as existing objects. This eliminates the need to configure each object individually, streamlining the process and ensuring consistent settings across all login objects.

Enable 'Use Theme' as default for new objects
Specifies whether to enable theme support for all newly created objects.

Responsive Web Design

Keep inline styles with Responsive Web Design
This option applies to Responsive Web Design only. This is an advanced option. Do not change this option if everything works correctly!

When using Responsive Design Design/breakpoints, the software will move all inline styles of objects to the <style> section in the header of the page. This makes it possible to use CSS3 media queries to control the position, size and visibility of objects for different breakpoints.
However, in some cases this may affect the behavior of an object or extension. If you enable this option then the software will not touch inline styles, but adds '!important' to overwrite the position, size and visibility of objects with media queries.

Use 'Include visibility' as default for new objects in Responsive Web Design.
This option sets the default value for 'Include visibility' in Responsive Web Design.
A description of the 'Include visibility' option is available here.

Automatically scale new objects in other breakpoints
Normally when you insert a new object, it will be inserted at the same position and with the same size as the default view (for fixed/absolute layouts).
When this option is enabled, new objects will automatically scale and reposition in other breakpoints relative to the breakpoint size. It will also scale the font size of some objects when possible.

Notes:
This option was mainly designed for fixed/absolute layouts. When you use layout grids or flex box the layout is flexible based on width of the browser window. Also, if you do not want the text to scale automatically, you can disable this option.

The font-size of the Text object can only be scaled when 'Enable responsive fonts' is enabled.

Hide new objects on other breakpoints (Responsive Web Design)
When this option is enabled then new objects will be set invisible in other breakpoints. This is usually the best option because new objects generally do not have the same position of different breakpoints. You can use the Object Manager to make the object visible in other breakpoints.

Default breakpoints
Configure default breakpoints (and font sizes) for new pages. It's also possible to set the default value for 'Activate breakpoints when browser window is smaller/larger' than the device width.

Unsplash Access Key
By default, Unsplash requests will be made via the WYSIWYG Web Builder's Unsplash account. The number of requests per hour in limited to 250 for each user. If need more than 250 requests then you can specify a (private) Access Key, so the application will use own your Unsplash account instead. In that case, all requests will go directly to the Unsplash website instead of via WYSIWYG Web Builder's proxy.

To get an Access Key, you will need to create a developer account on the Unsplash website:
https://unsplash.com/oauth/applications

Disclaimer:
WYSIWYG Web Web Builder uses the standard Unsplash API to get the information about the images from the Unsplash website. Like most third-party APIs, the Unsplash API is regularly updated. This means that in the future this functionality may suddenly stop working. Of course, we will do our best to make sure the software is always up to date, so if Unsplash no longer works then please check the website for an update.

HTML Options

Generate external CSS style sheets for page specific styles.
Enable this option to generate a separate CSS file with the styles used by a page. The name of the file will be the same as the page name. So 'index.html' will generate an 'index.css' file.
Inline styles will not be part of the style sheet! So, for the best results your objects should make use of styles created in the Style Manager.

Generate single CSS style sheet for global styles.
Enable this option to generate a single CSS file with all styles created in the Site Manager. All pages will refer to this file.
The global style sheet will not contain page specific styles (like menu bar styles).

Optimize inline styles (experimental)
This is an option which attempts to clean up the HTML code by moving inline styles to the page's style sheet.

Note:
This option will process all HTML elements on the page, however not all (third party) extensions may support this behavior. So please test all functionality of your website before using this!

Web Fonts (@font-face)

- **Do not use @font-face (default)**
  No code will be generated to support non-web safe fonts.

- **Automatically use @font-face for non-websafe fonts.**
  If you enable this option, you will be able to use any type of true type font even if it's not web safe by using a new CSS3 feature called @font-face. WYSIWYG Web Builder will automatically generate the necessary code and upload the font to the server. It will even generate a secondary (eot) font file required to make this feature work with IE!

- **Manually specify @font-face fonts.**
  In some cases it's necessary to manually configure @font-face. For example, if it's not possible; to automatically determine the filename associated with a specific font or if you want to use separate files for each format. Enabling this option allows advanced users to manually link font files to a specific font.

Use CSS3 gradients instead of images (when possible).
Enable this option to generate CSS styles for background gradients instead of images. This reduces the number of images generated for the page. Keep in mind however that not all browsers (especially Internet Explorer!) do support CSS3 gradient yet. Also note that not all gradient styles are yet supported, for in some case images still will be used.

Publish navigation icons as SVG image.
This will output the icons as embedded SVG (scalable vector image) instead as font and reduces the overall size of the website if you only use a few icons.
This option applies to icons used in: Breadcrumbs, Cards, Mega Menu, Overlay Menu, Panel Menu, Responsive Menu, Tabs, Themeable Menu and Toasts.

Dark Color Scheme
Normally, the dark color scheme is activated by the browser based on the user's preference (prefers-color-scheme). In that case, dark colors will automatically be used.
But it is also possible to switch between dark / light mode manually via events. For more details, see this online tutorial: https://wysiwygwebbuilder.com/darkcolorscheme.html

Include page name in automatically generated ID attributes.
This option will add the page name to automatically generated ID when a new object is added to the page. So for example 'Image1' it will become 'indexImage1'. Where 'index' is the name of the page. This can be useful when you use lots of master pages in which case it will prevent duplicated ID attributes within a page.

Note:
This option does not change your existing ID's only for newly created objects!

Enable HTML encoding (based on the selected character set).
This will save the document encoded with the selected codepage. This is a new feature in version 7.5 in an attempt to generate (even) better W3C compliant HTML documents. This option should be enabled unless you are experiencing problems with character display in browsers.

Include custom HTML comments in output
You can choose to exclude comments from custom HTML. Previously, comments were always included in the generated HTML. With this option, you can disable comment inclusion — comments will remain visible in the workspace, but they will no longer appear in the final HTML output.

Enable URL encoding to prevent web unsafe file names.
Specifies whether to use URL encoding for file names. In general, you should not use white spaces or other non-alphanumeric characters in file names, because it may confuse web servers and browsers (especially in combination with JavaScript). If you enable this option, then the software will encode file names to prevent possible problems with invalid file names. Of course, it's still better to make sure your filenames are valid before adding them to your website.

Use shared folder for assets (pages in folders will not have their own asset folder)
Enabling this option will share the asset target folder(s) for the entire website (including pages in sub folders!). This means that sub folders in the Site Manager no longer use a separate asset folder.
Note that you can set the target folder for specific file types in Publish & Preview. If this option is disabled, then each folder you create in the Site Manager will have its own asset folder.

Use HTML5 Semantic Tags
When this option is enabled the application will automatically output semantic HTML5 tags instead of divs. For example, page header <header> page footer <footer>, navigation <nav>,.

Enable Cache Busting for external CSS and JS files
To speed up load times, Web browsers are designed to cache CSS and JS files. The cached files are stored on the visitor’s computer, so the next time they visit a site, these files will be loaded faster. However, this may cause issues if you have made changes to the website, but the browser still loads the previous (cached) version of the files. When cache busting is enabled, unique suffixes will be added to the file paths of the CSS and JS files. This forces the browser to re-load the files from the server.

Note that this only applies to dynamically generated CSS and JS files: global style sheet (eg. project.css), page specific CSS file (eg. page.css) and page specific JS file (eg. page.js).
If you want to disable caching of HTML files, then this either needs to do in the server configuration or via Meta tags.

Include width and height attributes in images to prevent Cumulative Layout Shifts
Specifies whether to include width and height attributes (width="800" height="600") in <img> tags in addition to CSS. This helps the browser to allocate the correct amount of space in the document while the image is loading.
This may be useful to improve Google's lighthouse 'Best Practice' scores.

Include structured data in navigation objects for improved SEO ranking
Specifies whether to include structure data (https://schema.org/SiteNavigationElement) in navigation items. This may help search engines to better understand the structure of the menus on the page.

Generate external JS file for page specific scripts.
Enable this option to generate a separate JS file with the script used by a page. The name of the file will be the same as the page name. So 'index.html' will generate an ‘index.js' file.

Move JavaScript to the end of the page
This will place all scripts at the end of the page and may result in better performance because the JavaScript will be executed after the rest of the page has been loaded. This is also known as "Unobtrusive JavaScript".

Load built-in JavaScript files asynchronously
Specifies that built-in scripts will be executed asynchronously as soon as they are available.
Note that this is only useful when 'Generate external JS file for page specific scripts' is enabled, because otherwise local scripts may be executed before the external scripts, they depend on have been loaded!

More information:
https://www.w3schools.com/tags/att_script_async.asp

Formatting

- **Default**
  The HTML will be published "AS IS". No formatting will be applied.

- **Beautify**
  Formats the HTML code so it looks better and is easier to read. If you select this option, then the size of the page will slightly increase because of the extra white spaces added to the page. But in general, this does not affect the performance in the browser.

- **Minify**
  This option reduces the size of the generated HTML and may improve the performance of the page. However, HTML becomes more difficult to read.

Notes:
- Formatting will affect all HTML on the page. Including custom code and code generated by extensions!
- PHP and JavaScript will not be formatted.

Files & Folders

In the **System Folder** option, you can configure where the software will store all user specific data, like extensions, templates, publish settings, gradients etc.

Important:
If you change the System Folder then this will also change the location where WYSIWYG Web Builder looks for extensions, templates, publish setting etc. So, if you change the folder then make sure you also move all files to the new folder!

If you enable **Let WYSIWYG Web Builder manage images and other files used by a project**, then Web Builder will make a backup copy of all assets (images, movies, sounds) which are part of your website to a folder relative to the project file, so all files will be stored in one place. The name of the folder will be the same as the project name. This means that if your project is called 'mywebsite', then all assets will be stored in the sub folder 'mywebsite'. Copying or moving your project to another computer is now as easy as copying the project file and its sub folder to another PC!

In the **Preview Folder** field you can change the default folder which is used for the preview files. This can be useful if you want the files to be copied to a folder of your local web server in case you generate PHP or ASP pages.

If the option **Remove preview files** is enabled, Web Builder will remove all previously generated files the next time you select the preview option. This prevents old files will be left behind and only new files exists in the preview folder.

Warning: This will remove all files from the specified folder! (not only the files that were previously generated by Web Builder).

Publish Options

Connection Timeout, increase this value if you experience timeouts while connecting to the FTP server. Default is 30 seconds.

Enable Logging, enable logging when you have problems while publishing your web site. The log might contain useful information about the problem.

Images name prefix. Some objects such as shapes, navigation bar buttons will be published as (dynamically generated) images. These images do have a unique name within the website (e.g. img0001.gif, img0002.gif). With this option you can control how the images will be named. For example, if you specify wbimage as prefix, the images will be named 'wbimage0001.gif' or 'wbimage0002.png'
It is also possible to make the name of the page part of the filename by enabling the option **Use page name for image prefix**, this makes it easier to keep track of which images belong to a specific page

Target folder for File Types
WYSIWYG Web Builder can publish the images, scripts, swf, pdf, css and other files it generates to a separate folder on the web server. This will keep your web site organized.
If the web server does not support sub folders, then remove all file types from the list. In that case all files will be published to the same folder as the HTML files.

Note: The folders are relative to the folder of the HTML page. So, if you have created folders in the Site Manager then each folder will have its own sub folders for the files!

Preview Scope, this option specifies the preview scope of Web Builder. Select **Current Page** to only preview one page or **Entire Web Site** if you want to test your complete web site.

Tip:
Holding down the SHIFT key while previewing will 'invert' the current preview scope.
This means that if 'Current Page' is selected then holding de SHIFT key will preview the Entire Website'.

Remove PHP code during preview
Many of the advanced features of WYSIWYG Web Builder use PHP code. As you may know, browsers cannot interpret PHP code and usually will display errors or nothing at all! Previewing the layout of such a webpage on a server is not always convenient, so that's why we introduced this option. If this option is enabled then all PHP code will be removed during preview, so you can view the layout. Of course, you will still be to publish the page to a PHP enabled web server to fully test the (dynamic) behavior of the page.

Note:
During preview the software will rename the page's file extension from .php to .html.
This means that if other pages link to this page, then the browser will not find the page since it has a different extension.

Hide file extension for internal links (for advanced users only!)
Remove the extension from internal links. Instead of 'page1.html', the application will use 'page1' in navigation objects and links.

Note that the generated files will still have extensions otherwise they will not be recognized as HTML/PHP files on the server! You will need to configure the server to hide the extensions on the server via .htaccess.

For example:

```
PHP EXTENTION REMOVAL
RewriteEngine On
RewriteCond %{REQUEST_FILENAME} !-f
RewriteRule ^([^\.]+)$ $1.php [NC,L]

HTML EXTENTION REMOVAL
RewriteEngine On
RewriteCond %{REQUEST_FILENAME} !-f
RewriteRule ^([^\.]+)$ $1.html [NC,L]
```

User Interface

Language: Use this option to specify the language used for the user interface. Default is English. Before a certain language is available from the dropdown list, you need to install the appropriate language module. Visit the website of WYSIWYG Web Builder to check for the available languages.

User Interface
Specifies whether to use the classic menu and toolbars or the Ribbon interface.

Docking algorithm for resizable bars: Default or Visual Studio 2005 style. When Visual Studio 2005 style is selected, so called Dock Markers are displayed when you reposition windows like the Site Manager or Toolbox.

Display web safe fonts only
You can enable this option so WYSIWYG Web Builder will only display web safe fonts.

Display rotate handle for rotatable objects
Specifies whether to display rotate handles in the workspace to provide quicker way to rotate objects.

Color picker
By default, the color picker displays a standard color palette with 140 standard web colors. With the 'Swatch colors' option (inspired by the MS Office color picker) you can configure a custom color palette of 12 colors. The light and dark variants of these colors will be generated automatically.

Color box shape
Defines the shape of the color swatches in the color picker. You can choose between square or ellipse.

Render visual effects
Control whether visual effects like filters, shadows, backdrop) will be rendered in the workspace Disabling this option can help to improve performance on slower computers.

Tab 'Close' button
Specifies the appearance and behavior of the close button on the page tabs.

- **None,** No close button on the tabs.
- **Active Tab,** Close button is displayed on the active tab only.
- **Highlighted Tab (Compact),** Close button is displayed on the active and highlighted tabs. The space for the close button on the non-active tab is not reserved.
- **Highlighted Tab,** Close button is displayed on the active and highlighted tabs.
- **All,** Closed button is displayed on all tabs.

New Page Label
The 'New Page' tab is a quick way to add new pages.
By default, the new page tab only contains the '+' sign, but you can change the text of the tab in Tools -> Options -> User Interface. If you leave the field empty, then the new page tab will be hidden

Automatically Hide Scrollbars
When a scrollbar is inactive (the mouse cursor is not located inside it), only compact (thin) thumb box will be drawn. When you move the mouse inside the scrollbar, the bar will be fully drawn.

Extensions

Automatically download missing extensions
This will automatically try to download missing extensions when you load a project.

Manage extensions per project
You can maintain a separate set of extensions for each project instead of using a single global list.
When enabled, the application creates a dedicated extensions folder inside each project directory:
Documents\WYSIWYG Web Builder\projectname\extensions

Any new extension you add while a project is active will be copied into that project's extensions folder rather than the global system folder. Likewise, removing an extension will only remove it for the current project.
If a project does not yet have its own extensions folder, one will be created automatically the next time the project is loaded, and all extensions from the global folder will be copied into it.

Note: If you choose not to enable this option, the application will to use a global extensions list which is the same for each project.

Enable live HTML rendering of extensions
Some extensions use 'live HTML rendering' which means they create a live preview of the generated HTML code for the extension.
And although this may be useful to get an idea what the final page will look like, it also can use lots of system resources (memory /processor time), especially when you are using many extensions in the same project.
Disabling this option can reduce the memory usage and loading time of projects. It will have no affect on the generated output.

Enable debug logging (use for test purposes only!)
If you enable this option then extensions will create a log file with information that can be useful for debugging. This may help you or the developer of the extension to trace/solve problems.
The log file will be created in the extensions folder and it has the same name as the extension (extensionname.log).

The following information will be logged:
- Loading/uploading with version number.
- Properties, variables and values
- Dataset XML transformation (user input applied to XSL template)
- Gallery XML transformation
- Menu XML transformation
- Copying files to publish folder.

Backup

Backup folder: WYSIWYG Web Builder can automatically make backups of your projects, before overwriting a previous version of the project.
Backup folder specifies the folder where the backup will be stored.

Total number of site backups. Specifies the number of backups to keep before overwriting them with newer versions. Enter 0 if you do not want Web Builder to create backups.
Web Builder will name the backups like this:
myproject_01.wbs, myproject_02.wbs, myproject_03.wbs
The highest numbered file will always be the latest backup. If the maximum number of backups is reached, the oldest backup will be deleted, and all other backups will be renamed.

Auto backup
Enable this option to automatically make backup copy of your project every 5, 15, or 30 minutes. This may help you restore your work if your computer crashes unexpectedly.
The name of the backup will be myproject_autobackup.wbs and it will be stored in the backup folder.

Make a backup of the project on the server.
Enable this option to automatically make a backup of the project on the server. This may be useful if your computer crashes or your local projects become corrupted. In that case you will always have a backup copy on the server.

AutoSave
This automatically saves the active project at the specified interval.
Note that this does not work for new 'untitled' projects, because the project must have a filename before it can be saved.

Artificial Intelligence

The AI tools in WYSIWYG Web Builder are implemented using the OpenAI API. You will need an OpenAI API key to use this functionality. If you do not already have an OpenAI account, then you can create it here: https://platform.openai.com/signup

You can create an OpenAI API key for free. New users get free $5 worth of free tokens. These tokens expire in 3 months. After the quota has passed, you can choose to enter billing information to upgrade to a paid plan and continue your use of the API on pay-as-you-go basis.

Model

The OpenAI API is powered by a diverse set of models with different capabilities and price points. Select one of the pre-defined models or enter a valid model name in the input box.
More information about the available models: https://platform.openai.com/docs/models/overview

Translation

In this section, you can control which elements on the page will be translated when you use the 'Translate Page' command. This makes it possible to exclude navigation, SEO, and extensions.
Also, it's important to note that translating rich text will remove all formatting from the text. This is because translated text usually has a completely different structure than the text in the original language. So, that is why you can also exclude rich text from the translation.

Stability AI

As an alternative for image generation and manipulation it's also possible to use Stability AI. "Stability AI" offers a wide range of extra options compared to Open AI (dali-e3).

Stability AI add the following additional Ai image tools:

- **Image Erase**
  The Erase tool removes unwanted objects, such as blemishes on portraits or items on desks.
- **Image Search and Replace**
  The Search and Replace tool is a specific version of inpainting that does not require a mask. Instead, users can leverage a search prompt to identify an object in simple language to be replaced.
- **Image Search and Recolor**
  The Search and Recolor tool provides the ability to change the color of a specific object in an image using a prompt.
- **Image Upscale**
  Image Upscale can be used to improve the quality of existing images. There are 3 modes: Creative, Fast and Conservative.
- **Image to Video**
  Generate a short video (approximately < 5 seconds) based on an initial image.
- **Sketch to Image**
  Sketch to Image converts a simple drawing into a dynamic image. Use the prompt to define further details of the output image.
- **Create a new image with the same style**
  This tool extracts stylistic elements from an input image and uses it to guide the creation of an output image based on the prompt.
- **Image Remove Background**
  This feature also works with Stability AI API key, so there is no need for remove.bg key.

Also, when Stability Inpainting and outpainting tools of Stability AI are currently much better than those of OpenAI.

When you specify an API key for Stability AI
You can get an API key here: https://platform.stability.ai/

ComfyUI (for advanced users only!)
WYSIWYG Web Builder integrates with ComfyUI, allowing you to generate unlimited high-quality images using AI directly on your local computer. ComfyUI is a powerful and popular open-source tool that supports AI models like Stable Diffusion and Flux, enabling you to create stunning images. Best of all, it's completely free, meaning there are no usage fees or limitations, unlike many paid online services, allowing you to create as many high-quality images as you want without any additional costs.

For detailed instructions on installing, configuring, and using ComfyUI, please refer to the online tutorial.
https://wysiwygwebbuilder.com/comfyui.html

Automatically use fill 'smart content' for new blocks
Enable this option to automatically fill newly added blocks with ‘smart content’ (text and images) based on the selected category. See also ‘smart content’.

Background Removal
In this section, you can specify the API key that is required for the 'Remove Background' tool for images which is powered by remove.bg.
https://www.remove.bg/dashboard#api-key

Note: if you use Stability AI then you do not need this.

Extension Manager

Extensions (also called add-ons or plugins) are components which enhance the functionality of WYSIWYG Web Builder. Extensions can be accessed through the Toolbox or via the Insert menu just like the standard objects. Some extensions are simply components with few parameters while others are almost complete applications by themselves! See also:
https://www.wysiwygwebbuilder.com/extensions.html
You can even create your own extensions with the Extension Builder tool:
https://www.wysiwygwebbuilder.com/extension_builder.html

Many users have already made some incredible custom extensions. Check out the full list here:
https://www.wysiwygwebbuilder.com/forum/viewforum.php?f=42

The Extension Manager helps you organize extensions. In the Extension Manager you can install/remove and update extensions. You can also search for extensions in the online gallery. The **Installed Extensions** page displays all extensions which are currently installed. If you no longer need a specific extension, you can remove it by clicking the 'Uninstall' button.

Note:
Please make sure that none of your projects uses the extension if you decide to remove a specific extension, otherwise you will no longer be able to load that project until you re-install the extension.

The Online Gallery page displays all extensions available for download and installation. If a new version of an extension that you already have is available online, then you have the choice to update it. Each time you open this window, Web Builder will ask if you wish to download the most recent list from the website. Normally you will have to do this only once a week.

Notes:
The built-in Extension Manager only works correctly if the software can access our web server! If for some reason your firewall or virus scanner blocks access to the Internet connection, then you will not be able to use this feature. To fix this problem make sure WYSIWYG Web Builder is on the exception list of your firewall/virus scanner!

If you've recently purchased your license, it's possible that your registration information is not yet in the online database. IT MAY TAKE SEVERAL HOURS BEFORE YOU CAN DOWNLOAD THE EXTENSIONS! Please be patient.

See also: https://www.wysiwygwebbuilder.com/restricted.html

The Manual Install page allows you to manually install extensions. Click the 'Install' button to select an extension file (*.wbx) or zip file. You can also drag & drop one or more extensions from Windows Explorer on this window! You can also manually install extensions by copying the .wbx file to the extensions folder: C:\Users\Your Name\Documents\WYSIWYG Web Builder\system\extensions
Where 'Your Name' is the name of your personal folder on the computer.

Related FAQ topic:
https://www.wysiwygwebbuilder.com/forum/viewtopic.php?t=7234

Disclaimer:
Extensions are made available as an extra service for registered users. They are not an official part of the software. Pablo Software Solutions will not offer support for third party extensions and is in no way responsible for proper functioning of these extensions. All extensions are provided "AS IS" for those who find them useful. Of course we will do our best to make sure they work properly.

Search Index

WYSIWYG Web Builder has basic built-in 'search engine' functionality, so visitors can search for specific words within your website.
To make this feature available to non-advanced users we decided to use JavaScript as it does not require you to setup database and indexing service on the server. The downside is that it can be slower for larger websites (> 100 pages).

Generate Search Index
Enable this option to create the search index during publishing.

> **Note:**
> The search index is required if you want to use the 'Site Search' object on your website!

Name of Index File
Specifies the name of the search index file. Since this is a JavaScript file, it must have the .js extensions.

Create Index from
This option specifies how the search index will be created.

- **Page Content**
  The search index will be created from the content of the page. In this case WYSIWYG Web Builder will extract all text from the pages.
- **Meta tags**
  The search index will be created from the meta tags you've specified content in Page Properties.
- **Text Only**
  This will only index the text which result in a smaller/faster search index. In most cases this mode will be sufficient. Note that will also decrease the time required to create the search index during publishing.

Exclude Stop Words from Index
Enable this option to exclude stop words.
WYSYWYG Web Builder includes a predefined list of stop words in the file 'search.dat'.
To make your own list of 'exclude' words simply copy the file to 'My Documents\WYSIWYG Web Builder\system\search.dat and Web Builder will use this file instead.

> **Note:**
> Stop Words are words which do not contain important significance to be used in Search Queries. Usually, these words are filtered out from search queries because they return vast amounts of unnecessary information.

Use absolute links
Enable this option if you want to use the search engine in sub folders. In that case absolute links must be used otherwise the links in the search results will not be using the correct path (because there is only one search index at the root of the website).

Example:
https://www.yourwebsite.com

Error Report

The Error Report tools will analyze the current page and check for errors like duplicated IDs, invalid filenames or other common problems. Here's a list of possible problems which are currently detected by error report tool:

Invalid filename
Names must contain only ASCII letters (a-z,A-Z), digits (0-9), underscore, dot and dash.

Empty ID
Make sure all objects have a valid ID.

Duplicate ID
All objects must have a unique ID property within the context of the page. This includes the objects on master pages!

Invalid HTML
Custom HTML may not contain <html> <head> or <body> tags.

Invalid page extension
The page contains a form which requires PHP. Set the page file extension to 'php' (in Page properties)

Success page not specified
The success page property of the form cannot be empty.

Error page not specified
The error page property of the form cannot be empty.

Invalid page title
The page does not have a meaningful title. The page title is either empty or has the default 'untitled page' value.

Invalid page name
The 'index' page should not have uppercase characters in its name. 'Index' or 'INDEX' is invalid.

Form is using 'mailto:'
Using 'mailto:' in forms is unreliable. Please consider using the built-in form processor instead.

Text is not optimized
The text is not optimized for all browsers. Consider using one of the compatibility options.

Object is outside the view port
The object's outline is outside the page boundaries. If the object is hidden then first unhide it, move it inside the page boundaries and hide it again.

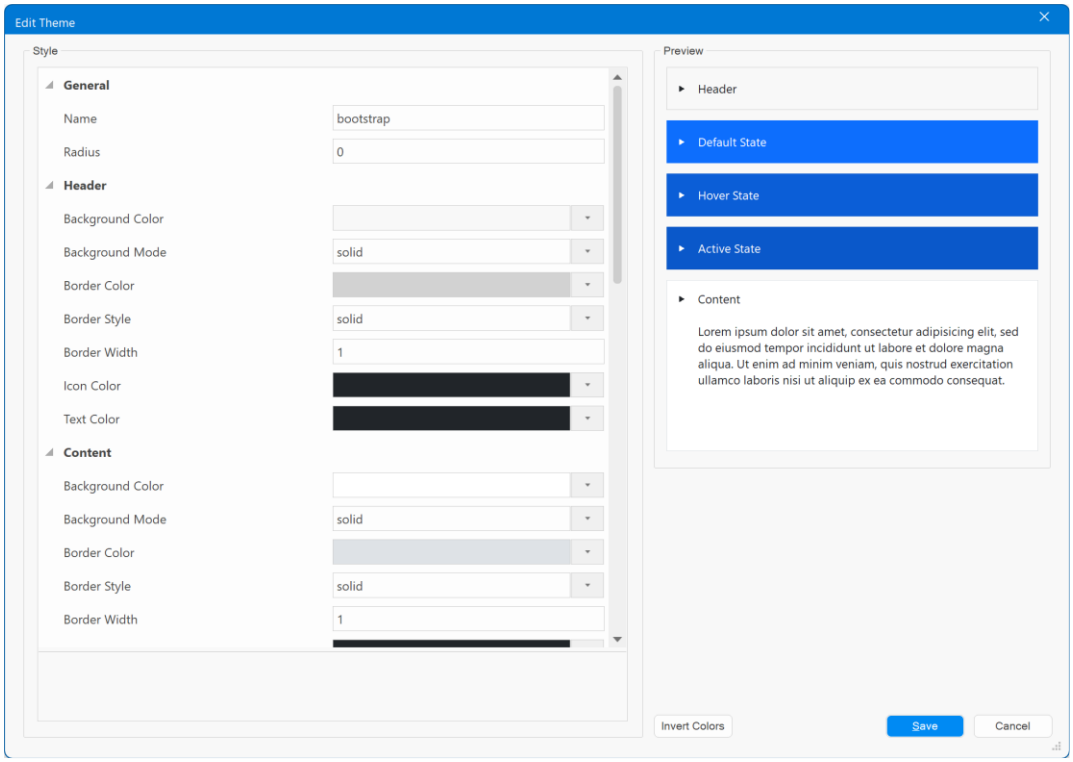
Theme Manager

WYSIWYG Web Builder has supported themes for a long time, however previously they were only useful for jQuery UI widgets. The Theme Manager has recently been updated to support almost all objects. Unlike jQuery UI widgets which require a large CSS set. The new themes only have a small footprint.

The Theme Manager offers options for managing themes. You can add, edit, or remove themes with ease. To create a new theme, simply click the 'Add' button. For tweaking an existing theme, hit 'Edit' to make desired adjustments. Alternatively, 'Clone' allows you to replicate the selected theme as a foundation for a new one. Use the 'Remove' button to remove a theme from your collection.

There is also an option to import CSS themes generated by the jQuery UI theme roller website (https://jqueryui.com/themeroller/). This will only import the color scheme, because there is no way to extract style data from images.

The "Theme" property (Page Properties -> Style) specifies the theme for the page, it applies to all theme enabled objects on the page. You can activate theme support for individual objects by using the 'Use Theme' property. When this option is turned on, it will supersede the local object color settings.

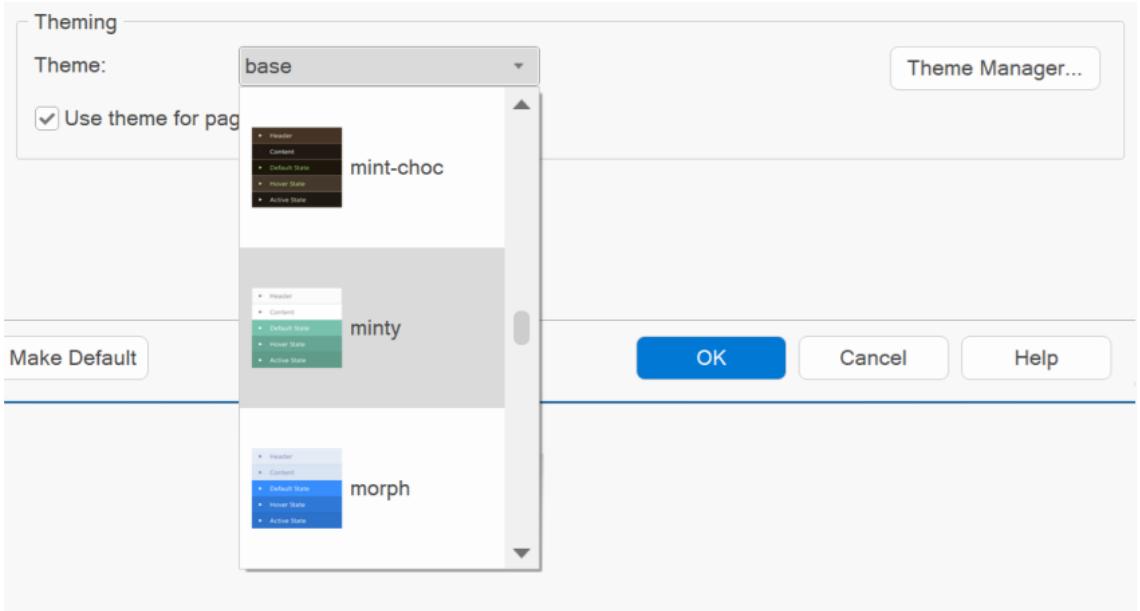


How are themes different than styles?

A 'theme' is basically just a simplified version of a style, with only a small subset of properties (text color, background color/gradient/images and borders). It provides a quick way to entire style of the page. Unlike styles, you can only use one theme per page. A theme affects multiple items of an object. For example, the header, content, button etc. Unlike styles where you would need a different style for each item. Themes are global. This means that if you edit a theme then it will affect all projects!

Online tutorial: https://wysiwygwebbuilder.com/themes.html

In Page Properties you can select the theme for a page (which then will be applied to all objects on that page). And although the Theme Manager was designed to create themes for jQuery UI widgets, other objects also support the themes! For example, you can select 'Use page theme' in the menu bar, navigation bar, tab menu and many other objects.



Global Replace

The Global Replace tool can be used to quickly change the color, font, URL or filename for all objects (or a selection) on the page or entire website.

Pages
Specifies whether to replace values on the current page only on the entire website.

Breakpoints
Specifies whether to replace values in all breakpoints or in the current breakpoint only.

Objects
Specifies the object categories the find/replace will apply to.
For example: only replace a color value for form elements.

Property
Specifies what to replace:

- **Color**
  Replace a color value with another value.
- **File**
  Replace a filename. The tool will automatically list all filenames currently in use.
- **Font Name**
  Replace the font name. The tool will automatically list all font currently in use.
- **Font Size**
  Replace the font size.
- **URL**
  Replace an URL. The tool will automatically list all URLs currently in use. Also supports tel, email, facetime, SMS and skype links!
- **(ID)**
  Rename the ID of objects.
- **Internal Link**
  Replace internal links

  Tip: to add a prefix to all IDs of a page, set the old value to * (wildcard) and the new value to the prefix. This can be useful to quickly add a prefix to the IDs of master pages/master frames.
  See also: *How to prevent duplicate IDs*

Note that this action cannot be undone!

Global Replace cannot replace data in extensions.

Google Fonts

Adding Google Fonts to your website has never been easier. Google Fonts no longer must be manually downloaded/installed from the Google website; The Google Font Manager takes care of this!
Fonts that are installed via the Font Manager will be added to the 'web safe fonts list and the necessary CSS code will be generated automatically when you preview or publish the website.

Font can have different variants, like light, medium, bold, regular etc. The available variants can be enabled per font.

Note:
To be able to preview or use fonts they need to be downloaded to your computer. When you select a font for preview, it will be downloaded from the Google Servers to a local folder \WYSIWYG Web Builder\system\downloads.

The application includes a file googlefonts.json which contains the name and (server) location of all Google Fonts that were available at the time this version of WWB was released. If you are an advanced user then you can edit this file to add or remove fonts (at your own risk!).

If you install the font then it will be copied to the \WYSIWYG Web Builder\system\fonts folder, also an entry will be made in the googlefonts.dat file with information about the font (filename, font family, subsets, etc.) By keeping the fonts in a sub folder, it will be easier to copy/move your entire WWB configuration to another computer or make complete backups.

Fonts that you install via the Font Manager will only be available to WYSIWYG Web Builder. If you wish to make them available for other applications, then you will need to manually install the fonts from the Google Fonts Website.

Clicking in the font dialog will display a context menu:
Open file location is a shortcut to the font download folder. This may be useful, for example, to install a font on your computer. Clear font cache will delete all downloaded fonts from the cache folder. This will not delete installed fonts!

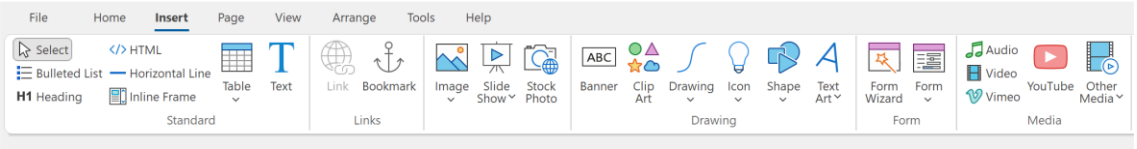
Online tutorial:
https://www.wysiwygwebbuilder.com/webfonts.html

WYSIWYG Web Builder Objects

In WYSIWYG Web Builder you create your website by dropping objects on the page.
There are several ways to insert objects:

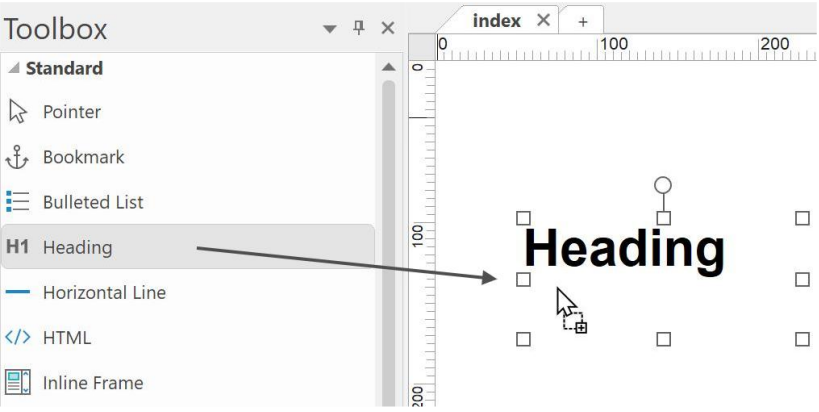
Insert Tab

To insert a new object, select one of the available items and draw a box to indicate the position of the object. The new object will now be inserted onto the page. To change the properties, double the object or select Edit -> Properties from the menu bar. It's also possible to call the object's properties using the keyboard shortcut 'Alt+Enter'.



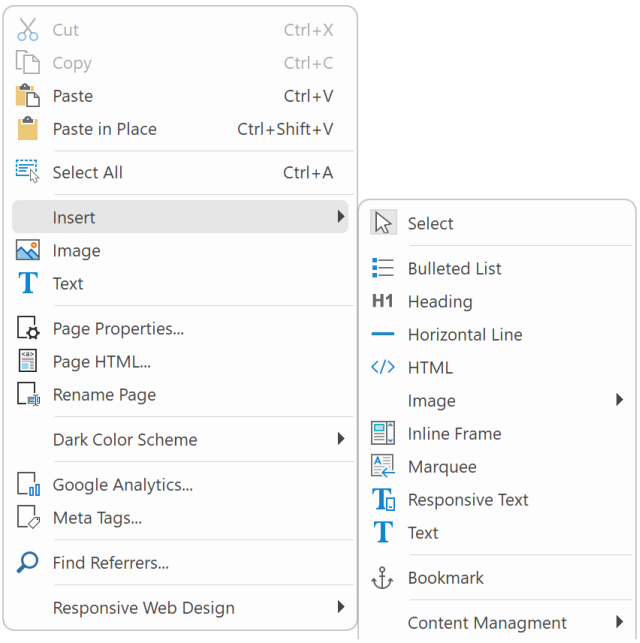
Toolbox

Another way to add objects to your page is by simply dragging them out of the toolbox onto the workspace.



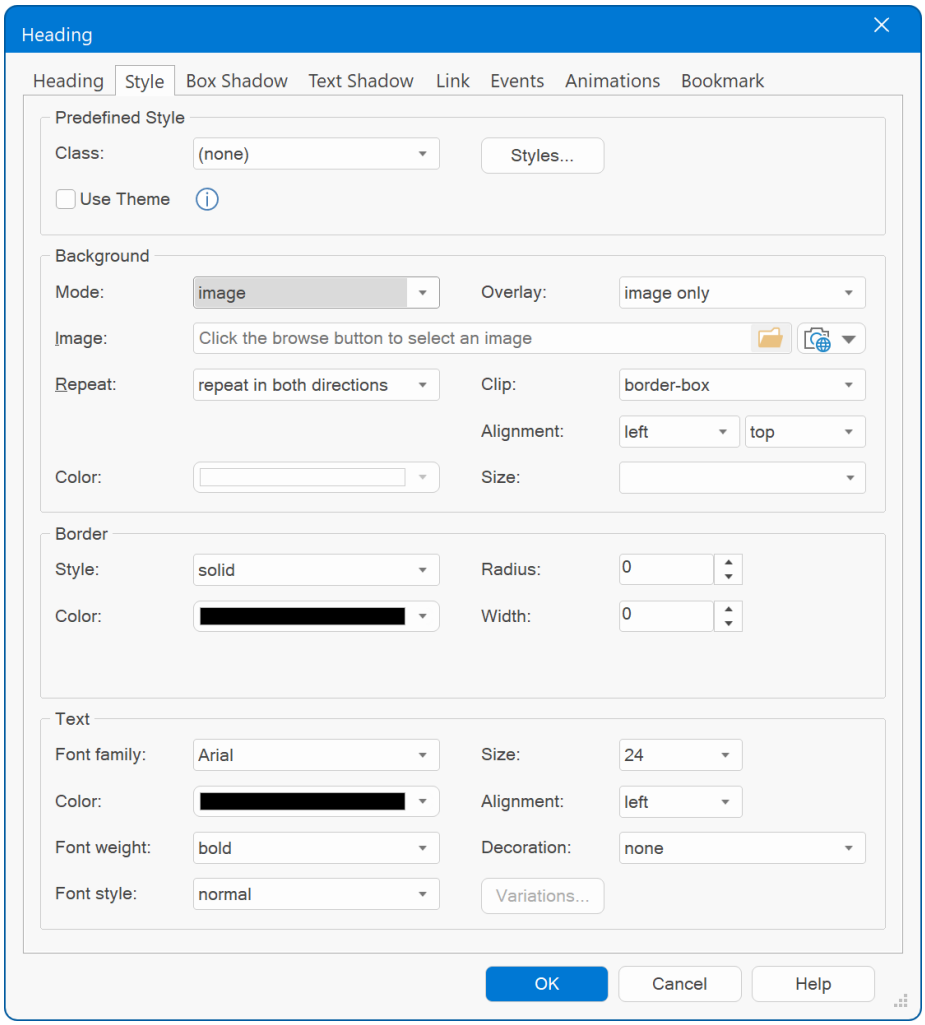
Context Menu

Right click on the page to display the context menu.



Style

Many objects have a style section in the properties window, here you can set the appearance of the object. Note that not all options do apply to all objects. For example, some objects do not have background or text properties.



Predefined Style

Here you can select one of the global site styles. This option will overwrite all custom style settings for the object. You can add or edit styles in the Style Manager.
Note that the <h1> ... <h6> are generally only used for text!

Use Theme

You can activate theme support for individual objects by using the 'Use Theme' property. When this option is turned on, it will supersede the local object color settings.

To enable theme support for all newly created objects, activate 'Enable Use Theme as default for new object in Tools -> Options -> General -> Theming

Please see the ‘Theme Manager” chapter for more details.

Background

Background mode
Specifies the background mode.

- **Transparent**
  The background of the object will be transparent.

- **Solid**
  Use a solid background color.

- **Image**
  Use an image as background.
  Repeat; Sets the tiling attributes for the background image. Possible options are: Repeat in both directions, repeat in horizontal direction, repeat in vertical direction and do not repeat.
  Horizontal Align; Sets the horizontal position for the background image.
  Vertical Align; Sets the vertical position for the background image.

- **Gradient**
  Use a (two-color) gradient as background. This option supports many different gradient styles like linear, ellipse, glass, glossy etc. By default, a background image will be generated for the gradient effect. However, you can also use CSS3 gradients by enabling the option 'Use CSS3 gradients instead of images' in Menu -> Tools -> Options -> HTML. Keep in mind however that not all browsers support CSS3 yet.

- **Multi-color gradient**
  Use a (multi-color) gradient as background. WYSIWYG Web Builder includes many predefined multi color gradient styles, but you can easily create your own style with the Gradient Style Manager. Just like the standard gradient option it supports many different gradient styles like linear, ellipse, glass, glossy etc. By default, a background image will be generated for the gradient effect. However, you can also use CSS3 gradients by enabling the option 'Use CSS3 gradients instead of images' in Menu -> Tools -> Options -> HTML.

- **Pattern**
  Use a pattern as background. A new image will automatically be generated for the pattern.

- **Texture**
  Use a texture as background. A new image will automatically be generated for the texture.

Border

Style
Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset. For many objects you can also set the individual style, width, color and radius for each side of the border! Select 'Individual style for each side' and then click 'Settings'.

Width
Specifies the thickness of the border around the banner. Set this to 0 (zero) for no border.

Color
Specifies the color of the border around the banner.

Radius
Defines the degree to which border corners will be rounded.

Online tutorial:
https://wysiwygwebbuilder.com/borders.html

Text

Font
Specifies the font family of the text, such as Comic Sans, Times New Roman, and Courier New.

Font weight
Specifies the weight of the text: Normal or Bold

Font Style
Specifies the style of the text. Normal or Italic

Size
Specifies the size of the text.

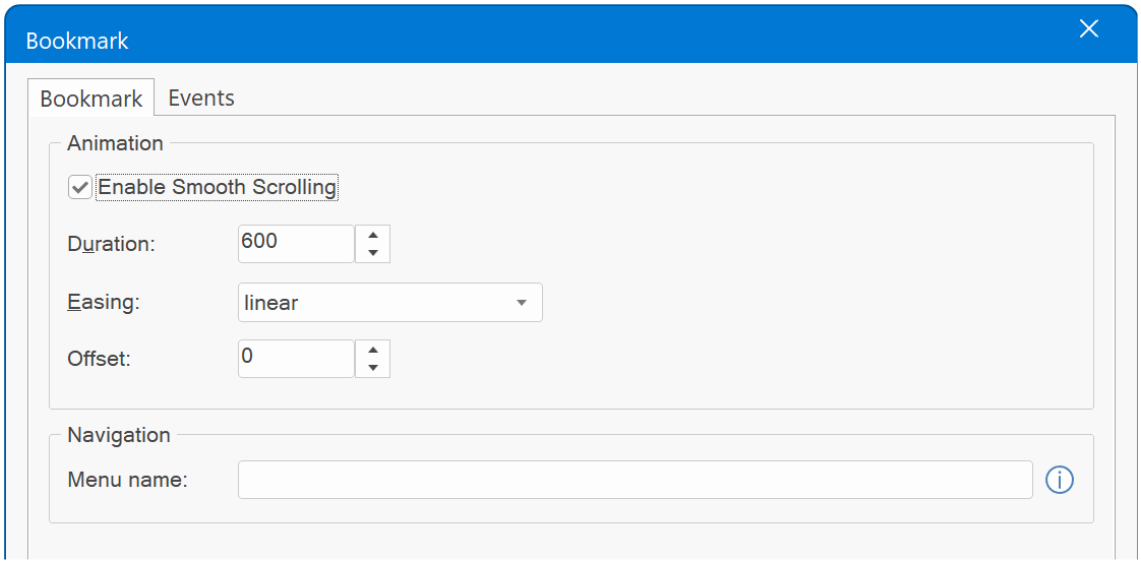
Color
Specify the color of the text.

Alignment
Specifies the alignment of the text. Left, Center, Right or Justify

Decoration
Specifies the text decoration: none, underline or line-through.

Bookmark

Text and images can be set as bookmarks (also called "anchors") that can be linked to within a page. For example, if a page has several new items, the news titles for each item can be set as bookmarks and a row of links can be added to the top of the page that will each skip down to those bookmarked sections. This method of using bookmarks allows visitors to your site to quickly access information by not having to scroll down the page to view the information they want.



You can create a Bookmark by using the Bookmark tool from the Insert menu and place it anywhere in the page. Make sure you give the bookmark a unique name. Once you have placed the bookmark icon on your page, it can be selected from the Bookmark dropdown list.

Enable Smooth Scrolling
Enable this option to animate the page scrolling. This effect is often used in modern websites. The Duration specifies the timing of the animation. Easing can be used to create ‘bounce effects’.

Menu Name
Specifies the text that will be used for the automatically generated menu items when the option 'Synchronize with Bookmarks' is enabled.

Events
The following events are unique to WYSIWYG Web Builder. They make it possible to trigger actions based on the scroll position of the page. For example, you can start animations or show/hide objects when the bookmark scrolls into (or out of) the viewport.

onscrollreveal
Fires when the bookmark is completely visible in the view port of the browser.

onscrollrevealpartial
Fires when the bookmark is partially visible in the view port of the browser.

onscrollhide
Fires when the bookmark is scrolled out of the browser's view port.

You can read more about bookmarks in the ‘Links’ chapter.

Bulleted List

You can add a bulleted list to your web page to set apart a list of items from the rest of the page pf text. The bulleted list is a combination of ordered (numbered) lists and unordered lists and supports the following styles: Circle, Disc, Square, Numeric (1, 2, 3), Lower Alpha (a, b, c), Upper Alpha (A, B, C), Lower Roman (i, ii, iii), Upper Roman(I, II, III) and custom images.

- Item 1
- Item 2
- Item 3
- Item 4

1. Item 1
2. Item 2
3. Item 3
4. Item 4

- Item 1
- Item 2
- Item 3
- Item 4

To insert a bulleted list into your page, select Insert -> Bulleted List. Next select the initial number of items and the bullet style. Note that you can always change the bullet style to something else according to the object's properties.

Other properties of the bulleted lists include Font, size, color and spacing and padding for the individual items.

How do I edit the text of an item?

Double click the item to edit the text. Formatting of the text works the same way as in a regular textbox.

How do I insert a new item?

Right click the bulleted list to display the context menu and select Insert Item.

How do I remove an item?

Right click the bulleted list to display the context menu and select Delete Item.

How do I select the next item using the keyboard?

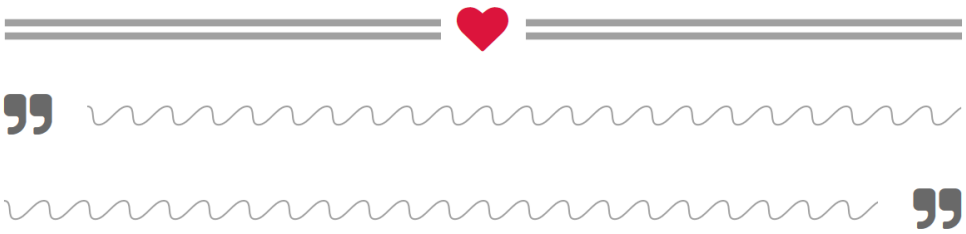
Use the Tab key to go to the next item

How do I change the space between the bullet and the text?

When you move the mouse cursor between the bullet and the text you can drag the (invisible) border to increase or decrease the spacing.

Horizontal Line

The Line object is used to insert a horizontal line across the page.
Besides the standard styles like solid, dotted, dashed, double and groove, the object also supports many unique styles, like stars, curls, curves, waves etc. It is also possible to add text to the line. You can even add an icon!



Line Color
Specifies the color of the line.

Mode
Specifies the line mode:

- **default**
  display a line only

- **icon**
  add an icon to the line. The icon can be positioned at the left, center or right side.

- **text**
  add text to the line. The text can be positioned at the left, center or right side.

Spacing
Specifies the spacing between around the text or icon.

Box Shadow
Configure box shadow (also called drop shadow) for the object. This feature requires a CSS3 enabled browser.

Online tutorial:
https://www.wysiwygwebbuilder.com/line.html

Heading

This object provides a quick and easy way to add headings (<h1>, <h2>) without using styles. Each heading object can have its own fonts/size/color!

Note that you can also use Styles to insert headings into the standard text objects, but in that case all headings in the project will have the same style.

A heading object also can output the heading as paragraph <p>. This can be useful if you want to use specific heading features that are not available for standard text like 'text shadow', 'text stroke' or variable fonts.

<h1> Heading 1

<h2> Heading 2

<h3> Heading 3

<h4> Heading 4

Image

To add images, use the Image object. Drag the object to the page and a file dialog will pop up to select the image. Web Builder supports jpg, gif, bmp and png files.

Online tutorial:
https://www.wysiwygwebbuilder.com/add_images.html

Filename: enter the path and filename of the image/picture or select **Browse** to find an image on your local drive. You can also specify absolute URLs: https://www.yourwebsite.com/image01.jpg

Description
This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled.

Title
In modern browsers this title appears as a ToolTip when you move the mouse over the image.

Reflection
Specifies the amount of reflection.

Lazy loading
Enable this option to delay the loading of images until they are visible in the view port. This will speed up the page loading. It also prevents loading large images in mobile devices because only the visible images will be downloaded.

Shadow
Specifies whether to enable a shadow effect. **box-shadow** is used for creating shadows around entire elements. **drop-shadow** is specifically designed for adding shadows to the non-transparent regions of images with transparency, allowing the shadow to follow the shape of the image.

drop-shadow

box-shadow

Object-fit
Specifies how the image should be resized to fit its container. This requires a modern browser! For example, Internet Explorer does not support this property! https://caniuse.com/#feat=object-fit

- **fill**
  The image is sized to fill the element's content box. If necessary, the object will be stretched or squished to fit.

- **contain**
  The image is scaled to maintain its aspect ratio while fitting within the element's content box.

- **cover**
  The image is sized to maintain its aspect ratio while filling the element's entire content box. The object will be clipped to fit.

- **none**
  The image is not resized.

- **scale-down**
  When the container is smaller than the image, it will be scaled down.

Image Tools and Filters

In WYSIWYG Web Builder, you can apply effects/filters to images without having to open a separate image editor! Built-in tools include:

Rotate
Rotate the image 90 degrees left or right.

Flip
Flip the image horizontally or vertically.

Contrast
Adjust the contrast of the image.

Brightness
Adjust the brightness of the image.

Resample
Re sampling an image will change the number of pixels and therefore the physical file size of an image. Re sampling will be done based on the current size of the image on the page. If the size is smaller than the original size, the physical file size is decrease. If it's larger, the file size will increase!

Crop
By cropping an image, you can remove areas of the image that you don't want to use. While in crop mode drag the handles of the cropping box to resize and include the part of the image that you want to keep. Click Crop again to remove the area outside of the cropping box.

Slice
The slice tool is used for "Slicing" up your images into many smaller pieces you will not notice anything on your page because when it is previewed all the piece show as one. The logic behind slicing is that your images will load faster, and it can also help to stop users from trying to steal your images if the try to they won’t get one large image but just one small piece of it.

Hue/Saturation
Adjust the hue or saturation of the image.

Auto thumbnail
Use this option to quickly create a smaller thumbnail-sized version of the image. A link to the original full-size image will be added.

Set Transparent Color
You can create a transparent area in most images except in animated GIF images.
Select the image you want to create transparent areas in.
On the image toolbar or menu click 'Set Transparent Color'.
In the image, click the color you want to make transparent.
The Set Transparent Color option is available for images that don't already have transparency information. The image will be converted to the PNG format and will be published with a different name.

Add/Replace stencil
Stencils offer a creative way to transform the appearance of your images by converting them into various shapes. Essentially, stencils replace the alpha channel (transparency) of your image with the transparency from the selected stencil, allowing for a customized, reshaped look. You can create your own stencils and place the stencils in the sub folder 'stencils' of the program.

Filters
There are many built-in filters. For example: Blur, Buttonize, Colorize, Droste Effect, Emboss, Inner Bevel Frame, Glow, Grayscale, Mosaic Tiles, Negative, Oil Painting, Old Photo, Polaroid Stack, Sepia, Sharpen, Texture, Tilt Shift, Water Reflection and much more!

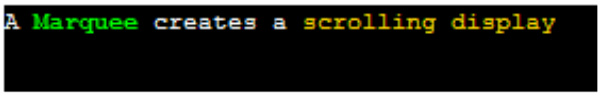
Tips for using filters:
1. You can apply multiple effects to an image.
2. Effects are non-destructive, which means they are not applied to the original image. A copy of the original image will be published to your website using a unique name (.png format).
3. Effects are applied to the image 'on-the-fly' when the images are loading into workspace and in the order, you've added them. So, for example if you apply Brightness 3 times, the images will be processed 3 times the next time you load your page.
4. Resample can be used to decrease the size of the published image and therefore can increase the loading speed of your website. Of course, resampling will also reduce the quality of the image.

Watermark
Watermark Tool is a powerful feature that allows you to quickly and easily protect your images with a visible watermark. With the many watermarking options available, you're able to personalize your images in a variety of ways including text size, color, and position.

Support types:
- **None**
  The watermark tool will be disabled.
- **Standard**
  The text will be rendered at the top of the image.
- **Inverted**
  The watermark effect will be inverted.
- **Embossed**
  This option will use an emboss effect for the text.
- **HTML overlay**
  Adds a text overlay to the image (instead of merging the text with the image).
- **HTML overlay (hover)**
  Adds a text overlay to the image which is displayed on mouse over.

Marquee

The Marquee object is used to introduce text that scrolls.



Text
Enter the text to scroll. Text can include formatting and links.

Direction
This attribute controls the direction of scrolling.

Repeat
Number of times to repeat the scrolling (0=Continuously).

Delay
This controls the delay (in milliseconds) between the successive displays that give the impression of animation.

Amount
This controls the amount of movement (in pixels) between the successive displays that give the impression of animation.

Behavior
This attribute controls the behavior of the displayed text.

- **scroll**
  indicates that the content should scroll off the edge of the marquee area, then reappear on the other side.

- **slide**
  same as scroll, however the text stops scrolling when it reaches the edge of the object

- **alternate**
  makes the text bounce back and forth.

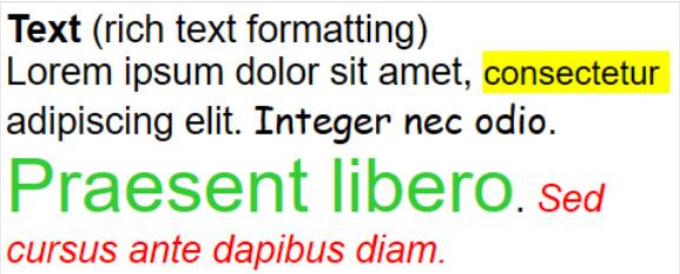
- **star wars**
  Implements Stars Wars-like 3D scrolling.

Pause scrolling on mouse over
Specifies whether to pause scrolling on mouse over.

Note:
The unofficial <marquee> tag has been replaced with CSS3 animations for better compatibility with (modern) browsers. W3C compliant!

Text

This object allows you to add text to the web page, drag the object to the page and **double click** it to start typing your text. Use the Format Toolbar to change the font, size, color and other properties of the text. For the available formatting options please see Format Tools. To insert a link in the text, use the Link option. You will need to highlight text before you can change the formatting.



Include text in ALT attribute
If text has been converted to an image then search engines will not be able to 'see' this text.
Select this option if you want the original text to be included in the alt attribute.

Output format
Unfortunately, there is no way to make text look the same in all browsers. Each browser uses its own text rendering engine, and they are all slightly different. And although WYSIWYG Web Builder uses pixels to specify the font size, this still causes different results in different browsers. To help you optimize your text so that it looks as good as possible is all browsers, we have added a few options to control the way the text is outputted in HTML.

- **Default /Classic Mode**
  All code will be inside one div. This should be ok for most layouts with not too much text.

- **Use for each line (DEPRECATED)**
  Each line will be embedded inside its own with its own styling. This gives more accurate results on some occasions.

- **Use with position for each line (DEPRECATED)**
  Each line will be embedded inside its own div and includes position/size. Text will be split up the text into multiple elements. This will result in better layouts, but also increases the amount of generated code.

- **Include line-height in text styles**
  Calculates the line-height for each font (based on the rendering in the workspace) and add it to the CSS style. In many cases this will give very accurate results in various browsers with minimum code.

Important note:
The 'Use for each line' options have been deprecated and they will be removed in a future version of WWB. Please use Include line-height in text styles instead. It generates cleaner code and works with responsive layouts.

See also for the latest tips and tricks for optimizing text:
https://www.wysiwygwebbuilder.com/forum/viewtopic.php?f=10&t=34318

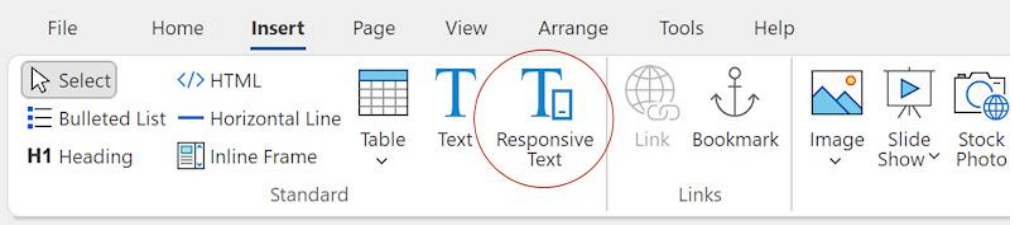
Shortcut Keys
The text editor supports the following shortcut keys:

Keys	Operations	Comments
Ctrl + A	Select all	
Ctrl + E	Center alignment	
Ctrl + J	Justify alignment	
Ctrl + R	Right alignment	
Ctrl + L	Left alignment	
Ctrl + C	Copy	
Ctrl + V	Paste	
Ctrl + X	Cut	
Ctrl + Z	Undo	
Ctrl + Y	Redo	
Ctrl + '+' (Ctrl+Shift+'=')	Superscript	
Ctrl + '='	Subscript	
Ctrl + ' (apostrophe)	Accent acute	After pressing the short cut key, press the appropriate letter (for example a, e, or u). This applies to English, French, German, Italian, and Spanish keyboards only.
Ctrl + ` (grave)	Accent grave	See Ctrl+' comments.
Ctrl + ~ (tilde)	Accent tilde	See Ctrl+' comments.
Ctrl + ; (semicolon)	Accent umlaut	See Ctrl+' comments.
Ctrl + Shift + 6	Accent caret (circumflex)	See Ctrl+' comments.
Ctrl + , (comma)	Accent cedilla	See Ctrl+' comments.
Ctrl + Shift + ' (apostrophe)	Activate smart quotes	
Backspace	Delete previous character	
Ctrl + Backspace	Delete previous word.	
Ctrl + Insert	Copy	
Shift + Insert	Paste	
Insert	Overwrite	
Ctrl+Left Arrow	Move cursor one word to the left.	
Ctrl+Right Arrow	Move cursor one word to the right.	
Ctrl+Up Arrow	Move to the line above.	
Ctrl+Down Arrow	Move to the line below.	
Ctrl+Home	Move to the beginning of the textbox.	
Ctrl+End	Move to the end of the textbox	
Ctrl+Delete	Delete the next word or selected characters.	
Shift+Delete	Cut the selected characters.	
Esc	Stop editing text. Leave edit mode.	
Alt+0xxx (Number Pad)	Inserts Unicode values if xxx is greater than 255.	When xxx is less than 256, ASCI range text is inserted based on the current keyboard. Must enter decimal values.

Lorem Ipsum
Lorem ipsum is a placeholder text (filler text) commonly used to demonstrate the graphic elements of a web site, such as font, typography, and layout, by removing the distraction of meaningful content.
WYSIWYG Web Builder has a simple built-in Lorem Ipsum Text generator to add place holder text to the text object. You can either insert complete paragraphs or a specific number of words.
The text will be loaded from a file called loremispum.txt in the application folder. If you like you can edit or overwrite this file with your own custom text (for advanced user only!).

Responsive Text

This is a simplified text object. It only supports one type of font, color etc. per object.
This makes the object easier manageable in complex layout (for example when using style or dark mode). Unlike the standard text object, styles/classes apply to the entire object, not just the selected text. Also, the object produces cleaner HTML output, because it does not use any inline styles.



Main differences between standard text and responsive text:

Text

- multiple styles, colors, font-family, font-size.
- optionally responsive (different font sizes in breakpoints)
- more output options (like output as image, font-size fine tuning)
- supports images and emojis.
- uses inline styles for formatting individual characters.

Responsive Text

- one style, color, font-family, font-size
- responsive by design (different font sizes in breakpoints)
- easier style setup, the style applies to the entire object
- no inline styles -> optimized HTML/CSS output.

Online tutorials:
https://www.wysiwygwebbuilder.com/add_text.html
https://www.wysiwygwebbuilder.com/responsive_text.html

Form Wizard

Creating forms has never been so easy! Create complete forms in just a few steps. One of the many ways in which you can interact with people who visit your website is to get feedback from them through forms. Creating a form from scratch can be rather difficult, so we've implemented the Form Wizard to make this task a little easier.

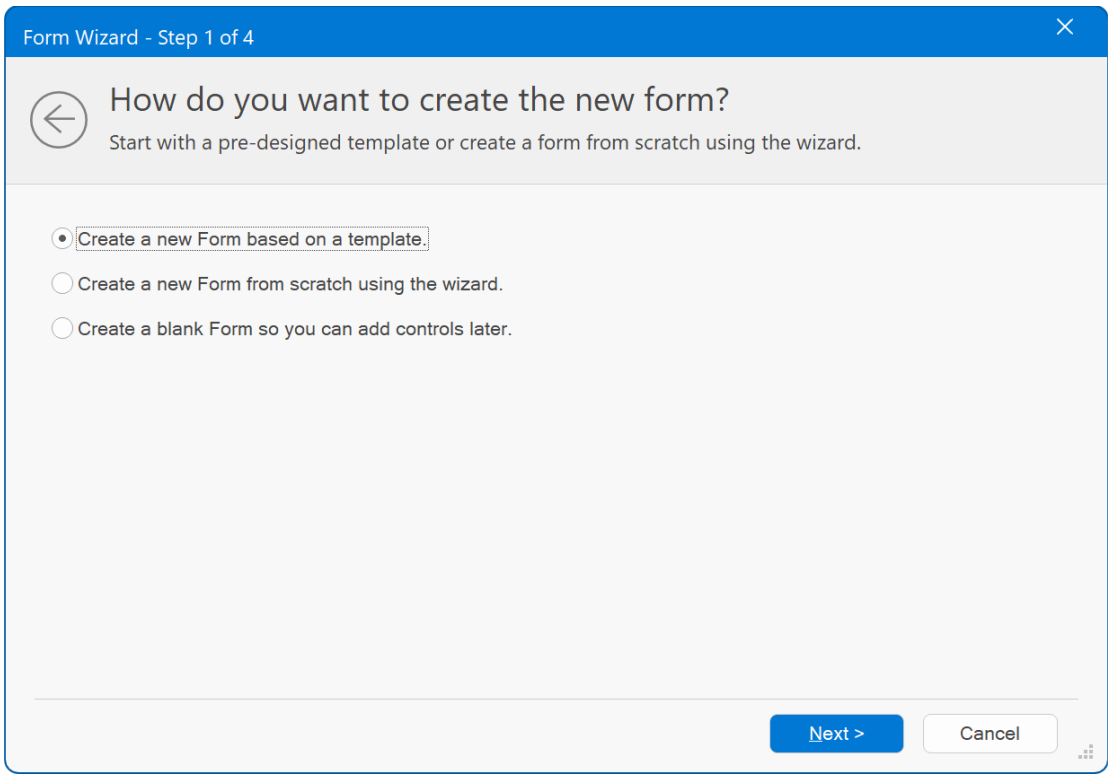
Step 1: How do you want to create the new form?

The WYSIWYG Web Builder Form Wizard has 3 methods to create a form:

1. **Create a new form based on a template**
   This option allows you to select a template form, which you can use as the basis for own form.

2. **Create a new form from scratch using the wizard**
   Manually insert controls and labels to the form.

3. **Create a blank form so you can add controls later**
   Insert a blank form to your page with no controls on it. Basically, this is the same as manually inserting an empty form area.

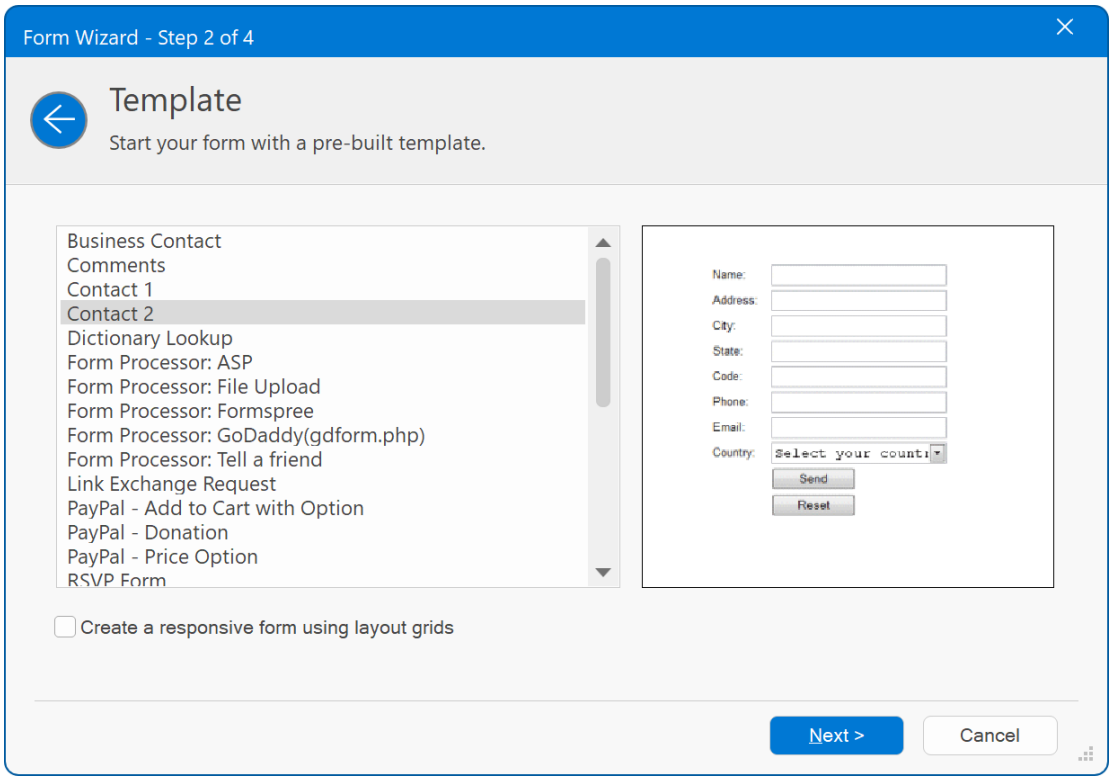


Step 2: Select a template form

We've included several ready-to-use forms to get you started. Please take your time to study the properties of each of these forms to get an idea how we've implemented them, so you can use this knowledge to create your own forms. For some forms you will need to modify the pre-defined values such as the specified email address or website URL.

There are 2 form processor templates where external websites are used to process the form data. Before you can make use of the services of these websites you will need to register first!
https://www.formbuddy.com/
https://www.mailmyform.com/

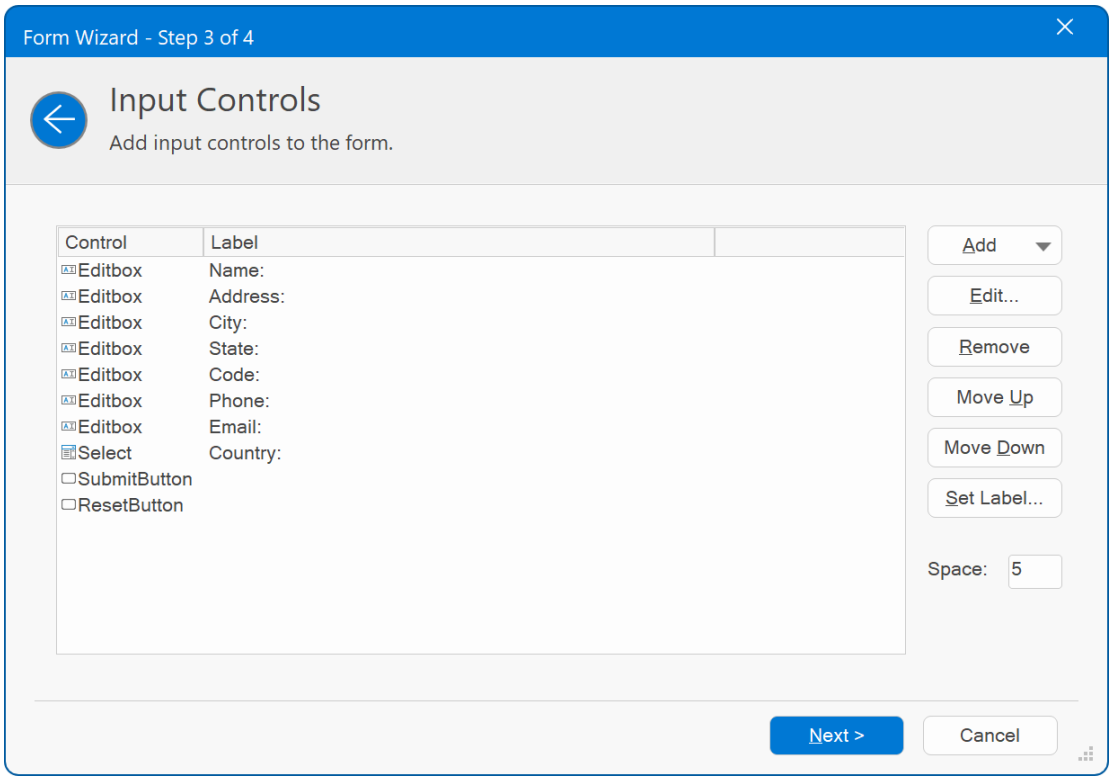
These examples can be useful if your website does not support PHP or any other type of form processing.



Step 3: Add Control to the form

In this step you can insert controls to the form. Each control can have a label which will be displayed in front of the control. Click Add and select one of the items from the drop-down menu to insert a new control. In most cases the wizard will ask you to enter a label name.

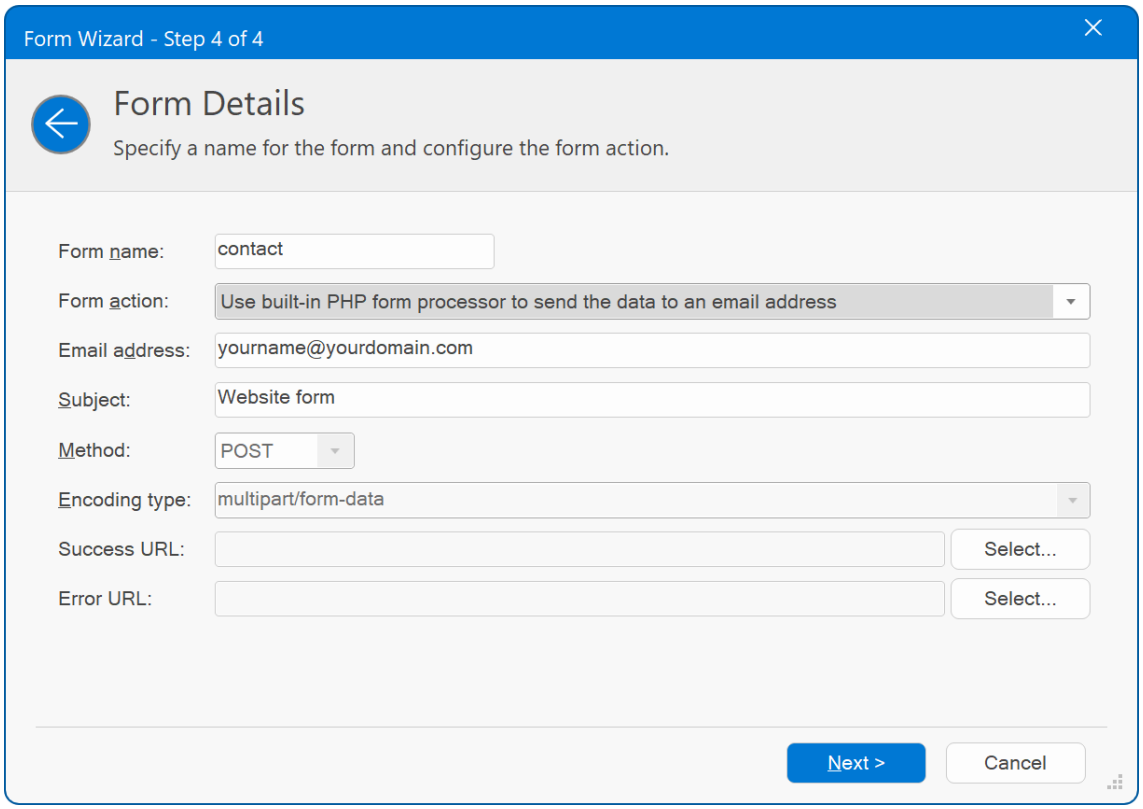
To modify the properties of the controls, select it in the list and click Edit to show the control's properties. You can re-arrange the items using the Move Up and Move Down buttons.



Tip:
Make sure your form contains a Submit button. Without this button the user will not be able to submit the entered data!

Step 4: Where should the data be sent to?

When the user presses Submit, the browser sends the form data to a web server, so we need to specify where the data should be sent to. One of the possibilities is **'Submit the data to an email address'**, although this is a very common method, it doesn't work reliably for all visitors to your site. Whether or not a visitor can use this method depends on the mail client installed on their computer. And unfortunately, there's no way to test if that's the case for each of your visitors. **We do not recommend using this method!**



Instead of using the Submit the data to an email address ("mailto") method, try using a remotely hosted CGI script like PHP, ASP or remote hosted solutions like Formspree. This lets you access a CGI script run off of their servers. You build your form as you normally would, but now you select **Submit data to a script on an external server** and fill in the URL of the remote CGI script. The CGI script translates your form into an email message and sends it on to the address you provide.

Alternatively, you can create your own form processor and make the form processor script part of your Web Builder website. In that case select **Submit data to a page within your website**.

In the tutorial section of our website you can find an example how to implement this using PHP: https://www.wysiwygwebbuilder.com/forms_php.html

Note:
Some form templates use their own form processor script (usually added as a separate HTML object). In that case please do not change the predefined values unless you know what you are doing!

Templates that use a custom form processor include:
Dictionary lookup
Form processor: ASP
Form processor: Godaddy
Form processor: Tell a friend
Form processor: Formspree
Tell a friend
All PayPal templates
All search templates

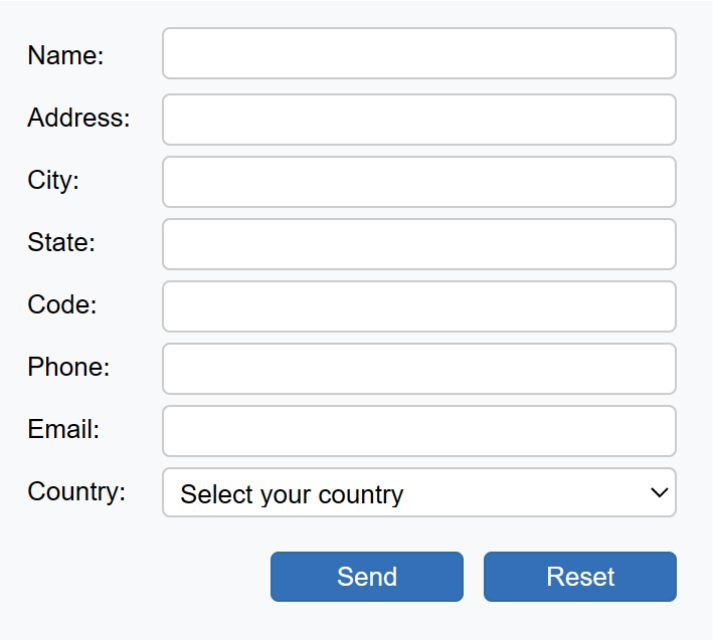
Important:
Some form templates use hidden fields to specify an email address or website.
Make sure you replace these values with your own information!!! You can change the values of the hidden fields at any time later through the form's properties.

Use Built-in PHP form processor to send data to an email address.
Enable this option if you want to use the built-in form processor.
For more details about this feature in the Form chapter.

Encoding type
The required encoding type depends on the form processor script, so please consult the documentation of the CGI script for more info. In case you have selected a pre-defined form, the correct encoding type will be selected.

Form

A form provides a way for you to collect information from the people who view your web pages. A viewer enters data or makes choices among several options and then submits the form. The results can be sent to you by email. If your web server has the right software, you can save the form results in a database.



The Form Area object is a container for FORM objects like buttons, edit boxes and checkboxes. You can add any standard form object to a form, including single- and multiple-line text fields, check boxes, radio buttons, scrolling lists, and drop-down lists.

You should place form objects inside a form to make them work as part of the form.

How do I create a form in WYSIWYG Web Builder?

1. Drag the Form object to the page and a draw a box to indicate the position of the form.

2. Design your form by adding some Form controls to the form, for example:
   Button, Image Button, Advanced Button, Checkbox, Radio button, Editbox, Text Area or Combobox/Select. You can also make text and images part of the form. You'll notice that all objects become a part of the form, so when you change the position of the form all those objects move along.

3. Make sure your form contains a Submit button (push button). Without this button the user will not be able to submit the entered data.

4. Once you have designed your form, you may need to set some properties. Select the form and choose Edit -> Properties from the Web Builder menu. The most important thing you need to do is specify the form action. For example, to send the entered data to your email address, when the user presses the submit button: **mailto:yourname@yourdomain.com**

Note:
Much more information about forms is available in the Frequently Asked Questions section of the website, in the online tutorials and in the support forum:
https://www.wysiwygwebbuilder.com/support.html

Form name
Enter a name for the FORM. This name is primarily used for advanced scripting.

Action
Required attribute, specifying the URL of a CGI script which processes the form and sends back feedback. There are two methods to send form data to a server. **GET** will send the form input in an URL, whereas **POST** sends it in the body of the submission. The latter method means you can send larger amounts of data, and that the URL of the form results doesn't show the encoded form.

Example:
mailto:yourname@yourdomain.com
This will email the results to your email address using the visitors default email client.

Note:
We do not recommend using the HTML's 'mailto' feature. It is unreliable and its behavior strongly depends on the type of browser and user preferences. When possible, use the built-in PHP form processor or create your own processing script.

If your web server supports PHP, then you can use the **built-in PHP form processo**r which is probably the easiest way to implement form processing. Read more details about this later in this document.
You can also write a simple form handling routine in PHP as explained in this tutorial:
https://www.wysiwygwebbuilder.com/forms_php.html

If your server is not PHP-enabled, then you should contact your web host and ask them for the details on processing forms. Some servers offer server-side scripts that you can use, and if this is the case you'll need instructions setting this facility up. Alternatively, you can use a remotely hosted solution like www.formbuddy.com or www.mailmyform.com.
These services let you access a CGI script run off their servers. You build your form as you normally would, but now you fill in the URL of the remote CGI script.
The CGI script translates your form into an email message and sends it on to the address you provide.

Accept Charset
Specify which character will be accepted by the form. This can be useful for Unicode languages. This value is also used by the built-in form processor. Common values supported by most browsers are ISO-8859-1 or UTF-8.

Encoding type
Here you can specify an encoding type. The default of "application/x-www-form-urlencoded" is most widely supported. An alternative is "text/plain", which is typically used in combination when the **Action** attribute points to a mailto: URL. If a browser supports both, the contents of the form are sent in plain text to the indicated recipient.

Use Built-in PHP form processor script.
After the user has entered the information in the form, you probably want to process it somehow. By default, a HTML form does do anything with the data, so you need to implement a form processing script. One of the great features of WYSIWYG Web Builder is that it has a built-in form processor. This implements all the basic features of a form processor like sending an email, saving it to a file on the server or even store it in a MySQL database. Enable **Use Built-in PHP form processor script** option if you want to use the built-in form processor. This feature automatically generates a PHP script that will process the fields of your form and send it to an email address you specify. The form processing script will be inserted into the same page, and you will be able to select a 'thank you' or successful page that will be displayed after the user has submitted the data.

Email address
The email address where the results of the form will be sent to. You can only specify one email address in this field. You can leave this field empty if you do not want to send an email.

More-button
Click the 'More' button to specify multiple email addresses (CC/BCC). Use commas to separate email addresses. The 'From email' field will set the 'from' address of email sent messages to the specified email address. If you leave the field empty, then it will work like in previous versions: either the 'email' input will be used (if it exists) or the 'to' address.
The 'From name' allows you to set the name of the sender. It is also possible to use a PHP variable. For example, S_POST['name'] where 'name' is the name of the input field.
'Reply to' can be used to specify an alternative reply address. 'Reply To' can be a fixed email address, in which case you must use quotes:
'yourname@email.com'
or a PHP variable:
$_POST['email']

The default value is $mailfrom. This is a built-in variable and means that if 'From email' has been configured that this will be used or else the email address entered by the user.

Subject
The subject of the email message.

Message
A short message that will be added to submitted data.
By default the message will be sent in plain text, but it's also possible to format the text. Click the 'Edit' button to change the format of the message. Select 'Rich text' to use the built-in editor to format the text (click the 'Edit' button to open the editor) or select 'HTML' to insert your own HTML code for the message (for advanced users!).

Success page (required)
The page that the user will be redirected to after the data has been submitted (after the 'submit' button has been pressed).

Error page (required)
The page that the user will be redirected to if an error occurs while processing the data.

Write form data to a .csv file.
This option will save the submitted form data to a comma separated data file on the web server. You open this file in Microsoft Excel, a text editor or import into a database.

Note that the data file must exist on the server, and it must be writable!
WYSIWYG Web Builder has a very useful option to automatically create this file for you and set the appropriate permissions. Simply click the 'Create' button next to the filename field and follow the onscreen instructions.

Step 1
Enter the name of the data file. For example, 'formdata.csv'

Step 2
Select the publish location where the file will be created. Web Builder will list all profiles you've created in the publish manager.

Step 3
Web Builder will connect to the selected location and display the folder structure on the web server. Select the remote folder and click 'Finish' to create the data file.

Upload files to a folder on the server.
If this option is enabled the built-in form processor will upload files to a folder on the server instead of sending them as attachment via email. The files will be saved with a unique filename. The location of the uploaded file(s) will be included in the email message.

Database (for advanced users)

You can use this option in combination with the built-in form processor to store form data in a MySQL database on the server. The generated PHP script will attempt to automatically create the table and fields based on the settings you configured, so you do not have to worry about creating it yourself. The database fields will be in the same order and use the same name as in your form design.

> **Note:**
> To view or process the submitted form data you will need a separate tool, like the standard MySQL admin tool. Please consult the documentation of your web host for more details.

Write form data in a MySQL database, specify whether to write form data in a MySQL database.
Database, specifies the MySQL database name.
Table, specifies the MySQL database table name.
Username, specifies the MySQL username.
Password, specifies the MySQL password.
Server, specifies the MySQL database server.

Auto responder

We have added some basic auto responder functionality to the form processor. This allows you to send a (thank you or confirmation) message to the user.

From
Specifies the 'from' email address for the email message.

Subject
Specifies the subject for the email message.

Message
Specifies the body text for the email message.

Input field name
Specifies the name of the email input field. The default is 'email'. Which means that the form should have an input field named 'email' to collect the email address.

Miscellaneous

Enable **Include IP address in form data** to include the IP address of the computer form where the form was submitted in the message. The option **Process variables in Success Page** makes it possible to include form results in success page. This allows you to use variables in the text (or other parts of the success page) which will be replaced by the submitted values of the form.

Example: on the success page add a text object with this text:

```
The following data has been submitted to the online form:
Name: $name
Email: $email
Website: $website
```

Where name, email and website are the names of the form fields plus dollar sign. So, if the field name is 'name' then the variable name will be '$name'.

Enable server sided validation

This adds extra security to the form by also validating the input on the server side (using PHP), so even if JavaScript is disabled in the browser or the form has been modified (by spammers/hackers), the submitted will still be validated. This feature uses the same settings as the JavaScript (client side) validation.

Do not allow URLs in form data
This option may help to prevent spam by blocking messages that include links.

Set envelope-from address for PHP mail() with the -f option
Setting an envelope-sender address avoids mail bounces annoying your system administrator.
If the mail sent by the form cannot be delivered, it will be rejected to the address specified as the "from" address.
https://php.net/manual/en/function.mail.php

Include timestamp in form data
Specifies whether to include the time stamp in the form data.

Include browser information in form data
Specifies whether to include the browser information in the form data.

End Of Line
Specifies the end of line character in messages LF or CRLF.

Honeypot field
Anti-spam honeypot is a hidden form field that bots can't avoid filling, but it's invisible to human users. If the hidden field is filled in, it's a sign of spambot activity and can be blocked. If the field is not filled in, it indicates that the form was filled in by a human user as intended. The name of the Honeypot Anti-Spam field name can be set in Form Properties -> Advanced -> Miscellaneous.
Make sure the field name is not the same as one of your existing input fields!

Online tutorial:
https://www.wysiwygwebbuilder.com/forms_antispam.html

Akismet anti-spam protection
Akismet provides robust anti-spam protection, effectively blocking spam submissions in contact forms. Akismet works by analyzing comments or form submissions using a large database of known spam patterns and behaviors. It checks things like the content, user IP, and other metadata against its database. If the submission matches patterns typically seen in spam, Akismet flags it as spam. It's essentially a real-time spam filter that learns and improves over time based on the data it processes. Akismet offers free (non-commercial) and premium pricing plans.

Get your API key here:
https://akismet.com/signup/

Adding custom code to the form processor (for advanced users!)

It is possible to add additional code to the form processor, this can be useful for inserting CC/BCC headers or to send another email, store to database etc.

Step 1
First make sure the option 'Use Built-in PHP form processor to send data to an email address' is enabled.

Step 2
Right click the form and select 'HTML' from the context menu.

Step 3
Notice that one of the tabs is called 'Custom Form Processing', here you can type your own code.
The code will be inserted just before the PHP mail() function:

```
$body .= '--'.$boundary.'--'.$eol;

// your code will be inserted here!

mail($mailto, $subject, $body, $header);
header('Location: '.$success_url);
exit;
```

Important notes about the built-in PHP form processor:

- If the form contains an editbox named 'email', then this email address will be used as the 'from' address for the message. This field name is case sensitive! So do not call it Email or eMail.
- If the form contains one or more 'file upload' objects, then the script will automatically attached these files to the email message.
- You **MUST** change the file extension on the page to PHP (in Page Properties), because PHP will be added to the page.
- You cannot preview/test a PHP page on your local computer unless you have a PHP web server installed. PHP scripts can only be tested once the page has been published to the server.
- Your hosting account must support PHP and the mail() function must be enable, otherwise it will not work.
- You can have only one form per page.
- The z-order of the objects on the form determines the order of the items in the email message. You can change this order by using the Arrange tools or select 'Arrange Objects' in the form's context menu.

See also this online tutorial:
https://www.wysiwygwebbuilder.com/forms.html

Hidden Fields

You can also add hidden fields that are not rendered but whose values are submitted with a form. Generally hidden fields are used to store information between client/server exchanges that would otherwise be lost due to the stateless nature of HTTP.

Events

For more information about events please read the 'Events' chapter of this document.

Web Storage

Web storage is a new feature of HTML5. It allows you to store field values between sessions or/and pages. This can be useful if you want to transfer values from one form to another.
Enable this option and WYSIWYG Web Builder web builder will automatically store and retrieve all values for you!
Note that the ID of the objects will be used as the key for the value, so if you want to retrieve the values in another form (on another page) then it must have the same ID.

Local storage stores data with no time limit.
Session storage stores data for one session.

Note:
Web storage only works if your website is online. It works in all modern browsers.

Set Tab Order in Forms

The option 'Set Tab Order' can be used to quickly set the Tab order in forms.
Here's how it works:
1) First select the form.
2) Next select the 'Set Tab Order' option in the menu (also available in the context menu of the form).
3) Web Builder will now display the current index of each form element that supports the tab index attribute. If the tab index is not set yet, it shows 'Not Set'.
4) Now click each object in the desired order. The new index will automatically be displayed.

Advanced Button

Inserts an Advanced Button object on a form. The Advanced Button gives you more control over the appearance and behavior than a standard button. You can change the background color, use different fonts for the text or even activate JavaScript.

Name
Name of the button.

Value
Initial value of the button.

Button Type
Normal: Normal (Push) buttons have no default behavior.
Submit: When activated, a submit button submits a form.
Reset: When activated, a reset button resets all controls to their initial values.
OnClick: With this option you can associate a client-side script to the button.

OnClick action
Here you can specify which action if associated with the button OnClick event:

- Navigate to the specified URL; enter an URL as **OnClick value**
- Open a new window and load the specified URL Close the current browser window; enter an URL as **OnClick value**
- Reload; reload the current page (same as Refresh in the Internet Browser).
- Go to the previous page; the same as Back in the Internet Browser.
- Go to the next page; the same as Forward in the Internet Browser.
- Execute Java Script function; specify a script function you've defined elsewhere in the page.

OnClick value
Depending on which OnClick action you've selected you enter the associated value here.
For example, to **Navigate to the specified URL** you enter an URL.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Disabled
The disabled option disables the control for user input. Disabled controls do not receive focus.

Tab Index
All elements (except hidden elements) in a form are part of the form's tab order.

Title
Specifies the tooltip displayed by the browser

Events

For more information about events please read the ‘Events’ chapter of this document.

CAPTCHA

The CAPTCHA object was designed to work in combination with (PHP) forms. It helps to stop spammers from submitting form data automatically. CAPTCHA (an acronym for "Completely Automated Public Turing test to tell Computers and Humans Apart,") dynamically generates an image with (random) letters and numbers. The letters, because they're part of an image and not text, are difficult for a spambot or another computer program to read. Yet, a person has little trouble reading the letters in a captcha image.

There is also built-in support for Google's reCAPTCHA v2, reCAPTCHA v3 and hCAPTCHA!

Tip:
The CAPTCHA object must be part of a form. And because it uses PHP, it can only be used/tested on a web server with PHP support! To be able to generate the CAPTCHA image the GD-library (version 2) must be enabled in your PHP setup. In some cases, an error message may be displayed on your website. The message is will look something like this:
Warning: imagepng(): Unable to open './captcha.png' for writing in /../../captcha.php on line x
This problem may occur when the captcha script is placed in a folder on the website. The solution is to change the properties of that folder after publishing. The correct properties are 757 or 777. You can use the built-in FTP client to change the permissions of the folder.

CAPTCHA image

Type

- **default**
  Displays random characters

- **math**
  Displays a (random) mathematical challenge, instead of characters.

- **reCAPTCHA v2**
  Use Google's reCAPTCHA v2

- **reCAPTCHA v3**
  Use Google's reCAPTCHA v3, also known as 'Invisible reCAPTCHA'

- **hCAPTCHA**
  hCaptcha is a free, private and secure CAPTCHA service that helps protect your forms against spam. It works along similar lines to Google's version but offers more methods of identifying and blocking bots.

Site Key and Secret Key
To get reCAPTCHA keys, you'll need to sign up at: https://www.google.com/recaptcha

To get hCAPTCHA keys, you'll need to sign up at: https://hCaptcha.com/?r=4c00f060adf9

The keys are unique to your domain and sub-domains and will not work for other domains

Width / Height
Specifies the width and height of the image.

Text Color
Specify the color of the text. Select 'Random' to use a random color for each character.
It's also possible to set the transparency of the text, so the background will shine through.

Background Effect

- **solid**
  Use a solid background color
- **random**
  Generate a random background with polygons and lines in different colors which is more difficult to read by spam bots.
- **noise**
  Generate a random background noise effect.
- **dots & lines**
  Generate a random background with dots and lines

Enable wave effect.
This will apply a wave filter to the image to make it harder to read for spam bots.

Enable rotation
Specifies whether to use randomly rotated characters.

Enable text shadow
Adds shadow to the text, making it even more difficult to read for spam bots (but also for humans...).

Include characters
Specify which characters will be used in the image. Avoid using confusing characters and numbers (For example: l, 1 and i)

Secret Key/ Site Key
Enter your Site and Secret reCAPTCHA key here.

Editbox Offset
Specifies the offset between the image and the editbox.

Tips:
If you enter a negative value, then the editbox will be positioned below the image!
It's also possible to hide the standard editbox (set offset to -99). This allows you to create your own input control to give you more control over the size, position and styling.

Access key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Tab Index
You can set the tab order of the form fields using tabindex attribute. Usually, the first tabindex starts with value '1'. To exclude an element from the tab order, set the value of tabindex to 0. In that case the element is skipped when the user tabs around the form.

Checkbox

Checkboxes are on/off switches that may be toggled by the user. Use Check boxes if want to allow more than one item to be selected.

Name
Specify the name of the checkbox.

Value
The value of the checkbox when it's switched on.

Initial state
Initial state of the checkbox.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Disabled
The disabled option disables the control for user input. Disabled controls are skipped in tabbing navigation. The value of disabled controls will not be submitted with the form.

Title
Specifies the tooltip displayed by the browser

Style
Default, uses the default browser style. This style cannot be customized.
jQuery UI, uses a jQuery UI chekcbox
Bootstrap, uses Bootstrap checkbox

Validate

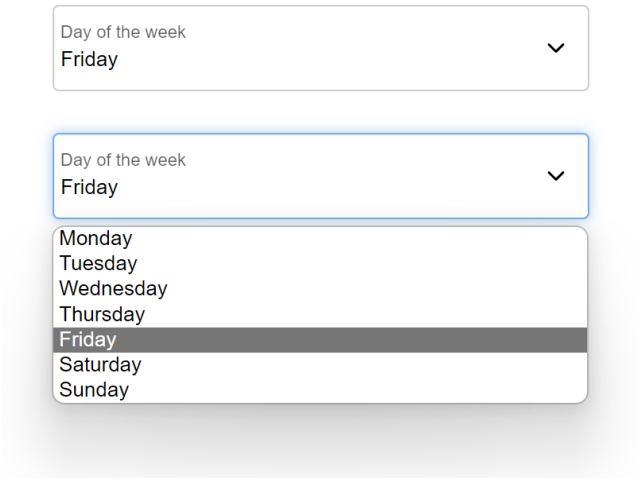
For more information about validation please read the 'Form validation' chapter.

Events

For more information about events please read the 'Events' chapter of this document.

Note:
This control is normally part of a form.

Select



Used to allow users to select from several different options.

Name
Enter an identifier for the field.

Note:
It's important to note that the element name must be in the form name[] for multiple selects! This way you'll receive the selected values in an array (this is a PHP feature).

Type

- **Combobox**
  This will make the object a drop-down list. Only a single line is displayed at once.
- **Listbox**
  This will make the object a standard list box. Multiple lines are displayed at once.
- **Datalist (HTML5).**
  A datalist is a combination between a combobox and an editbox. The user can select data from a list or enter the value manually.

Allow multiple selections
Allows the user to select multiple items at the same time.

Elements
You can Add, Edit and Delete items that will appears in the list.

Add
Add a new item to the list.

Edit
Edit an existing item in the list.

Delete
Remove the selected item from the list.

Import
This option allows you to quickly import lists of predefined data. Select from many predefined values (countries, states, months, days etc.) or import from an external file.

Import from external file
The file with items must have two items per line, separated by a semi colon: Item Text;Item Value

For example:
Afghanistan;Afghanistan
Albania;Albania

Move Up
Moves the selected item up one position in the list.

Move Down
Moves the selected item down one position in the list.

Disabled
The disabled option disables the control for user input.
Disabled controls do not receive focus.
Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

Tab Index
All elements (except hidden elements) in a form are part of the form's tab order.
When the user presses the Tab key, the browser shifts the input focus from element to element in order that the elements appear in the HTML code. However, sometimes you want the tab order to flow a little differently. In that case, you can number the fields using tab index attribute.
Usually, the first tab index starts with value '1'. To exclude an element from the tab order, set the value of tab index to 0. In that case the element is skipped when the user tabs around the form.

Title
Specifies the tooltip displayed by the browser

Focus state
Removes the default outline styles and applies a box-shadow (with customizable color) in its place.

Floating label
With floating labels, you can insert the label inside the input field, and make it float/animate when you click on the input field. This option uses the 'Title' for the label.

Validate
For more information about validation please read the ‘Form validation’ chapter.

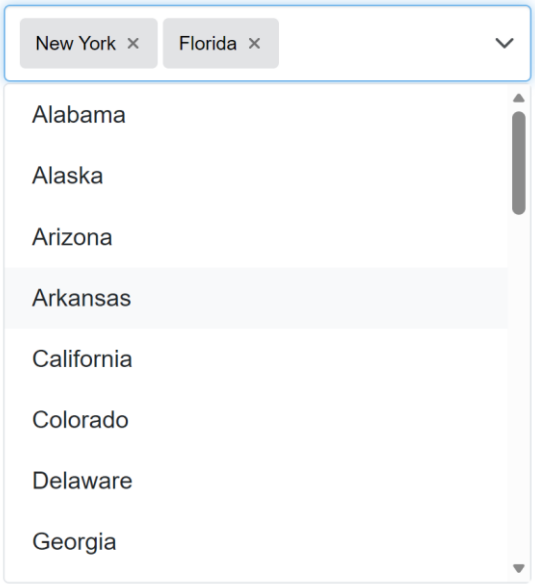
Conditions
For more information about conditions and calculations please read the ‘Form Conditions’ chapter.

Events
For more information about events please read the ‘Events’ chapter of this document.

Note:
This control is normally part of a form.

Select Multi

A Select Multi object implements a searchable multi-select combobox with removable labels (“chips”), keyboard support, and an optional clear action.



Choose multiple values from a searchable dropdown. Selected items appear as removable labels. Supports keyboard navigation (↑/↓, Enter), Esc to close, and Tab to commit/close.

Optional features include a clear button, max selection limits, “hide selected” in the menu and user additions.

The Select Multi component provides all the standard features of a regular Select control, such as setting the name, title, tab index, placeholder, access key, and managing the list of items (add, edit, remove, import, but also includes enhanced options specifically designed for multi-selection behavior.

Clearable
Allows users to remove all selected values with a single clear action.

Allow Additions
Enables users to enter and add custom values that are not already in the list.

Hide Selected
Removes already selected items from the dropdown list so users only see unselected options.

Maximum Selections
Limits the number of items a user can select; once the limit is reached, selection is restricted and a custom “Max items” message can be displayed.

Custom Messages
Define the text shown when no results are found or when the selection limit is exceeded.

Styling Options
Configure hover background, focus color, full-width behavior, and label appearance.

Online tutorial
https://www.wysiwygwebbuilder.com/selectmulti.html

Input

Single-line field that can be used to add name/e-mail address fields.

Email address
myname@gmail.com

Name
Enter a name for the input field.

Initial Value
Value that is initially display in the input field.

Place holder
Specifies a short hint to help the user to fill out the input field. The text will disappear as soon as the user enters some text.

Max. Length
Specifies the maximum number of characters a user can enter in the editbox.

Type

- **text**
  A plain text field.
- **password**
  Makes the editbox a password field so any text entry is displayed as asterisks.
- **color (HTML5)**
  The browser displays a visual color picker.
- **date (HTML5)**
  The browser displays a date picker.
- **datetime (HTML5)**
  Input field is for precise, absolute date and time stamps.
- **datetime-local (HTML5)**
  Input field is for local dates and times.
- **email (HTML5)**
  Input field is for email addresses.
- **month (HTML5)**
  The browser displays a month picker.
- **number (HTML5)**
  The browser displays a visual spin box.
- **range (HTML5)**
  The browser displays a range selector.
- **search (HTML5)**
  The browser displays a search input field.
- **tel (HTML5)**
  The browser displays a telephone input field.
- **time (HTML5)**
  Input field is a time input field.
- **url (HTML5)**
  Input field is for web addresses.
- **week (HTML5)**
  The browser displays a week picker.

Note: Different browsers will have different behavior. Some input types may not be fully supported by all browsers.

Disabled
The disabled option disables the control for user input. Disabled controls do not receive focus. Disabled controls are skipped in tabbing navigation. The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character. Pressing the access key gives focus to the element.

Auto complete
Specifies whether the input field should have auto complete enabled (if available in the browser).

Spellcheck
The HTML5 spellcheck attribute specifies whether the element is to have its spelling and grammar checked or not.

Read only
The read only option prevents the user from changing the value of the field, but not from interacting with the field. The user can still highlight the text for copying for example. Read-only elements receive focus but cannot be modified by the user. Read-only elements are included in tabbing navigation. Read-only elements will be submitted with the form.

Tab Index
You can set the tab order of the form fields using tabindex attribute. Usually, the first tabindex starts with value '1'. To exclude an element from the tab order, set the value of tabindex to 0. In that case the element is skipped when the user tabs around the form.

Title
Specifies the tooltip displayed by the browser.

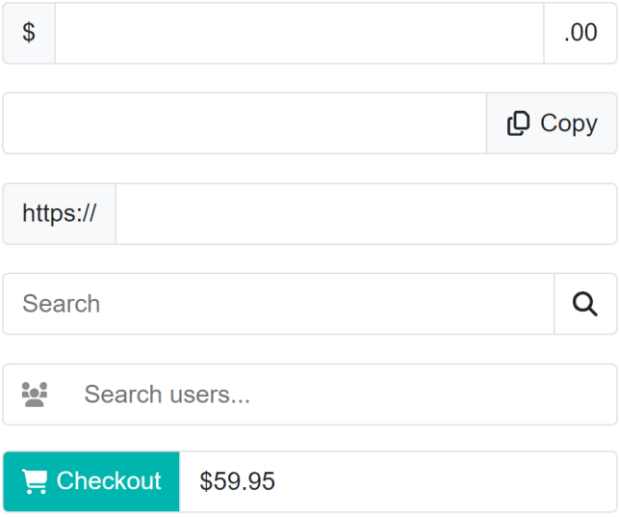
Focus state
Removes the default outline styles and applies a box-shadow (with customizable color) in its place.

Floating label
With floating labels, you can insert the label inside the input field, and make it float/animate when you click on the input field. This option uses the 'Place Holder' text for the label.

Note:
This control is normally part of a form.

Input group

The Input Group object functions like a standard input/edit box but provides additional flexibility. It allows you to place text, icons, or buttons on either side or both sides of the input field.



This is useful for:

- Adding contextual labels such as $, https://, or kg
- Displaying icons to provide visual cues
- Adding buttons that act as links or trigger actions (e.g., copy, paste, search, etc.)

Text
Specifies the text displayed inside the left or right section of the input group.
Use this to add prefixes (e.g., “$”) or suffixes (e.g., “.00”) to the input field.

Icon
Selects an icon to display beside the text.
Icons can be chosen from any supported icon library (e.g., Font Awesome, Material Icons).

Text Color
Defines the color of the text and/or icon displayed in the left or right section.

Background Color
Sets the background color for the selected section.
This allows you to visually distinguish prefixes or suffixes from the main input field when needed.

Hide Border
Enables or disables the separator line between the input field and the left/right section.
Useful when you want the prefix or suffix to visually blend with the input field. For example, when displaying only an icon or creating a seamless look.

Action
Allows you to assign functionality to the left or right section.
You can attach a link or define event handlers (such as onClick) to trigger other actions when the section is interacted with.

File Upload

This object provides a means for users to attach a file to the contents of the form. The element is rendered as a text field and an associated button, though in some browsers it may appear differently. For example: the text of the 'browse' button will be 'Choose' in Opera and 'Browse' in IE/FireFox. Also, there is no way to control the size of the button or edit field through HTML.

Notes:
When using the built-in PHP form processor, the generated script will automatically take care of attaching the selected file(s) to the email message after the form has been submitted.

Most hosting services limit upload size to between 2 and 4 Mb. While you can control the upload limit by adding an hidden field called 'filesize' with the size in kB, it will nevertheless comply with the limits imposed by the hosting providers.

If you choose not to use the built-in form processor, then you must implement a script to handle file uploads yourself!

Name
Enter a name for the input field.

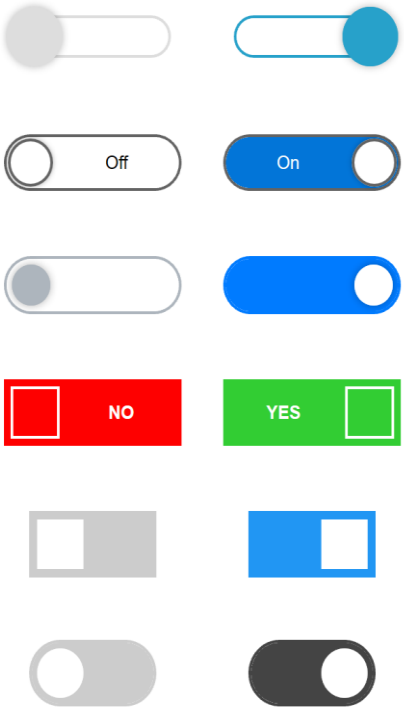
Disabled
The disabled option disables the control for user input. Disabled controls do not receive focus. The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Title
Specifies the tooltip displayed by the browser.

Note:
This control is normally part of a form.

Flipswitch



A "Flip Switch" (also known as Toggle switch) can be used as alternative for a checkbox. Inspired by the iPhone checkbox.
It is possible to use different colors (text/background/border) for checked/unchecked, add animations, conditions and events. See also: Checkbox

Dark Color Scheme Toggle

The flipswitch can also be used to toggle between light and dark color scheme by using 'darktheme_switch' for the ID property.
Not only does this change the color scheme but it also stores the current state and reloads it when you revisit the page (or another page that includes the flipswitch) later!

Button

The push button will usually be used as submit or reset button on a form.
If the push button isn't part of a form, it doesn't do anything by default.

Name
Name of the button.

Value/Label
Caption of the button.

Button Type
Submit: When activated, a submit button submits a form. A form may contain more than one submit button.
Reset: When activated, a reset button resets all controls to their initial values.
Normal: Normal (Push) buttons have no default behavior.
Each push button may have client-side scripts associated with the element's event attributes.
When an event occurs (e.g., the user presses the button, releases it, etc.), the associated script is triggered.

Disabled
The disabled option disables the control for user input.
Disabled controls do not receive focus.
Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

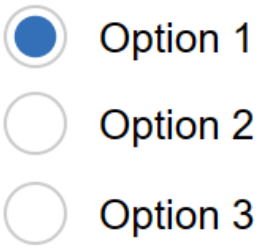
Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Tab Index
You can set the tab order of the form fields using tabindex attribute. Usually, the first tabindex starts with value '1'. To exclude an element from the tab order, set the value of tabindex to 0. In that case the element is skipped when the user tabs around the form.

Title
Specifies the tooltip displayed by the browser

Note:
This control is normally part of a form.

Radio button



Radio buttons are like checkboxes except that when several share the same name, they are mutually exclusive: when one is switched "on", all others with the same name are switched "off".

Group Name
The Radio Button will be part of this group.
Radio buttons with the same group name will force the user to select one choice.

Value
Value of the radio button when it is selected.

Initial state
Initial state of the radio button.

Disabled
The disabled option disables the control for user input.
Disabled controls do not receive focus.
Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Title
Specifies the tooltip displayed by the browser

Style

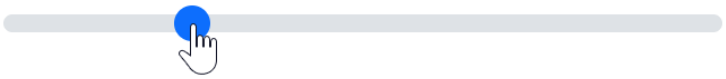
- **Default**
  uses the default browser style. This style cannot be customized.

- **jQuery UI**
  uses a jQuery UI checkbox

- **Bootstrap**
  uses Bootstrap checkbox

Note:
This control is normally part of a form.

Range



The 'Range' object implements a slider-like control for entering numbers. It can be used as a value input field in forms. You can set a min and max value and steps to define the number intervals.

The object also supports events and conditions. With conditions, the range can be linked with another input field, for example an editbox to display the selected value.

Name
Enter an identifier for the field.

Value
Value that is initially display in the field.

Minimum Value
Specifies the minimum value of the range.

Maximum Value
Specifies the maximum value of the range.

Step
Specifies the number intervals. For example: 0.5 or 2

Disabled
The disabled option disables the control for user input.
Disabled controls do not receive focus. Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Tab Index
Specifies the tab index.

Title
Specifies the tooltip displayed by the browser.

TextArea

This
is
a
multi-line
input
field

A Text Area is a multi-line form field where the user can enter large amounts of text.

Name
Enter an identifier for the input field.

Initial Value
Value that is initially displayed in the field. When the form is submitted the new or edited text is entered.

Disabled
The disabled option disables the control for user input. Disabled controls do not receive focus. Disabled controls are skipped in tabbing navigation. The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Spellcheck (HTML5)
The HTML5 spellcheck attribute specifies whether the element is to have its spelling and grammar checked or not.

Read only
The readonly option prevents the user from changing the value of the field, but not from interacting with the field. The user can still highlight the text for copying for example. Readonly elements receive focus but cannot be modified by the user. Readonly elements will be submitted with the form.

Tab Index
You can set the tab order of the form fields using tabindex attribute. Usually, the first tabindex starts with value '1'. To exclude an element from the tab order, set the value of tabindex to 0. In that case the element is skipped when the user tabs around the form.

Title
Specifies the tooltip displayed by the browser.

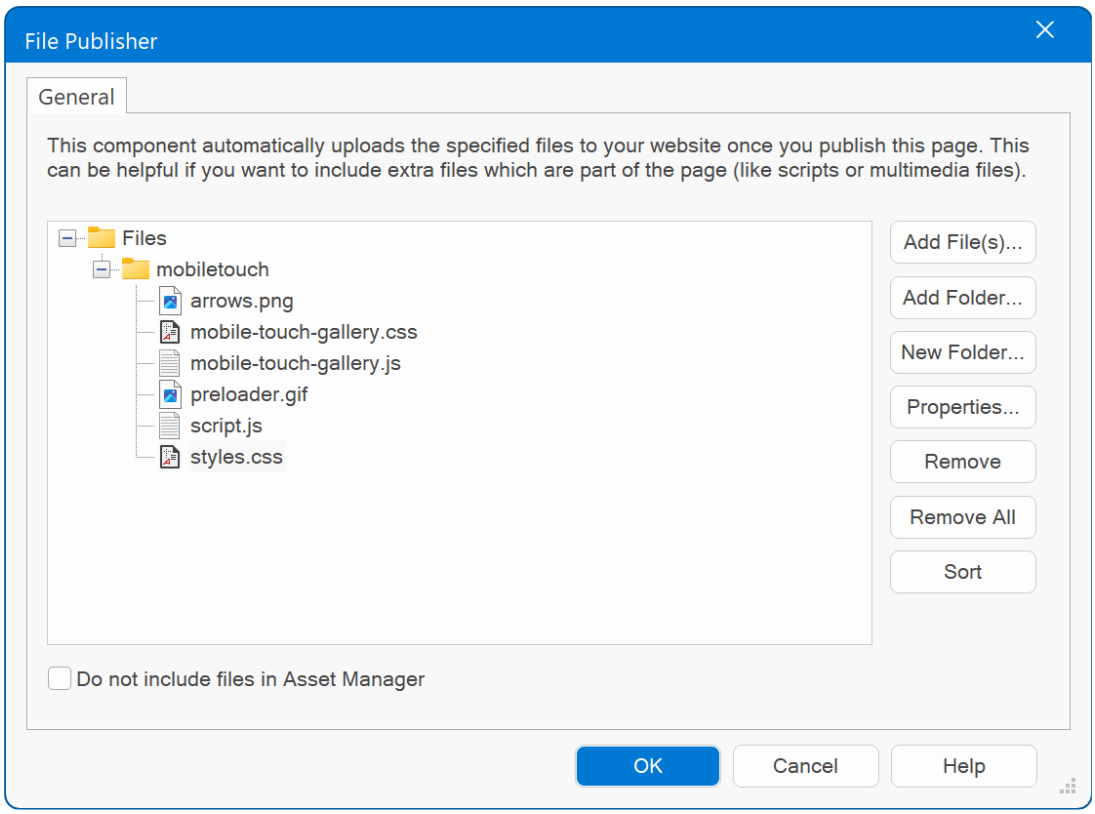
Floating label
With floating labels, you can insert the label inside the input field, and make it float/animate when you click on the input field. This option uses the 'Place Holder' text for the label.

Note:
This control is normally part of a form.

File Publisher

This component automatically uploads the specified files to your web site and creates the folders once you publish this page. The files will be published to the same location as the page itself. You can use drag & drop to rearrange items.

This object can be helpful if you want to include extra files which are part of the page (like scripts or multimedia files).



Add Files
Add one or more files to the tree.

Add Folder
Insert a complete folder and all files it contains from your local disk.

New Folder
Adds a new folder name to the tree.

Properties
Modify the properties (folder name or file location) of the selected item.

Remove
Remove the selected item from the folder tree.

Remove All
Remove all items from the folder tree.

Do not include files in Asset Manager
If the option 'Let WYSIWYG Web Builder manage images and other files used by a project' in Options is enabled, then all files will be copied to the project folder by Web Builder's Asset Manager. You can disable this behavior for this extension by enabling this option.

Lottie Animation

Display lightweight, scalable, and interactive Lottie animations on your websites. Visit https://lottiefiles.com/ for a huge list of free and commercial animations. Lottie Animations can be triggered automatically, on click, on hover or on scroll. It is also possible to animate frame by frame based on the scrollbar position (parallax). Animations can be used as standalone element or as background / foreground in layers and layout grids.

Filename
Specifies the filename of the animation. This can be either a file on your computer or URL. For example: https://assets3.lottiefiles.com/packages/lf20_RItkEz.json

Trigger
Specifies when the animation is played.

- **none**
  Animation is paused
- **on load**
  Animation is played on page load.
- **on hover**
  Animation is played on mouse over
- **on click**
  Animation is played on click.
- **scroll**
  Animation is played when the object scrolls into view. The viewport range slider can be used to specify the exact position (in percentages).
- **scroll continuous**
  The animation will be controlled by the position of the scrollbar. So, if you scroll down the page, the animation will be played frame by frame.

Loop
Specifies whether to loop the animation.

Show Controls
Specifies whether to show controls.

Play Mode
Specifies the play mode: normal or bounce.

Speed
Specifies the animation speed. For example: 1 or 2.5 or 0.25

Full Width
For use in layout grids only. Specifies whether the animation is full width.

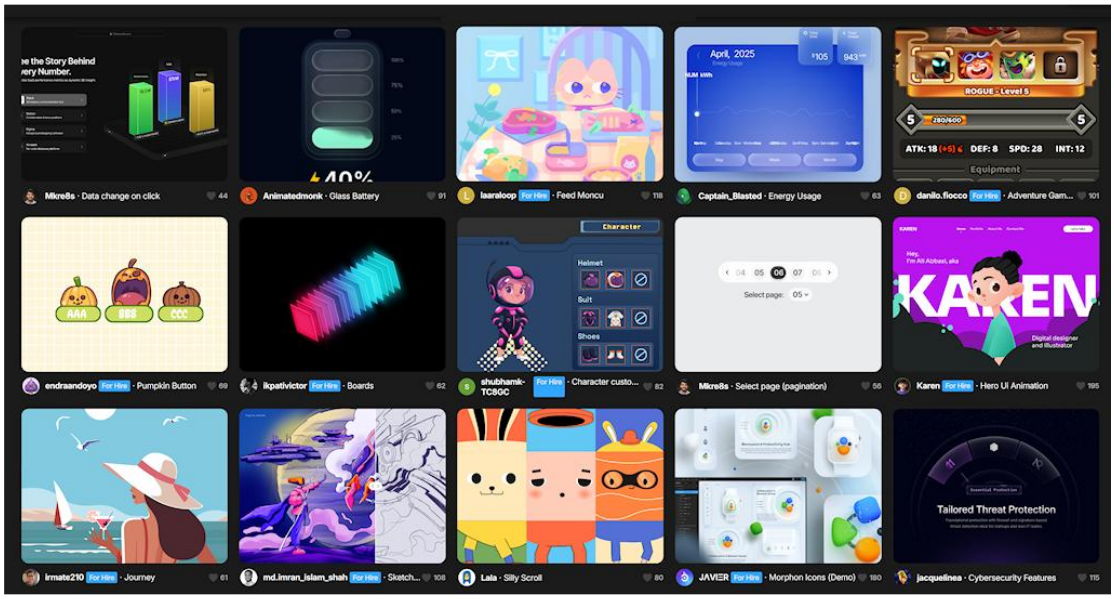
Position
Specifies how the animation is displayed inside its container.
Relative, the animation will be displayed as standard inline element.
Absolute, the animation will be displayed as background or foreground of its container. For example, when it's inside a layer or layout grid. The z-index determines whether the animation is in the background (z-index = -1) or foreground (z-index > 1)

Online tutorial:
https://www.wysiwygwebbuilder.com/lottieanimation.html

Rive Animation

A Rive animation is an interactive, vector-based animation created with the Rive design tool. Unlike traditional animations, Rive lets designers build real-time, responsive animations that can react to user input (like clicks, taps, or game logic). They're lightweight, can run in apps, games, or on the web, and are often used for UI animations, icons, characters, and interactive effects.

Rive is often viewed as the spiritual successor to Flash, but built for a far more dynamic and modern workflow. While Rive and Lottie share similar goals, they differ in capability — Lottie plays pre-rendered motion graphics, whereas Rive uses a real-time animation engine that enables interactive, state-driven animations that respond to user input and app logic.



Filename
Specifies the filename of the animation. This can be either a file on your computer or URL.
For example: https://www.yourwebsite/riveanimation.riv

A huge selection of Rive animations can be found here:
https://rive.app/marketplace/

You can also create your own animations with Rive Editor: https://rive.app/editor

Trigger
Specifies when the the animation is played.
Animations can be triggered on page load, hover, click, scroll, or through events.
• none, animation is paused
• on load, animation is played on page load.
• on hover, animation is played on mouse over
• on click, animation is played on click.
• scroll, animation is played when the object scroll into view. The viewport range slider can be used to specify the exact position.

State Machine
The name of the state machine you want to run.
State machines are created inside the Rive file and define how the animation reacts to user actions (hover, click, events, etc.).
You can see the available state machines in the Rive Editor or in the list provided by the animation's developer.

Preview Image
This will be displayed in the workspace as a place holder, instead of the Lottie logo.
Note that this image will not be published. It is only used during design time.

Full Width
For use in layout grids only. Specifies whether the animation is full width.

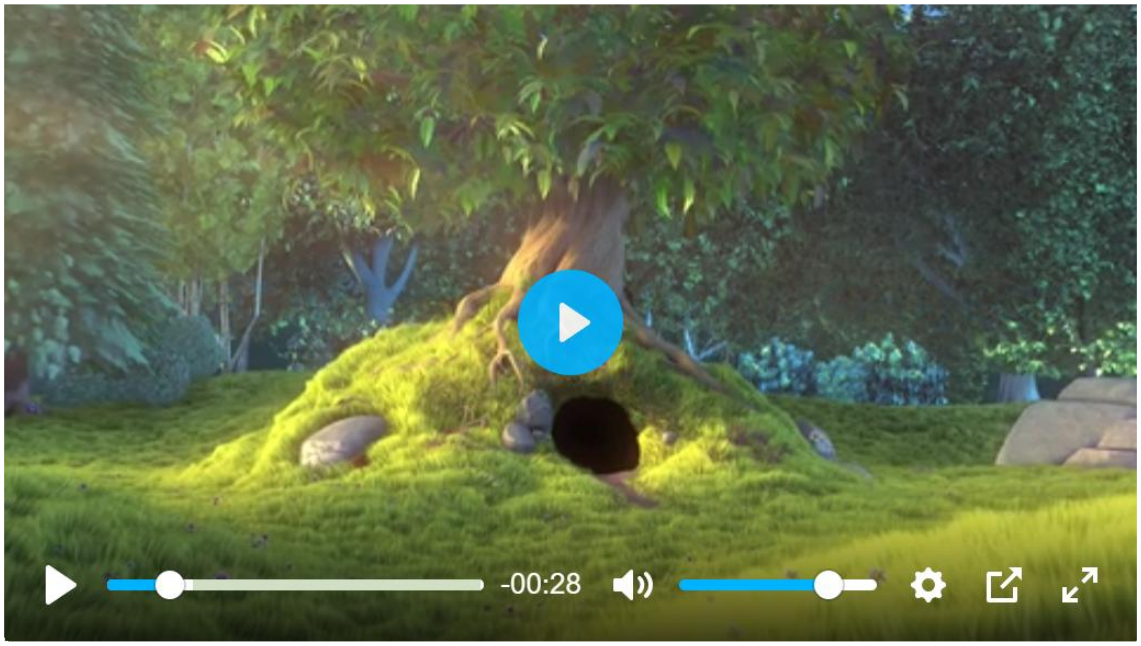
Maximum Width
Specifies the maximum width when full width is true.

Position
Specifies how the animation is displayed inside its container.
Specifies how the animation is displayed inside its container:
relative, the animation will be displayed as standard inline element.
absolute, the animation will be displayed as background or foreground of its container. For example, when it's inside a layer or layout grid. The z-index determines whether the animation is in the background (z-index = -1) or foreground (z-index > 1)

Online tutorial:
https://www.wysiwygwebbuilder.com/riveanimation.html

Plyr Video Player

This object was previously called Flash Video Player. However, most browsers no longer support Flash, which makes using Flash Video unreliable in modern websites. The video player now uses Plyr which is a responsive, customizable HTML5 video player.



Video
Specifies the video to be played.

Image
Specifies the 'teaser' image. This will be displayed if the video is not playing.

Title
Specifies the title of the video. This will be displayed in the player if the user clicks the 'Info' button.

Description
Specifies the description of the video. This will be displayed in the player if the user clicks the 'Info' button.

Auto start
To play the movie automatically when the site visitor opens the page, select Auto Start.

Loop
To replay the movie when it ends, select Loop.

HTML

This object can be used to insert custom HTML code or JavaScript.
When you add HTML using this object it will be placed at the location where you positioned the object.

Description
This is used for display in Web Builder only. It can help you identify the code block you've added.

The **Type** property specifies how and where the HTML code will be inserted in the page.

- **Do not use **
  Select this option to insert the HTML code "AS IS", without size and position information.

- **Use to set position and size of the HTML**
  Select this option to insert the HTML code inside a DIV container with size and position.
  ```
  <div style:left:10px;top:10px;width:200px;height:200px;position:absolute">
  <-- your html -->
  </div>
  ```

- **Start of Page**
  The HTML will be inserted before all other code on the page.
  ```
  <-- your html -->
   <!doctype html>
  <html>
  <head>
  ```

- **Between <head></head> tags**
  The HTML will be inserted between the <head></head> tags.
  ```
  <head>
  ...
  <-- your html -->
  </head>
  ```

- **Inside <body> tag**
  The HTML will be inserted inside the <body> tags.
  ```
  <body attribute=value>
  ```

- **After <body> tag**
  The HTML will be inserted after the <body> tags.
  ```
  <body>
  <-- your html -->
  ...
  </body>
  ```

- **Before </body>**
  ```
  <body>
  ...
  <-- your html -->
  </body>
  ```

- **End of page**
  ```
  <body>
  ...
  </body>
  <-- your html -->
  ```

- **Inside <html> tag**
  ```
  <html your html>
  ```

- **CSS in media query**
  This option makes it possible to add breakpoint specific CSS styles. This can be useful if you need different styles in breakpoints.

Overflow
This overflow can be used to control the overflow behavior of the layer.

- None
  The content of the HTML object is fully visible. No clipping will occur.
- Hidden
  The content is clipped, but the browser does not display a scrollbar to see the rest of the content.
- Scroll
  The content is clipped, but the browser displays a scrollbar to see the rest of the content.
- Auto
  If the content is clipped, the browser will display a scrollbar to see the rest of the content.

HTML
Enter your custom HTML code here.

Notes:

1. For most objects you can also add extra HTML before, inside of after the automatically generated HTML. Select an object and select Edit -> HTML from the Web Builder menu.

2. To add extra HTML before, inside of after the HEAD and BODY tags, select View -> Page HTML from the Web Builder menu.

3. If you need to add 'global' HTML to your page, it is better to add it using the Page HTML option.

Beautify HTML
Available via the context menu (right click).
This option automatically reformats and properly indents the selected HTML code for improved readability.

Online tutorial:
https://www.wysiwygwebbuilder.com/add_html.html

Java

Java applets are an efficient way to add sound and animation, such as scrolling messages and other cool effects, to a page. Java applets are platform-independent applications with compact file sizes.
Most browsers are Java-compatible, so site visitors don't need special plug-ins to run a Java applet.
The Java Object makes it easy to insert Java Applets to your page and set their properties.
To choose appropriate properties settings, you should be familiar with Java before you add these types of application files to your site.

Inline Frame

Inline Frame or an iframe allows you to open new pages inside main pages. Inline frames are also referred to as Floating frames.

Name
Used to set a name for the inline frame.

Link to
Web Site: display a page from an external web site. Syntax: https://www.google.com

Internal Web Page: display one of the pages of your web site.
Click 'Select' to choose a page. The Select Page window will show all the pages which are part of the current web site project.
Web Builder will automatically create to correct (relative) URL when you publish your pages.

Show border
Used to specify whether to have a border for the inline frame or not.

Scrollbars
Used to specify whether the inline frame should have scrolling capability or not.
Possible values: If Needed, Never or Always.

Description
This text will be displayed by browsers which do not support inline frames.

Enable Safari Mobile fix
This implements a workaround for inline frames ignoring the specified height on the iPhone/iPad.

Lightbox

The Lightbox option makes it possible to display another page in a lightbox (using FancyBox) after clicking on a preview image. You can specify the preview image, lightbox title and width/height of the lightbox.

Box Shadow

Configure box shadow (also called drop shadow) for the inline frame. This feature requires a CSS3 enabled browser. It will not work in combination with the lightbox feature.

See also this online tutorial:
https://www.wysiwygwebbuilder.com/iframe.html

Layer

Layers can be used to create advanced layouts. A layer is a container for other objects.
Objects can be dragged and dropped on a layer just like on a form.

Some of the useful features of layers are:

- 0...100% transparency
- Show/Hide a layer (and all its contained objects) using the layer manager or through events.
- Position and size a layer relatively
- Position a layer absolute to the right and/or bottom border of the browser window
- Several background repeat and alignment options.
- Sticky layer mode, keeps a layer visible at all times.

Opacity
Change the transparency (0 - 100%) of the layer (and all its children).

Box Sizing
The box-sizing property is used to tell the browser what the sizing properties (width and height) should include. Should they include the border-box or just the content-box (which is the default value)? be
The 'border-box' option is especially useful for full width layers, where you usually want the border inside the view port. With content-box the border size will be added to the total width (> 100%).

Semantic HTML5
Specifies whether to use semantic HTML5 tags instead of generic . Available options: <article>, <aside>, <footer>, <header>, <nav>, <section>.

Overflow
This overflow can be used to control the overflow behavior of the layer.

- **None**
  The content of the layer is fully visible. In this case the size of the layer cannot be smaller than the content.
- **Hidden**
  The content is clipped, but the browser does not display a scrollbar to see the rest of the content.
- **Scroll**
  The content is clipped, but the browser displays a scrollbar to see the rest of the content. This can be useful to create scrollable content without the need for an inline frame!
- **Auto**
  If the content is clipped, the browser will display a scrollbar to see the rest of the content.

Note:
To create/update the content of the layer, you must resize it in the designer so all objects will be visible.
After you've created/updated the layout you can resize the layer to the desired size.
You cannot scroll the contents of the layer inside Web Builder.

Layer Mode
The Layer has several modes. The **Default** mode, **Sticky Layer** Mode and a **Header/Footer** mode.
In Default mode the layer will be positioned on the location where you've placed it during design time.
If Sticky Layer mode keeps a layer visible (top/bottom/left/right) at all times. This can be useful if you want to keep a menu or image visible even if the page scrolls. Animation is also an option!

The **Header/Footer** mode can be useful if you are using the layer as a header or footer for your page usually in combination with the 'relative horizontal resizing' option.
Normally the 'relative horizontal resizing' (and the other relative options) will add the code **after the <body> container** resulting in a higher z-index. Selecting 'Header/Footer' mode will insert the code **before the <body> container**, so the layer will be behind all other content.

There is also the **Docking layer** mode which allows you to dock a layer to a specific side of the screen or in the center of the screen. The main difference between this mode and the sticky layer mode is that Docking layer mode does not use JavaScript, instead uses standard CSS techniques. It's just another way for you to use layers and this mode can also be useful for full page headers and footers.

With **Anchored Layer** you can anchor one or more sides of the layer to the sides of the page. For example, if you enable 'Anchor Left' and 'Anchor Right' then then the layer will stretch if you resize the browser window (the offset to the left and right page border will remain the same).
But you can also anchor just one border (or all).

Floating Layer mode is for advanced usage. It will make the layer 'float' instead of having a fixed position. If multiple floating layers are placed on the page, then they will be placed next to each other (from left to right) depending on the available screen space. If the layer does not fit on the current row then it will be wrapped to the next row. This feature may be useful (for advanced users) to create responsive websites.

The option **Floating mode** can be used to control the 'float behavior':

- **Default**
  The layer will be positioned to the right side of the previous floating object. If the object does not fit on the current row, then it will move to the next row.
- **Clear Left**
  The layer will be forced to the next row. The layer can have other objects on the right side of the row (unless the next floating object is also set to clear left).
- **Full Width**
  The layer will use the full width (100%) of the page. No other objects can be on the same row. This mode can be useful for headers or footers.
- **Full Screen**
  This will set the width/height of the layer to 100% of the current view port. This can be useful for creating full screen/single page web sites. Important: you must also set the page alignment to 'Set page width and height to 100%' otherwise the layer does not use 100% of the browser window height!!!
  Related online tutorial: https://www.wysiwygwebbuilder.com/fullscreen.html
- **Modal Layer** mode will position the layer on top of everything. Other items on the page will be disabled until you close the layer. **Enable backdrop**, specifies whether the background overlay is enabled. Close on escape, specifies whether pressing the 'esc' key will close the modal layer. .

Modal Type, jQuery UI (as in previous version of WWB) or Bootstrap. Unlike the jQuery UI option Bootstrap is responsive, so the layer can have a different size in breakpoints! Also, Bootstrap uses the title of the layer in the header.

A **Panel Layer** is initially invisible but can slide from the right or left side of the page by using events (show/hide). **Display** specifies the relationship of the panel to the page contents. "Push" pushes the page over and "overlay" displays the layer over the content. **Dismissible**, specifies whether the panel can be closed by clicking outside onto the page.

Default Mode

Relative horizontal / vertical position
Instead of using absolute coordinates, the position of the layer will now be relative to the page size. This property only has an effect when the page is displayed in the browser!

Relative horizontal / vertical sizing
Instead of using absolute dimensions, the width/height of the layer will now be relative to the page size. This property only has an effect when the page is displayed in the browser!

Right
Sets the position of the object relative to the right edge of the page. This will replace the 'left' attribute.

Bottom
Sets the bottom position of the object in relation to the bottom of the page. This will replace the 'top' attribute.

Alignment
Specifies the alignment of the content of the layer if Relative horizontal sizing is enabled.

- **Left**
  The content will be left aligned (default).
- **Center**
  The content will be centered.
- **Right**
  The content will be right aligned.
- **Center in browser window (floating full screen only)**
  This option will center the content both horizontally and vertically in the viewport. This option is only useful for floating full screen mode. Note that when the viewport is smaller than the content then the browser will add scrollbars! To prevent this, you can add breakpoints to optimize the layout for smaller viewports.
- **Stretch content (DEPRECATED, please use layout grid instead!)**
  This will position and size child object relative to the layer.

Dividers

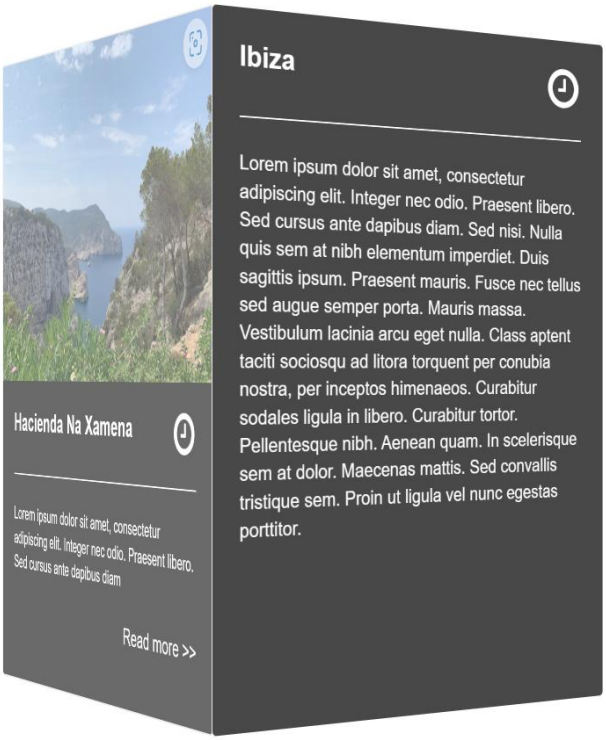
Shape dividers are SVG based shapes that can be used to separate the sections of a page.
There are more than a dozen shapes you can choose from, but you can also add custom shape SVG files.
Shapes dividers can be added at the top or bottom (or both) of a layer. The **Orientation** property determines which side is currently edited. For example, if you want to set a divider at the bottom first select 'bottom' and then set the properties. If the type is set to none, the divider will be disabled.
The color specifies the color of the shape. The width specifies the width in percentages, this can be useful if you only want to display a smaller part of the shape, for example 200%, clips the left and right part of the shape. The height is in pixels. Shapes can be flipped horizontally/vertically. This makes it possible to use shapes that were designed to be used at the top, also at the bottom (flip vertically).
The arrangement property controls whether the shape will be displayed underneath the content or on top of content.

Shapes dividers are SVG files and are stored in the folder 'dividers' of the application folder.

Online tutorial: https://www.wysiwygwebbuilder.com/shape_dividers.html

Rollover Layer

A RollOver Layer works just like the RollOver image, but instead of just images you can now use any type of objects. In addition to fixed mode (where you can place object anywhere you want), the object also supports floating mode so it can be used in Layout grids.



Online demos:
https://www.wysiwygwebbuilder.com/support/wb12tryouts/wb12_rolloverlayer.html
https://www.wysiwygwebbuilder.com/support/wb16tryouts/wb16_rolloverlayer_cards.html

Layout Grid

The Layout Grid can be used to create flexible multi column layouts that automatically adapt to the screen size. A grid can have up to 12 columns, with sizes in percentages. Objects that are dragged onto a grid will automatically become floating, which means that they are placed next to each other (from left to right) depending on the available space. If the object does not fit on the current row, then it will be wrapped to the next row. Some objects (like images, text, blog, photo gallery) can be full width, so they always take up the entire row and stretch or shrink when the page size changes. For smaller (mobile) screens all columns are stacked based on the defined breakpoint. This is a great new way to create flexible and responsive (Bootstrap-like) layouts!

Layout
The grid can be configured as fixed or fluid layout. A fixed grid will have fixed columns based on the design time width of the grid. The layout will be centered in the viewport. A fluid grid uses the full width of the browser window, and all columns will be resized accordingly.

Gutter Width
The gutter width specifies the spacing on each side (left/right) of a column.

Padding
Padding (top/bottom) can be used to create spacing at the top or bottom of the layout grid.

Breakpoint
The breakpoint specifies at which viewport width when the layout will be switched to mobile/stacked layout.

Maximum Width
Specifies the maximum width of the layout grid in the browser window. This can be useful to prevent items from being stretched too wide. If the browser window is wider than the specified width, then the grid will be centered.

Column Height
The column height specifies whether the height of the grid columns is variable, fixed or full screen.

- Auto
  the column height depends on the content inside the grid.
  fixed
  the column height is fixed. If the column has a background, then the entire column will be filled.
- 100vh
  the column height is 100% of the viewport height (full screen).

Semantic HTML5
Specifies whether to use semantic HTML5 tags instead of generic . Available options: <article>, <aside>, <footer>, <header>, <nav>, <section>.

Grid System
This specifies grid system to be used.

- **Default**
  This will use a Bootstrap-like grid. This grid is compatible with all modern browsers.

- **Flexbox**
  When this option is enabled, the grid will use CSS flexbox layout. This results in cleaner code and enables some extra features like vertical alignment and entire column will be filled with the background.
  Note that this is a relative new CSS feature, it is not supported by older browsers (< IE11).
  https://caniuse.com/#feat=flexbox

- **CSS Grid**
  This will use CSS's native Grid Layout. Note that this is only supported by modern browsers. It is not supported by Internet Explorer and older mobile browsers!
  https://caniuse.com/#search=grid%20layout

Overflow
The 'overflow' property determines what happens when columns do not fit in the current row. For example, if you have more columns in the default view than in breakpoints. Overflow columns can be hidden, 100% or have custom value.
Note: the breakpoint value overrides the overflow value. This means that even if you have set columns to overflow, they will not be visible for stacked columns (if the viewport is lower than the breakpoint). If you need different behavior, then set the breakpoint value to a low level (so it won't be triggered) and implement a breakpoint with custom overflow values.

Position
The position of a layout grid can either be floating (default) or fixed. When fixed, the layout grid will be fixed to the top of the page. This can be useful to create a page header which is always visible.

In version 15 we have added the following position options:

- **Footer (fixed)**
  This makes it possible to use a the Layout Grid as fixed footer. This also works with master pages.

- **Footer (floating)**
  This makes it possible to use a Layout Grid as floating footer. The layout grid will always be the last item on the page. This also works with master pages.

- **Sticky**
  A sticky Layout Grid is treated as relatively positioned element until it reaches the top, at which point it is sticks to the top. Supported browsers: https://caniuse.com/#feat=css-sticky

Adding objects
To add objects to the layout grid, simply drag & drop the object inside a column. The column will highlight to indicate where the object will be added. Note that the mouse cursor needs to be inside the column.

Related online tutorials:
https://www.wysiwygwebbuilder.com/layoutgrid_part1.html
https://www.wysiwygwebbuilder.com/layoutgrid_part2.html
https://www.wysiwygwebbuilder.com/layoutgrid_advanced.html

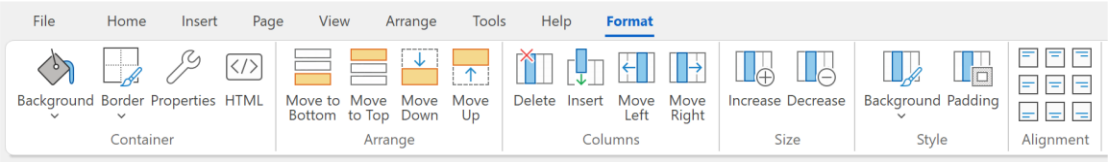
Notes:
Although you cannot drag a form to a layout grid, the grid itself can be a form!
Also, a Layer and Carousel can be set to 'floating', so they can be used together with layout grid on the same page.

Do not use 'Center in browser window' (page properties). This option should only be used for fixed content.

You cannot change the size or position of the layout grid. The grid's size depends on its contents. The grid's position is 'floating' and it will be automatically positioned after the previous floating object.

You can set the background of individual columns in the properties: Select the column and click 'Edit'. Note however that the background will only be applied when the column has content. If the column has empty space, then this space will not have a background. This is standard HTML/CSS behavior. As a workaround, you can enable the option 'Fixed height' which will give the columns a fixed height.

Layout Grid Management Tools
When you select a Layout Grid, the Ribbon will now display a dedicated 'Format' context tab to quickly modify properties of the Layout Grid, like background, border and arrange tools.



Style
Easily set the background, alignment, and padding of the selected Layout Grid column directly from the Ribbon or menu. This eliminates the need to first open the Layout Grid properties, select the column, and then click "Style.".

Delete
Quickly remove the selected Layout Grid column (including the content).

Insert
Quickly insert a new Layout Grid column.

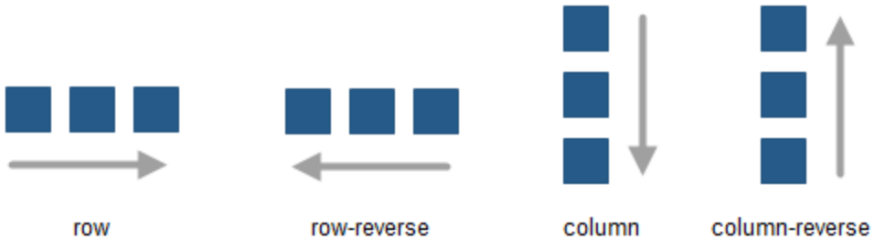
Move Left / Move Right
Quickly change the order of Layout Grid columns (including the content).

Increase / Decrease
Quickly change the size of the selected column.

Flex Container

Flexbox is a new CSS layout mode that introduces a powerful way to lay out, align and distribute objects. Flexbox consists of flex containers and flex items.
Flex items (the objects inside a flex container) can be laid out horizontally or vertically, aligned and distributed in various ways. It is also possible to stretch or shrink objects to fill the available empty space. Besides the settings in the flex container, each object also has its own flexbox settings which can be set via Menu -> Arrange -> Flexbox.

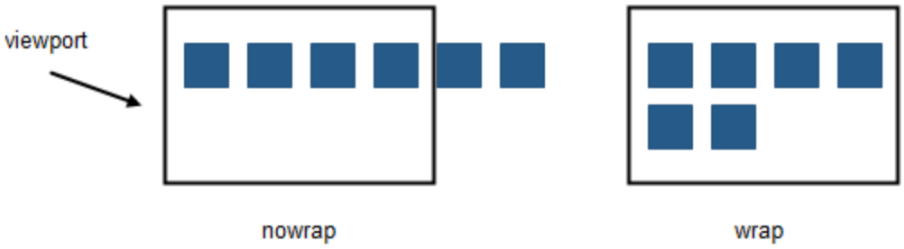
Flex Direction
The flex-direction property specifies the direction of the flexible items inside the flex container.



- **row**
  The default value of flex-direction is row (left-to-right, top-to-bottom).
- **row-reverse**
  The flex items will be laid out right to left.
- **column**
  The flex items will be laid out vertically.
- **column-reverse**
  Same as column but reversed.

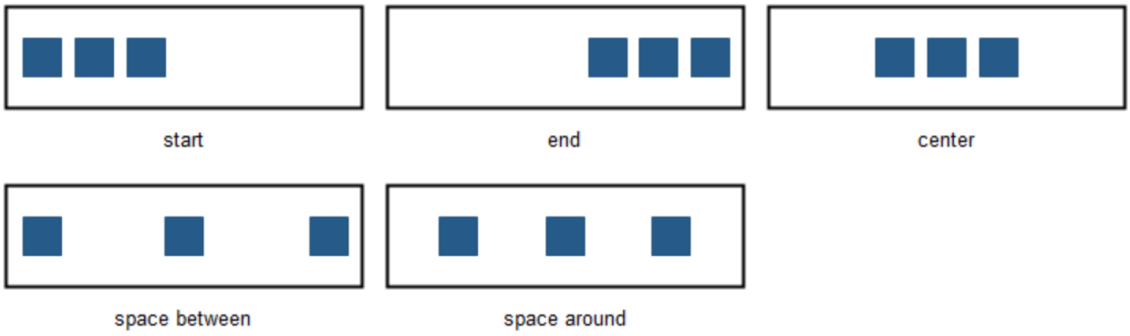
Note that if you change the direction of the page in the Page Properties to right-to-left (rtl) then all directions will be reserved!

Flex wrap
The flex-wrap property specifies whether the flex items should wrap or not, if there is not enough room for them on one flex line.



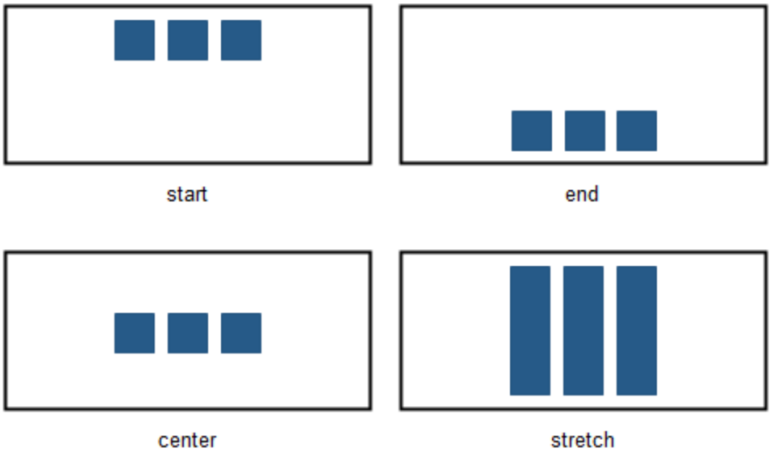
- **nowrap**
  The flexible items will not wrap.
- **wrap**
  The flexible items will wrap if necessary.

Justify content
The justify-content property horizontally aligns the flexible container's items when the items do not use all available space on the main-axis.



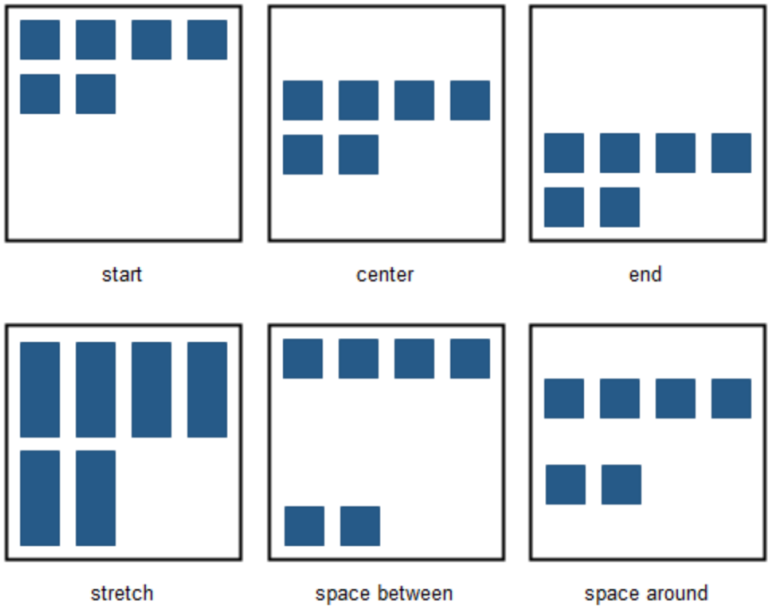
- **flex-start**
  Items are positioned at the beginning of the container.
- **flex-end**
  Items are positioned at the end of the container.
- **center**
  Items are positioned at the center of the container.
- **space-between**
  Items are positioned with space between the lines.
- **space-around**
  Items are positioned with space before, between, and after the lines.

Align items
The align-items property vertically aligns the flexible container's items when the items do not use all available space on the cross-axis.



- **flex-start**
  Items are positioned at the top of the container.
- **flex-end**
  Items are positioned at the bottom of the container.
- **center**
  Items are positioned at the center of the container (vertically).
- **stretch**
  Items are stretched to fit the container.

Align content
The align-content property modifies the behavior of the flex-wrap property. It is like align-items, but instead of aligning flex items, it aligns flex lines.



- **flex-start**
  Lines are packed toward the start of the flex container.
- **flex-end**
  Lines are packed toward the end of the flex container.
- **center**
  Lines are packed toward the center of the flex container.
- **space-between**
  Lines are evenly distributed in the flex container.
- **space-around**
  Lines are evenly distributed in the flex container, with half-size spaces on either end.
- **stretch**
  Lines stretch to take up the remaining space.

Size
The size mode determines whether the height of the container will be included.

- **undefined**
  When the size is undefined then the height will be determined by the flex items (content).
- **fixed**
  When the size is fixed then the design-time height will be used. This can be useful if you want to vertically align objects.

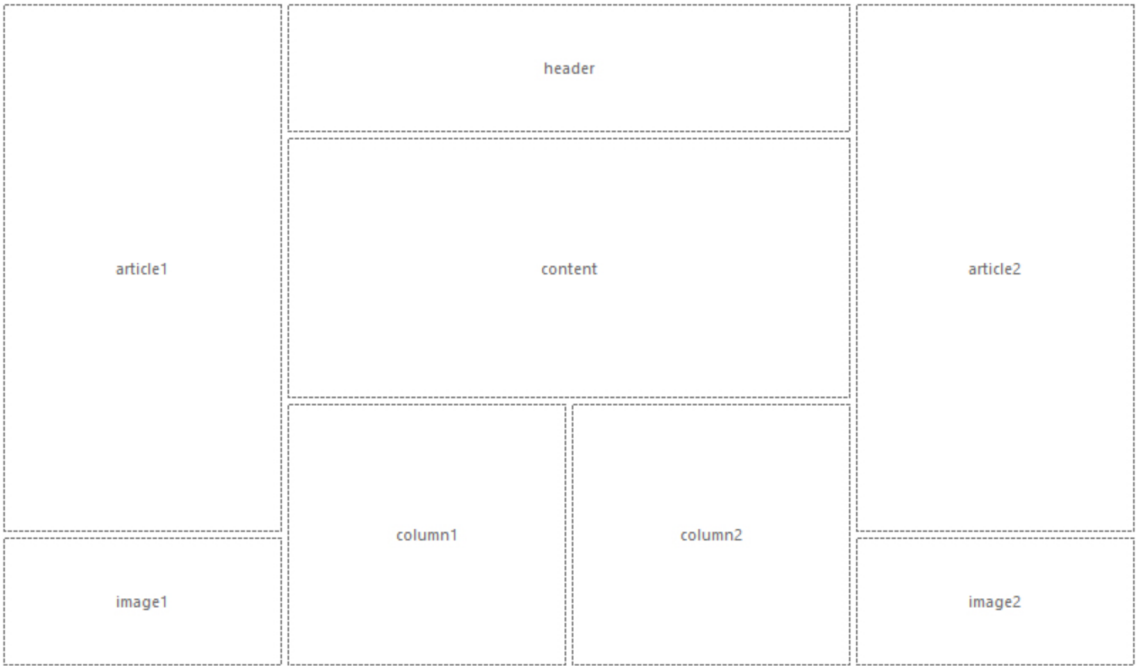
Maximum width
Specifies the maximum width of the flex container in the browser window. This can be useful to prevent items from being stretched too wide. If the browser window is wider than the specified width, then the flex container will be centered.

To limit the background, border, and shadow within a specific width, you can enter a negative value (e.g., -1024). This forces these elements to stay within the specified maximum width.

Related tutorial:
https://www.wysiwygwebbuilder.com/flexbox.html

Flex Grid

The Flex Grid is a new way of creating flexible layouts based on CSS Grid Layout (https://www.w3schools.com/css/css_grid.asp). The CSS grid layout allows web developers to create complex responsive web layouts more easily and consistently across browsers. 'CSS Grid Layout' is a two-dimensional grid system that is native to CSS. It does not rely on floats or other hacks. This results in clean code and reliable code.



Note: To prevent confusion with the existing (Bootstrap-based) 'Layout Grid' object, we have named the new object 'Flex Grid', because it's a combination of CSS Grid Layout and Flexbox.

The idea behind the Grid Layout is to divide a webpage into columns and rows. The columns and rows have named areas where you can drag & drop objects to. The definition of the layout can be different in breakpoints. Each grid area supports its own padding, (flexbox) alignment, border and background styling.

The Flex Grid has a grid editor so you can visually define the layout (grid areas) and behavior of the grid.

Easy Mode

Many users have asked for an easier way to control the flexgrid without having to deal with flexbox.
In "Easy Mode, the flexgrid behaves just like the Layout grid.
To make this possible, Easy mode will automatically set the following settings:

- block elements (full width = true) will be set to flexgrow=1, flexshrink=1, flexbasis=100%
- inline-block (full width = false) will be set to flexgrow=0, flexshrink=0, flexbasis=empty
- Each flex item will be set to:
  flex direction = row
  wrap mode = wrap
  justify content will be replace with horizontal alignment: left / center / right
  align-items will be replaced with vertical alignment: top / middle / bottom
  align-content: not used

Note that you can always switch back to 'advanced mode' in case you do know how to use flexbox and need more control.

Grid Editor

Double click the flex grid to open the grid editor.

Columns / Rows
Specifies the number of rows / columns in the grid.

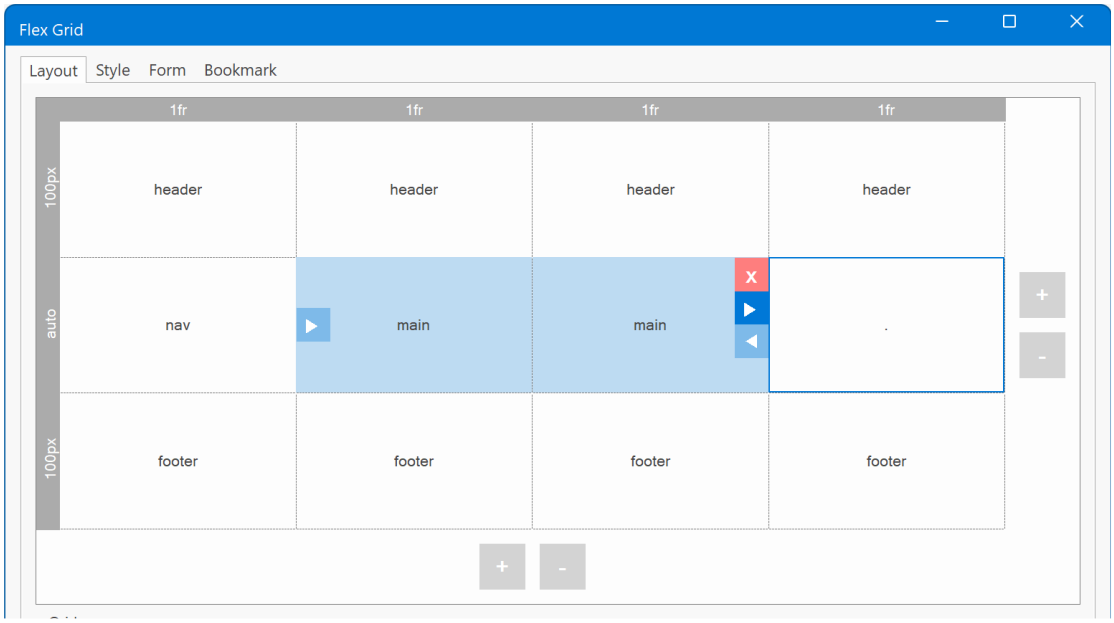
Column / Row gap
Specifies the size of the gap between the rows / columns in a grid layout.

Maximum width
Specifies the maximum width of the flex grid in the browser window. This can be useful to prevent items from being stretched too wide. If the browser window is wider than the specified width, then the grid will be centered.

To limit the background, border, and shadow within a specific width, you can enter a negative value (e.g., -1024). This forces these elements to stay within the specified maximum width.

Examples
This drop-down menu has a few example layouts, which can be used as template for your own layouts. Selecting an item in the list will overwrite the current settings.

Enable Visual Grid editor
The visual flex grid editor provides a user-friendly interface for effortlessly arranging grid items in specific row or column structures. You can easily add rows and columns using the '+' and '-' buttons located at the right and bottom of the grid, respectively. When you hover over an item, controls appear, allowing you to manage its appearance within the grid. Adding new grid items is as simple as clicking the '+' button, while existing items can be resized using arrow buttons. Furthermore, removing an item is quick and convenient with the 'Delete' button.



The following properties will be displayed depending on the current selection in the grid editor:

Item Properties

Clicking a cell inside the grid will display the properties of the selected area (header, footer, sidebar etc).

Name
Specifies the name of the selected area. This name must be unique for each area.
For example: header, footer, sidebar, content, navigation.
Only contiguous grid cells can have the same name. So, there cannot be two sidebars (left / right) with the same name. A grid item can also be empty. To create an empty grid item, use a dot as name.

Column start
Specifies on which column-line the item will start.

Column end
Specifies on which column-line the item will end. This value must be greater than the start value.

Row start
Specifies on which row-line the item will start.

Row end
Specifies on which row-line the item will end. This value must be greater than the start value.

Align Content, Align Items, Justify Content, Flex Wrap, Flex Direction
Basically, each grid item is a flex container, so it supports the same alignment properties as the Flex Container object! For a description of these properties please see: Flex Container.
Related tutorial: https://www.wysiwygwebbuilder.com/flexbox.html

Show Labels
Specifies whether to display the names of the grid items in the workspace. This does not affect the published page.

Column Properties

Clicking in the horizontal header of the grid will display the properties of the selected column.
The width of the column is either a single value or a range (min/max). Enable useminmax() to activate the range.

Sizes can be set in pixels, percentages or the 'fr' unit. The Min value can have a different size unit as the Max size. For example, the minimum value can be in pixels and the maximum value a flex factor (fr).

'fr' stands for 'fraction of available space'. You can think of this as percentages for available space after you've taken off fixed-sized and content-based columns/rows. This allows you to create layouts that previously were not possible with standard HTML/CSS! For example, when using 1fr, 40px, 20%, the right column is 20%, the center column is 40px and the remain space (left column) is used by 1fr. The row height is usually defined in 'pixels' or 'auto', where the height is defined by the content.

Move Left
Move the selected column to the left.

Move Right
Move the selected column to the right.

Row Properties

Clicking in the vertical header of the grid will display the properties of the selected row.
The height of the row is either a single value or a range (min/max). Enable useminmax() to activate the range.

Sizes can be set in pixels, percentages, the 'fr' unit or auto.
The row height is usually defined in 'pixels' or 'auto', where the height depends on the content.

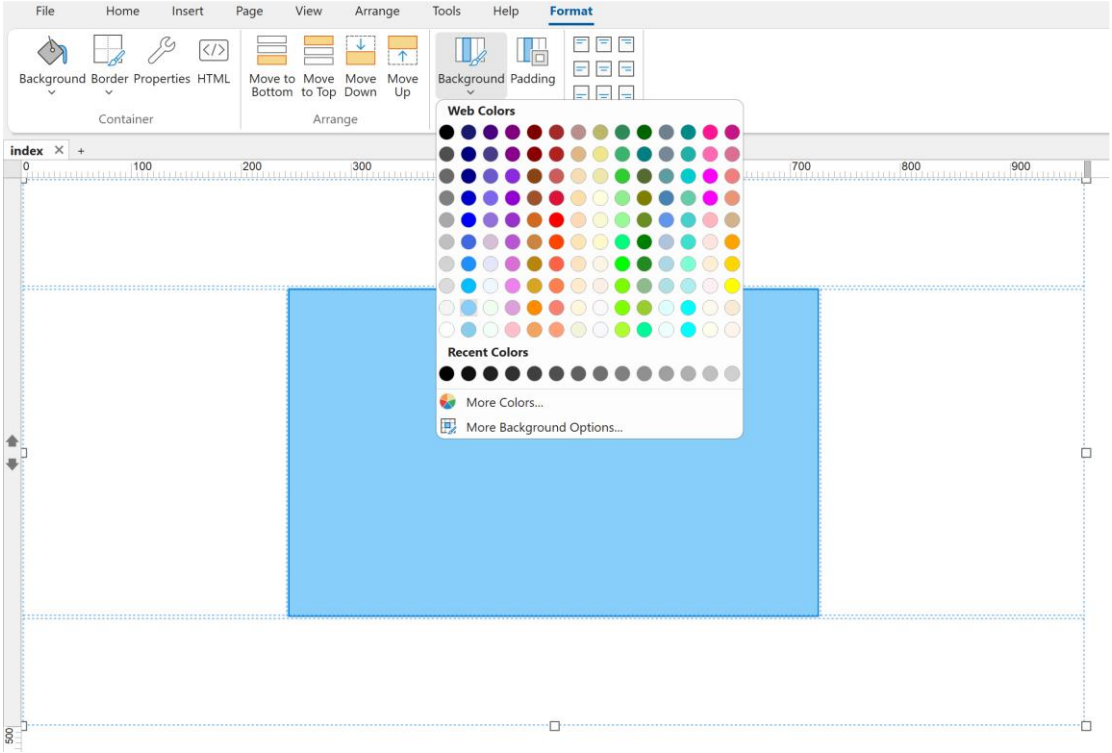
Move Up
Move the selected row up.

Move Down
Move the selected row down.

Related online tutorials:
https://www.wysiwygwebbuilder.com/flexgrid_part1.html
https://www.wysiwygwebbuilder.com/flexgrid_part2.html

Flex Grid Management Tools

When you select a Flex Grid in the workspace, the Ribbon will now display a dedicated 'Format' context tab to quickly modify properties of the Flex Grid, like background, border and arrange tools (move up, move down, move to top, move to bottom). These options are also available via the menubar.

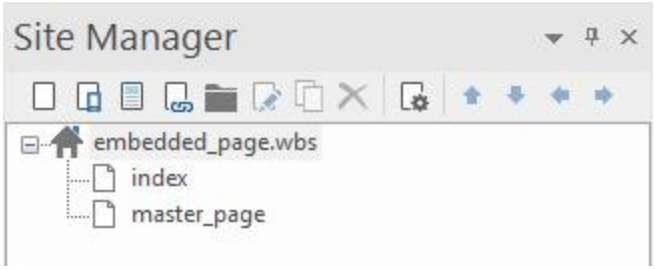


Embedded Page

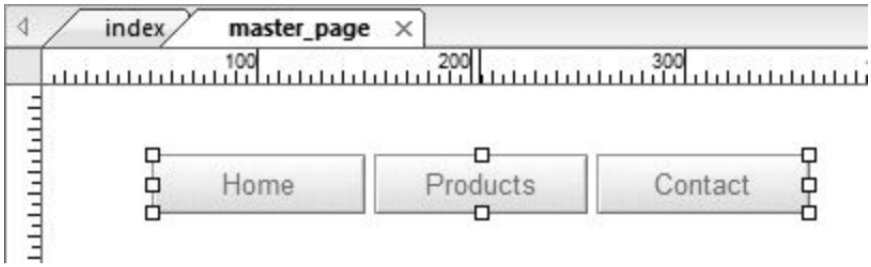
Embedded Page (also known as 'Master Objects') is a useful feature, which allows you to re-use objects from another page (from your web site) in the current web page. An embedded page is basically a pointer to the objects of another page (e.g. the 'Master Page"). These objects will be embedded in the page exactly as they are on the original page. You can even use multiple master page objects on a single page! Let's say you have a certain layout which is the same for all your pages and you don't want this copy/paste it between all your pages; then simply create the layout once in page and insert the layout of that page in all your other pages using the embedded page object. When you want to update the layout, you will only have to do this once on the original page.

Here is an example:

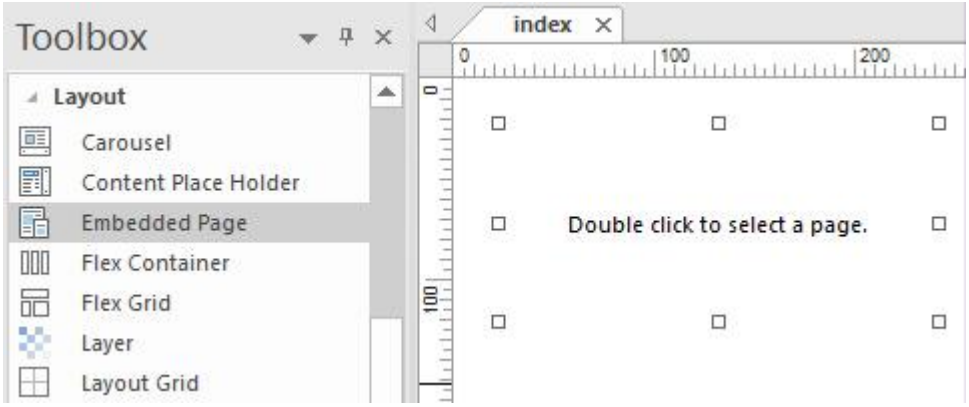
1. Create a new website, Web Builder automatically adds the first page called 'index'.
2. Insert a new page using the Site Manager and rename it to 'master_page'.



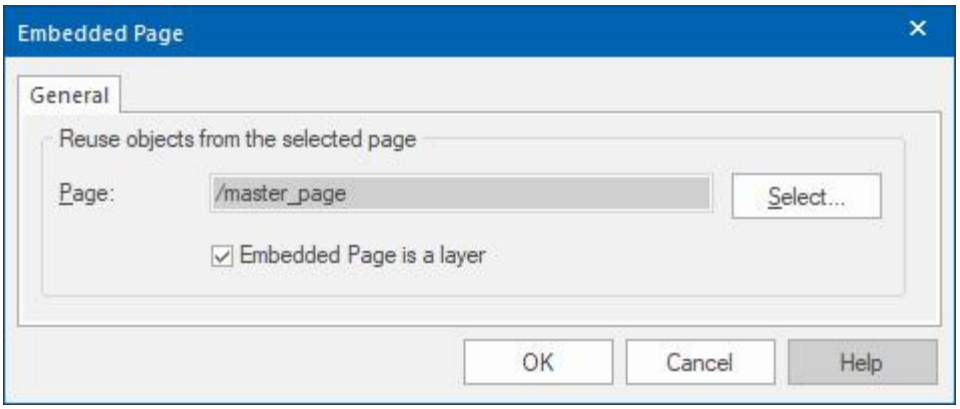
3. Now let's add a navigation bar to the master page. Insert -> Navigation -> Navigation bar.



4. Switch back to the index page (click on the index tab) and insert a 'Embedded Page' object.



5. Double click the object you have just inserted to select a page. Next click the Select-button to display the Select Page window and choose master_page from the list. Click OK to return to the page.



You will notice that the navigation bar of your master_page now has become a part of the index page. If you go back to the master page and you modify something in that page, it automatically is updated in the index page as well. Of course, this feature is not limited to navigation bars only; you can add any element to the master page.

Notes:

1. Place all objects on the master page aligned to the left and top border, so you do not have any margins.
2. If you use the master_page only for master page purposes and not as standalone page, you can enable 'Don't Publish this page' in Page Properties, so the page won't be published when the entire website is published.
3. In contrast to inline frames, when using the Embedded Page object, all objects from that page are merged in the current page as if they are really a part of the page. You must however edit them in the master page.
4. Embedded Page objects do not clone the properties of a page! Only objects on the master page will be cloned.
5. Since the objects are cloned "AS IS", make sure the IDs of objects on the master page are unique. You can change the ID in the Properties Inspector. It's good practice to give them a prefix, like ‘master_’. This will prevent duplicated IDs on a page.
6. Forms do not work on a master page.
7. Layer can be used on a master page. However, you cannot use internal links on that layer.
8. The embedded page should be in the same folder as the pages that are using it. This is especially important if you are using internal links because the links will be relative to the master page so if the page is in another folder, then they are not valid.
9. The option 'Use hover state style to indicate the current page' in navigation tools will not work in combination with embedded pages, because there will be only one set of images for that object. The same images will be used on all pages.

Embed as a layer

When the "Embed as a layer" is selected, all the elements that make up the master page are, in fact, on a layer. This layer will block access to any page elements "beneath" it (in the z-order). If the master objects layer is on top of a button or link, visitors to your site will not be able to click on the button or link even if it is visible.

When the "Embed as a layer" box is unchecked, the elements that make up the master page are inserted as individual objects on the page (not on a layer). You can then access any objects "beneath" the embedded objects (if they are visible).

Content Place Holder

The Content Place Holder object should be inserted on a Master Frame page. It defines where the content of the page will be inserted.

Overflow

Specifies what will happen if the content of the page is larger than the size of the content placer holder.

- **Expand**
  The place holder will automatically expand so that the content will fit without the need for scrollbars. All objects below and on the right side of the place holder will be repositioned.
- **Hidden**
  Content that does fit inside the place holder will be hidden.
- **Scroll**
  Scrollbars will be added if the content does not fit inside the place holder.

Align

Specifies how the content of the page will be aligned inside the place holder if it's smaller than the size of the content place holder.

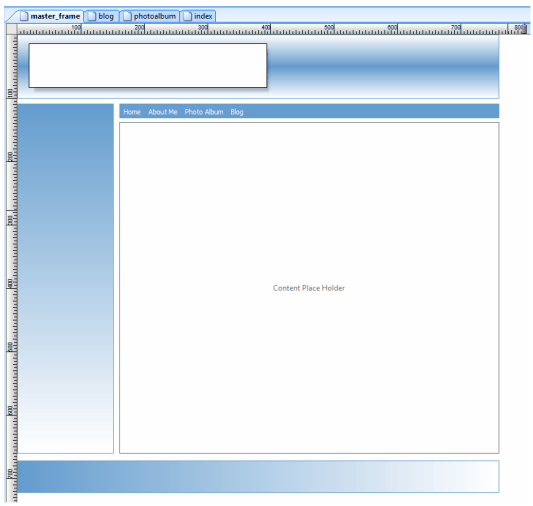
Master Frames

A Master Frame is a design concept where your website has a constant frame and only the inner part of the page's changes. In WYSIWYG Web Builder you only must design the frame once and then reuse it in all other pages. You can even automatically expand the layout if the content is larger than the content place holder! If the content is smaller than the place helper there is also an option to center, it in the area.

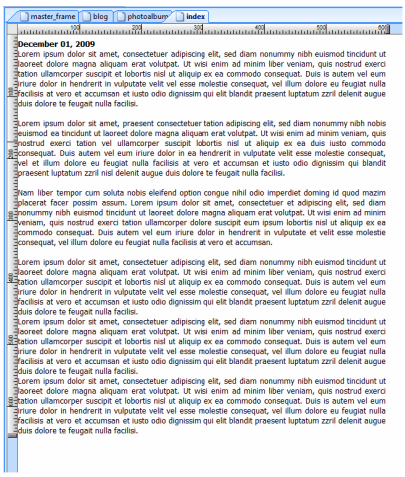
A master frame page can be any page in your website. To indicate the position where the content of the master frame must go, you must insert a Content Place Holder object to the master frame page. During preview/publish this content place holder will be replaced with the actual content of the page.

To indicate that a page must use the master frame, you must configure it in the Miscellaneous settings of the Page Properties.

The master frame and content page will be merged into one page when it is preview/published.
Note that the footer has been automatically repositioned because the page content was larger than the content place holder! All objects below and at the right side of the content place holder object can be repositioned automatically. You can also select to display scrollbars instead.



Master Frame with Content Place Holder



Page Content

Result in browser window, the master frame merged with the content of the page.

Notes:

- The objects on a master frame are cloned "AS IS", so make sure the IDs of objects on the master page are unique.
- You can change the ID in the Properties Inspector. It's good practice to give them a prefix, like master_, this will prevent duplicated IDs on a page.
- We do not recommend using a master frame as part of another master frame to prevent infinite loops.
- The option 'Use hover state style to indicate the current page' in navigation tools will not work in combination with master objects, because there will be only one set of images for that object. The same images will be used on all pages.
- The master frame should be in the same folder as the pages that are using it. This is especially important if you are using internal links, because the links will be relative to the master frame so if the page is in another folder, then they are not valid.

Page Footer

The Page Footer can be used to add a full width footer to your website. Basically, this object is a simplified layer, so most settings are identical and other objects can be dragged on top of this object to make then part of the footer. The footer will always be displayed at the bottom of the page.

Mode
Specifies the footer mode.

- **Default**
  The footer will be positioned at the bottom of page. Note that this is not necessarily the bottom of the browser window.

- **Fixed**
  The footer will be fixed at the bottom of the browser window.

- **Fullscreen**
  The footer will be hidden by default and become visible when the user moves the mouse over the footer. So, the footer is only visible when needed. This mode also supports animations to slide or fade the footer into view. The animation can be synchronized with the header animation so both header and footer show/hide at the same time.

- **Floating**
  The position of the footer will depend on other floating objects (like layers), but it will always be at the bottom.

Stack Level
Specifies the stack level of the footer relative to the page content. The footer can either be 'In front of the content' or 'Behind the content'.

Styling, alignment, and other options are the same as for the Layer object.

Page Header

The Page Header can be used to add a full width header to your website.
Basically, this object is a simplified layer, so most settings are identical and other objects can be dragged on top of this object to make then part of the header. The header will always be displayed at the top of the page.

Mode
Specifies the header mode.

- **Default**
  The header will be positioned at the top of page. Note that this is not necessarily the top of the browser window.

- **Fixed**
  The header will be fixed at the top of the browser window.

- **Fullscreen**
  The header will be hidden by default and become visible when the user moves the mouse over the header. So, the header is only visible when needed. This mode also supports animations to slide or fade the header into view.

- **Floating**
  The position of the header will depend on other floating objects (like layers), but it will always be at the top.

- **Hide on scroll**
  Implements a popular feature where a sticky header is hidden on scroll-down and shown on scroll-up. Include supports for fade and slide animations with easing.

Stack Level
Specifies the stack level of the header relative to the page content. The header can either be 'In front of the content' or 'Behind the content'.

Styling, alignment and other options are the same as for the Layer object.

Wrapping Text

One of the most requested features is the possibility to wrap text around images and other objects. Unfortunately, this functionality is very complicated to implement because the size and position of text is usually not the same in different browsers.

The results with standard HTML/CSS are unpredictable and not what-you-see-is-what-you-get. Although future versions of HTML/CSS will support more flexibility, we decided to simulate the wrapping functionality for now and when browsers are ready for it we will convert it to the official standard.

'Wrapping Text' is an object container (just like a layer and form) with text. By default, the text will fill the entire box, but when you drag & drop objects inside the 'Wrapping Text' object then the text will wrap around it!

All text will have the same formatting which can be configured in the Style properties. Because not all fonts behave the same way in different browsers, we have added a 'font fine-tune' option which allows you to fine-tune the size of the font for the best results. Make sure you test this in all browsers!

Layout
The Layout specifies how child elements are positioned inside the container.

- **absolute**
  the placement of child elements is done with absolute positions; they can be placed anywhere inside the container. In 'absolute mode' the Wrap Text object cannot be use in flexible layouts because all sizes/positions are fixed!

  Note: When this object was designed its behavior was inspired by CSS exclusions. Unfortunately, most browsers still do not support this functionality so WWB simulates the behavior by using absolute positions for text segments.

- **floating**
  the placement of child elements is floating, starting at the top left (or top right) of the container. This makes it possible to wrap text around images or other objects in flexible layouts. In 'floating mode', the Wrap Text object can be used in layout grids or flex box.

- **shape**
  This option adds experimental support for CSS's shape-outside. This will wrap the text around the outline of a single, transparent image or shape. This makes it possible to wrap text around complex objects rather than simple rectangular boxes.
  'shape mode' was designed to work with 1 child elements only, because there is no way in HTML to extract the shape from multiple elements. So, the text will only flow around the first element all other elements will be ignored!

  Threshold specifies the alpha channel threshold used to extract the shape from the image. The range is 0 - 255. Any pixels whose alpha component's value is greater than the threshold is part of the shape for the purposes of determining its boundaries.

  For example, a value of 128 means that the shape will enclose all the pixels that are more than 50% opaque. The margin lets you adjust the distance between the edges of the shape (the float element) and the surrounding text.

  Note: shape-outside requires a modern browser. It currently works in Safari, Chrome and FireFox, but not in IE/Edge!

Online tutorial:
https://www.wysiwygwebbuilder.com/wrap_text.html

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Media Player

Use this object to add media files to your page. This is the most common way to add media files to your web page. The Media Player now has built-in support for HTML5 audio/video!

Most modern browsers support the MP4 format, so specifying alternative formats is generally no longer necessary. MP4 videos should work seamlessly across all current browsers.

Type
Specifies the type of media player.

- **Default**
  If this option is selected then the browser will use the default media player as configured in the user's preferences.

- **HTML5 Audio**
  Use this option if you want to use HTML5 audio.

- **HTML5 Video**
  Use this option if you want to use HTML5 video

Filename
Specifies the filename or URL of the audio/video to play.

Auto start
To play the movie automatically when the site visitor opens the page, select Auto Start.
Note: Many of today's browsers (for example, Chrome and Safari) block 'auto play' when 'audio' is detected. The same applies to devices such as Android / iPad / iPhone as they do not support 'auto play' as it is deemed annoying for visitors, it uses more bandwidth, and it can also affect battery life of the device. You can set the audio to 'mute' as this usually allows the browser to play the video due to 'audio' not being detected or remove the 'audio' from the video itself.

Use Plyr
Specifies whether to use the 'plyr' media player (https://plyr.io/) instead of the standard UI.

Loop
To replay the movie when it ends, select Loop.

Show controls
If present, controls will be displayed, such as a play button. The actual appearance of the player depends on the type of browser! Each browser will render the player differently!!!

Preload media
If present, the video will be loaded at page load, and ready to run. Ignored if "autoplay" is present.

Mute audio (applies to HTML5 video only).
Specifies whether the audio should be muted.

Alternative formats (applies to HTML5 video only).
Previously, not all browsers supported the same audio and video formats, which is why the option to specify alternative formats was introduced. However, most modern browsers now support the MP4 format for video and MP3 for audio, making it generally unnecessary to specify alternative formats.

Poster
Specifies the filename or URL of an image representing the video.

YouTube

The YouTube object provides an easy way to add YouTube videos to your pages.

URL
Specifies the URL of the YouTube video.
The URL should look like this: https://www.youtube.com/v/TGCHtT70R8w
You can also just enter the YouTube video ID: TGCHtT70R8w

Show related videos
Specifies whether display a list of related videos.

Mute
Specifies whether to mute the audio of the video. This can be useful if you want to automatically play without user interaction, because most browsers will block autoplay if the video has audio.

Auto start
To play the movie automatically when the site visitor opens the page, select Auto Start.

Loop
To replay the movie when it ends, select Loop.

Use Plyr
Specifies whether to use the 'plyr' media player (https://plyr.io/) instead of the standard UI.

Enable full screen button.
Enable the 'full screen' button in the player's control bar.

Hide video control after the video starts playing.
The video progress bar and the player controls will slide out of view a couple of seconds after the video starts playing. They will only reappear if the user moves her mouse over the video player or presses a key on her keyboard.

Aspect ratio
Keep the aspect ratio of the video fixed at 16:9 or 4:3. This is especially useful when the video is party of a Layout Grid, so the video resizes dynamically while keeping the original aspect ratio.
Note: this option is also available for: Vimeo and HTML5 video.

Custom parameters
Use custom parameters to add extra features which are not implemented in WWB (yet). For a complete list of available options please check the YouTube API documentation:
https://developers.google.com/youtube/player_parameters.

Enable JS API
Enables the player to be controlled via JavaScript Player API calls. Only works in modern browsers!
https://caniuse.com/#search=postMessage
This option should be enabled if you want to use YouTube events or if you want to control the object via (media) events: play, pause, stop.

Lightbox

The Lightbox option makes it possible to display a YouTube video in a lightbox (using FancyBox) after clicking on a preview image. You can specify the preview image, lightbox title and width/height of the lightbox.

TikTok Video

TikTok is a popular social media platform for creating, sharing, and discovering short-form videos, often featuring music, challenges, and viral trends.
The TikTok video object provides an easy way to add TikTok videos to your pages.

TikTok post ID
Specifies the TikTok post ID of the video. You can find the TikTok post ID on from the post URL.
For example, 6718335390845095173 is the post ID from the URL
https://www.tiktok.com/@scout2015/video/6718335390845095173

Show controls
Specifies whether to show/hide all elements in the player (play bar, sharing buttons, etc.).

Timestamp
Display the video's current playback time and duration.

Related
Enabled: Show recommended videos as related videos
Disabled: Show the current video author's videos as related video.

Aspect ratio
Keep the aspect ratio of the video fixed at 16:9 or 4:3. This is especially useful when the video is party of a Layout Grid, so the video resizes dynamically while keeping the original aspect ratio.

Lazy Loading
The 'Lazy loading' property specifies whether a browser should load content immediately or to defer loading of off-screen content until for example the user scrolls near them.
This feature requires a modern browser: https://caniuse.com/loading-lazy-attr

Breadcrumb

Breadcrumbs are used to enhance the accessibility of a website by indicating the location using a navigational hierarchy. You can either manually configure all links for the menu or automatically synchronize with Site manager. The menu also supports icons (Font Awesome, Material Icons, etc.) and custom images.

Symbol
Use '>>>' for special arrow separator. You can increase the 'padding' to control the sharpness of the arrow. A value of 15 gives pretty good results.

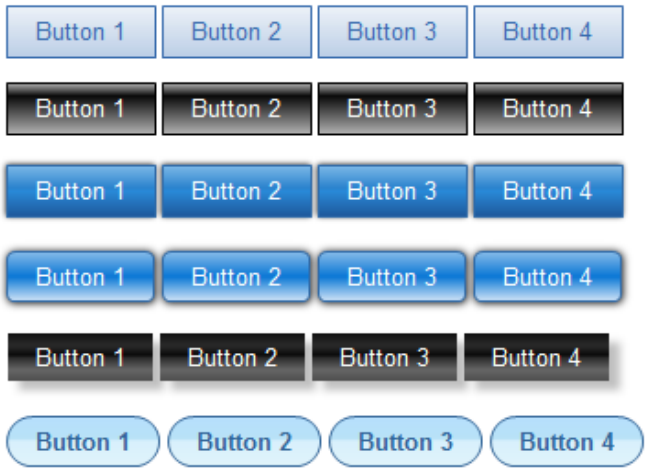
Use this menu for CMS
Enable this option to use the menu with the CMS tools. Instead of a static menu, the links will be dynamically generated based on the CMS database.
Note that this only works when the page has been published!

Synchronize
Synchronize the menu with the Site Manager structure, bookmarks on the same page or with other menus. See also “Synchronize Navigation” later in this document.

CSS Menu

This menu is very similar to the Navigation bar with the main difference that this menu does not use any images or JavaScript! Still the CSS menu allows you to create fancy looking menus (glossy, glass, gradients etc.) using CSS3 gradients and shadows.

The menu also supports icons (Font Awesome, Material Icons, etc.) and custom images.



Responsive-accordion
The menu is horizontal on desktop and becomes a vertical, expandable (accordion) list on mobile, switching at the screen size you set with the breakpoint property.

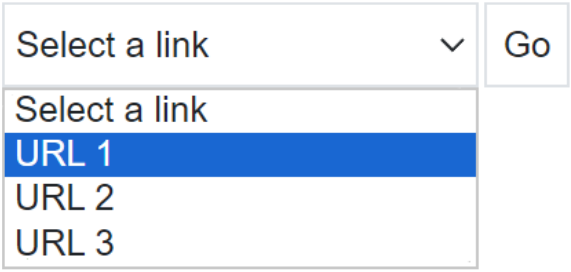
ScrollSpy
ScrollSpy is a navigation mechanism that automatically highlights the navigation buttons based on the scroll position to indicate the visitor where they are currently on the page.
This feature works in combination with bookmarks. so, the link in your menu must point to a bookmark on the current page.

Affix
The Affix option is often used with navigation menus to make them "stick" at a specific area while scrolling up and down the page.

Online demo:
https://wysiwygwebbuilder.com/support/wb18tryouts/wb18_cssmenu.html

Go Menu

You can use the Go Menu component to easily create a drop-down navigation menu, with each menu item corresponding to a single URL or page on your web site. When the user presses the Go button the select link will be activated.



Initial Text
This is the initial text which will be displayed in the dropdown menu.

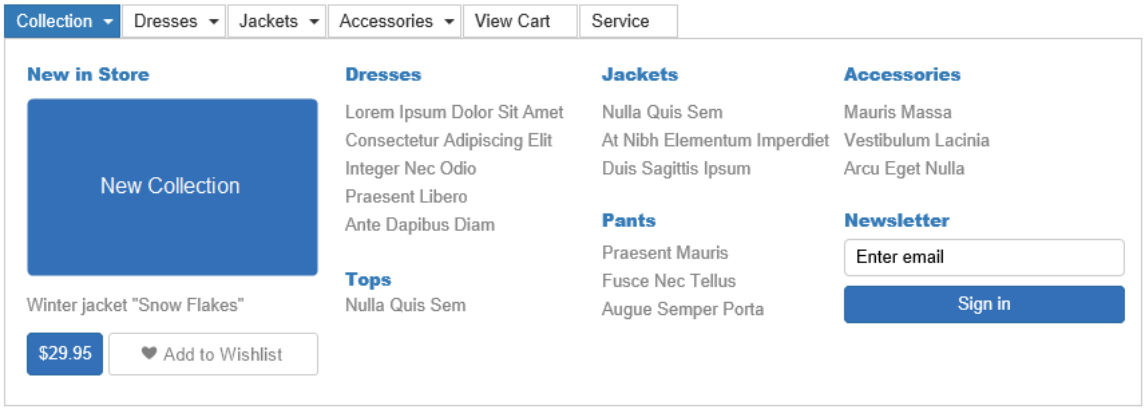
Button Text
The text of the button

Do not use button
Select this checkbox to hide the go button. Is this case a dropdown menu selection will trigger the link.

Layer Menu

Layer Menu is an advanced menu where the drop-down menus are layers. This is great for creating advanced mega menus with images, text, form or any other object! The drop-down layer can be positioned left, centered or at the right of the buttons. It is also possible to make the layer full width of the page.

The menu also supports icons (Font Awesome, Material Icons, etc.) and custom images.



Position children

- Absolute
  The objects on the layer have a fixed position.
- Floating
  Allows you to add floating and flexible content to layers of the menu, with support for padding and alignment options.

  Additionally, you can place a layout grid on the menu layers, making it easy to create clean, multi-column designs.

RWD

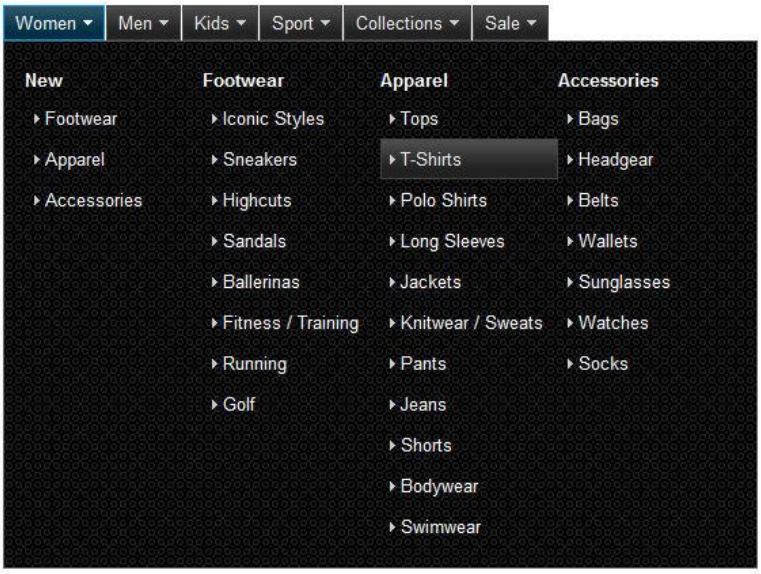
The 'breakpoint' properties control how the menu will be displayed on mobile devices: Accordion, Panel or Overlay.

- **Accordion**, displays the layers in a stacked, accordion like layout.
- **Panel**, display a slide out panel at the left side of the browser window. The hamburger icon supports animations and you can set icon size and offset.
- **Overlay**, displays an overlay menu covering the full page with 'drill down' layers.

Notes:
Main buttons can have links, make the layer size smaller than 48 pixels to remove the layer from the item.
- button modes, set spacing to 0
- not recommended for smaller screens.

Mega Menu

Mega Menus are drop down menus that contain multiple columns of links. They enable access to all links at once, rather than forcing the user to scroll or use sub-menus. One of the unique features of this Mega Menu is that you can set different drop-down styles for each button. The drop down can have rows, columns, just a simple menu or no menu at all!



Menu Layout

Specifies how the items in the submenu will be displayed.

- **Columns only**
  All categories will be displayed in columns (1 row).
- **Rows only**
  All categories will be displayed in rows (1 column)
- **2 columns**
  Categories will be displayed in 2 columns.
- **3 columns**
  Categories will be displayed in 3 columns.
- **4 columns**
  Categories will be displayed in 2 columns
- **Simple menu**
  Displays a simple drop-down menu
- **Button only**
  The button has no sub menu.

Links are organized in categories. To add a new category, click the 'Add category' button and specify a name. To add a link to a category, first select the category name and then click 'Add Link'.

Menu Bar

The Menu bar in Web Builder is based on Heng Yuan's JSCookMenu (https://www.cs.ucla.edu/~heng/JSCookMenu). This is a very powerful JavaScript-based menu script that can mimic complex menus found in popular GUI applications. Web Builder provides a menu builder so you can easily add menu items, assign the links and set the style for the menu using the style tab.

Layout: The Menu Bar can be either Vertical or Horizontal.

Style: To change the appearance of the menu bar either select a predefined theme of select Default to edit the menu bar colors and text formatting.

Note the effect of the selected theme will only be visible in the browser. So, you'll have to preview or publish the page first.

Tip:
You can rearrange the items in the menu you can use drag and drop to move the items around.

Online tutorial:
https://www.wysiwygwebbuilder.com/menubar.html

Navigation bar

Adding a Navigation Bar in WYSIWYG Web Builder is easy.
Just add a few buttons, assign the links and set the style for the buttons.

Resize buttons horizontally
Enable this option to be able to resize navigation bar buttons horizontally. Instead of the original button width, the button will now be stretched.

Layout Type
The Navigation Bar can be either Vertical or Horizontal.
In responsive mode, the menu now adapts automatically: it displays horizontally on desktop and switches to a vertical list on mobile, using the breakpoint you set.

Layout Space
This option specifies the space between 2 buttons.

Synchronize
Synchronize the menu with the Site Manager structure, bookmarks on the same page or with other menus. See also “Synchronize Navigation” later in this document.

Style
Select one of the available button styles from the drop-down menu.
You can select your own images by using the 'Use Custom Image' option (the first item in the drop-down list). By default, Web Builder includes a few example styles, but you can easily add your own styles: Copy your own styles (which are basically just images) to navbar folder:
My Documents\WYSIWYG Web Builder\system\navbar

With the **Colorize** option you can change the color of a button to almost any color!
This gives you hundreds of additional color variations to choose from!

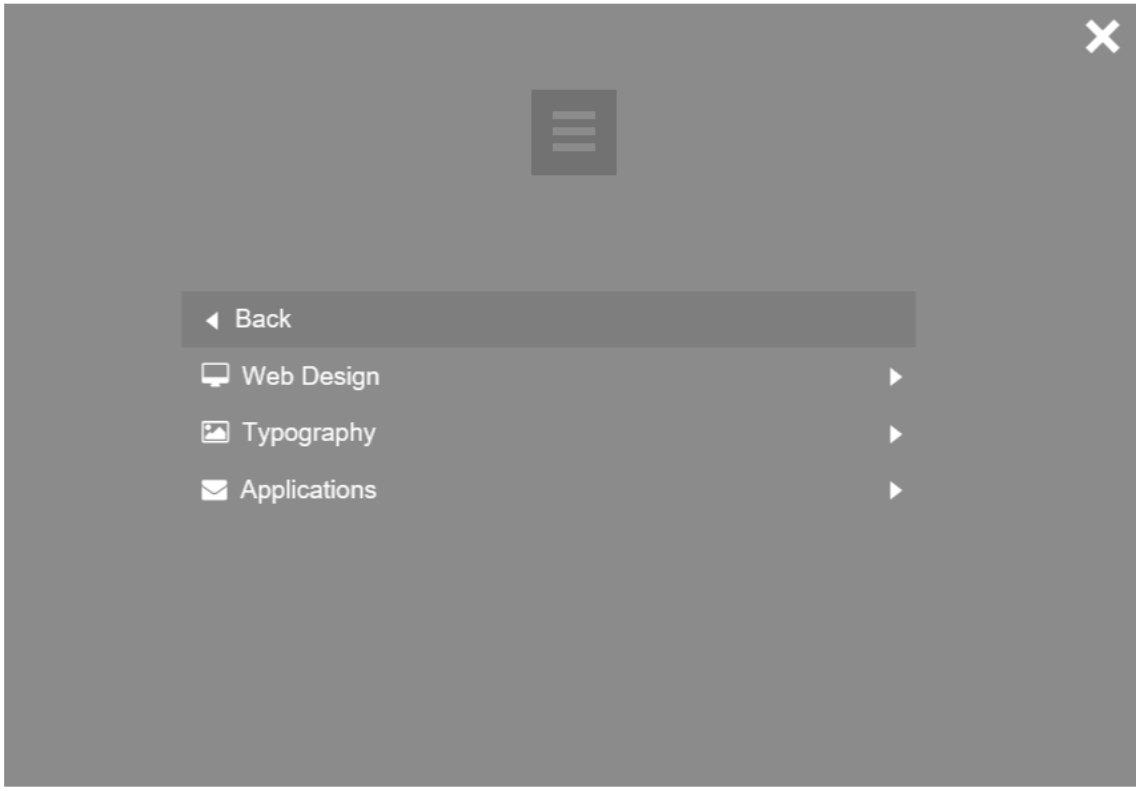
Animation
You can choose from several animations for the mouse over effects to give your menu's a modern web 2.0 look and feel.

Use hover state style to indicate the current page.
To give the visitors of your web site an indication of which page they currently are viewing you can give that page the same style as the hover state.
Note that this option does not work when the navigation bar is on a master page, because in that case the images for the navigation bar will be the same for all pages!

Online tutorial:
https://www.wysiwygwebbuilder.com/navigationbar.html

Overlay Menu

The Overlay Menu implements a multi-level, responsive full screen menu. With many show/hide animations (genie, sliding door, content push, scale etc.), social icons support and many styling options.



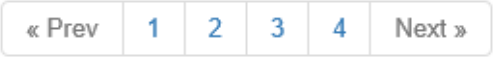
Online demos:
https://wysiwygwebbuilder.com/support/wb18tryouts/wb18_overlaymenu.html
https://wysiwygwebbuilder.com/support/wb19tryouts/wb19_overlaymenu_popup.html
https://wysiwygwebbuilder.com/support/wb19tryouts/wb19_overlaymenu.html

How to add social icons?

There is no dedicated section to configure social icons. Instead, all you will have to do is leave the 'text' field empty and select an icon. This will create a social icon at the bottom of the menu instead of the standard menu item!

Pagination

If you have a web site with lots of pages, you may wish to add the pagination object for easier navigation.

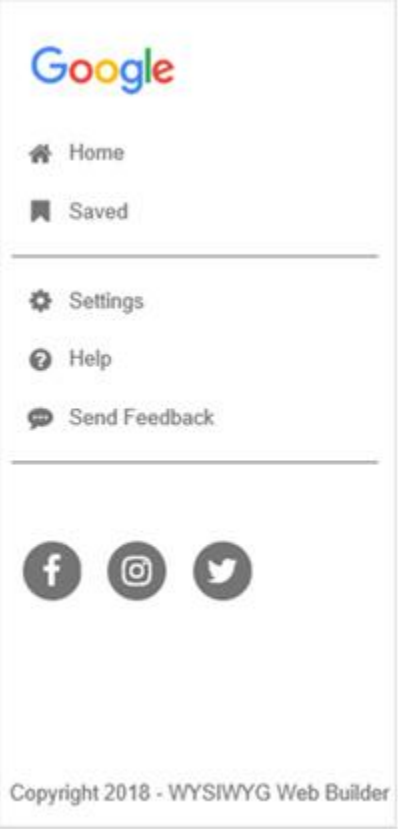


Synchronize

Synchronize the menu with the Site Manager structure, bookmarks on the same page or with other menus. See also “Synchronize Navigation” later in this document.

Panel Menu

A Panel Menu is initially invisible but can slide from the right or left side of the page by clicking the menu button. Many modern web sites use this menu type.



The general menu settings are the same as for other menu types like the navigation bar.

Text
Specifies the text of the menu button. This field can also be used to configure hamburger animations! By using special characters, the button will display a hamburger menu symbol instead of text. When clicked, the bars will animation into a close symbol.

12 different animations are available:

transform:	=
one bar:	_
spinner:	@
rotate:	*
90 degrees:	|
arrow left:	<
arrow right:	>
arrow up:	^
arrow down:	v
minus:	-
plus:	+
times:	x

Icon
Image that can be displayed on the button. The icon position can be used to control the icon position relative to the text.

Display
Specifies the relationship of the panel to the page contents. "Push" pushes the page over and "overlay" displays the layer over the content.

Position
Specifies whether the panel menu will be displayed at the left or right side of the page.

Dismissible
Specifies whether the panel can be closed by clicking outside onto the page.

Overlay
Use this option to fade the page background (with the specified color and opacity) when the menu is active. When the opacity value is set to '0' then there will be no overlay.

Width
Specifies the width of the panel. By default, this value is in pixels, but you can also use percentage, for example 50%.

The animation can either be 'none' or 'slide'. The slide animation also supports many easing options.

Overlay
Use this option to fade the page background (with the specified color and opacity) when the menu is active. When the opacity value is set to '0' then there will be no overlay.

Icon Font Library
Specifies whether to use FontAwesome Icons or Material Icons in the menu items.
The menu also supports custom images.

RWD
The breakpoint value in the Responsive Web Design (RWD) tab specifies when the menu will switch from panel to full width mode.

Online demos:
https://wysiwygwebbuilder.com/support/wb18tryouts/wb18_panelmenu_reveal.html
https://wysiwygwebbuilder.com/support/wb18tryouts/wb18_panelmenu_fixed.html

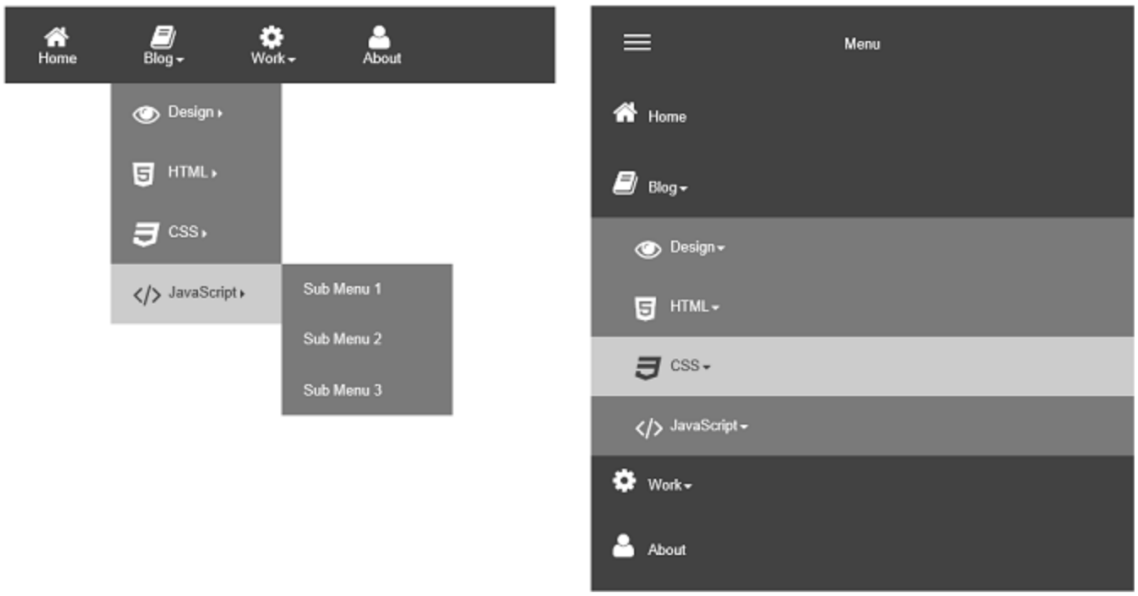
How to add social icons?
There is no dedicated section to configure social icons. Instead, all you will have to do is leave the 'text' field empty and select an icon. This will create a social icon at the bottom of the menu instead of the standard menu item!

How to add a divider?
Set the text to '---' (3 dashes) to insert a divider instead.

How to use the Panel Menu button to trigger a Panel Layer?
The Panel Menu buttons support cool hamburger animations (see Options -> Text). These animations can also be used in combination with a Panel Layer.
Make sure the Panel Menu only has one item. Link this item to the layer (via a bookmark). The text of the item will be ignored.

Responsive Menu

The Responsive menu is a responsive, multi-level menu optimized for desktop computers and mobile (touch) devices which uses CSS only (not JavaScript). On desktop computers the menu will display a standard drop down menu and on mobile devices it will display a multi-level stacked menu with the common 'hamburger' icon.



The menu also supports icons (Font Awesome, Material Icons, etc.) and custom images.

Breakpoint
Specifies the browser width where the menu will switch from desktop to mobile mode.

Most other styles and menu related properties are the same as in other menus.

SiteTree

The SiteTree can display an overview of your website (a Site map) so visitors can quickly find what they're looking for.

Tip:
Do not confuse this object with the SiteMap option in the Tools menu, which is purely meant for search engines!

The SiteTree will display all pages of your website, except for the pages which you have marked 'Don't Synchronize this Page in Navigation Objects.'.
This object has 3 display styles, each giving a completely different overview of your site:

Alphabetical
Displays an alphabetical list of all the pages of your website.

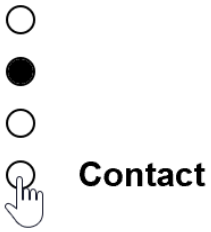
Category
Displays all the pages of your website grouped by category.
For this style to work correctly, you must first assign one or more categories to a page. You can either do this in the Page Properties (meta tags) or in the General Properties of the SiteTree itself.

Treeview
Displays all the pages of your website in a tree view based on the structure of the site in the Site Manager.

In the General Properties of this object, you can quickly update the display name (is the same as the menu name property in Page Properties), the page description (Description meta tag) and the categories.
You can assign one or more categories to a page (separated with a comma).

Snap Scroll

Snap Scroll enhances your one page scrolling website experience by providing snapping behavior as you scroll up or down the page. It also adds pagination dots with hover titles to the page for easy navigation and displaying the currently active section.
Unlike other navigation tools, where you link items to other pages, was this menu designed for creating bookmarks on the current page only where each dot links to another section (bookmark) of the page.



Pagination
The pagination dots are fully customizable and can be positioned at the left or right side of the page (top/middle/bottom).
You can set the colors, size, spacing and shape. The style of the text can be set under the 'Style'.

Tip:
To make the fully transparent, set the alpha value of the fill color to '0'.

Padding
In the padding properties, you can configure the padding around the pagination dots. This is mainly useful if you also give the menu a background.

Margin
In the margin properties, you can configure the offset from the edges of the page. For example, if the menu is horizontally aligned to the left, then the left margin specifies the offset from the edge.

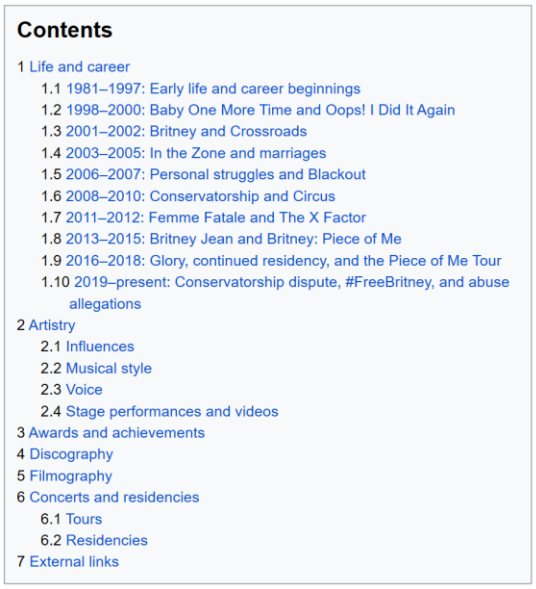
Direction
Specifies the scroll direction: vertical or horizontal.

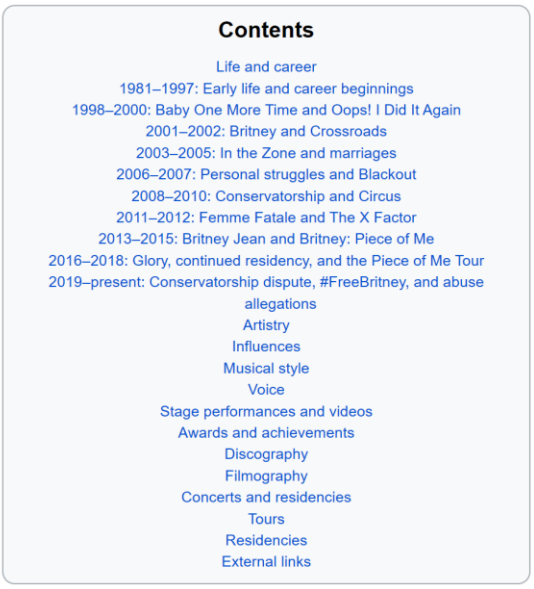
RWD
In the RWD properties, you can set a breakpoint. This makes it possible to disable the snap behavior for smaller screens. This will also hide the pagination.

Online tutorial:
https://www.wysiwygwebbuilder.com/snapscroll.html

Table of Contents

A Table Of Contents is a list of links that lead to different sections on a page. They're particularly useful for long pages, as they highlight the critical sections of a page to improve the reader experience. You may know Table Of Content from websites like Wikipedia.





Automatically synchronize with heading objects on the page
Specifies whether to automatically synchronize with heading objects on the page.
Every time you preview or publish the page, WYSIWYG Web builder will scan the page for heading objects (h2, h3 etc.) and update the list. Note that <h1> tags will be skipped because this is usually the page title (like Wikipedia).

For the best result, it is important that the order of the heading objects is correct. For example, h2 should be on top, followed by h3, h4 etc. Note that if you skip a level. For example, from h2 to h4 then an empty entry will be added to make sure the structure of the table is correct. You can also configure the list manually by unchecking this option.

Bullet Style
Specifies the style of the bullets.

Line Height
Specifies the spacing between lines.

Title
Specifies the Table of Contents title. You can also leave this empty.

Indent
Specifies the offset for different levels.

Link Style
This is used for styling the links. Styles can be added or modified via the Style Manager.

Online tutorial:
https://www.wysiwygwebbuilder.com/table_of_contents.html

Tab Menu

The Tab Menu is yet another way to implement your website navigation.
The biggest difference between the navigation bar and the tab menu (besides its appearance) is that a tab menu item has 3 states:

1. **Normal**
   Idle state
2. **Hover**
   Mouse over or Rollover state
3. **Activate**
   The selected item is the current page.

Tab Menu Style
WYSIWYG Web Builder includes several themes you can choose for the appearance of the tab menu. The default theme is text only and does not use any images. The other themes are defined in the tabmenu folder (**My Documents\WYSIWYG Web Builder\system\tabmenu**) and usually are made of 2 images. If you like you can modify these themes or create your own themes.

RWD
The breakpoint value in the Responsive Web Design (RWD) tab specifies when the menu will switch from horizontal to vertical mode.

Text Menu

The Text Menu is a text-only version of the Navigation bar.
Text menus can speed up the navigation through your website, because no images need to be loaded first before the user can navigate to another page.

[Item 1] [Item 2] [Item 3] [Item 4]

Target
Specifies the target window of the links when 'Synchronize with Site Manager' is enabled.

Level
This value specifies which level of the Site Manager will be used to create the items.

- First Level
  Creates buttons that will link to the children of the root level.
- Parent Level
  Creates buttons that will link to all pages in the level above the current page.
- Current Level
  Creates buttons that will link to the current page and all other pages that share the same parent page.
- Child Level
  Create buttons that will link to the children of the current page.

Spacing
This setting specifies the space between 2 items.

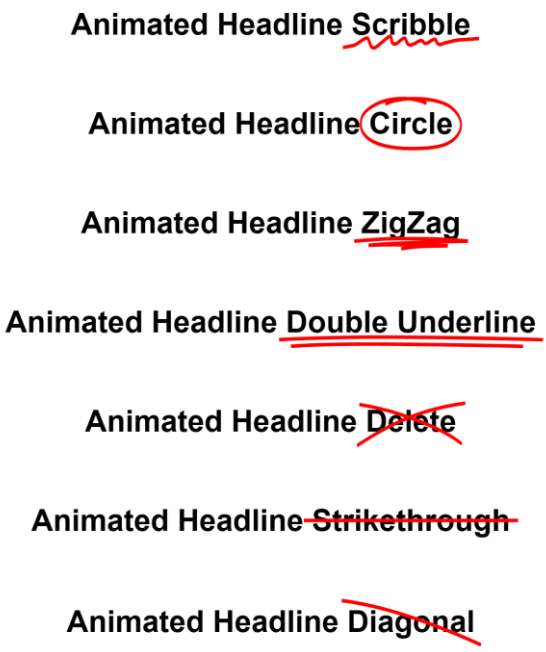
Link Style
All links in your webpage by default use the default HTML link colors (link: blue, visited: purple, active: red). By defining link styles (CCS) you can adjust the colors and formatting of a link. Once you have defined a style you can attach it to the Text Menu by selecting it from the **Link Style** dropdown list. Click the **Edit Styles** button to add or modify the link style sheet.

Delimiters
Specify special characters to put before and after the link text. Common characters include {, [and (.

RWD
The breakpoint value in the Responsive Web Design (RWD) tab specifies when the menu will switch from horizontal to vertical mode if the layout type is set to 'Responsive'.

Animated Headline

Animated Headline allows you to create eye-catching and engaging website headlines. It enables you to animate headline text elements that rotate or include highlighted animation.
Additionally, this widget lets you easily customize the animation effects, speed, and styles to match your website's design and branding. The animation can be started automatically on page load, on scroll or via events.



Highlight Text
Emphasize specific parts of your text by adding a dynamic highlight effect. This mode draws attention to key phrases or words, making them stand out and enhancing readability.

Animate Letters
Add dynamic movement to your text characters to capture attention and create visual interest. Customize the animation style, duration, and effects to enhance your website's engagement.

Animated Words
Animate complete words. Word animations work great for headlines, taglines, and phrases where you want each word to appear or move together.

Online tutorial:
https://wysiwygwebbuilder.com/animatedheadline.html

Banner

A banner is an image that displays the title of a web page. A banner helps visitors understand what the page is about. A banner can be a static logo, but it is also possible to animate the text!

Banner Text
Text that will be displayed on the banner.

Use page title
This option automatically uses the title of the web page as the banner text. Uncheck this if you want to enter custom text.

Banner Size
The size of the banner. Select one of the predefined sizes or 'Fit to layout rectangle' if you want a custom size banner.

Effects

Enable shadow
Specifies whether to enable the shadow effect for text.

Reflection
Specifies the amount of reflection of the text.

Reflection Offset
Specifies the offset of the reflection from the bottom of the text. This value can be negative.

Text Animation

The Banner object can animate the individual characters of the text using built-in CSS3 animations. This makes it possible to create a cool introduction to your website. You can set a different animation for showing and hiding the characters. If you set both animations, then both animations will be played continuously. If only the show animation is specified, then the animation will play only once on page load.

Online tutorial:
https://www.wysiwygwebbuilder.com/animate_text.html

Output Format
Specifies the output format of the banner. You can either publish the banner as an image or as standard text with CSS3 styling.

Note however that older browsers do not support text shadow. Also note that reflection is currently not supported by CSS3, so the banner will not look exactly the same as when publish as an image.

ClipArt

ClipArt uses dingbat fonts and converts them to vector shapes. It has all the features of shapes, but it allows you to insert any type of shape to your page!
You can download thousands of free dingbat fonts from the Internet. Search for 'free dingbat fonts' to find all large collection of new shapes. After you've downloaded one or more files you can copy them to the 'clipart' folder in the Web Builder system folder:
My Documents\WYSIWYG Web Builder\system\clipart

Dingbat fonts have the file extension '.ttf'. There are also many tools available to create your own dingbat collections. The filename of the Dingbats font will be displayed as the category name in the clipart selection.

For more details about the properties of the ClipArt object see ***Shapes***.

Curve

The Curve tool lets you draw curved lines. A curve can be open or closed.

To draw a curved line:

1. Click the Curve Tool on the Toolbox or click Insert -> Drawing -> Curve.

2. Click and release the left mouse button where you want the Curve to start, while dragging the mouse press and press/release the mouse button to add points.

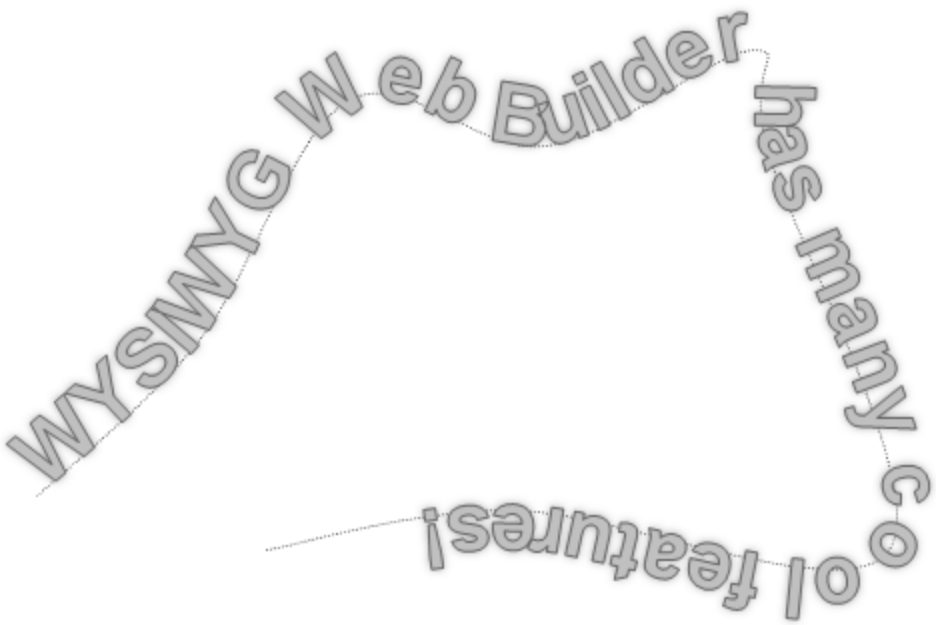
3. To end the curve, double click the left mouse button or press the ESC-key.

When the curve is selected, the individual nodes can be changed by dragging them to a new position.

Description
This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled.

Fill Effect (Closed Curve only)
Specifies the fill effect of the polygon: Solid, Gradient, Texture, Hatch or Transparent.

Curved Text



With the Curved Text object, you can draw text along a user defined curve.

First you will have to draw a curved line:

1. Click the Curved Text on the Toolbox or click Insert -> Drawing -> Curved Text.

2. Click and release the left mouse button where you want the Curve to start, while dragging the mouse press and press/release the mouse button to add points.

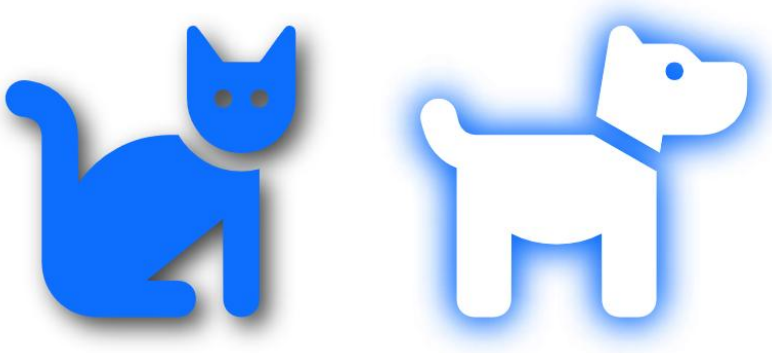
To end the curve, double click the left mouse button or press the ESC-key.
Then double the Curved Text to edit other properties.

For more information about adding, editing or removing nodes see 'Edit Points' in the Arrange Menu.

All properties of the Curved Text object are the same as the Shape object.

Icon

The icon object can be used to insert Font Awesome, Google Material or many other Icons fonts. The object supports hover, backgrounds, events, links, CSS3 animations and more.



Note that the object publishes the entire Icon collection as font files. These files are shared between all objects that use Google Material Icons.

Publish as svg
This will output the icon as embedded SVG (scalable vector image) instead as font. This greatly reduces the overall size of the website if you only use a few icons.
When the output is set to SVG then each individual part of the icon (path) can now have a different color via the 'Multi color' button.
Note however that not all icons support this feature. For example, some icons may only have overlapping paths, in that case it's not possible to determine the 'fill' area.

Custom Icon Fonts
The default setup of WYSIWYG Web Builder includes Google Material (https://material.io/icons), which has more than 900 unique icons. However, there is also support for third party or custom Icon Font Libraries.

See this online tutorial for more details:
https://wysiwygwebbuilder.com/iconfonts.html

We have created add-on packages for the following icon fonts: Drip Icons, Elusive Icons, Feather, Foundation Icons, Glyphicons Halflings, Ionicons, Line Awesome, Open Iconic and many more!
The Icon Fonts add-ons can be downloaded from the website:
https://wysiwygwebbuilder.com/free_extras.html

Also, there are many third party libraries available via the forum:
https://forum.wysiwygwebbuilder.com/viewforum.php?f=42

Drop Shadow
Unlike box shadow, which applies a shadow to the icon's container, drop shadow applies it directly to the icon and follows its exact shape, creating a more natural shadow effect.

User Collection
This makes it possible to add icons to a custom collection, so you have all your favorites icons in one place. You can add any icon from any icon library. The icons from the user collection will be saved in SVG format, so you can even remove the icon library from your computer if you no longer need the other icons!

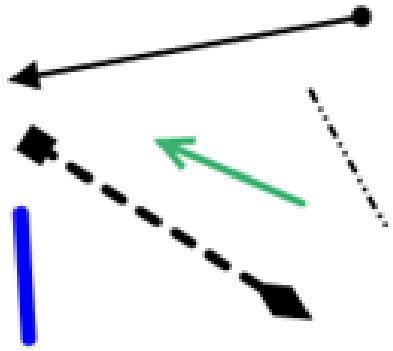
Line

The Line tool of WYSIWYG Web Builder gives you much control over its appearance than the standard HTML horizontal line. The Line can be drawn using any angle, color, style and can even have arrows on the start or end of the line!

To draw a line:

1. Click the Line Tool on the Toolbox or click Insert -> Drawing -> Line.

2. Click where you want the line to start and hold the left mouse button down as you draw. To end the line, release the mouse button.



Size
Specifies the thickness of the line.

Style
Specifies the style of the line (Solid, Dash, Dot, Dash Dot or Dash Dot Sor).

Arrow Start
Specifies the arrow type of the start of the line (Arrow, Circle, Square, Diamond, Stealth or Open Arrow).

Arrow End
Specifies the arrow type of the end of the line.

Arrow Size
Specify the size of the arrow.

Description
This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled. In some browsers it appears as a ToolTip when you move the mouse over the image.

Connector Type
Specifies the connector type. Elbow and Curve connectors are commonly used in flow charts.

- **Line**
  Draws a straight line.
- **Elbow**
  Draws an elbow line.
- **Curve**
  Draws a curved lined.

Connector orientation
Specifies the connector orientation. Horizontal, Vertical or Auto.

Polygon

The Polygon tool lets you draw polygons with borders and several filling methods.

To draw a polygon:

1. Click the Polygon Tool on the Toolbox or click Insert -> Drawing -> Polygon.

2. Click and release the left mouse button where you want the polygon to start, while dragging the mouse press and press/release the mouse button to add points.

3. To end and close the polygon, double click the left mouse button or press the ESC-key.

When the polygon is selected, the individual nodes can be changed by dragging them to a new position.

Description
This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled.

Fill Effect
Specifies the fill effect of the polygon: Solid, Gradient, Texture, Hatch or Transparent.

Scribble

The Scribble tool lets you sketch curved lines and shapes in a freeform way.

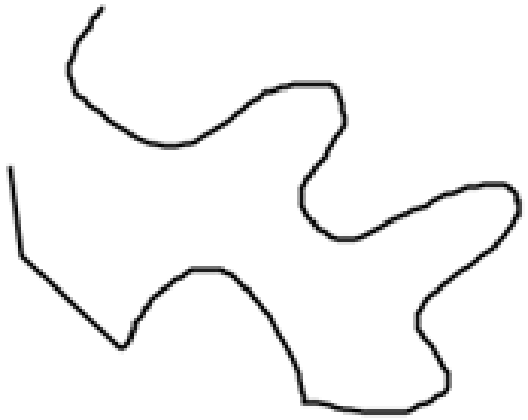
To draw a freeform line:

1. Click the Scribble Tool on the Toolbox or click Insert -> Drawing -> Scribble.

2. Click where you want the line to start and hold the left mouse button down as you draw. The line will be drawn immediately and follows your mouse movements. Releasing the mouse button will draw a straight line from the point where you released the button to the current mouse position.

3. To end the line, double click the left mouse button or press the ESC-key.

When the line is selected, the individual nodes can be changed by dragging them to a new position.



Description

This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled.

Shape

The Shape object can be used to 'draw' a shape on your webpage. When you publish a page with shapes, Web Builder generates each shape as a .gif file.

Type: Select the type of shape you want to display on your web page.

- Rectangle
- Round Rectangle
- Ellipse
- Diamond
- Hexagon
- Octagon
- Arrows
- Signs
- Stars
- Talk Bubbles
- and many more.

Some shapes have a few variants that you can choose from.

To add a border to the Shape, select '**Enable Border**' and specify the border **width** and **color**.

You can select from several Fill Effects:
1. Solid Color
2. Gradient
3. Tiled or stretched image.
4. Transparent
5. Pattern
6. Vista Glass

Anti Alias
Enable this option to improve the quality of graphics. It may slow down the performance of the application.

Inner Shadow
This option will add a bevel effect (inner shadow) to the shape. A Blur value '0' will disable the effect.

Output format

Normally shapes will be published as images, for larger shapes this may have some impact on the performance of your website. However modern browsers (FireFox 5, IE9, Safari, Chrome) now have built-in support for alternatives formats like <canvas> and <svg>.
WYSIWYG Web Builder now enables you to convert your shapes into native HTML5 elements!

Select 'Publish as **<canvas>** to output the shape using HTML5's <canvas> element. Basically, this generates a complex set of JavaScript calls to draw the shape in the browser.

Select 'Publish as **<svg>** to output the shape using HTML5's <svg> element. This will output SVG instructions for the browser to draw the shape as a vector-based image.

Select 'Publish as **CSS3**' to output the shape using CSS3 styling. This will output a standard with CSS3 styling (border and background color). Note in this mode only rectangle, ellipse and rounded corner shapes are possible, because CSS does not support any other shape types!

Known limitations:
- This is a new technique and not all WYSIWYG Web Builder shape features are available yet, but we will continue to improve the software when browsers will catch up;)
- Not all gradient effects are supported.
- Text on shape is not supported.
- Dotted and dashed border are not supported for <canvas>.
- Shadow and other images effects are not supported.

Add text to a Shape

A useful feature is the ability to add formatted text to a shape. For example, to create logos or banners. Text can be aligned to any edge of the shape. The available space for text within the shape may vary depending on the type of shape you've selected.

Note:
Text will not be visible if the object is transparent!

Rotation

To rotate a shape:

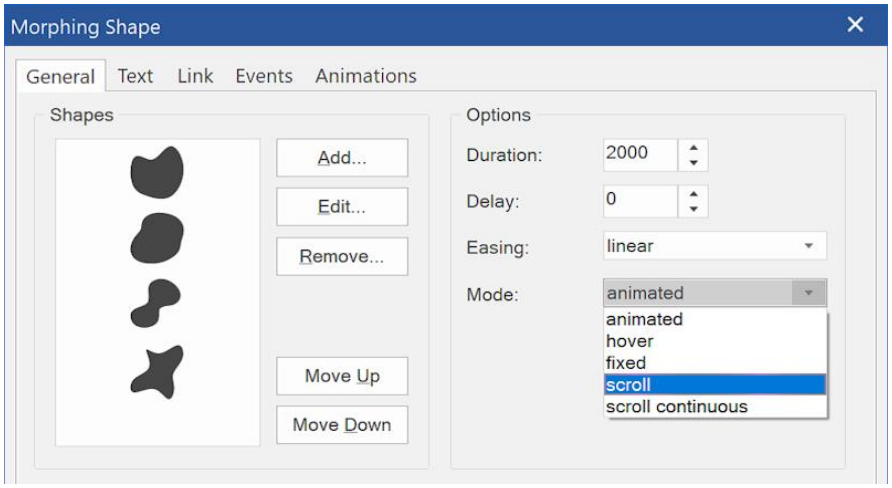
1. Select the Rotate tool on the Toolbox or click Edit -> Rotate.
2. Click to select the object, hover over one of its handles until you see the rotate pointer.
3. Hold the mouse button down and drag in the direction in which you want to rotate the object, then release. Use the Shift key for 15° rotation intervals.

Notes:

- Rotating large shapes can take a long time.
- Rotating shapes may reduce the display quality of the object.

Morphing Shape

Morphing Shape smoothly morphs two or more shapes to create amazing animations on your website. All built-in shapes, clipart and icon library are supported. You can even morph between icons of different libraries. Animations can be triggered automatically (slideshow), on hover, on scroll with anchors or based on the current scroll position (continuous).



Morphing shape supports the same styling options as standard shapes, the output format is always SVG.

You can select any of the available shapes or icons, but for the best results you should use shapes that look-a-like because the morphing process tries to map similar points to make the transition between shapes smoothly. There are no standard rules for what will work best, so you will have to try to find out what looks acceptable.

Mode

The mode property defines how the morphing shape will be rendered on the page.

- animated
  The animation will play continuously. The shape will be rendered at its original position.

- hover
  The animation will start when the user moves the mouse cursor over the shape. The shape will be rendered at its original position.

- fixed
  The animation will play continuously. The shape will be rendered at a fixed position in the background. For example, in the center of the page.

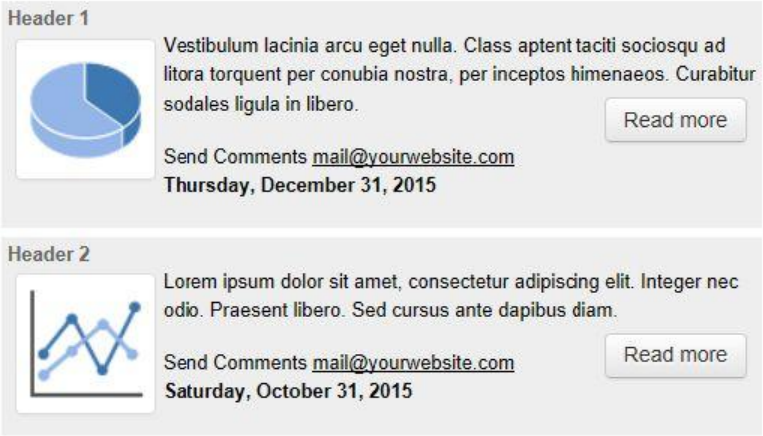
- scroll
  The animation will be triggered by anchors/bookmarks. For example, the shape can morph into another shape when an object scrolls into the viewport. For each shape you can define a different anchor.

- scroll continuous
  The animation will be controlled by the position of the scrollbar. So, if you scroll down the page, the shape will gradually morph into the next one until the end of the page has been reached.

Online tutorial: https://www.wysiwygwebbuilder.com/morphing_shape.html

Blog

The word 'blog' is short for web log. A blog is a journal that's posted on the web for others to read. The Blog object provides an easy way to implement a blog on your website without special requirements on the web server. Unlike its name suggests, the Blog can be used for more than just a blog. It is also a quick way to display all kinds of data, such as a list or grid.



Comment Text, each blog entry will have a link on the bottom to allow readers to send comments. The default text is 'Send Comments', but you can change this to anything you like. If you leave this field blank, no link will be displayed. Comment Email specifies the email address where the comments will be sent to. To add a new entry to your Blog, click the Add button. Give your blog entry a title and then type your blog's message in the text area. Optionally you can insert an image and a link to a related web page.

Online tutorial:
https://www.wysiwygwebbuilder.com/blog.html

Order
Specifies the order of the items on the page ('Ascending' or 'Descending').

Columns
Specifies whether to display the blog items in columns. This option is responsive, so each breakpoint can have a different number of columns.

Layout
This controls the appearance of the blog items. More than 10 different layouts are currently available. You can also create your own layouts (with HTML/CSS templates). The templates are stored in the folder Documents\WYSIWYG Web Builder\system\blog\

Enable Responsive Fonts
When this option is enabled, the text object can have different font sizes in breakpoints. This can be useful if you need a larger font for smaller screens. Each breakpoint can have a different text size. Note however that when this option is enabled, you can only use one font-family and font-size for the entire text object!

RSS Feed

Optionally you can generate an RSS Feed for this blog. The RSS Feed Properties are identical to those of the RSS Feed object.

Carousel

The Carousel object (also known as horizontal sliding panels) displays images or any other objects by scrolling the content from right to left using a smooth sliding animation (with several optional easing effects). Users can step to any specific panel on demand using the pagination icons or browse the carousel sequentially by using the back/next buttons. You can also think of the Carousel as a multiple layer slide show. It's a very effective method to increase the web site usability and engage the user. You probably have seen this effect on many popular websites, such as Apple or Blackberry.

When you first insert the Carousel to your page, you will see a blank area with two buttons and a pagination control. The buttons can be used to go to the next or previous panel. The pagination control displays a 'dot' for each page in the carousel. You can directly jump to a specific page by clicking the dot.

Slides
This will set the number of pages for the Carousel.

Pause time
Specify the number of milliseconds to pause before displaying the next panel in the sequence.

Animation duration
Specifies the duration of the slide animation in milliseconds.

Easing
You can select from more than 30 easing functions to control the animation process. This option can be used to (for example) create bounce or elastic effects.

Enable navigation buttons
Specifies whether to display the navigation buttons.

Enable pagination
Specifies whether to display the pagination controls. The pagination controls will be displayed on the bottom of the Carousel. The user can click the icons to quickly go to the specific panel.

Online tutorials:
https://www.wysiwygwebbuilder.com/carousel.html
https://www.wysiwygwebbuilder.com/carousel3d.html
https://www.wysiwygwebbuilder.com/carouselevents.html
https://www.wysiwygwebbuilder.com/carousel_fullpage.html
https://www.wysiwygwebbuilder.com/carouselwizard.html

Ferris Wheel

The Ferris Wheel object is an interactive circular slider, inspired by the design of a Ferris wheel. Each item (gondola) on the wheel can display a different icon, and clicking on an item reveals more details (title, description, and URL) in the center of the wheel.

This feature is ideal for highlighting services or specific sections on a website in an engaging manner. Additionally, it supports images, making it a versatile alternative to a traditional slideshow.

Online tutorial:
https://wysiwygwebbuilder.com/ferriswheel.html

Image Hotspots

You can create an (client-side) image map that divides an image into different areas that each link to a different web page. Creating an image map is useful for images such as a floor, campus map or world map that you want to contain links to different pages. You can define each clickable area (hotspot) on the map using three shape values: rectangle, circle or polygon (irregular shape). To add images, use the Image map object. Drag the object to the page and a file dialog will pop up to select the image. Web Builder supports jpg, gif, bmp and png (XP only) files.

Filename: enter the path and filename of the image/picture or select **Browse** to find an image on your local drive.

Notes:

1. This property specifies the location of the local image, when you publish the page, the image will automatically be copied to location as specified in Tools -> Options -> Publish -> Images Sub Folder.

2. You can also specify absolute URLs like this https://www.paypalobjects.com/en_US/i/logo/paypal_logo.gif

3. To make a (backup) copy of the images used in your page enable Tools -> Options -> Folders -> Make a copy of images to this folder when documents are saved. This will copy all images to the specified folder, so they are all stored in one place. It also prevents having duplicate image names on your web site.

Online tutorial:
https://www.wysiwygwebbuilder.com/imagehotspots.html

Stock Photo

Browse thousands of free-to-use (* see license), high quality images from Unsplash or Pixabay directly within WYSIWYG Web Builder.

Unsplash and Pixabay images can be inserted via the Insert Menu. The Stock Photo selection dialog supports search and the ability to set the desired size. There is also a dedicated Stock Photo browse button next to the standard image browse button.

When you open the Stock Photo insert dialog, it will display a random selection of images.
Enter one or more keywords in the 'Search field to display a custom selection. Each request will display 40 images, click the 'More' button to show the next page.

You can also limit the size of the image by specifying the width and height. When the specified size is different than the original aspect ratio then the image will be clipped. This makes it possible to create a square version of the image (eg 250x250).

Notes:
As specified in the Unplash guidelines (https://help.unsplash.com/api-guidelines/unsplash-api-guidelines), images will be inserted as 'hot links'.
So, the images are loaded from the Unsplash website, they are not uploaded to your website.

By default, Unsplash requests will be made via WYSIWYG Web Builder's Unsplash account. The number of requests per hour is limited to 250 for each user. If need more than 250 requests then you can specify a (private) Access Key (in Tools -> Options), so the application will use your own Unsplash account instead. In that case, all requests will go directly to the Unsplash website instead of via WYSIWYG Web Builder's proxy.

To get an Access Key, you will need to create a developer account on the Unsplash website:
https://unsplash.com/oauth/applications

Online tutorials:
https://www.wysiwygwebbuilder.com/unsplash.html
https://www.wysiwygwebbuilder.com/pixabay.html

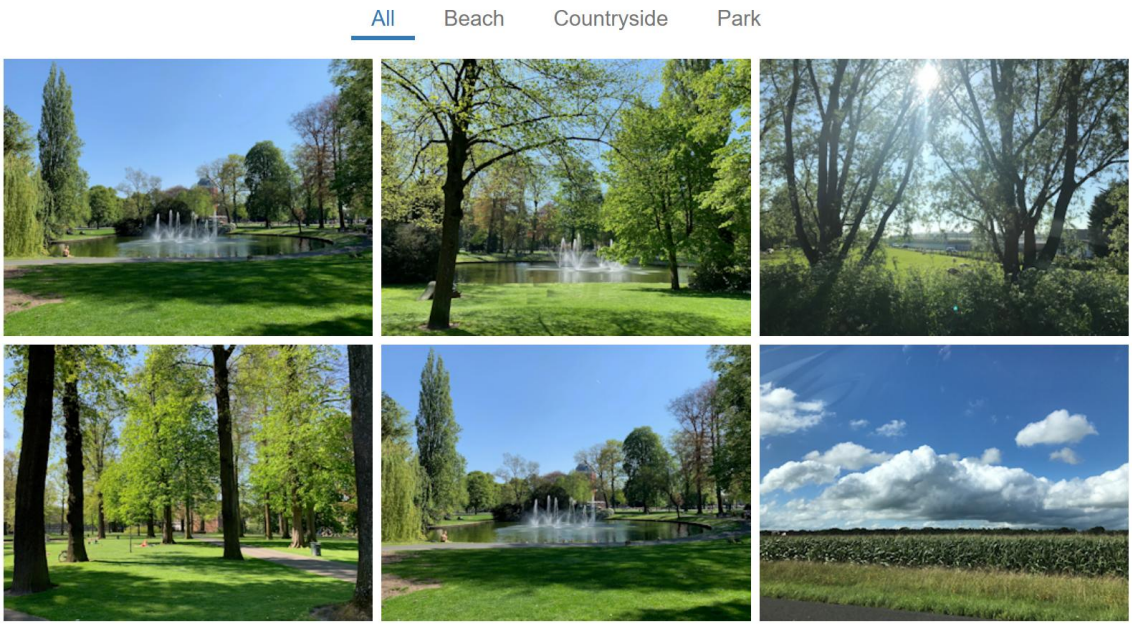
Disclaimer:
WYSIWYG Web Web Builder uses the standard Unsplash/Pixabay API to get the information about the images from the Unsplash/Pixabay website. Like most third-party APIs, these APIs is regularly updated. This means that in the future this functionality may suddenly stop working. Of course, we will do our best to make sure the software is always up to date, so if Unsplash or Pixabay no longer works then please check the website for an update.

* Unsplash license:
https://unsplash.com/license

* Pixabay license
https://pixabay.com/service/license/

Photo Gallery

The Photo Gallery is a powerful tool to create amazing galleries. The gallery supports titles, descriptions, frames, lightboxes, polaroid mode and much more! Adding a gallery is very easy: just drag & drop the Photo Gallery object to the page, then double click it to add images.



Source
This option specifies where the images for the gallery are located.

- **Use Local images**
  The images will be loaded from the local computer.

- **Get images from a folder on the server**
  This loads the images form a folder on the server. This uses PHP so the file extension in Page Properties should be set to PHP and the page only works online! If the images have description meta data, then this will automatically be used for the title.

Thumbnail title
Enter the text that will be displayed under the thumbnail image. To enable titles, make sure you selected the 'Include title' option in the Text Page.

Thumbnail size
Specifies the size of the thumbnail images. Select 'Variable' to dynamically determine the thumbnail size. Select 'Responsive' to make the photo gallery responsive. When this option is selected the gallery can have a different number of columns in breakpoints! The images in the gallery will be responsively resized based on the available space. This means for example that when the gallery is inside a layout grid that it can be full width.

Columns
The number of images per row.

Horizontal alignment
Alignment of the thumb images. This option has no effect when the Maintain aspect ratio option is off.

Vertical Alignment
Alignment of the thumb images. This option has no effect when the Maintain aspect ratio option is off.

Filter
This enables a filterable portfolio-style gallery of images.
First, you will have to add labels via Filter -> Edit. After adding labels, you can select images and assign labels to images so users can choose which images will be displayed. The filter bar has many styling options and the transition between categories can be animated.

Maintain aspect ratio
Select this option if you want to maintain the aspect ratio of the image in the thumbnail.
If this option is not selected the thumbnail will be resized to fit whole rectangle.

Gallery Mode
Specifies what happens if the user clicks on an image.

- **Open in the same browser window**
  The larger version of the image will be displayed in the same browser window.

- **Open in a new browser window**
  The larger version of the image will be displayed in a new browser window.

- **Open in a popup window**
  The larger version of the image will be displayed in a popup browser window. The popup window will have the size of the full image.

- **Open in another window**
  The larger version of the image will be displayed in another window. For example, in an inline frame. You can specify the name of the target window in the Name field.

- **Open in a jQuery Dialog**
  The image will be displayed in a jQuery Dialog. Use the Settings button to modify the appearance of the dialog.

- **Light Box Gallery**
  If you select this option then clicking on one of the images will start a lightbox slideshow. You can select one of built-in slideshows: slimbox, prettyphoto, fancybox.

  Additional galleries/lightbox plugins can be downloaded from the download section of the website: https://www.wysiwygwebbuilder.com/download.html

- **Use Links**
  This option allows you to assign links to images, instead of opening the image.

Generate thumbnail images
By default, Web Builder will generate a preview window which displays the original images.
If the size of these images is large it can take a long time before the page is loaded in the browser.
Instead, you can enable **Generate thumbnail images** which will generate a smaller version of the images so the page will load faster.

Prefix
Prefix used for naming the thumbnail images.

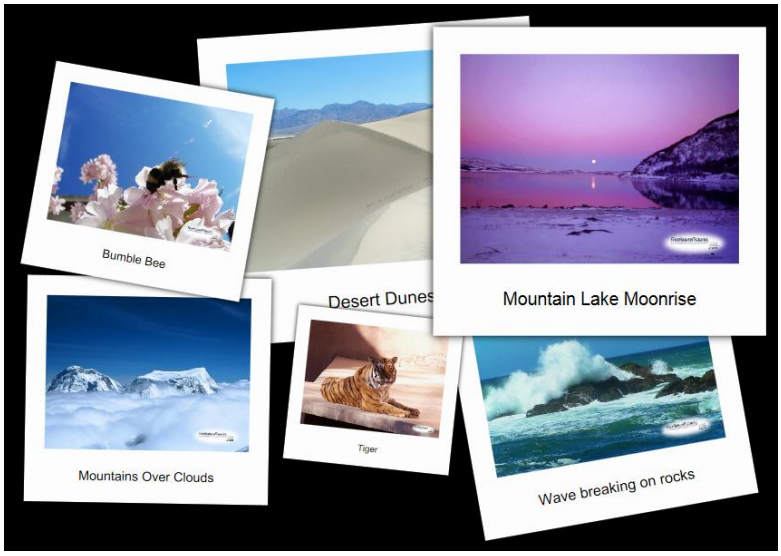
Include title
Include the title of the image under the thumbnail. You can also change the font type, size, style and color of the title.

Frame
Specifies which style of frame to use. The 'Default' type adds a simply frame where you can specify the width and color. WYSIWYG Web Builder includes a few predefined frame styles, but you can easily add your own styles. Copy your own styles (gif, jpg or png) to gallery folder, where each style has its own folder. **My Documents\WYSIWYG Web Builder\system\gallery\yourstyle**

Frame Styles are made out of 8 images (note that you can also use the extensions jpg and png!): bottom.gif, bottomleft.gif, bottomright.gif, left.gif, right.gif, top.gif, topleft.gif, topright.gif

Polaroid mode
The Photo Gallery also has Polaroid mode' which uses CSS3 and has a few cool effects like rotated or variable sized polaroids. To enable Polaroid mode select (Polaroid) as the frame style. For the best effect set the frame width to 20 or more and use 'white' as the color. Also adding a little shadow give it a more realistic effect.

Rotate polaroids will randomly rotate the images to simulate a photo stack. You can also give each photo a different size.



For advanced users who want to have more control over the angles and individual scaling of the image: Hold down the SHIFT key while clicking the checkbox options. This will bring up a dialog where you can specify an array of angles or scales. If these values do not make sense to you then please don't edit them!

Polaroids are draggable
Adds the ability to reposition the Polaroids around the page. Just like ‘real’ Polaroids on a stack.

Animate polaroids on page load
Animates the Polaroids to a random position on the page.

Online tutorial:
https://www.wysiwygwebbuilder.com/photogallery.html

Photo Grid

The photo grid makes it easy to create beautiful galleries, with just a few clicks. The photo grid can have mixed content, so it can contain both images and videos (mp4, youtube or vimeo).
Clicking on a thumbnail will open a large version of the image/video in a lightbox / slideshow. You can select one of the 25 built-in layouts but also create your own custom layout.

The Photo Grid also offers several unique layouts, often referred to as "split screens." These layouts enable you to display images in creative, non-traditional formats, such as dividing two images diagonally for a striking visual effect.

Online tutorial:
https://wysiwygwebbuilder.com/photogrid.html

Lightbox Gallery

Lightbox Gallery provides an easy way to implement a fully featured lightbox with optional thumbnails, download buttons, rotation tools, autoplay, zoom, and more. It also supports video content, including YouTube, Vimeo, and MP4.
The Gallery includes three display modes: thumbnails, justified, and carousel (inline), which determine how the gallery initially appears on the page. Clicking any image opens the lightbox viewer.

Thumbnail
In thumbnail mode, the gallery initially displays a grid of thumbnails, just like the Photo Gallery. You can adjust the spacing between images, add borders or image frames, and set the border radius. When you click an image, the Lightbox Gallery opens.

Justified
In Justified mode, thumbnails are automatically arranged in rows of equal height, adjusting their widths to create a clean, balanced gallery layout. The rest of the behavior is the same as for thumbnail mode.

Carousel
In Carousel mode, you can display an inline carousel slider. It offers the same features as the lightbox, but appears directly on the page rather than opening in a popup.

Options
The Lightbox Gallery offers many options to customize its appearance and functionality.
For example, you can allow users to download images by enabling the download icon, add tools to rotate or flip images, and enable features such as zoom, maximize, or showing/hiding thumbnails. With autoplay enabled, the slideshow will advance automatically.

You can also choose from more than 25 transition effects and customize the size, colors, and spacing of the thumbnails.

Online Tutorial
https://www.wysiwygwebbuilder.com/lightboxgallery.html

Ready to use Java Scripts

This feature can be useful if you want to brighten up your web pages with some cool Java Scripts. Click 'Insert JavaScript' and select one of the predefined scripts. Some of the scripts have properties to change the behavior of the script. To see the effect of the Java Script you will need to preview or publish the web page.

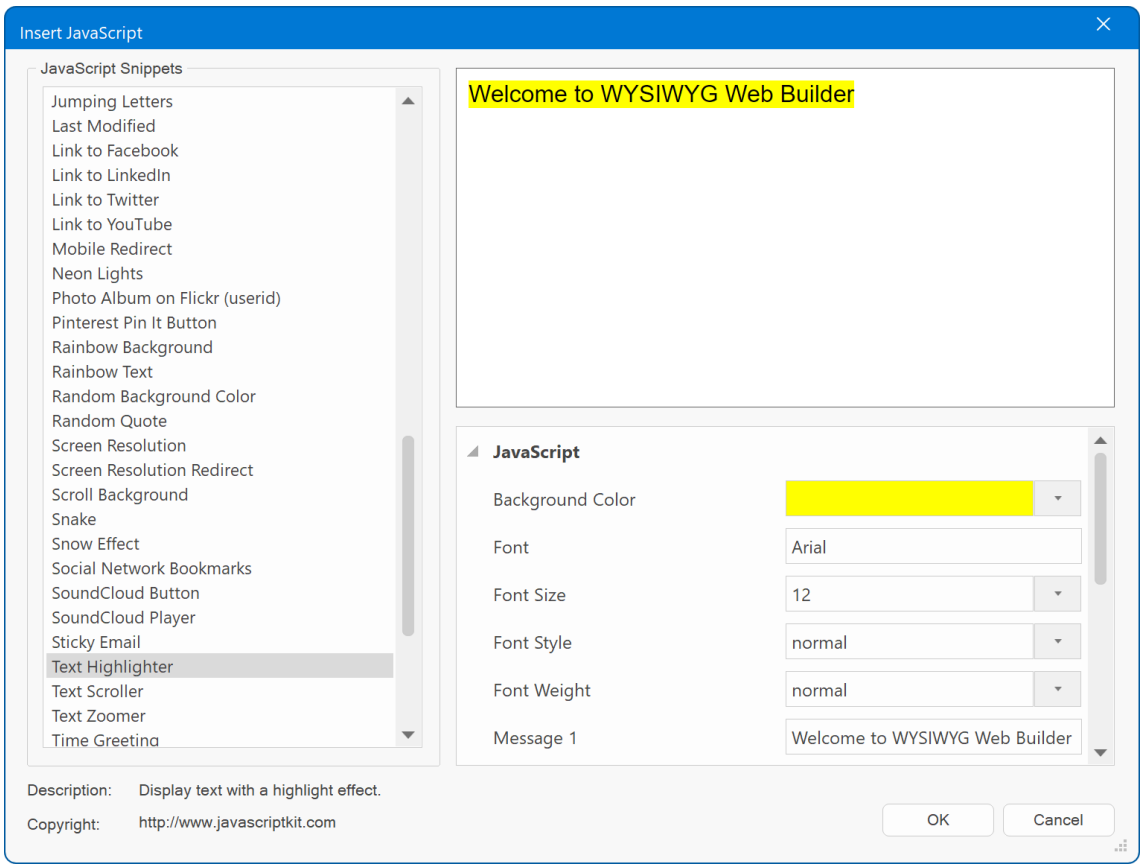
There are many different types of scripts. For example, Text Effects, Background Effects, Social Media scripts (Facebook, SoundCloud, etc.), Google Maps, Redirect, Countdown, Date and Time, Typewriter and lots more!

Notes:

- These scripts were not created by WYSIWYG Web Builder. We've only made it easier to add the scripts to your website, so you do not have to copy/paste the code manually. Where possible the appropriate copyrights are displayed.

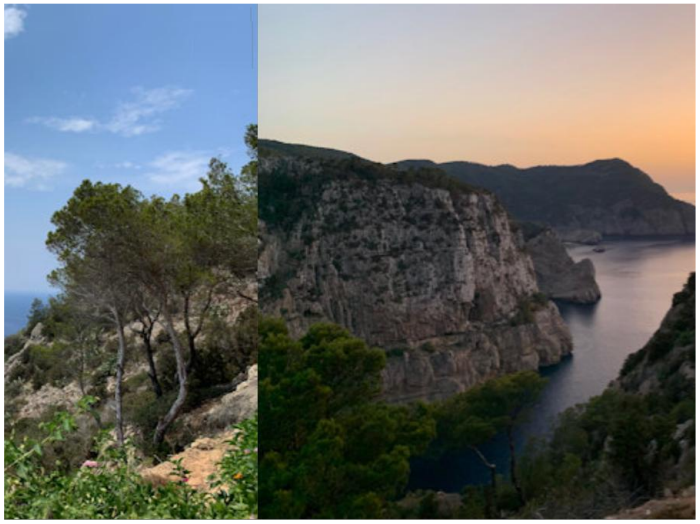
- It is not recommended to use more than one Java Script per page.

You can create add your own Java scripts using the JavaScript editor which is available in the download section of our website.



Rollover Image

Rollover images change swap images on rolling over it (onMouseOver event) and reverts to the original image on rolling out of the object (onMouseOut event).



Initial image
Select the image that will be displayed initially.

Mouseover image
Select the image that will be displayed when the mouse is over the object.

Description
This text, usually a short description, appears in place of the object in browser when images are unsupported or have been disabled. In some browsers it appears as a ToolTip when you move the mouse over the image.

Title
In modern browsers this title appears as a ToolTip when you move the mouse over the image.

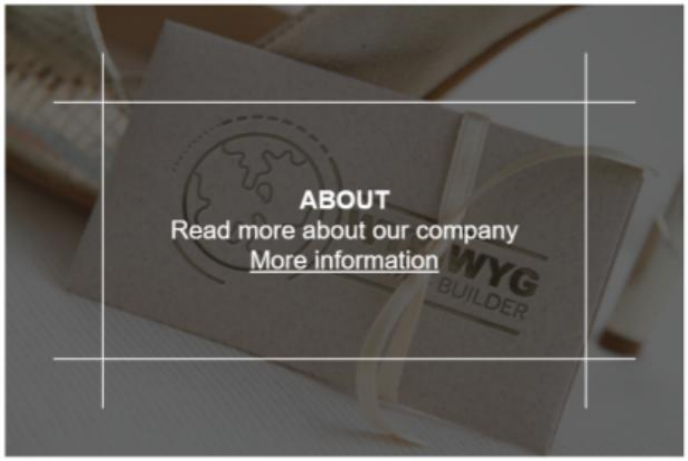
Animation
Specifies the animation effect for the rollover image:

- None
- Fade
- Slide Left
- Slide Right
- Slide Up
- Slide Down
- Zoom
- Scale uses CSS3 to display a larger version of the image. Uses transformation, CSS3 box shadow, a nice image caption when possible (experimental).
- Sliding Door. This makes it looks like the image is split into half and one goes left, and the other one goes right.
- Compare, can be used as a comparison slider to the images for comparing before and after images. For example, it could be used to compare images before and after compression or editing or to demonstrate the effect of a product or service etc.

Online demo:
https://www.wysiwygwebbuilder.com/support/wb16tryouts/wb16_rolloverimage.html

Rollover Text

The RollOver Text object displays a text (title and description) banner over an image on mouse over.



Filename
Select the image that will be displayed initially.

Title
Title of image.

Description
Description of the image.

Position
Specifies the position of the text banner.

- Top
  The banner will be displayed at the top of the image.
- Bottom
  The banner will be displayed at the bottom of the image.
- Full
  The banner will be displayed over the full size of the image.

Animation
Specifies the animation effect for the rollover text banner:

- None
- Fade
- Slide Left
- Slide Right
- Slide Up
- Slide Down
- show always, when this option is selected, then the text will always be displayed.
- hide on hover, when this option is selected, then the text will initially be displayed, but hides when the mouse hovers over the image (inverse rollover).

Online demo:
https://www.wysiwygwebbuilder.com/support/wb15tryouts/rollovertext.html

RSS Feed

With the RSS Feed object, you can add a RSS Feed to your website in only a few mouse clicks!

What does RSS mean?
RSS stands for Really Simple Syndication and is used to describe the technology used in creating feeds.

What is a feed (RSS)?
Feeds, also known as RSS feeds, XML feeds, syndicated content, or web feeds, contain frequently updated content published by a website.
They are usually used for news and blog websites but are also used for distributing other types of digital content, including pictures, audio files, or video.
At its most basic, RSS generates a list of links to various resources on your site with a description of the content for each link.

The contents of a RSS feed can be read in different ways. A variety of tools, both fee based and free, to read RSS feeds are available on the Internet. The latest browsers (Internet Explorer 7.0, Safari, FireFox 2.0 and Opera) also have built-in RSS feed support.

The RSS Feed extension lets you define a RSS channel with a set of headlines. When you publish the web page, which includes the RSS extension, a RSS (XML) file will be generated in the same folder as the HTML page. A small RSS icon will be displayed on your web page with a link to this file. Some browsers will display a special icon in the toolbar, which lets the users easily subscribe to your RSS channel.

Title
The name of the channel. It is how users refer to your service. If you have an HTML website that contains the same information as your RSS file, the title of your channel should be the same as the title of your website.

Description
Phrase or sentence describing the channel.

URL
The URL to the HTML website corresponds to the channel.
For example: https://www.wysiwygwebbuilder.com

Include publication date for headlines.
The extension can automatically update the publication date of the headlines (based on the creation or modification timestamp). To include the publication date in the RSS feed, enable this option. If you leave this option off, the publication date will not be included.

Filename
The filename of the generated RSS xml file. By default, this file is named ‘rss.xml’, but you can rename it to anything you like. Common file extensions for feeds are .xml and .rss

Logo
Specifies which logo will be displayed on the webpage.

Add Headlines to the RSS feed

Add
Add a new headline.
The Subject and Description should be written to describe the content.
The **Podcast** property provides a way of attaching multimedia content to the RSS feeds, such as an MP3 file. The **URL** field should reference the webpage that contains that actual content. This can be an internal of external link.

Edit
Edit the selected headline.

Remove
Remove the selected headline.

Optional
Category, specify one or more categories that the channel belongs to.
Example: Newspaper

Copyright, Copyright notice for content in the channel.
Example: Copyright 2025, Pablo Software Solutions

Editor, Email address for person responsible for editorial content
Example: yourname@yourwebsite.com (Your Name)

Webmaster, Email address for person responsible for technical issues relating to channel
Example: webmaster@yourwebsite.com (Web Master)

Language, the language the channel is written in. This allows aggregators to group all Dutch language sites, for example, on a single page.

Image, specifies a GIF, JPEG or PNG image that can be displayed with the channel.

Refresh time, Specifies the number of minutes that indicates how long a channel can be cached before refreshing from the source.

News Feed Ticker

The News Feed Ticker or Headline rotator displays RSS feeds (local or from another website), Twitter messages, Flickr images or other news sources on your website. You can also think of this object as a Slide Show for text with many different animations and display types like static, scroller, slideshow, paginate and ticker.

Data source
The news feed ticker supports many data source types. It uses jQuery to fetch the data.

- **User Defined**
  This option allows you to specify the headlines manually.

- **RSS Feed**
  Select this if the data source is a RSS feed. This can be a feed on your own website or an external website. Enter the location of the RSS feed in the URL field. For local feeds (like the one created with the RSS feed object), enter ./rss.xml
  For feeds from external websites you should enter the full URL:
  https://www.wysiwygwebbuilder.com/rss.xml

  To overcome security problems due to cross domain restrictions we've included several data retrieval options:
  Load data using a HTTP GET request
  Use this option for feeds retrieved from your own domain. This option uses AJAX (Asynchronous JavaScript and XML) to fetch the data and doesn't require PHP. However AJAX requests cannot be made to a different site than the one hosting the page being viewed.

  Load data through proxy (this option requires PHP support on the server!)
  This option uses a PHP proxy script to fetch the data. This basically tricks the browser into thinking that the feed came from your own server. A PHP script will pull the content of the news feed to your server by using the PHP function file_get_contents() and then relay the data to the news feed ticker. This script will be automatically generated and uploaded by WYSIWYG Web Builder, so you do not have to worry about that.

  Load data through cURL (requires PHP)
  Some web-hosting providers may not allow the use of the PHP file_get_contents() function to fetch remote files because of security concerns. If your host supports cURL then this may be a good alternative. Consult the documentation of your host for more details. Note that here also the PHP script will be automatically generated and uploaded by WYSIWYG Web Builder.

- **Twitter**
  Uses JSON to get the latest messages from a specific Twitter account.

- **Flickr**
  Displays images based on the specified Flickr search query. Enter the Flickr search query in the Flickr Parameters field. For example: tags=vegas&tagmode=any, which will search for the latest images tagged with 'vegas'

- **Facebook**
  This option uses Facebook's Graph API to get status updates, photos and links from your Facebook account. To get data from the Graph API you need to enter your Facebook ID and an Access Token. You can read more about sharing Facebook data here:
  https://developers.facebook.com/docs/getting-started/graphapi/

Viewer type
The viewer type specifies how the headlines will be displayed:

- Default
  The items will be displayed as a static list. If the list is longer than the available space, scrollbars will be added.

- Continuous Scroll
  The items will be scrolled like a (vertical) news feed ticker. The scroller will pause on mouse over.

- SlideShow
  The items will flow into view one at a time, pause for a few seconds and then slide up to show the next item.
  The 'Pause for' property specifies the pause between the headlines in seconds.

- Paginate
  Paginate displays a small subset of the item's art any one time, while allowing the user to move through it with navigation buttons. The 'Item per page' property specifies how many items will be displayed per page. Click the Style button to change the appearance of the paginate buttons.

- Ticker
  Uses ticker-like animations to fade and slide items into view. This effect is frequently used on new web sites.

Max items
Specifies the maximum number of items that will be retrieved from the data source.

Sort order
Specifies the order in which the items will be displayed.

Speed
Specifies the scroll speed of the text for Continuous Scroll mode.

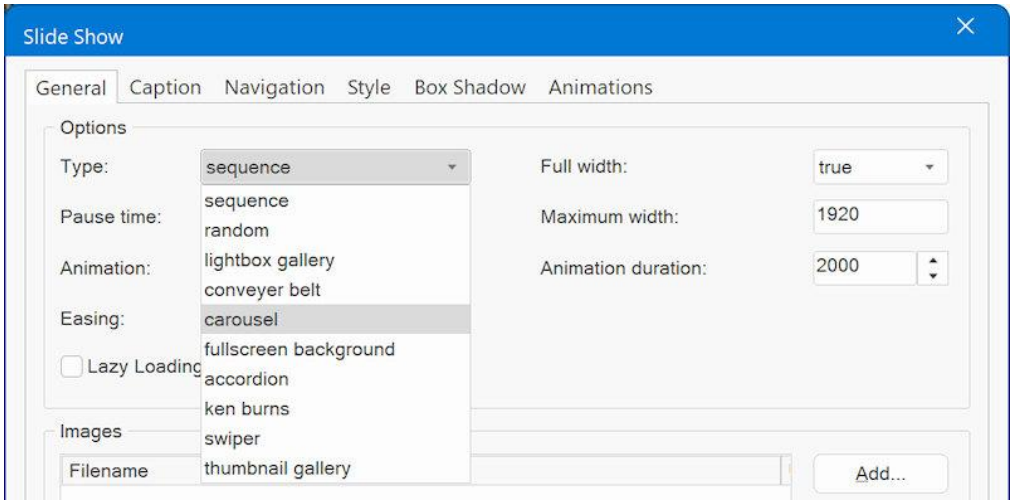
Animation
Specifies the animation effect for the slide show mode: None, Fade, Slide Left, Slide Right , Slide Up or Slide Down

Duration
Specifies the duration of the animation.

Link Target
Specifies the target for links in the news feed ticker. For example:
_blank, opens the link in a new window
_self, open the link in the current frame
_parent, open the link in the parent frame
_top, loads the linked document in the topmost frame
_lightbox, add a lightweight responsive, pure CSS (no JavaScript) and minimal lightbox to the image. This feature is available for Image, Picture, Photo Collage, Photo Gallery and Photo Grid.

Slide Show

A powerful slideshow with many options and transition types: fade, slide, rotate, puff, and much more.



- **Sequence / Random**
  The images will be rotated in sequence or random.
  https://www.wysiwygwebbuilder.com/support/slideshow/slideshow.html

- **Light Box Gallery**
  Clicking the image will start a lightbox slideshow: slimbox, prettyphoto, fancybox etc.
  http://www.wysiwygwebbuilder.com/lightboxes.html

- **Conveyer Belt**
  Create an image slideshow which scrolls the images from right to left like a "conveyor belt"
  https://www.wysiwygwebbuilder.com/support/slideshow/conveyerbelt.html

- **Carousel**
  When this mode is selected multiple images can be displayed per slide.
  https://www.wysiwygwebbuilder.com/support/slideshow/image_carousel.html

- **Accordion**
  Implements a horizontal image accordion, using CSS only.
  https://www.wysiwygwebbuilder.com/support/wb15tryouts/image-accordion.html

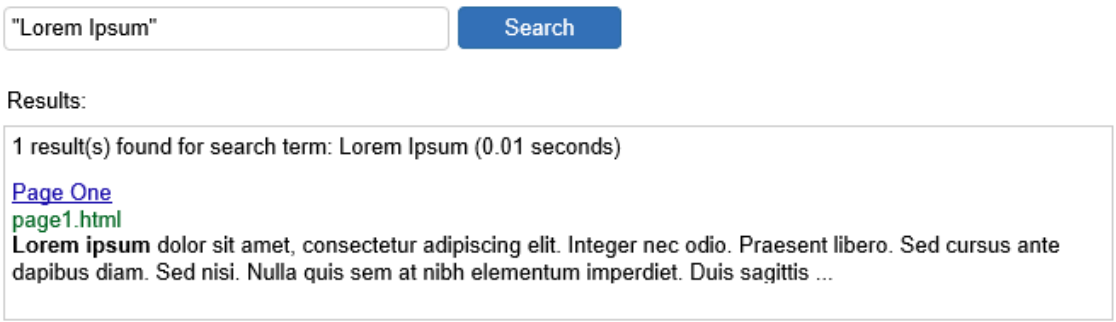
- **Ken Burns**
  Display a slideshow of images with the Ken Burns effect.
  https://www.wysiwygwebbuilder.com/support/wb16tryouts/wb16_kenburns.html

- **Swiper**
  Swiper is a modern mobile friendly slide (fade, slide, cube, coverflow, flip, cards, creative).
  https://www.wysiwygwebbuilder.com/support/wb19tryouts/wb19_swiper.html

- **Thumbnail Gallery**
  A lightweight, responsive image slider accompanied by carousel-style thumbnail navigation.
  https://www.wysiwygwebbuilder.com/support/wb19tryouts/wb19_thumbnailgallery.html

Related online tutorial:
https://www.wysiwygwebbuilder.com/slideshow.html

Site Search



WYSIWYG Web Builder has basic built-in 'search engine' functionality, so visitors can search for specific words within your website. The search option does not have any special server requirements because it uses JavaScript, so it's very easy to insert this component to your page(s).

Note:
Before you add this object to your page, make sure you have enabled 'Generate Search Index' in Menu -> Tools -> Search Index otherwise the search index will not be created, and the search will not work!

`

Place holder
The hint (or 'cue') text will display inside the search field if it doesn't have the focus. When the user moves their focus to the field, the label will be hidden.

No results
Specifies the text that will be displayed if the search query has no results.

Keywords
The text for the Keyword label in the search results.

Description
The text for the Description label in the search results.

Close button
The text on the close button

Padding
Sets the amount of space between the results and the border.

Display query time
This displays the total time it took to execute the search query.

Display URL
Added option to include the URL in search results (Display URL).

Display description
Specifies whether to display the description in the search results.

Display keywords
Specifies whether to display the keywords in the search results.
For performance reasons the keywords in the search results are the words from the search index, and not directly from the page content! Only unique words will be indexed. So, if a word is used multiple

times in the text, then it will only appear once in the keywords.

Max length
Set maximum number of characters to display in the results. The description text contains the context of the keyword within the text (Max. length).

Results per page
Adds pagination to the search results.

Results
The search results can be displayed on the page in several different ways:

- **Show results in a new Browser Window**
  The results will be displayed in a new browser window. You can configure the properties of this windows via the 'Settings' button.

- **Show results in an Inline Frame**
  The results will be displayed in an inline frame on the same page.
  Note that you will have to insert an inline frame object first before you select its name in the Frame property.

- **Show results in jQuery Dialog**
  The results will be displayed in a jQuery Dialog. Use the Settings button to modify the appearance of the dialog.

- **Show results in another object.**
  The results will the displayed inside another object (for instance a layer on the same page). It will replace the current content of that object. Make sure the overflow mode of that object is set to 'scroll' otherwise you may not see all results!

- **Show results in another page.**
  You can use this option to display the results in another page. This can be useful if you want the results page to have the same design as the rest of your website.

Auto Complete
Enable auto complete
The auto complete feature will allow users to type the beginning of a search term and be presented with all the possible terms that begin with the typed string (just like the Google Search engine).

Mode
Specifies what will happen when the user selects a word in the drop-down list.

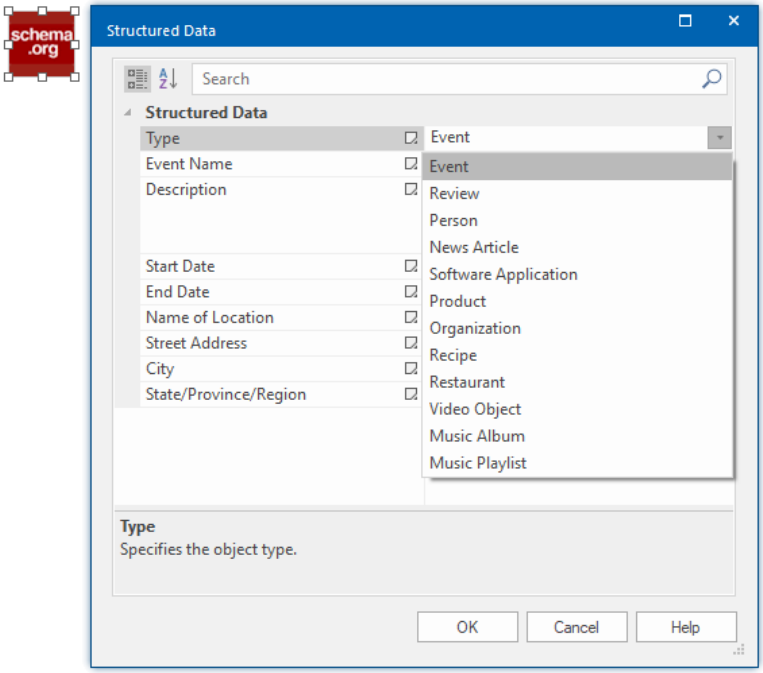
- select word
  This is the default behavior. When the user clicks a word in the drop-down list, then it will be copied to the search input field.

- open page
  Clicking an item in the Autocomplete drop down list will immediately open the page. This makes it possible to implement a search field without a 'results' section.
  Note that when this mode is active, the results settings are ignored.

Padding
Set the spacing around the items in drop down list.

Structured Data

Provide a better browsing experience for users on your website and in search engines and improve your SEO with the built-in JSON-LD generator (schema.org).



The following schemes are currently supported:

- Event
- Music Album
- Music Playlist
- News Article
- Organization
- Person
- Product
- Recipe
- Review
- Restaurant
- Software Application
- Video Object

Note that this is just a basic tool to help you quickly add structured data to your web pages. It does not validate the data you have entered!

Online tutorial:
https://www.wysiwygwebbuilder.com/structured_data.html

The Google Structured Data Testing Tool can be used to validate the structure of data:
https://search.google.com/structured-data/testing-tool/u/0/

Timer

The Timer object makes it possible to trigger actions based on timer events. For example, show or hide an object after x milliseconds. Timers can also start/stop other timers! All event actions are supported (animate, show/hide, rotate, media, JavaScript etc.).

The Timer object supports the following types:

- **Interval**
  Executes a function, repeatedly, at specified time intervals.

- **Timeout**
  Executes a function, once, after waiting a specified number of milliseconds.

- **Visits**
  This can be used to trigger a timer the after x visits. For example, to show an introduction dialog or a special offer for new visitors. It is also possible to use a negative number. In that case, the count will reset after X visits.

- **Days**
  This can be used to trigger a timer the after x days. It is also possible to use a negative number. In that case, the timer will be reset for the next X days.

- **Date Range**
  This can be used to trigger a timer for a specific date range.

- **Time Range**
  This can be used to trigger a timer for a specific time range.

- **Day of the week**
  Allows you to set timers that trigger based on specific days of the week. For instance, you can use this feature to redirect users to a different page on weekends (Saturday and Sunday).

For visits, days, date range and time range, the state will be stored in local storage. If you want to reset the visit count state while testing, you can access this via the browser's debugger console (Application -> Local Storage)

Interval
Specifies the interval in milliseconds.

Auto start
Specifies whether to automatically start the timer. If this option is not enabled, you can start the timer through events (for example on click of a button). You can also stop the timer through events (Timer Stop).

Events

In **Events** you can configure what will happen when the timer expires. For example, you can display or hide an object, play a media file, animate something etc. For more information about events please read the chapter 'Events' of this document.

Online tutorial: https://www.wysiwygwebbuilder.com/timers.html

Visibility

Visibility is a utility for monitoring an element's position within the viewport. The Visibility object provides a set of events that make it easy to trigger actions based on how an element enters or leaves the visible area of the screen.

After dragging the Visibility object into the workspace, connect it to an element by selecting its ID from the Target Object dropdown.

Offset
Adjusts the element's detected position by the specified number of pixels. Useful when content is positioned beneath fixed headers or other fixed elements.

Trigger events once
When set to false, events fire every time the element crosses the defined visibility threshold.
(When true, events fire only the first time the threshold is met.)

Trigger events continuously
When set to true, events fire whenever the element meets a visibility condition, not only at the moment it first crosses the threshold.

Check visibility on load
Determines whether visibility conditions should be evaluated immediately when the page loads.

Include margins in calculations
Specifies whether the element's margin should be included when calculating its visibility and position.

Fixed Position

Additionally, the Visibility object includes an option to fix an element's position, so it remains visible in the viewport when it is about to scroll out of view. You can apply custom CSS to define how the element should appear in its fixed state. For example, repositioning it or applying alternative styles.

Events

Events can be used to build interactive experiences, such as showing or hiding elements, starting or stopping media playback, or applying dynamic style changes. The same actions are available as for standard events.

onTopVisible
Fires when the element's top edge enters the viewport, crossing the bottom edge of the screen.

onTopPassed
Fires when the element's top edge scrolls past the top of the viewport.

onBottomVisible
Fires when the element's bottom edge enters the viewport, crossing the bottom edge of the screen.

onBottomPassed
Fires when the element's bottom edge scrolls past the top of the viewport.

onFixed
Fires when the element is assigned a fixed position.

onUnfixed
Fires when the element's fixed position is removed.

Online tutorial: https://wysiwygwebbuilder.com/visibility.html

PayPal eCommerce Tools

The PayPal eCommerce Tools are the quickest and easiest way to add eCommerce to your web site. You can easily create payment buttons and basic shopping cart functionality for your web site with only a few mouse clicks! Accept payments from anyone, all you need to set up a PayPal account is an email address! PayPal is one of the leading and more respected payment services on the Web. Best of all, it costs nothing to set up an account.

Sign Up for a PayPal Account now:
https://www.paypal.com/mrb/pal=6TUEY37GLM48U

The following tools are available:

- **Buy Now Button**
  Enable e-commerce on your website by letting customers quickly buy one item at a time.
- **Add to cart Button**
- **View cart Button**
  These buttons are part of PayPal's shopping cart solution.
  With the 'Add to cart' Button users can add one of more items to their shopping cart.
  The 'View Cart' button lets users check their cart whenever they'd like.
- **Subscription Button**
  Useful for subscriptions and recurring payments. Accept recurring payments with flexible, automated billing.
- **Donation Button**
  Accept credit card and bank account donations on your website or via email.

Options

You can attach 6 optional form controls so the buyer can select (for example) the size or color of a product. An option field can be either a ComboBox or an EditBox.
The Label property can be used to assign a label to the option. If you leave this field empty, then the object's ID will be used.

Step 1
Insert a ComboBox or EditBox to the page.

Step 2
Select the ID of the object in the dropdown list above

Notes:
The selected options fields should not be part of another form. Web Builder will make sure they are attached to the PayPal button and rename the objects if necessary.

Buy Now Button

When you use PayPal's Buy Now Buttons, you can sell individual items from your website.
Buy Now Buttons is a low–cost way for you to accept bank account payments and can be fully integrated with your website in a few easy steps.

General
PayPal Account: Email address for your PayPal account.
Button Image: Specifies the button image that will be displayed on your webpage. Select '**Custom Image**' if you want to specify a custom image.
Enable SandBox: PayPal provides a Sandbox to allow you to test your site without making payments. Uncheck this option when publishing the live version of your site!
More information about the PayPal's sandbox: https://developer.paypal.com/
Target Window: Specifies the browser window where PayPal's website will be opened. Default: PayPal. Make this field empty if you want the PayPal website to open in the current window.

Details
Item name/service: Description of item. This field is optional. If omitted customers can enter an item name at time of purchase.
Item ID/number: Pass-through variable for you to track purchases passed back to you at payment completion. This field is optional. If omitted no variable is passed back to you.
Price: The price or amount of the purchase, not including shipping, handling, or tax. If omitted customers can enter an amount at time of purchase.
Tax: Transaction-based tax override variable. Set this to a flat tax amount to apply to the transaction regardless of the buyer's location. This value overrides any tax settings set in your Profile.
Default: Profile tax settings (if any) apply.
Currency: The currency of the payment. Defines the currency in which the monetary variables (amount, shipping, shipping2, handling, tax) are denoted.
Allow customers to edit quantity: When this option is enabled it allows the buyer to specify the quantity.

Shipping
Base shipping: The cost of shipping this item if you have enabled item-specific shipping costs. This field is optional.
Extra shipping: The cost of shipping each additional item. This field is optional.
Handling costs: Handling charges. This is not quantity specific. The same handling cost is charged regardless of the number of items purchased. This field is optional.
Require shipping information: Specifies whether to prompt the customer for a shipping address.
Allow customer note: Specifies whether to prompt the customer to include a note with the payment.

URLs
Successful Payment URL: The URL to which the customer's browser is returned after completing the payment; for example, a URL on your site that displays a "Thank you for your payment" page. If omitted the customer is taken to the PayPal website.
Cancel Payment URL: A URL to which the customer's browser is returned if payment is cancelled; for example, a URL on your website that displays a
"Payment Canceled" page. If omitted the Browser is directed to the PayPal website.
Buyer's Country: Defines the buyer's language for the Login page only.

More information:
https://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/singleitem-intro-outside

PayPal Shopping Cart

When you use PayPal's free Shopping Cart on your website, your customers can purchase multiple items with a single payment, browse your entire selection, and view a consolidated list of all their items before purchasing. The PayPal Shopping Cart is a low-cost way for you to accept credit card and bank account payments and can be fully integrated with your website in a few easy steps. When a buyer clicks the "Add to Cart" button, a new window will appear listing the contents of the buyer's PayPal Shopping Cart, including the item just added. To make the purchase, the buyer clicks "Checkout" from this window.

Add to Cart Button

The Add to Cart button can be used to add an item to the shopping cart.

General

PayPal Account: Email address for your PayPal account.
Button Image: Specifies the button image that will be displayed on your webpage. Select '**Custom Image**' if you want to specify a custom image.
Enable SandBox: PayPal provides a Sandbox to allow you to test your site without making payments. Uncheck this option when publishing the live version of your site!
More information about the PayPal's sandbox: https://developer.paypal.com/
Target Window: Specifies the browser window where PayPal's website will be opened. Default: PayPal. Make this field empty if you want the PayPal website to open in the current window.

Details

Item name/service: Description of item. This field is optional. If omitted customers can enter an item name at time of purchase.
Item ID/number: Pass-through variable for you to track purchases passed back to you at payment completion. This field is optional. If omitted no variable is passed back to you.
Price: The price or amount of the purchase, not including shipping, handling, or tax. If omitted customers can enter an amount at time of purchase.
Tax: Transaction-based tax override variable. Set this to a flat tax amount to apply to the transaction regardless of the buyer's location. This value overrides any tax settings set in your Profile.
Default: Profile tax settings (if any) apply.
Currency: The currency of the payment. Defines the currency in which the monetary variables (amount, shipping, shipping2, handling, tax) are denoted.
Allow customers to edit quantity: Allows the buyer to specify the quantity.

URLs

Successful Payment URL: The URL to which the customer's browser is returned after completing the payment; for example, a URL on your site that displays a "Thank you for your payment" page. If omitted the customer is taken to the PayPal website.
Cancel Payment URL: A URL to which the customer's browser is returned if payment is cancelled; for example, a URL on your website that displays a "Payment Canceled" page. If omitted the Browser is directed to the PayPal website.
Buyer's Country: Defines the buyer's language for the Login page only.

View Cart Button

The View Cart button can be used to view the contents of the shopping cart.

General

PayPal Account: Email address for your PayPal account.
Button Image: Specifies the button image that will be displayed on your webpage. Select '**Custom Image**' if you want to specify a custom image.

More information:
https://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/sc-intro-outside

Subscription Button

When you use PayPal Subscriptions and Recurring Payments, your customers can purchase automatically recurring subscriptions from your website.
Subscriptions and Recurring Payments is a low-cost way for you to accept credit card and bank account payments for content site subscriptions, newsletter fees, club dues, or recurring donations, and can be fully integrated with your website in a few easy steps. Subscriptions and Recurring Payments are only available for Business or Premier accounts.

General

PayPal Account: Email address for your PayPal account.
Button Image: Specifies the button image that will be displayed on your webpage. Select '**Custom Image**' if you want to specify a custom image.
Enable SandBox: PayPal provides a Sandbox to allow you to test your site without making payments. Uncheck this option when publishing the live version of your site!
More information about the PayPal's sandbox: https://developer.paypal.com/
Target Window: Specifies the browser window where PayPal's website will be opened. Default: PayPal. Make this field empty if you want the PayPal website to open in the current window.

Details

Subscription name: Enter the name of the subscription you wish to sell in the Subscription name field. If you do not enter anything in this field, your customers can complete it.
Reference Item Number: If you have an ID or tracking number for your item, enter it in the Reference Item Number field. This field will not be displayed to your customers at the time of payment, but they will see it in their transaction details on the PayPal website.
Currency: Choose the currency in which you would like this payment to be denominated. This field will default to the currency of your primary balance.
Bill the subscriber for: Enter your regular subscription rate.
Length of each billing cycle: Specifies the regular billing cycle.
Would you like to stop the recurring payments after a certain number?
Enable this option if you would like to end your customers' subscriptions after a certain number of payments at your regular rates. This means that once a customer has made the specified number of payments at your regular rate, his subscription will be completed. If you disable this option for your customers' subscriptions will continue unless it is cancelled manually or by payment failure.
Trial periods (optional)
You may enter a trial period and rates for your subscription. To create a free trial period, enter an amount of 0. Trial periods can be entered as a number of days, weeks, months, or years.
Reattempt on Failure
Enable this option if you would like PayPal to automatically reattempt failed payments. Payments will be reattempted three days after the failure date. After a second failure, PayPal will try once more five days later. A third failure will lead to an automatic cancellation of the subscription.
Payments made with bank accounts are automatically reattempted once, three days after PayPal notifies the user that the payment failed. If you select No, failed payments will result in the automatic cancellation of the subscription.
Require shipping information: Specifies whether to prompt the customer for a shipping address.

More information:
https://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/subscr-intro-outside

Donation Button

Collect donations from a button on your website.
PayPal Donations is a low-cost way for you to accept credit card and bank account donations. Integrate PayPal Donations with your website in a few easy steps.

General

PayPal Account: Email address for your PayPal account.
Button Image: Specifies the button image that will be displayed on your webpage. Select '**Custom Image**' if you want to specify a custom image.
Enable SandBox: PayPal provides a Sandbox to allow you to test your site without making payments. Uncheck this option when publishing the live version of your site!
More information about the PayPal's sandbox: https://developer.paypal.com/
Target Window: Specifies the browser window where PayPal's website will be opened. Default: PayPal. Make this field empty if you want the PayPal website to open in the current window.

Details

Donation name/service: Enter a description for the donation. If you do not enter anything in this field, your customers can complete it.
Donation ID/number: If you have an ID or tracking number for your item, enter it in the Donation ID/number field. This field will not be displayed to your customers at the time of the donation, but they will see it in their transaction details on the PayPal website.
Currency: Choose the currency in which you would like this payment to be denominated. This field will default to the currency of your primary balance.
Require shipping information: Specifies whether to prompt the customer for a shipping address.
Allow customer note: Specifies whether to prompt the customer to include a note with the payment.

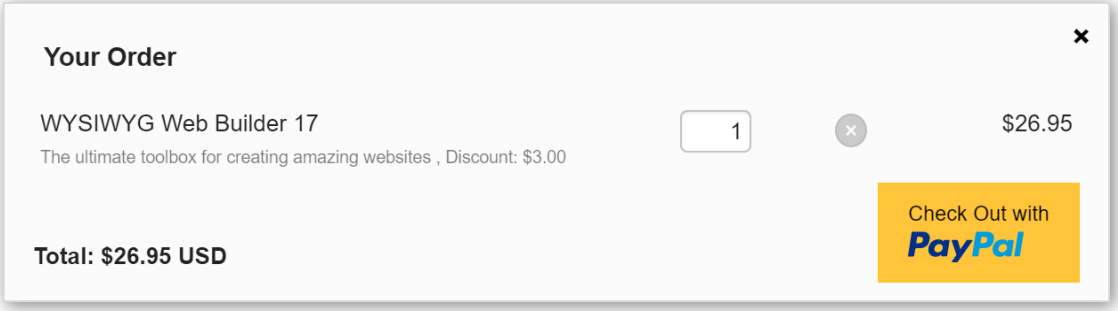
URLs

Successful Payment URL: The URL to which the customer's browser is returned after completing the payment; for example, a URL on your site that displays a "Thank you for your payment" page. If omitted the customer is taken to the PayPal website.
Cancel Payment URL: A URL to which the customer's browser is returned if payment is cancelled; for example, a URL on your website that displays a
"Payment Canceled" page. If omitted the Browser is directed to the PayPal website.
Buyer's Country: Defines the buyer's language for the Login page only.

More information:
https://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/donate-intro-outside

Shopping Cart

The Shopping Cart works in combination with the standard PayPal buttons from the Toolbox (Add to Cart and View Cart). But instead of redirecting the users to the PayPal website, the shopping cart will keep the users on your website until they checkout. The Shopping Cart will show an icon on the website with a badge indicating the number of items in the cart. Clicking the icon will display a popup with the contents of the cart and a checkout button.

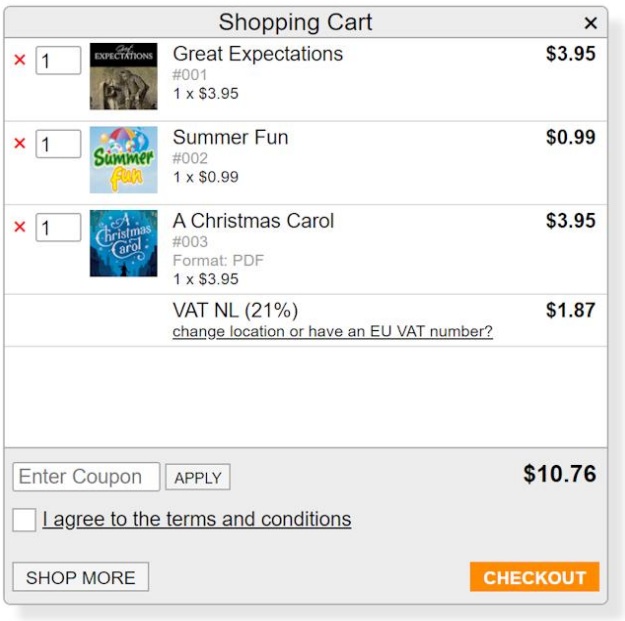


Note:
While the Shopping Cart is works in combination with the PayPal Buttons, you are not limited to PayPal as the only checkout option. The Shopping Cart also supports additional payment gateways, including Stripe, Paddle, and Snipcart. You can even implement your own custom checkout script!

Online tutorial:
https://www.wysiwygwebbuilder.com/paypal_shoppingcart.html

Vibracart Pro

Vibracart Pro is a third-party Ecommerce solution. It supports digital (downloads) and physical products. PayPal and / or Stripe are supported for checkout. It has support for coupons, discounts, multiple shipping plans, VAT and a lot of other options.



Vibracart Pro is a self-hosted, which means that the cart runs on your own website. So, you will need to install the product on the server before you can use it.

Note:
Vibracart Pro is a third-party product. This product is not included with WYSIWYG Web Builder.
Vibracart Pro can be purchased separately via: https://www.vibralogix.com/vibracartpro

Online tutorial:
https://www.wysiwygwebbuilder.com/vibracartpro.html

Ecwid Shopping Cart

With the Ecwid Shopping Cart object you can easily integrate the Ecwid Ecommerce platform into your WYSIWYG Web Builder website. Ecwid is an awesome e-commerce software platform that allows you to add shopping cart functionality to any current site and get a mobile and Facebook store in one package. Ecwid Shopping Cart is a hosted Ecommerce solution. This means that the cart runs on the Ecwid website. So, you do not have to install anything on your own server. Creating a basic account is free. Upgrade options available for advanced functionality (discount coupons, product downloads, Enhanced SEO capabilities and much more).

All functionality is based on standard Ecwid scripts, so your web shop will run on the Ecwid servers. You can setup products (like name, description, categories pricing, styling) via the Ecwid dashboard.
The following Ecwid widgets are supported:

ECWID - Search Box
Search for products. The results will be displayed inside the Product Browser widget.

ECWID - Product Browser
This is the main container, and it is mandatory; this will contain your products, categories, search results, the checkout options etc.

ECWID - Shopping Bag
This widget contains the Shopping Bag; when viewing products, you can Drag & Drop them to the shopping your basket.

ECWID - Category Browser
Display a list of categories. This controls the content of the Product Browser widget.

ECWID - Single Product
This makes it possible to display a single product. This can be used instead of the Product Browser widget.

Note: for performance and security reasons the workspace does not display a live preview of the web shop. The workspace will display a place holder. So, you will have to preview or publish the page to see the result.

Online tutorial:
https://www.wysiwygwebbuilder.com/ecwid_shoppingcart.html

PHP Login Tools

Important Note:
The login tools are a set of advanced PHP forms and scripts. Please take your time to become familiar with tools. First read all available documentation and study the demo template before using them in your own project.

Web Builder has a complete built-in (PHP) login system to password protect one or more pages.

Key features:

- Protect a page simply by dragging the Protect Page object to the page.
- Login and Logout forms.
- An Administrator section to add, edit or remove user accounts.
- A Signup form to allow users to sign up for an account.
- A Change Password form so users can change their password.
- A Password Recovery form, to reset the user's password.
- Custom profile fields.
- Supports both MySQL and a plain text database.
- No custom coding needed; everything is 'drag & drop'!

Requirements:

- The login tools require a web server with **PHP support**, so the first step to start using the login tools of WYSIWYG Web Builder is to check whether your web host supports PHP!
- The extension of the page should be set the ‘php’, otherwise the web server cannot run the script.

Convert to Form

All login forms include an option to convert the predefined/fixed form to a standard form (right click on the login form to display the context menu). This allows you to convert the static form into native Web builder objects so you can fully customize the layout and code if you like.
Note that customizing the PHP code requires knowledge of PHP. Making changes to the code without knowing what you're doing will result in undefined behavior!

Demo Template

A fully functional example template is included in the 'Demo' category of the standard Templates.
This template demonstrates how to use the Login tools of WYSIWYG Web Builder.

Please first take your time to study the demo template before including the login tools in your own project. The most common reason for the login tools not to work on a website is due to configuration mistakes of the user!

To open the demo template:
1. Select Menu -> New Website from Template
2. Select the 'Demo' category
3. Click 'Login' and then press the OK button.
4. Save the newly generated project to a folder of your choice.

Start by reading the information on the 'Getting started' page in template.
To test the completely working example you must publish all pages to a web server with PHP support.
Also, don't forget to create the user database first!!!

User database

The login tools use a database file on the server to store the user information. The data will be stored in a semicolon separated text file or in a MySQL table. The passwords will be hashed using md5 so they will be securely saved.

The following login tools will use this database file:

- Admin
- Change Password
- Login
- Password Recovery
- Signup
- Edit Profile

Tip:
You should set the same database name for all login tools!

How do I automatically create a user database on the server?
All objects mentioned above do have a button in their properties window called 'Create database'.

1. Click the 'Create database'
2. Enter a name for the database, for example 'usersdb.php'. Click Next.
3. Select the publish location where you are going to publish this website to. Click Next.

Note:
If you do not see any publish locations, then you should add them first in the Publish window!

4. The wizard will make a connection with the server and show the folder structure.
5. Select the folder where the database should be created.
6. Click 'Finish' to create the file.

WYSIWYG Web Builder will automatically change the permission of the file so that it's write enabled, so new users can be added.

How do I manually create a user database on the server?
A user database is basically just a text file on the server. So, if for whatever reason the instructions above fail, you can try to upload the file manually yourself.

1. Open notepad or any other plain text editor and create an empty file named 'usersdb.php'.
2. Upload the file to the same folder as your protected pages. To upload the file, you can use then built-in FTP tool or any other FTP application.
3. After the file has been uploaded you must modify the permissions so that the PHP script can write data to it. The correct permissions are 757 or 777.
4. Alternatively, you can use the file transfer tool of your host's control panel. There should be an option in your web hosting control panel to set write permissions. If it's not present, you may contact your web hosting service and request the write permissions for the file.

How do I prevent that user can view or download the user database from the server?
By default, the user database of the login tools can be accessed by anyone that knows the file name. And although the passwords are encoded the email addresses are not hidden.

So, the first thing you should do is to make sure you give the user database a unique name that cannot easily be guessed. For example: **A6gr8JDaTa.php**

To make the user database completely inaccessible you can create a .htaccess file in the folder on the server with the following content:

```
<Files "usersdb.php">
Order deny,allow
Allow from xxx.xxx.xxx.xxx
Deny from all
</Files>
```

where usersdb.php is the name of the database and xxx.xxx.xxx.xxx is your IP address.

See also:
https://www.javascriptkit.com/howto/htaccess.shtml

Using a MySQL database to store the user information (for advanced users only!)
As alternative for the plain text user database you can also choose to store the users in a MySQL database. Each object has a special MySQL Database category, where you can configure the properties of the MySQL database. Before you can use this option, you must create the table on the server.
Log in to your MySQL administrator utility. Create the USERS table using this SQL query:

```
CREATE TABLE `USERS` (
  `id` int(10) NOT NULL auto_increment,
  `username` varchar(50) NOT NULL,
  `fullname` varchar(75) NOT NULL,
  `password` varchar(50) NOT NULL,
  `email` varchar(75) NOT NULL,
  `active` tinyint(1) NOT NULL,
  `code` varchar(75),
  `role` varchar(50),
  `avatar` varchar(50),
  PRIMARY KEY  (`id`));
```

If you have added custom profile fields to any (or all) of the login objects, then you must also create these fields in the database. Custom profile fields must be named extra1, extra2, extra3 etc!
The following SQL query generates a table with 5 extra custom profile fields:

```
CREATE TABLE `USERS` (
  `id` int(10) NOT NULL auto_increment,
  `username` varchar(50) NOT NULL,
  `fullname` varchar(75) NOT NULL,
  `password` varchar(50) NOT NULL,
  `email` varchar(75) NOT NULL,
  `active` tinyint(1) NOT NULL,
  `code` varchar(75),
  `role` varchar(50),
  `avatar` varchar(50),
  `extra1` varchar(100),
  `extra2` varchar(100),
  `extra3` varchar(100),
  `extra4` varchar(100),
  `extra5` varchar(100),
  PRIMARY KEY  (`id`)
);;
```

Login Admin

The Administrator object allows you to add, edit or remove users from the user database online.
To enable scrolling for a large list of users, the administrator form will be displayed inside an inline frame.

Username	Fullname	Email	Action
Pablo	Pablo Carrasco	pablo@wysiwygwebbuilder.com	

Admin Password
Specifies the administrator's password.

Avatar folder
Specifies the folder where avatar images for users will be stored.
Note that this folder should exist on the server and must be writable!

Custom Profile Fields
This option can be used to add additional fields to the signup form. New fields can be of type' text' or 'option'. A text field adds a standard editbox, while the option fields add a combo box to give the user multiple choices. You can also mark a field as 'Required'.

Enable Avatars
Adds the ability to set an avatar image. The image can be displayed on the page with the "Login Name' object.

Enable Error Reporting
If you enable this option, the script will activate detailed PHP error reporting. This may be helpful if you are experiencing problems with the login scripts on the server. If PHP Error Reporting is enabled more details about the error will be displayed.

Items per page
Specifies how many users will be displayed per page. This enables pagination navigation.

Session timeout
The administrator will be logged out automatically if the session is idle (based on the specified timeout).

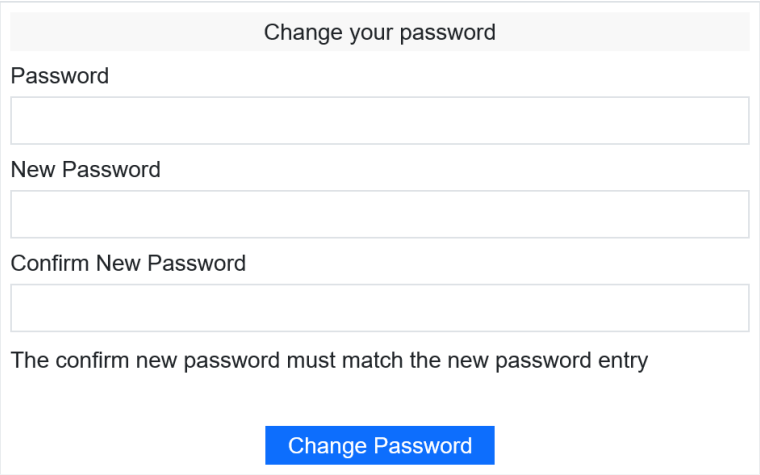
User Roles
User’s roles are used to create different types of users. These users will only have access to the pages that have configured this role.

Hash Algorithm
This adds support for improved password hashing use bcrypt (as alternative for md5). Passwords will be upgraded automatically when the user logs in. Note that you may need to increase the length of the database field (to 127 or 255).

Database Type
Specifies the database format that will be used for the login tools.
The default database format is flat text file. This file must be created on the server. See User Database for more details. As alternative for the plain text user database, you can also choose to store the users in a MySQL database. This requires you to create a new table on the MySQL Server. See User Database for more details.

Change Password

The Change Password object allows users to change their password. The user must be logged in to be able to change the password.



Layout

- **Fixed**
  All form input fields will have a fixed size. This is the layout as used in previous versions of the software.
- **Responsive**
  In this mode form input fields have 100% width (instead of a fixed size), so the form can have a different size in breakpoints.

Title Text
Specifies the text shown for the title.

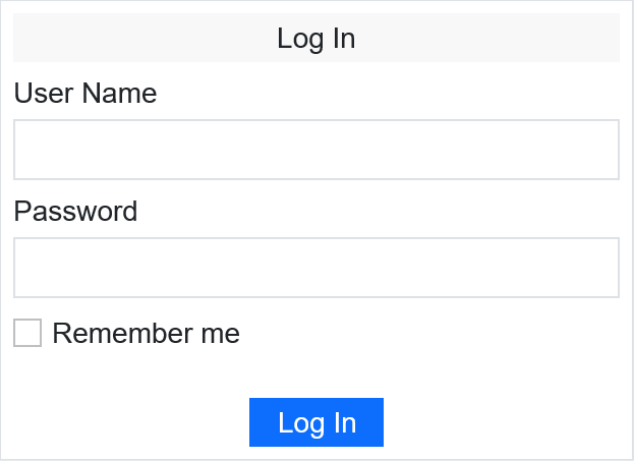
Database
Specifies the user database. This value will be ignored if you are using MySQL!

Destination Page
Specifies the page that the user is directed to upon successful login.

MySQL Database
As an alternative for the plain text user database, you can also choose to store the users in a MySQL database. This requires you to create a new table on the MySQL Server. See User Database for more details.

Login

The Login object provides a standard form to login to the protected pages.



Password Label
Specifies the text that identifies the password text box.

Remember Me
Specifies the text to be shown for the remember me checkbox.

Layout

- **Fixed**
  All form input fields will have a fixed size. This is the layout as used in previous versions of the software.
- **Responsive**
  In this mode form input fields have 100% width (instead of a fixed size), so the form can have a different size in breakpoints.

Title Text
Specifies the text shown for the title.

Database
Specifies the user database. This value will be ignored if you are using MySQL!

Destination Page
Specifies the page that the user is directed to upon successful login.

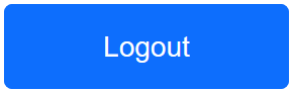
Redirect to previous page
After a successful login, the user will be redirected to the previous page. This is the page that triggered login page (stored in PHP's $_SESSION['referrer']).

Error Page
Specifies the page that the user is directed to upon failed login.

Display Remember Me
True if the remember me checkbox is displayed.

Logout

The Logout object gives the user the option to logout.

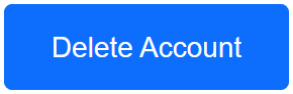


Logout Page

Specifies the page that the user is directed to upon log out.

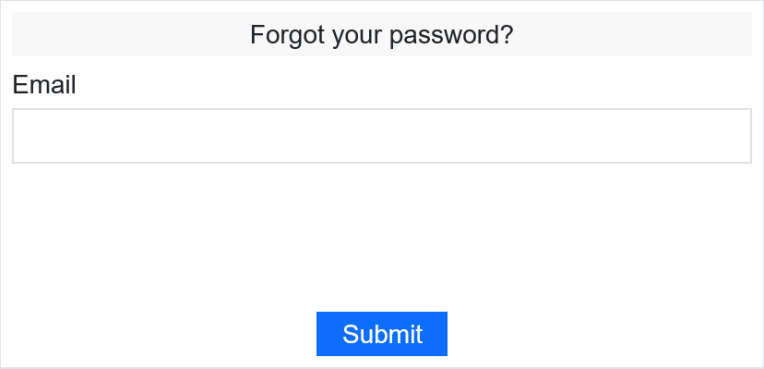
Delete Account

Users can delete their account, which is alternatively known as "unsubscribe" or "opt-out." To initiate the account deletion process, the user must be logged in.



Password Recovery

The Password Recovery object allows users to reset their password. An email message will be sent with the new (random) password. If the user wants to change the password, he can use the Change Password form.



Layout

- **Fixed**
  All form input fields will have a fixed size. This is the layout as used in previous versions of the software.
- **Responsive**
  In this mode form input fields have 100% width (instead of a fixed size), so the form can have a different size in breakpoints.

Title Text
Specifies the text shown for the title.

Email Label
Specifies the text that identifies the username textbox.

Database
Specifies the user database. This value will be ignored if you are using MySQL!

Success Page
Specifies the page that the user is directed to after the action has succeeded.

Email From
Specify the 'from' email address.

Email Message
Specifies the email message.

Email Subject
Specifies the email subject.

Protected Page

To protect any page from your website, simply drag & drop the 'Protected Page' object to the page.
If the user is not logged in, he will be redirected to the 'Access Denied Page'.

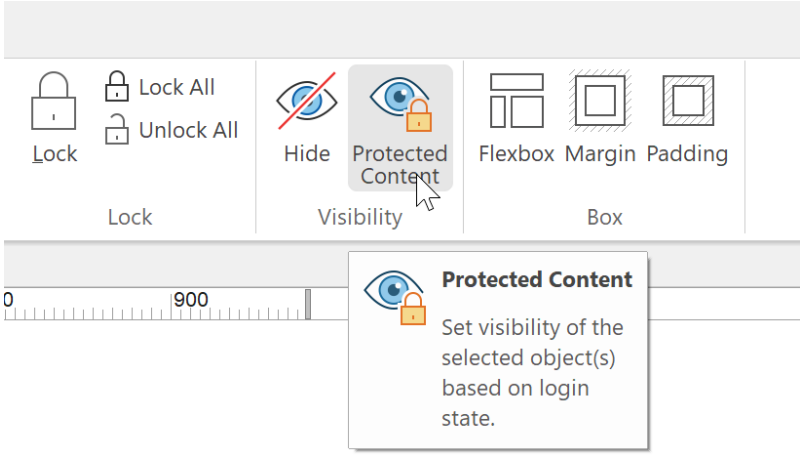
Access Denied Page
Specifies the page that the user is directed to if not logged on.

Allow Users
Specifies the users who can access the page. You can enter a list of comma-delimited users: Bill, Steve, Gary.
If you leave this property empty, then all registered users can access the page.

User Roles
User's roles are used to create different types of users. These users will only have access to the pages that have configured this role.

Protected Content

WYSIWYG Web Builder has supported protected pages for a long time. However, sometimes you do not want to 'protect' the entire page, but just a small section of a page. With Protected Content it is possible to show/hide elements based on the login status of users.



The available options are:

- show for all users
  Show the content for all users. This works the same as when no login tools are used.

- show for login in users only
  Only users who are logged in can see the content.

- show for logged out users only
  Only users who are logged out will see the content.

- show for specific user groups (user roles).
  Only users who are logged in with the specified user roles can see the content. This option works together with the login tools and the page extension must be set to PHP!

For example, you can show a login button for users that are not logged in and a logout button for logged in users.

Online tutorial:
https://wysiwygwebbuilder.com/protected_content.html

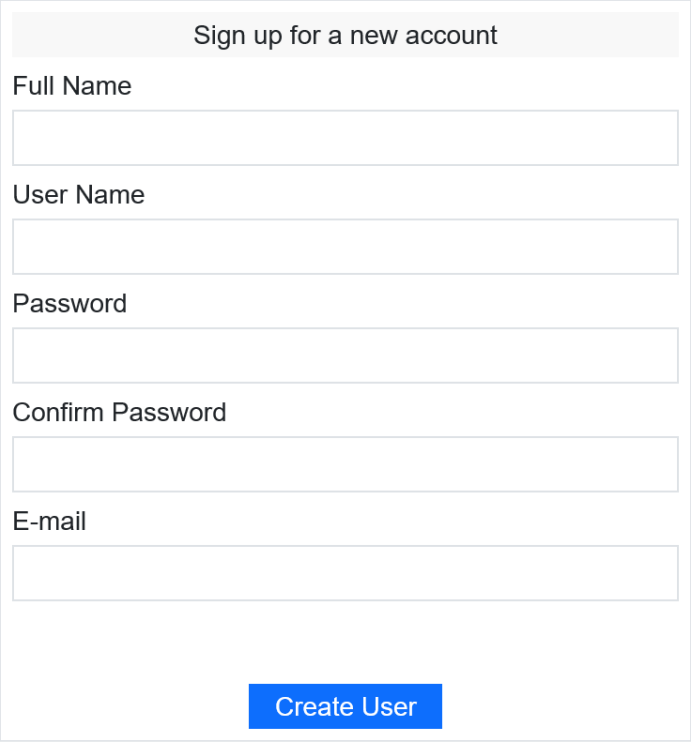
Protected Menu Items

Protected Menu Items makes it possible to show/hide menus items based on the login status (logged in, logged out, group/user role).
The options are the same as for Protected Content.

This feature is available for: Breadcrumb, CSS Menu, Dropdown Menu, Go Menu, Mega Menu, Menubar, Overlay Menu, Pagination, Panel Menu, Responsive Menu, Slide Menu, Tab menu and Text menu.

Signup

The Signup object allows users to sign up for a new user account. The new account will be created immediately after the user has completed the form. An email message will be sent to the specified email address with the login details.



Note that anyone can create an account, so use this object only for public pages!

Captcha Enabled
Specifies whether CAPTCHA should be enabled.

Layout

- **Fixed**
  All form input fields will have a fixed size. This is the layout as used in previous versions of the software.
- **Responsive**
  In this mode form input fields have 100% width (instead of a fixed size), so the form can have a different size in breakpoints.

Title Text
Specifies the text shown for the title.

Account activation
Specifies whether to enable account activation by the administrator. If this option is 'Administrator', new accounts will not be activated until the administrator enables them.
If this option is "Automatic' then the account will be enabled immediately after the user has completed the form. If the 'Email' verification option is selected, then the user must activate the account via a link in the confirmation email before it will be activated. This makes sure the specified email is valid.

Tip:
If you enable email verification then you probably want to include some instructions in the email message to tell the user to use the activation link in the message to activate the account!

Custom Profile Fields
This option can be used to add additional fields to the signup form.
New fields can be of type' text' or 'option'. A text field adds a standard editbox, while the option fields add a combobox to give the user multiple choices. You can also mark a field as 'Required'.

The 'Apply to All' button can be used to apply the custom profile fields to all Login tools within the project, so you do not have to manually synchronize them.

Important Notes:
All login tool objects in the project should have the same custom profile fields!
When adding custom profile fields and you use a MySQL database then you must also add these fields to the database!

Database
Specifies the user database. This value will be ignored if you are using MySQL!

Success Page
Specifies the page that the user is directed to after the action has succeeded.

Verificated Page
Specifies the page that the user is directed to after email verification. This value will only be used if Account activation is set to 'Email'!

Enable Avatars
Adds the ability for the user to set an avatar image. The image can be displayed on the page with the "Login Name' object.

Email

Admin Email Address
Specifies the email address of the administrator. This can be left empty.
A copy of the signup confirmation email will be sent to this address.

Email From
Specify the ‘from’ email address.

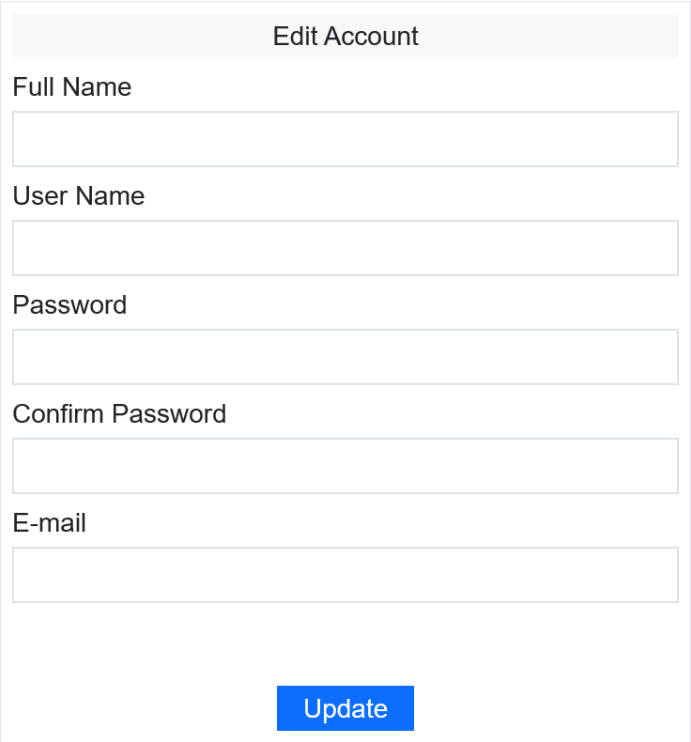
Email Message
Specifies the email message.

Email Subject
Specifies the email subject.

Edit Profile

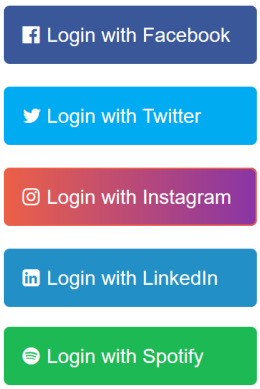
The Edit Profile object allows a user to edit his/her account settings. The user must be logged on to be able to access the profile.

This object is very similar to the Sign-Up object and most properties are the same.



Social Login

A trend in many of today's websites is a feature that allows users to sign in via their social network accounts. For example, some websites have the option to use their Facebook, Twitter, Google or Instagram account to log in without having to register an account.



With "Social Login", users can sign-on to password protected pages using existing information from a social networking service.
When the user clicks the login button they will be redirected to the website of the provider (Facebook, Twitter etc.). Here they are asked to authorize the website. After a successful login the user will be redirected back to your website.

WYSIWYG Web Builder can store the information about the user in a database such as email, name, website etc. Note however that not all providers (like Twitter) do return an email address, but they all include a identification number.

Besides standard information like email and name, you can also store other information specific to each social provider. For example, for Facebook you can store the user's Facebook page or avatar.

Online tutorial: https://www.wysiwygwebbuilder.com/social_login.html

Button Text
Specifies the text to be shown for the button.

Destination Page
Specifies the page that the user is directed to upon successful login.

Enable Error Reporting
If you enable this option, the script will activate detailed PHP error reporting. This may be helpful is you are experiencing problems with the login scripts on the server. If PHP Error Reporting is enabled more details about the error will be displayed.

Error Page
Specifies the page that the user is directed to upon failed login.

Key
Specifies the application consumer key or application id.

Secret
Specifies the application consumer secret.

Provider
Specifies the social network to use for the sign in.

User Role
Specifies the role for users signed in via a social network.
This makes it possible to restrict access to specific pages only. For example, by adding a 'sociallogin' role.

Notes:
User roles can be configured in the Login Admin object.
In the 'Protected Page' object you can select which user roles have access to the page.

Database
The Social Login object can store data from social networks in a MySQL database.
The of the table should have the following structure:

```
CREATE TABLE `USERS` (
  `id` int(10) NOT NULL,
  `username` varchar(50) NOT NULL,
  `fullname` varchar(75) NOT NULL,
  `password` varchar(50) NOT NULL,
  `email` varchar(75) NOT NULL,
  `active` tinyint(1) NOT NULL,
  `code` varchar(75) NOT NULL,
  `avatar` varchar(128) NOT NULL,
  `role` varchar(16) NOT NULL,
  `provider_name` varchar(25) NOT NULL,
  `provider_uid` varchar(255) NOT NULL
)
```

Note that this is the same structure as the Login tools, but we have added 2 extra fields to store information about the social networks: 'provider_name' and 'provider_uid'. These are used to store the name of the provider (e.g. Facebook, Twitter) and a unique identification number.

If you would like to store more data, then you can also add extra fields. For example, profileURL, `photoURL etc.

```
CREATE TABLE `USERS` (
  `id` int(10) NOT NULL,
  `username` varchar(50) NOT NULL,
  `fullname` varchar(75) NOT NULL,
  `password` varchar(50) NOT NULL,
  `email` varchar(75) NOT NULL,
  `active` tinyint(1) NOT NULL,
  `code` varchar(75) NOT NULL,
  `avatar` varchar(128) NOT NULL,
  `role` varchar(16) NOT NULL,
  `provider_name` varchar(25) NOT NULL,
  `provider_uid` varchar(255) NOT NULL,
  `profileURL` varchar(255) NOT NULL,
  `photoURL` varchar(255) NOT NULL
)
```

A complete list of the available fields can be found here:
https://hybridauth.github.io/hybridauth/userguide/Profile_Data_User_Profile.html

Note: you will also need to configure these fields in the 'Custom profile fields' property!

Custom Profile Fields
This is a list of commas separated values to control which extra fields should be stored in the MySQL database. For example, profileURL, photoURL

Email
When a new account successfully has been created an email can be sent to the administrator of the website.

Admin Email Address
Specifies the email address of the administrator. This can be left empty; in which case no email will be sent.

From
Specify the from email address.

Message
Specifies the email message.

Subject
Specifies the email subject.

Note: When the web host does not support standard PHP mail, or you need SMTP authentication then PHP Mailer is available for advanced mail server configuration.

Content Management System

Important Note:
The Content Management System tools are a set of advanced PHP forms and scripts. Please take your time to become familiar with tools. First read all available documentation and study the demo template before you start using them in your own project!

WYSIWYG Web Builder has a complete built-in (PHP based) content management system to allow you or your customers to manage content online. The basic idea is that the content of the page will be displayed inside a fixed area on the page, this is the CMS View. You can think of this as an inline frame or content place holder, although the content will be dynamically merge with the rest of the page when the page is requested from the server. Basically, this means that you can have only one page for the whole website and the rest of the content is managed on the server. Although you can mix dynamic and fixed content! The layout of the page (also called the master border) can be designed with the standard WYSIWYG Web Builder tools. The navigation (CMS Menu) will be automatically generated based on the site structure on the server, so you don't have to fill the menus manually.

Note:
It's important to understand that this Content Management System is not a replacement for online solutions like Joomla, Drupal or WordPress. The CMS was designed as a supplement, not a replacement for WYSIWYG Web Builder websites. So, you will create the layout in the software and the content online. Also a CMS is **not an online HTML editor**. You do not edit the entire page, only the content area!

Key features:

- Online administrator panel to add/edit/copy and remove pages.
- The administrator panel supports several popular editors like CKEditor, TinyMCE and CLEditor. It also has a simple built-in editor.
- You can hide pages from the menu structure which is currently under construction.
- CMS has several individual 'design blocks' to give you as much flexibly as possible, so you can easily integrate the tools into your existing layouts.
- A CMS View object, which is a place holder for the online content.
- A CMS Menu object, which can be used to navigate between online pages. The menu has many customizable options.
- A CMS search object, which can be used to search online content. The search index will automatically be created/updated by the CMS.
- A CMS label object can be used to display the title of the page, the creation date, author, page views etc. anywhere on the page.
- CMS integrates with the login tools so you can assign different users to the CMS but also have a global admin.
- The CMS supports external pages, so you can mix online content with standard pages. Or even pages from other websites.
- Includes a simple File Manager which can be used to upload and manage online files (like images).
- Supports plug-ins to extend the functionally of the CMS with (for example a guestbook, comments, password protection, a web shop etc.).

Requirements:
The login tools require a web server with PHP support and MySQL, so the first step before you start using the CMS tools of WYSIWYG Web Builder is to check whether your web host supports PHP/MySQL!

A fully functional example template is included in the 'Demo' category of the standard Templates.

CMS Database

The Content Management System requires a database to store the page data and other related information. This system uses MySQL, so your hosting account must have access to a MySQL database. Most paid hosting accounts do have database support included. And otherwise please contact your host to upgrade your existing hosting plan.

After checking if your website supports MySQL, you should either create a new database or write down the details of an existing database. Please consult the documentation of your host for more details on how to create a database. This is different for each host so there are no generic instructions we can give you for that. To be able to use the CMS tools you will need to following information:

- **Server**, specifies the MySQL database server.
- **Database**, specifies the MySQL database name.
- **UserName**, specifies the MySQL username.
- **Password**, specifies the MySQL password.

The CMS will automatically create the required tables if they do not exist, so you do not have to create the tables manually. The following tables will be created (note that the table prefix 'CMS_' is configurable):

CMS_PAGES
This table contains the page information like page title, content, created/updated date, view count etc.

CMS_SEARCH_WORDS
This table is part of the search index and contains all unique words.

CMS_SEARCH_WORDMATCH
This table is part of the search index and contains the word to page relationship.

Although these tables will be automatically created the first time you log in to the CMS Admin, you can also create them manually.

```
CREATE TABLE `CMS_PAGES` (
`id` int(10) unsigned NOT NULL auto_increment,
`category_id` int(11) NOT NULL,
`name` varchar(255) NOT NULL,
`content` text NOT NULL,
`home` tinyint(1) NOT NULL default '0',
`visible` tinyint(1) NOT NULL,
`create_date` timestamp NOT NULL default CURRENT_TIMESTAMP on update CURRENT_TIMESTAMP,
`created_by` varchar(255) NOT NULL,
`last_update_date` timestamp NOT NULL default '0000-00-00 00:00:00',
`last_update_by` varchar(255) NOT NULL,
`views` int(11) NOT NULL,
`menu_index` smallint(4) NOT NULL,
`url` varchar(255) NULL,
`extra_data` varchar(255) NULL,
`title` VARCHAR(100),
`description` VARCHAR(255),
`keywords` VARCHAR(255),
`seo_friendly_url` VARCHAR(100),
PRIMARY KEY  (`id`));

CREATE TABLE `CMS_SEARCH_WORDMATCH` (
`page_id` int(10) unsigned NOT NULL,
`word_id` int(10) unsigned NOT NULL,
PRIMARY KEY  (`page_id`,`word_id`));


CREATE TABLE `CMS_SEARCH_WORDS` (
`id` int(10) unsigned NOT NULL auto_increment,
`word` varchar(50) NOT NULL,
PRIMARY KEY  (`id`)) ;
```

CMS Admin

Important Note:
The Content Management System tools are a set of advanced PHP forms and scripts. Please take your time to become familiar with tools. First read all available documentation and study the demo template before you start using them in your own project!

The CMS Administrator object allows you to add, edit or remove pages online.
You can (optional) install your favorite online HTML editor (like CKEditor, TinyMCE and CLEditor) to make the CMS tools even more powerful!

Name	Created by	Last update	Visible	Home page	Views	Order	Action
Home Page	admin	2011-09-22 06:30:40	Yes	Yes	147	Down	Edit | Copy | Delete
Another comment	admin	2011-08-24 09:29:01	Yes	No	25	Up Down	Edit | Copy | Delete
Pretty cool stuff!	admin	2011-08-13 04:39:03	Yes	No	41	Up Down	Edit | Copy | Delete
Inline frame test	admin	2011-08-13 04:31:42	Yes	No	32	Up Down	Edit | Copy | Delete
pagina 1	admin	2011-08-12 11:18:18	Yes	No	59	Up Down	Edit | Copy | Delete
new stuff!	admin	2011-08-13 10:39:10	Yes	No	5	Up Down	Edit | Copy | Delete
Lorem ipsum	admin	2011-08-12 11:12:39	Yes	No	52	Up	Edit | Copy | Delete

New Page File Manager Logout

Admin Password
Specifies the administrator's password.

Allow Users
Specifies the users who can access the admin section. You can enter a list of comma-delimited users: Bill,Steve,Gary. These users should exist in your Login Tools configuration! If you leave this property empty, then only the administrator can login (using the password specified under AdminPassword).

Asset Folder
Specifies the (online) folder where new files will be uploaded to.
If you specify ./files then a folder with the name 'files' should exist in the current folder on the server and it should have write permissions. The folder can/will not be automatically created so you must create this yourself on the server.

Frame Name
To enable scrolling for a large list of pages, the CMS administrator will be displayed inside an inline frame. The 'FrameName' property specifies the name of this inline frame. Normally you do not have to edit this.

You can 'breakout' of the frame by directly linking to the script file like this:
./cmsadmin.php
or using the full URL:
https://www.yourwebsite.com/cmsadmin.php

In that case the full browser window will be used.

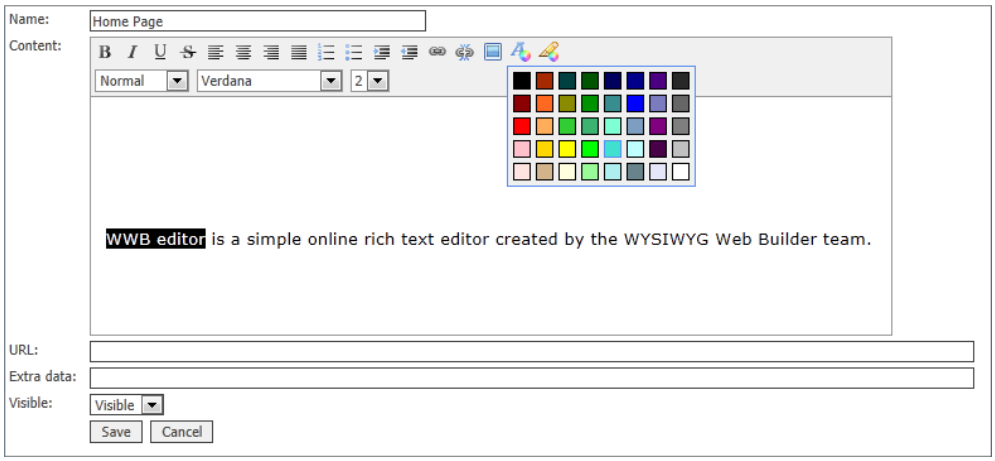
Disable Page Management for users
Enable this option to hide "Create new page", "Copy", "Delete", "Set homepage" and "Order" for standard users. The options will still be available for the administrator.

Enable Error Reporting
If you enable this option, the script will activate detailed PHP error reporting. This may be helpful is you are experiencing problems with the CMS scripts on the server. If PHP Error Reporting is enabled more details about the error will be displayed.

Session timeout
The administrator will be logged out automatically if the session is idle (based on the specified timeout).

MySQL Database
Please read CMS Database section for more details.

Editor
WYSIWYG Web Builder supports several popular editors like CKEditor, TinyMCE and SumerNote and SunEditor. It also has a simple built-in editor.



Note: Due to license restrictions, we are not allowed to distribute some of these editors with WYSIWYG Web Builder so you will have to manually install them on your computer before you will be able to use them! However once installed on your computer, WWB will take care of publishing and configuring the editors.

Supported editor include:

- **Text Area**
  Standard plain text editor. No special requirements.
- **WWB Editor**
  A simple online WYSIWYG text editor created by the WYSIWYG Web Builder team.
  Supports basic text formatting and has configurable toolbar.
- **TinyMCE**
  https://www.tinymce.com
- **CK Editor**
  https://ckeditor.com
- **SCEditor**
  http://www.sceditor.com
- **Summernote**
  https://summernote.org
- **Trumbowyg**
  http://alex-d.github.io/Trumbowyg
- **SunEditor**
  https://github.com/JiHong88/SunEditor

Disclaimer:
Although we've added support for third party online editors, we do not and cannot give support on their functionality. Most online editors make use of the built-in HTML edit functionality of the browser, so you may notice different behavior between browsers. Unfortunately, we have no control over that.

The editors must be installed in the My Documents\WYSIWYG Web Builder\system\cms folder.

Each editor has its own folder:
My Documents\WYSIWYG Web Builder\system\cms\ckeditor
My Documents\WYSIWYG Web Builder\system\cms\cleditor
My Documents\WYSIWYG Web Builder\system\cms\tinymce
My Documents\WYSIWYG Web Builder\system\cms\wwbeditor

Editor Settings
Specifies additional editor settings.

Most editors have many configuration options. To keep this solution as generic as possible we added this option so you can fine-tune the editor if you wish.
Consult the documentation of the specific editor for more details.

Here's an example for the WWB Editor which allows you to modify the toolbar.
For the full toolbar you can use the following settings:

```
buttons:
{
 'undo': false,
 'redo': false,
 'bold': true,
 'italic': true,
 'underline': true,
 'strikethrough' : true,
 'justifyleft':true,
 'justifycenter':true,
 'justifyright':true,
 'justifyfull':true,
 'insertorderedlist':true,
 'insertunorderedlist':true,
 'indent':true,
 'outdent': true,
 'createLink': true,
 'unlink' :true,
 'insertimage' : true,
 'inserthorizontalrule': false,
 'cut': false,
 'copy': false,
 'paste': false,
 'forecolor': true,
 'hilitecolor': true,
 'br': true,
 'formatblock': true,
 'fontname': true,
 'fontsize': true
}
```

Multiple options must be separated by commas (the last item does not have a comma! at the end):

```
option1 : "string_value",
option2: true,
option3 : numeric_value
```

Publish editor files
Specifies whether to publish the editor files. If this option is enabled, then WWB will publish/upload all files from the editor to your website. Note that some editors use a lot of files so this may take a while. In general, you enable this option the first time you published your website and after that disable it so the files will not be published the second time. If you are an advanced user, you can also upload the editor manually by using your favorite FTP client.

How to add a new page?

1. Log into the admin section online. Either use the **AdminPassword** or log in by using a username/password from the login tools (in that case you must login using the login form).
2. Add a new page by clicking the 'New page' option.
3. In the **Name** field enter the name of the page. This name will be displayed in the CMS Menu.
4. The **Content** field contains the content of the page. If you have setup one of the editors, then you will see a What-You-See-Is-What-You-Get editor. Otherwise, you will see the standard text input which allows you to either enter plain text or HTML code.
5. The **External URL** field can be used to specify a link to an external page. This field should empty for standard pages! See 'How to include external pages' for more details.
6. The **Extra data** field can be used to assign extra data to a page and make it part of the layout. See 'How to assign extra data and display it on the page?' for more details.
7. **Visible** specifies whether the page should be displayed in the CMS Menu.
8. Click **Save** to save the new page.

Content scheduling

You can also set optional start and end dates/times for each article or page. This allows you to automatically publish content at a future date and unpublish it when it expires, without manual intervention.

How to include external pages in the CMS?

1. Add a new page by clicking the 'New page' option in the Administrator.
2. Give the new page a name for example 'External page'.
3. Leave the content area empty.
4. Enter the URL of the external page in the URL field. This can either be an external page: https://www.wysiywgwebbuilder.com/ or an internal page: ./internalpage.html

How to assign extra data and display it on the page?

You can assign extra data to a page and make it part of the layout.
While in page editor mode of the administrator you will notice the 'Extra data' field, here you can write some text like a slogan which applies to the page.
In your page layout you can then use the CMS label object to display this text anywhere in the layout by using the $cms_extra_data variable.

CMS Plug-ins

Plug-ins can add new commands to the plug-in menu (like the User Manager and File Manager). Or add new functionality to the page. For instance, the ‘Comments’ plug-in adds the ability for users to post comments on a page.

Plug-ins for the CMS are stored in the folder
My Documents\WYSIWYG Web Builder\system\plugins\
Advanced users can modify the standard plug-ins to suit them to their needs or create new plug-ins. We have created a few plug-ins to demonstrate the new functionality, and we will improve them in a future release if users find them useful.

Here's a list of plug-ins that are currently available. They can be enabled through the 'plugins' property of the CMS Admin object. Enabled plug-ins will be uploaded to the server and placed in a sub folder (plugins) of the current folder. You can enable/disable plug-ins online with the plug-in manager or by renaming the folder name (insert an underscore in front of the folder name. For example, rename filemanager to _filemanager). Or simply remove the entire folder from the server.

Important:

Only publish the plug-ins you really need because all plug-ins will be loaded/processed by all pages even if they are not enabled for the page. So having too many plug-ins on the server may slow down the performance of the CMS.

User Manager plug-in
Add/Edit/Remove users online. This makes it possible to manage users without the need to integrate with WWB's login tools. Added users will be able to add or edit their own pages.

Comments plug-in
Adds the ability to post comments on a page.

Discussion plug-in
The Discussion plug-in enables you to add comments functionality to the page.

Downloads plug-in
Automatically creates a list of links from files in a folder.

FAQ plug-in
Create a simple Frequently Asked Questions (FAQ) page.

Password plug-in
Protect the CMS page with a password. Each page can have its own password.

File Manager plug-in
Implements a basic file manager to upload files to the CMS.

Form plug-in
Dynamically create forms online. Supports basic form validation (based on the selected input type) and reCAPTCHA. Submitted data can be sent in email and/or stored in a database and exported to CSV later.

Guestbook plug-in
Basic guestbook that can be integrated in the CMS.

Mailing list plug-in
Collect and manage email addresses in a mailing list. Users can subscribe to the mailing list by submitting their email address in the standard form. A confirmation email is sent to verify the email address. The admin can send messages to the subscribed users.

Photo album plug-in
The Photo Album plug-in is a basic online photo album. It will display images from a folder on the server.

Slideshow plug-in
The Slide Show plug-in adds a slideshow to the CMS page.

Plug-in Manager
The plug-in manager can be used to enable/disable CMS plug-ins online.

Poll plug-in
A simple poll plug-in.

Tell-a-friend plug-in
Adds a basic tell-a-friend form to the CMS page.

Notes about plug-ins:

Each plug-in will automatically generate one or more database tables on the MySQL server! Tables will not be removed when you remove the plug-in!

The generated tables contain the plug-in configuration and other data (for example the guestbook plug-in will store messages). So, you should only install the plug-ins you need otherwise you will end up with a lot of (unused) database tables.

CMS Label

The CMS label object must be on the same page as the CMS View object!
This object can be used to display the title of the current page, the creation date, author, page views etc anywhere on the page. It's a standalone object so you can position it individually of the CMS view object, for example as a page header or side bar.

Text
Specifies the text to be displayed in the label. The following variables are available:

- **$cms_views**
  The number of times the page has been viewed.
- **$cms_name**
  The name of the page.
- **$cms_created_by**
  The name of the creator of the page.
- **$cms_create_date**
  Displays the creation date of the page.
- **$cms_last_update_date**
  Displays the date the page was last modified.
- **$cms_extra_data**
  Displays the 'extra data' field of the page, which you can assign in the administer tool.

These variables will be replaced by the actual data from the CMS database and are directly related the the currently displayed pages inside the CMS View.
Note that the variables can be mixed with standard text, so for example you can use:
This page was last modified on $cms_last_update_date by $cms_created_by

Alignment
Specifies horizontal alignment of the text.

CMS Menu

The CMS Menu object must be on the same page as the CMS View object!
This object can be used to navigate between pages which are displayed inside the CMS View object. The CMS menu has many styling options. The items in the menu are driven by the CMS database, so you don't have to configure the links manually.

Layout mode
The menu can be either vertical or horizontal.

Button size
Specifies whether the button size is fixed or variable.
If fixed is selected, you can specify the width/height of the buttons through the width and height properties. If variable is selected, then the size of the button depends on the text size in combination with the padding settings.

Spacing
Specifies the spacing between 2 buttons.

Use SEO friendly links
If you enable this option, the menu will use SEO (Search Engine Optimization) friendly links in the navigation:
https://www.website.com/cms.php?page=my-seo-friendly-page-name
instead of
https://www.website.com/cms.php?page=8

Note that the link names are based on the page title as specified in the CMS Admin. So, you must specify a title in the administrator before this option can be used.

CMS Search

The CMS Search object must be on the same page as the CMS View object!

This object can be used to search online content. WYSIWYG Web Builder's CMS will automatically add search words to the search index every time a page is created or updated.
The search index table keeps track of all unique words within the system and stores references to the pages containing these words for fast search results. The results of the search query will be displayed inside the CMS view object.

Hint text
The hint (or 'cue') text will display inside the search field if it doesn't have the focus. When the user moves their focus to the field, the label will be hidden.

Results
Defines the appearance of the result inside the CMS view object.

No results
Specifies the text that will be displayed if the search query has no results.

CMS View

The CMS View object is a place holder for the online content. This is the most important part of the Content Management System because all page content will be displayed inside this area. You will navigation between pages by using the CMS Menu object. The CMS View object will also be used to display the result of a search query of the CMS Search Object. Normally your website will have only one CMS View object and there will be only one page in the Site Manager used for the system (or two if you have a separate page for the CMS Admin).

MySQL Database

Please read CMS Database section for more details.

Mode

Specifies the mode of the CMS view.

- **Variable Content (default)**
  The content of the CMS View will be controlled by the navigation. The visitor of the website decides which page will be displayed (via the CMS Menu). A page can only contain one CMS View that is set to 'Variable'!

- **Fixed Content**
  The content of the view is fixed and is not controlled by the visitor through navigation. The view will always display the same page (as specified by the page id property). This option can be useful if you want to display a fixed header or footer where the content is loaded from the CMS database. You can use multiple "Fixed content' CMS views per page. For instance, for a header text, footer or other content.
  Since this option requires you to specify a (valid) page ID, you must first create the content of the page in the online CMS Admin. You always may want to set the visible option of the page to 'hidden'. So that it will not be displayed in the menu, but only will be used for the fixed view.

Note: You can view the page id in the admin section. For instance: hover with your mouse over the 'edit' link (or any of the other actions) and note the page id in the status bar of the browser.

Overflow

The overflow property can be used to control the overflow behavior of the view.

- None
  The content of the view is fully visible. No clipping will occur.
- Hidden
  The content is clipped, but the browser does not display a scrollbar to see the rest of the content.
- Scroll
  The content is clipped, but the browser displays a scrollbar to see the rest of the content.
- Auto
  If the content is clipped, the browser will display a scrollbar to see the rest of the content.

Use AJAX to load content

Allow the user to quickly navigate between pages without have to reload the whole page! Only the content will be refreshed. Note that this uses jQuery in the background, so JavaScript must be enabled.

Use title and meta tags from database for Search Engine Optimization.

Enable this option to use the title, description and keywords from the CMS database (specified in CMS Admin) instead of the title/meta tags configured in Page Properties.
This makes it possible to optimize the pages for SEO, because now each page will have its own title and metatags.

Online tutorial:
https://www.wysiwygwebbuilder.com/cms_tools.html

Editable Content

The Editable Content can be used to define an editable section on the page. This section can later be modified online with the 'Editable Content Admin' tool. No database setup is required, it uses flat file storage (no MySQL). The page with editable sections does not need to be PHP, because the content is dynamically loaded via javascript/ajax.

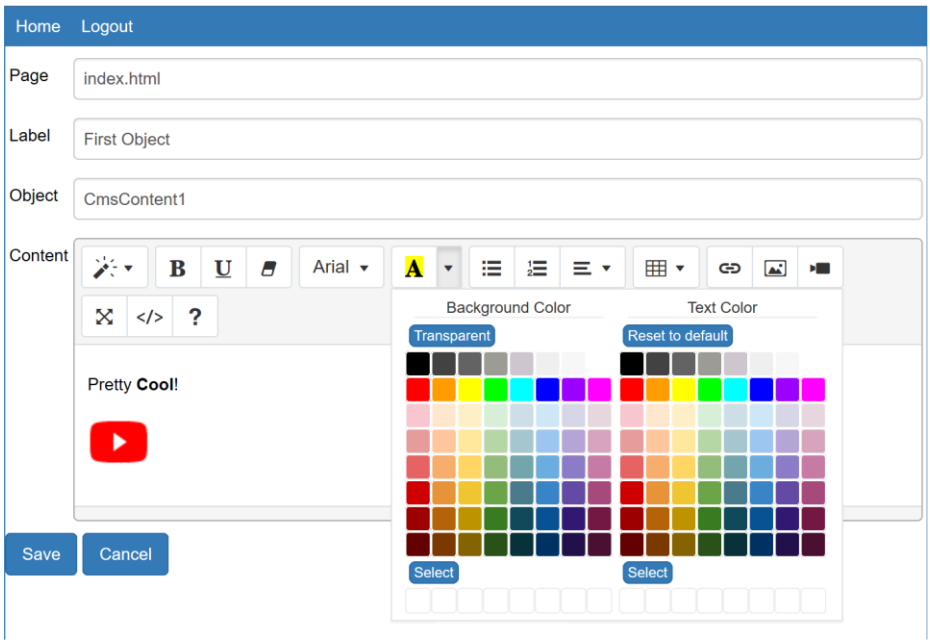
During design time, the Editable Content object works just like a standard text object, with the same editing tools available. This allows you to setup the initial text in your layout.

In the properties of the Editable Content object, you can set a label, which will be displayed in the admin tool, so it's easier to identify the section.

Online tutorial: https://www.wysiwygwebbuilder.com/editable_content.html

Editable Content Admin

The Editable Content Admin object is the online management tool to update the content.
Once published, it will display a list of all the Editable Content objects in the project.



Online tutorial: https://www.wysiwygwebbuilder.com/editable_content.html

Admin Password
Specifies the administrator's password to access the online content editor.

Enable Error Reporting
If you enable this option, the script will activate detailed PHP error reporting. This may be helpful is you are experiencing problems with the scripts on the server.

Frame Name
To enable scrolling for a large list of pages, the administrator will be displayed inside an inline frame. The 'Frame Name' property specifies the name of this inline frame. Normally you do not have to edit this.

You can 'breakout' of the frame by directly linking to the script file like this:
./editablecontentadmin.php or using the full URL:
https://www.yourwebsite.com/editablecontentadmin.php

In that case the full browser window will be used.

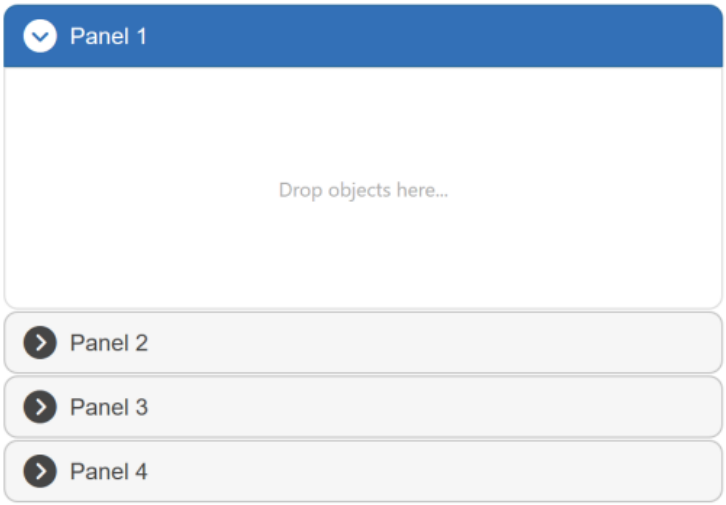
Session timeout
The administrator will be logged out automatically if the session is idle (based on the specified timeout).

Editor
Clicking 'Edit' in the online admin tool will open the content editor where you can update the text or add mages, videos or tables.
The admin tool can be configured to use one of the supported third-party editors like tinyMCS or Summernote. Each editor has different options so you can choose the one that best suits your needs.

Please see the 'Editor' section of the CMS admin for more information: CMS Admin

Accordion

The Accordion object is named after the musical instrument, in the way the expansion of one area leads to the contraction of another. Typically, accordions are fixed so that only of the areas is be visible at same time.



Adding objects to the Accordion's Panels

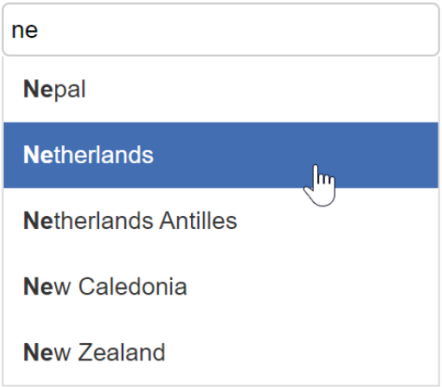
You can easily add objects to the accordion panels by dragging them on the component. This works the same way as for layers or forms. To be able to drag & drop objects to the accordion first make sure it's large enough so the objects can be dragged on it (the accordion object should be larger than the object you're adding!).

A blue border around the panel will indicate that the dragged object will become part of the accordion. To add items to another panel simply click the header to make it active.

Note:
Removing a panel will also remove all objects that are part of this panel!

Auto Complete

AutoComplete can replace a standard editbox. It enables users to quickly find and select from a pre-populated list of values as they type. The list can be either local or from a remote location (AJAX).



Online tutorial:
https://www.wysiwygwebbuilder.com/autocomplete.html

Type
The Autocomplete object supports two types: jQuery UI (https://jquery.com/) and Bootstrap.

Data Source
Specifies the source for the auto complete items.

- **Local**
  Uses an local array as the data source. The items can be added, edited or removed by using the 'Add', 'Edit and Remove' buttons.
- **Remote**
  Select this option if you want to get the data from an external data source, like a database. You must also specify the URL in this case. This option is for advanced user only!

Delay
The delay in milliseconds the Autocomplete waits after a keystroke to activate itself. A zero-delay makes sense for local data (more responsive) but can produce a lot of loads for remote data, while being less responsive.

Min Length
The minimum number of characters a user must type before auto complete activates. Zero is useful for local data with just a few items. It should be increased when there are a lot of items, where a single character would match a few thousand items.

Data
If the data source is local, then you must specify the auto complete data in this list. Use the 'Import' button to select from a predefined list of items or import the items from an external file where each item must be on a new line.

URL
When a remote data source is used, the Autocomplete object expects that the page returns JSON data. It can be on the same host or on a different one (must provide JSONP).
The request parameter "term" gets added to that URL. More details are available on the jQuery website:
https://jqueryui.com/demos/autocomplete/

Themeable Button

This object enhances standard button (normal, submit, reset or anchor/link) to themeable buttons with appropriate mouseover and active styles. The button can be used as a submit button on a form or as a stand-alone button for navigation.

Name
Name of the button.

Value/Label
Caption of the button.

Button Type

- **Submit**
  When activated, a submit button submits a form.
- **Reset**
  When activated, a reset button resets all controls to their initial values.
- **Normal**
  Normal (Push) buttons have no default behavior. Each push button may have client-side scripts associated with the element's event attributes. When an event occurs (e.g., the user presses the button, releases it, etc.), the associated script is triggered.
- **Link Button**
  If this button type is selected the button will act as a navigation button/link. You can specify the link properties in the 'Link' page.
- **Checkbox**
  The button will act as a checkbox, so it can be used as a replacement for the standard checkbox element in forms.
- **Radio Button**
  The button will act as a radio button, so it can be used as a replacement for the standard radio button element in forms. Give multiple buttons the same name to make them part of a group.
- **Split Button**
  Adds a drop-down menu to the button. Each sub menu can have its own link.
- **Button Set**
  Adds the ability to define multiple buttons to create a themed navigation menu.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Disabled
The disabled option disables the control for user input.

Tab Index
Specifies the tab index of the button (in a form).

Badge

A "badge" is a small graphic, text or symbol used to show or tell something about a specific item on a webpage. Badges are often used to catch your eye and give more details to users. For example, showing if a product is available, promoting a discount, displaying a user's achievements, or indicating how popular a product is. Badges can be applied to almost any object. Badges can include both text and icons, and they can also incorporate animations to capture the visitor's attention.

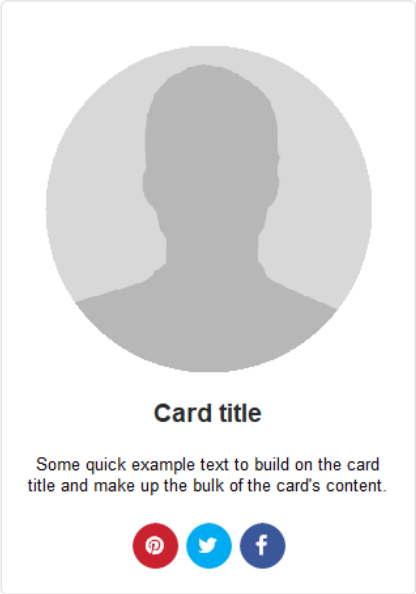
There are several types of badges:

- Arrow
- Bookmark
- Bootstrap-like badge
- Certificate
- Flag
- Folded
- Image
- Stripe
- Tag
- Tooltip
- Triangle
- Ribbon
- Ribbon Glossy
- Shape (with more than 200 shape types).

Online tutorial:
https://wysiwygwebbuilder.com/badges.html

Cards

A card is a lightweight, flexible content container. It includes options for headers and footers, a wide variety of content, styling, and powerful display options. The Card object was inspired by Bootstrap's v4 Card component.



Button
Buttons support many styling options like background, border, font, padding.
Buttons can be used as a link or trigger an action via events. If you leave the text field empty and set an icon, then it can be used as a 'social icon'. If multiple buttons are added sequentially then they will be displayed in one row. To display buttons on a different row, they must be separated with a divider.
Set the border-radius to 500 to create a round button/icon.

Column Break
This can be used to implement horizontal layout in cards. This allows you to divide card items into multiple columns. There are 2 ways to configure columns: Specify each column, where the value can either be in pixels or percentages or specify column break(s) only.

Divider
A divider can be used to insert a line.

Header / Footer
Add an optional header or footer within a card. The header/footer can be configured as heading (h1..)
A header will always be added as the first item. A footer will always be added as the last item, at the bottom of the card.

Image
Add an image to the card. By default, the image will be full width, but you can optionally set a width and height. These values are responsive and can be different in breakpoints. An image can either be inline or overlay. When set as overlay it will be rendered behind all other items. You can only use one overlay image per card.

Text
Add text to the card. Text will always be full width. Use padding to add spacing around the text.

eCommerce
Add checkboxes, radio buttons, select /dropdown lists, price and quantity fields to the card. These items can then be used to adjust the price. For example, the size of a t-shirt, gift wrapping, glossy printing paper etc.
Extra options can increase or decrease the final price. Calculations are done automatically so there is no need to implement events or conditions!

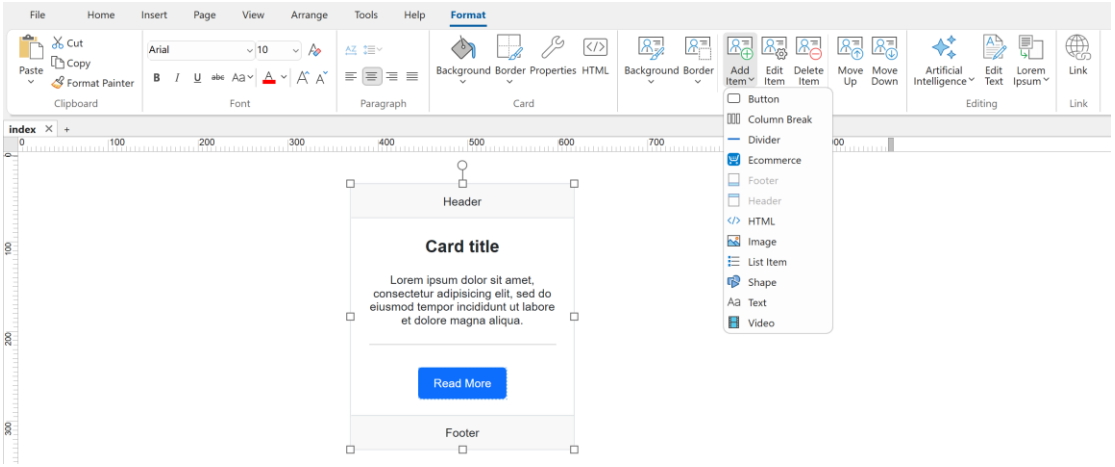
Online tutorial:
https://wysiwygwebbuilder.com/ecommerce_cards.html

Video
Add a video to the card. This can be used to add a YouTube or Vimeo video. The video will be embedded in an inline frame, so basically this can be a reference to any valid URL.

Examples:
https://www.youtube.com/embed/ojocCQpHLh4
https://player.vimeo.com/video/76979871
https://www.yourwebsite.com/video.mp4

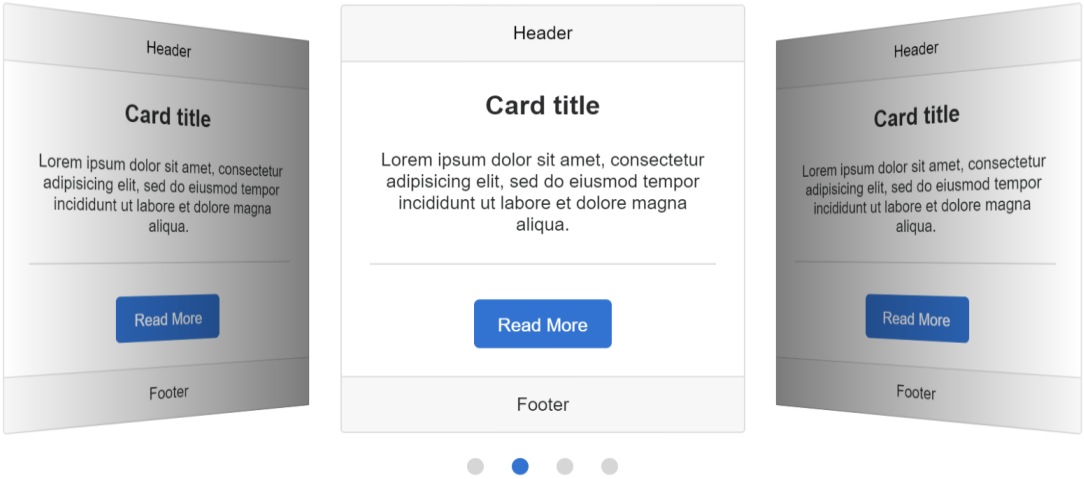
Popover
Cards can also be used as Popovers; this basically uses the Card as an advanced tooltip/pop-up box that appears when the user clicks or hovers on an element. Popovers can be placed at the top, right, bottom of left of the container object and can be activated via click, hover or focus.

Cards Management Tools
When you select a Card in the workspace, the Ribbon displays a context tab with tools specific to that card. From here, you can quickly access and adjust properties for the entire card or its individual items. You'll also find shortcuts to add new card items, edit, delete, or move items up or down. If the card is part of a Card Repeater, any edits you make will apply to all cards generated by the repeater.



Card Container

The Card Container is a dedicated container for Cards to simplify laying out a series of cards.
Just layout grid and flex box container, the card container is a full-width, floating element. So, it cannot have a absolute position. The Arrange Tools can be used to move the container up or down the page.



Card Container has the following layout options:

- **card deck**
  automatically aligns the cards horizontally with equal width and height. Even with different content lengths! Basically, card deck is just a simplified version of a Flex Container where the flexbox properties of the Card will be forced to flexgrow: 1, flexshrink: 1, flexbasis: 0%
- **card columns**
  organize the cards into Masonry-like columns. Cards are ordered from top to bottom and left to right.
- **carousel**
  displays the cards in an animated. The number of cards per slide and spacing is configurable per breakpoint. It is also possible to set how many cards will be scrolled per page. The card carousel can be controlled via events: media play, media stop, slideshow next, slideshow previous
- **masonry**
  Cards will be dynamically rearranged based on the available space in the browser window. Masonry measures all the items and rearranges them in the best way with what is spatially available. You can configure different column counts in breakpoints. It is also possible to set a 'column span' for each card via the flex grow property.
- **grid**
  Easily create a grid (columns / rows) with cards.
- **Portlets**
  In portlets mode, the visitor of the website can rearrange cards via drag & drop. Also, cards can be hidden or expanded/collapsed. The state of the portlets will be saved for the next time the user visits the website (via web storage).
- **coverflow**
  Display the cards in a 3D cover flow carousel.
- **stack**
  Display the cards stacked on top of each other.
- **cube**
  Display the cards in a 3D cube.
- **flip**
  One card is visible at a time. A 'flip' transition will be used to switch between cards.

Maximum Width
Specifies the maximum width of the Card Container's content in the browser window. This can be useful to prevent items from being stretched too wide. If the browser window is wider than the specified width, then the grid content will be centered.

Column Count
Specifies the number of columns. This value can be different in breakpoints. Applies 'card columns' and 'carousel' modes.

Column Gap
Specifies the spacing between the columns. This value can be different in breakpoints.
Applies 'card columns' and 'carousel' modes.

Pause Time
Specifies the pause time for each cycle in milliseconds.
When you set a negative pause time, the carousel will scroll continuously (like a Conveyer Belt). For example: -3000

Slide By
Specifies how many cards will slide in each cycle. The default '1' will slide card at a time.

Auto Start
Specifies whether to automatically start the carousel animation. When set to 'false' the carousel can be controlled via events.

Card Repeater

A Card Repeater operates similarly to a Card Container, with a key distinction: all cards within it share the same layout and style. This means that any modification made to one card will automatically propagate to all other cards within the same container. For instance, if you add a button to one card, it will simultaneously appear in all the other cards. Removing an item will have the same effect, as it will be removed from every card within the repeater. Similarly, adjustments to the style attributes, such as font size, background color, or borders, will be uniformly applied to all cards. Furthermore, duplicating a selected card is a breeze – simply click the clone button to create an identical copy.

Please note that due to the uniformity in layout and structure, you cannot drag and drop a card into a Card Repeater if it possesses a different configuration.

Online tutorial:
https://wysiwygwebbuilder.com/cards.html

Section

A Section works the same as a Card, but the main difference is that elements can be freely positioned (layered).

Items
For a description of the available items (button, text, divider, etc), please see Cards.

Layout

Each element can be positioned/anchored without affecting other elements in the same section.

The alignment (horizontal/vertical) of an element can be left, center, right or stretched. Images and videos automatically maintain their aspect ratio. Just like a card, Sections support dividers, animations/transitions, events and much more!

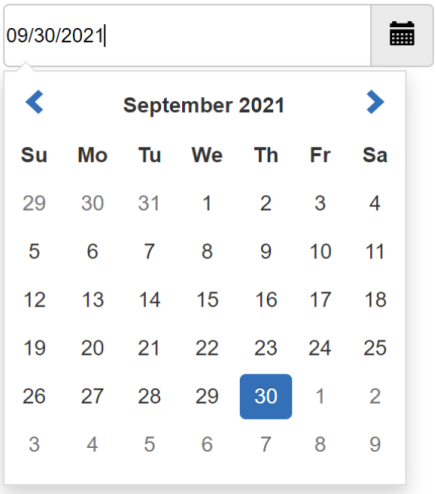
Horizontal
Specifies the horizontal alignment of the item relative to the section container left, center, right or stretched. When centered, the item will always be in the horizontal center of the section. This means that you cannot move it horizontally with the mouse. When stretched, the item will automatically resize when the object becomes smaller or larger.

Vertical
Specifies the vertical alignment of the item relative to the section container: top, middle, bottom or stretched. When centered, the item will always be in the vertical center of the section. This means that you cannot move it vertically with the mouse. When stretched, the item will automatically resize when the object becomes smaller or larger.

Online tutorial:
https://wysiwygwebbuilder.com/section.html

Date Picker

The Date Picker offers a sophisticated and feature-rich UI component for inputting dates into a form. The object provides a graphical calendar that pops up if you click inside the form field.



Use current date
This will automatically set the initial value to the current date.

Date format
The format for parsed and displayed dates. For a full list of the possible formats see the formatDate function:
https://docs.jquery.com/UI/Datepicker/formatDate

Change month
Specifies whether the user can change the month by selecting from a drop-down list.

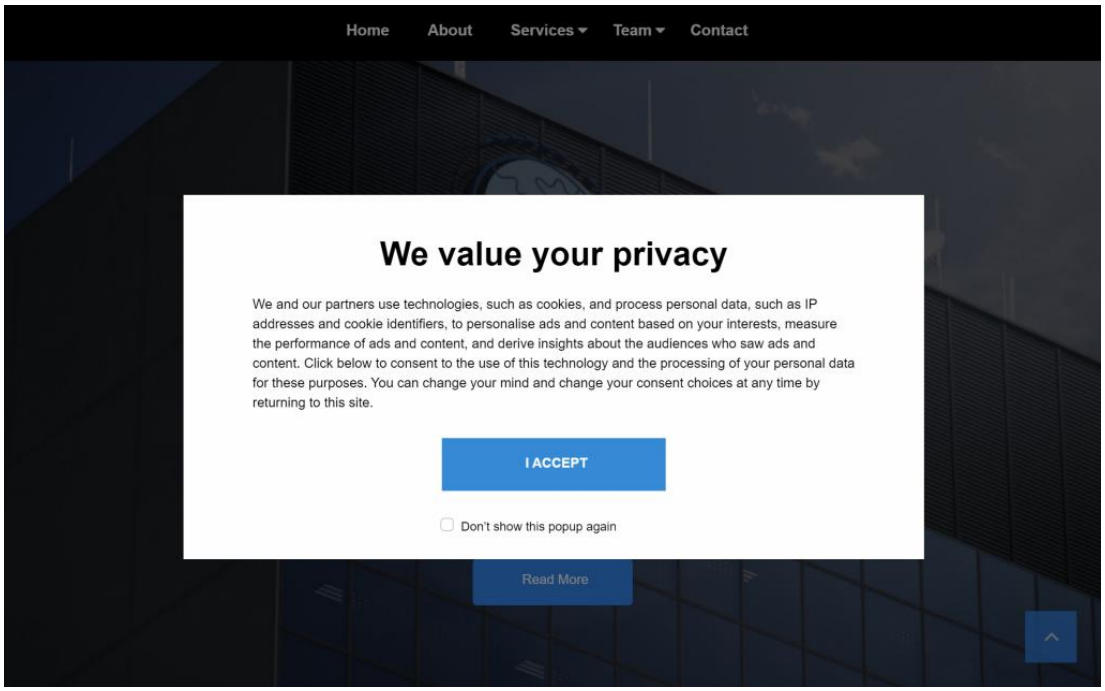
Change year
Specifies whether the user can change the year by selecting from a drop-down list.

Show button panel
Specifies whether to show the button panel.

Custom options (for advanced users only)
The Date Picker has many other options. The custom options field allows you to include one or more of these options. Check the jQuery documentation for more details.

Dialog

A dialog is a floating window that contains a title bar and a content area. You can easily add objects to the dialog by dragging them on the component. This works the same way as for layers or forms.



Title
Specifies the title of the dialog.

Show / Hide animation
Specifies the effect to be used when the dialog is opened or closed.

Modal
If enabled, the dialog will have modal behavior; other items on the page will be disabled (i.e. cannot be interacted with). Modal dialogs create an overlay below the dialog but above other page elements.

Resizable
If enabled, the dialog will be resizable.

Draggable
If enabled, the dialog will be draggable by the title bar.

Close on escape
Specifies whether the dialog should close when it has focus and the user presses the escape (ESC) key.

Show dialog automatically
When this option is enabled, the dialog will open automatically when dialog is called. Otherwise it will stay hidden until .dialog("open") is called on it.

Cookie Expire Days
This can be used to implement 'one-time popup' functionality. A cookie is stored on the visitor's browser to only show the dialog once across multiple visits. Use '0' to disable cookie functionality.

Online tutorial:
https://www.wysiwygwebbuilder.com/dialog.html

ListView

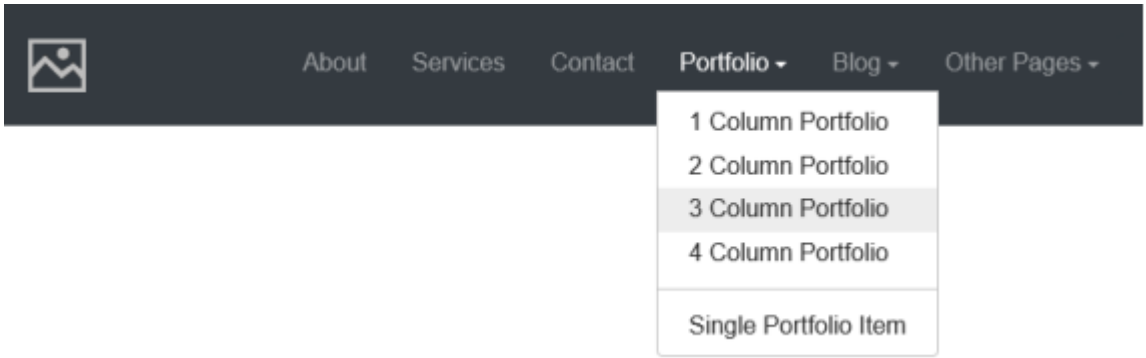
Create beautiful styled (themable) lists with title, description and image. Two modes are supported: listview and droplist. Also supports dividers to group items.

Listview mode:

Droplist mode:

Dropdown Menu

Multi-level responsive menu. It displays a hamburger menu in mobile mode. The 'Breakpoint' property in the RWD settings specifies when the menu will switch from desktop to mobile menu.
It is also possible to configure a logo on the left or right side of the menu.



Layout
The Menu Bar can be either Vertical or Horizontal.

Orientation
Identifies the position of submenus in relation to the associated parent menu item.

Menu mode
In 'Standard menu' mode the menu will be displayed at the same position as in design mode.
In 'Context menu' mode the menu will behave as a context menu. The menu will be displayed on right click at the current mouse position.

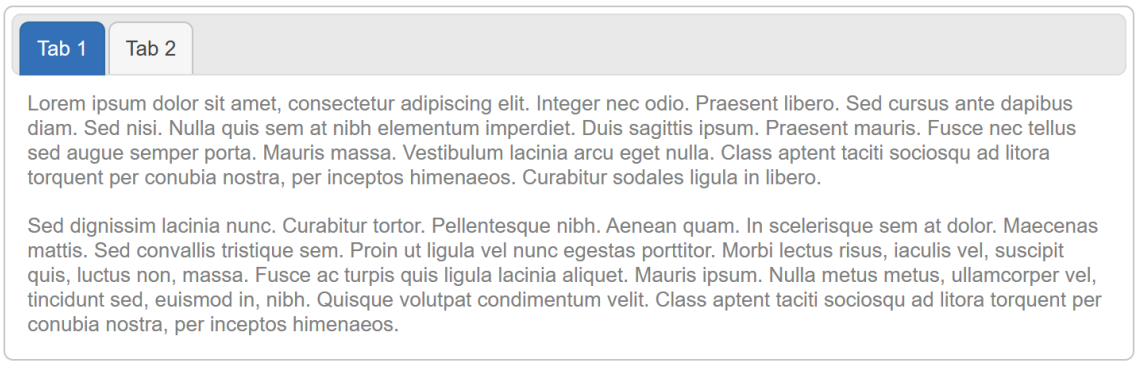
Overflow
There are times when the drop down has many menu items, and they begin to wrap (undesirable) as the page width decreases. Using overflow mode, you can automatically collapse the extra menu items into a dropdown menu on the right. When the viewport is wide enough, the menu items return to the horizontal menu. When there are no overflowing items, the dropdown menu is hidden.
Overflow menus are represented by a 'kebab' button, as the user clicks on the kebab, a horizontal list will appear with additional options to click.

Synchronize
Synchronize the menu with the Site Manager structure, bookmarks on the same page or with other menus. See also “Synchronize Navigation” later in this document.

Tabs

Tabs can be used to break content into multiple sections that can be swapped to save space, much like the accordion.

You can easily add objects to the tab panels by dragging them on the component. This works the same way as for layers or forms. To add items to another panel simply click on the tab header to make it active.



Tab Width
Tab Width specifies the width of the tabs. Use ‘0’ for a variable tab width.

Sortable
If the Sortable property is enabled then the user can sort the tabs dynamically using drag & drop, a cool feature of jQuery;)

Activate On Mouseover
Enable this option to change the active tab on mouse over instead of the standard mouse click.

Use fade transition effect
The Use fade transition effect property enables the fade animation for hiding and showing tab panels.

Collapsable
Enable Collapsable to allow an already selected tab to become unselected again upon reselection.

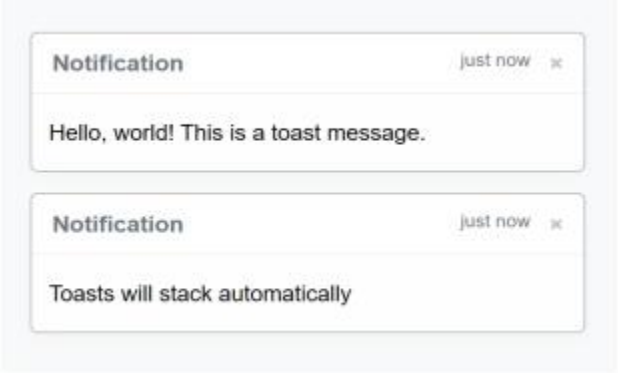
Enable automatic rotation through tabs
This enables automatic rotation through tabs with configurable duration.

Continue the rotation after a tab has been selected by a user.
Specified whether or not to continue the rotation after a tab has been selected by a user.

Duration
The amount of time in milliseconds until the next tab in the cycle gets activated.

Toast

Toasts are lightweight notifications designed to mimic the push notifications that have been popularized by mobile and desktop operating systems. They can be displayed at page load or with delay. Multiple Toasts will automatically stack vertically.



Text
The text can be edited just like standard text. So, the same formatting and edit tools are available, including styles, line spacing, letter spacing, bullets, find/replace, lorem ipsum, responsive fonts and link support.

Show Delay
Specifies the delay (in milliseconds) before the Toast is shown. Set to '-1' to initially hide the Toast, so you can control it via events (show/hide).

Hide Delay
Delay hiding the toast in milliseconds. Set to '0' to disable auto hide.

Title
Specifies the title of the toast.

Sub Title
Specifies the (optional) subtitle.

Position
Specifies the placement of the Toast.
This is a global property. This means that it will affect the placement of all Toasts on the current page!

Header Style
Specifies the style of the header.

Icon
The header can also include an icon from one of the available icon libraries.

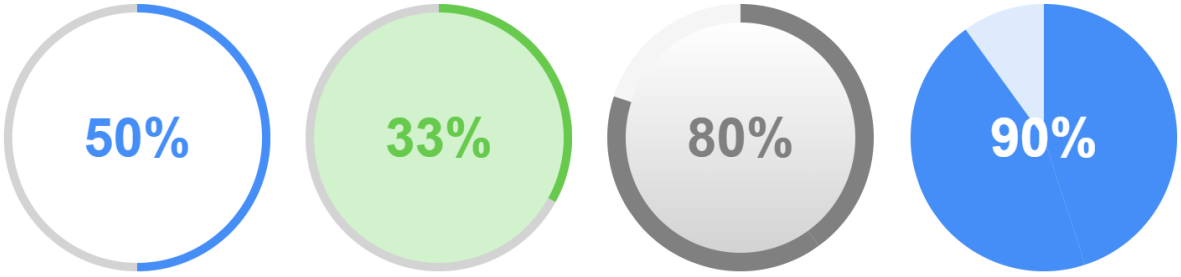
Online tutorial:
https://www.wysiwygwebbuilder.com/toasts.html

Progressbar

The progress bar is designed to simply display the current % complete for a process. For example, as part of a customized upload script or to display the status of an Online Survey.
The range of the progress bar is from 0 to 100.

jQuery UI

Bootstrap



Note:
The value of the progress bar is usually updated through JavaScript. It does not do anything by itself!

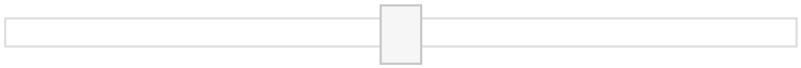
Initial Value
Specifies the initial value of the progress bar. Typically, this is '0'.

Type
The Progressbar object supports the jQuery UI Progress bar Widget : https://jquery.com/
And Bootstrap's Progressbar: https://getbootstrap.com/docs/5.2/components/progress/
It is also possible to show the progress bar as a circle.

Online tutorial:
https://wysiwygwebbuilder.com/progressbar.html

Slider

The slider widget represents a value that is selected by dragging the thumb along the background.
It's a simple widget, comprised of two main elements: the slider handle (also called the thumb) and the slider background.



Online tutorial:
https://www.wysiwygwebbuilder.com/using_sliders.html

Orientation
Specifies whether the slider has the min at the left, the max at the right (= horizontal) or the min at the bottom, the max at the top (= vertical).

Animation
Specifies whether to slide handle smoothly when user click outside handle on the bar.

Initial Value
Specifies the initial value of the slider.

Minimum Value
Specifies the minimum value of the slider.

Maximum Value
Specifies the maximum value of the slider.

Range
Changes the appearance of the slider. A min range goes from the minimum value to the handle. A max range goes from the handle to the maximum value.

Height/Width
Specifies the height (if the orientation is horizontal) or width (if the orientation is vertical) of the slider background.

Handle Width
Specifies the width of the slider handle.

Handle Height
Specifies the height of the slider handle.

Slider Events

Events can be used to update other parts of the page based on the current state of the slider.

The following events are supported:

slidestart
This event is triggered when the user starts sliding.

slide
This event is triggered on every mouse move during slide.
Use ui.value to obtain the value of the current handle.

slidechange
This event is triggered on slide stop, or if the value is changed programmatically (by the value method).

slidestop
This event is triggered when the user stops sliding.

action
Specifies the action to be taken when the event is triggered.

- Set value, sets the value of a form element (for example editbox, button or textaera)
- Custom code. Here you can implement your own code that will be inserted inside the callback function.

  ```
  function(event, ui)
  {
   // your custom code will be inserted here...
  });
  ```

  Use ui.value to obtain the value of the handle.

  Example:
  $("#Editbox1").val(ui.value);

Example

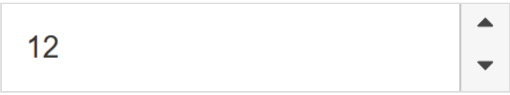
Here is an example of how to update the value of an editbox.

1. Add an Editbox to the page.
2. Take note of the ID. The default value is ‘Editbox1’.
3. Add the slider widget to your page.
4. Open the properties of the Slider and select the ‘Events’ tab.
5. Click ‘Add’ to insert a new event.
6. Select ‘Event’: slidechange and set the ‘Action’ to Set Value.
7. In Target select the editbox ('Editbox1').

Spinner

Enhance text input for entering numeric values, with up/down buttons and arrow key handling.
Note that this object is normally used on a form as a replacement for the standard editbox.

The jQuery Spinner object is based on the Spinner Widget of the jQuery UI library: https://jquery.com/



Name
Enter an identifier for the field.

Initial Value
Value that is initially displayed in the field.

Minimum Value
The minimum allowed value.

Maximum Value
The maximum allowed value.

Steps
The size of the step to take when spinning via buttons.

Incremental
Controls the number of steps taken when holding down a spin button.
When set to true, the stepping delta will increase when spun incessantly. When set to false, all steps are equal (as defined by the step option).

Disabled
The disabled option disables the control for user input.
Disabled controls do not receive focus.
Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

Access Key
This attribute assigns an access key to the object. An access key is a single character.
Pressing the access key gives focus to the element.

Tab Index
All elements (except hidden elements) in a form are part of the form's tab order.
When the user presses the Tab key, the browser shifts the input focus from element to element in order that the elements appear in the HTML code.
However, sometimes you want the tab order to flow a little differently. In that case, you can number the fields using tabindex attribute.
Usually, the first tabindex starts with value '1'. To exclude an element from the tab order, set the value of tabindex to 0. In that case the element is skipped when the user tabs around the form.

Title
Specifies the tooltip displayed by the browser.

Wizard

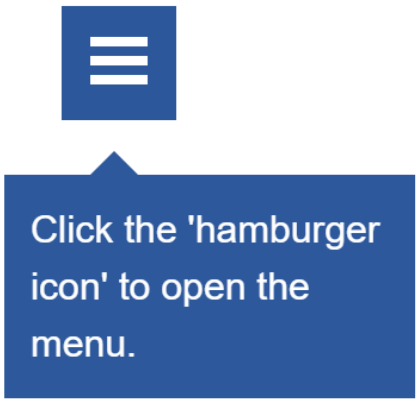
This implements a wizard-like component, which can be used (for example) to create a multi-page form. The wizard can either be modal (popup) or used as a standard element.

The Wizard object is based on the Dialog object and has the same properties. The main difference with the Dialog is that you can add multiple pages (steps). Adding objects works the same as with other containers, simply drag & drop the objects inside the drop area.
Click the 'Next or 'Previous' button to go to another step.

Note:
If the Wizard is used as a form, then the 'Finish' button will act as a submit button, otherwise it will simply close the Wizard.

Tooltips

Customizable, themeable tooltips, replacing native tooltips. The tooltip supports text formatting and can be assigned to any WWB object.



Object ID
Specifies the ID of the associated object. The tool tip will be displayed when the user hovers over the specified object.

Type
The Tooltip object supports two Tooltip Widgets: jQuery UI (https://jquery.com) and Bootstrap (https://getbootstrap.com/docs/5.2/components/tooltips/)

Animation
Specifies the animation that is used to show/hide the tooltip: None, Fade or Slide.

Track the mouse
Specifies whether the tooltip should track (follow) the mouse.

Content
Specify the context (text) of the tooltip. The text can be formatted by using the style tools.

Position
Identifies the position of the tooltip in relation to the associated parent object.

Online tutorial:
https://www.wysiwygwebbuilder.com/tooltip.html

Publish a website

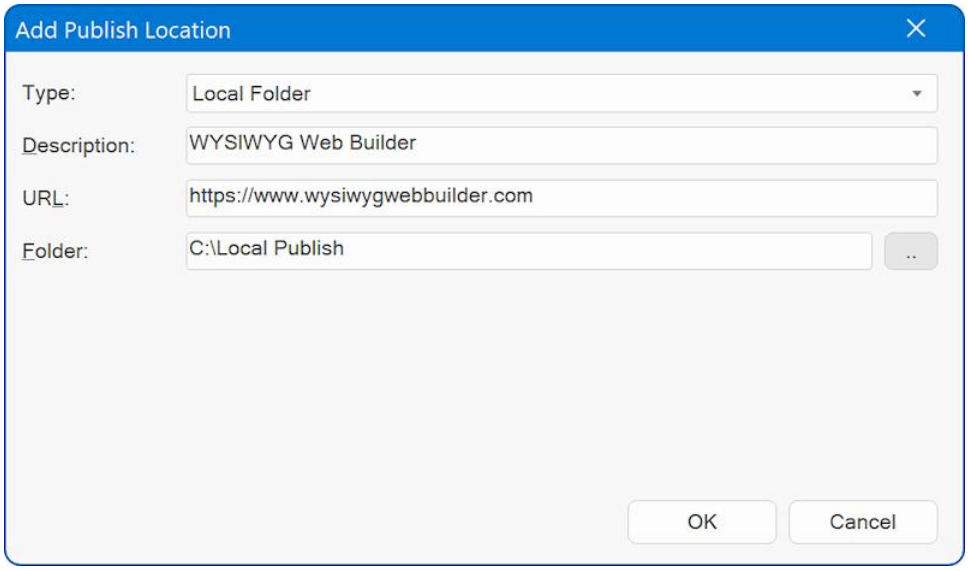
You can publish your web pages using the built-in Publish tool.
Select File -> Publish to launch the publish dialog.

There are two ways to publish your pages:

1. Publish to a local folder.
2. Publish to a remote FTP server.

Publish to a local folder

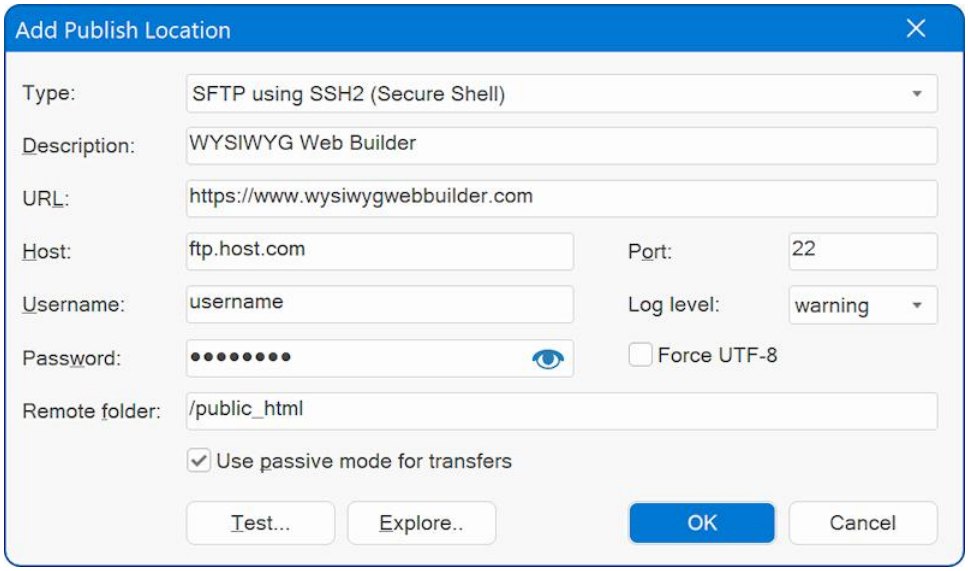
Click **Add** to add a new location to the list.
Enter a name for the location a select **Local** as type.



Enter the folder where you want to publish the active document.
Click OK to save the data and then click Publish to save the files to the specified folder.
If you do not want, to copy images or other components along with the HTML file,
select the **Only publish HTML files** option. Otherwise, all images, ActiveX controls, java applets etc. will be copied the same folder.

Publish to a remote FTP server.

Click **Add** to add a new location to the list.



Enter a name for the location a select **Remote/FTP Server** as type and fill in the following fields:

Host
The Host Address field contains the location of the FTP server.
You can either specify a URL or IP address.

Port
The default Port of an FTP connection is 21, but if necessary you can configure something else.

PASV mode
PASV mode is useful for certain types of firewalls that do not allow FTP servers to initiate data connections back to the connected client.

Username
This is where you enter the username of the FTP account that allows you to logon to the FTP Server (also see anonymous setting).

Password
Enter the password of the FTP account.

Remote Folder
Specifies the folder on the FTP server where the files are uploaded. The default is your root directory. Common remote folder's locations are: /www and /public_html

Important note: Unfortunately, this value is different for each webhost, so consult your webhost's documentation for more details.

Test Connection
This command can help you determine if the specified hostname, username and password are correct. It also verifies if your firewall allows the connection to the server.

The '**Explore'** button in publish settings give you access to your published files. Clicking this button will launch the Built-in FTP Client to manage your online files. The built-in FTP client also introduces an easy way to find the remote publish folder. Simply login to your account, browse to the folder and click 'Make Home'. WYSIWYG Web Builder will now use that folder as the root of your website!

Pages to Publish

Select which page or pages you want to publish.
Entire Web Site, publishes all pages of the web site (except the pages which have enabled 'Don't Publish this Page' in Page Properties)
Select Page Only, publishes the select page, click Select to specify the page to be published.
Select Page and Sub Pages, publishes the selected page and all its subpages (if any).

Files

Specifies which files will be published.

- **Publish all files**
  All files of the selected page(s) will be published

- **Publish HTML files only**
  Select this option if you do not want to upload images or other components along with the HTML file.

- **Publish files of modified objects only**
  Select this option if you only want to publish files of objects that were modified since the last time you published your web site. What exactly gets published depends on the changes you've made. For example, if you've only changed the position of an object, then only the HTML file was changed, but if you've changed the size of a shape, then the shape image needs to be regenerated and therefore the HTML and the image file will be published.
  Note that this option does not compare local files and files on the server, because that would take too long. Instead, it checks whether an object was modified since the last publish. If you changed one or more properties of an object, then all files for that object will be published. For small changes this will reduce the number of publish/uploaded files.

- **Publish all files except sitemap.xml/robots.txt**
  This allows you to publish all files with exception of sitemap.xml/robots.txt

- **Publish only specific files.** This option can be used to publish only specific file types, like images, video, zip files etc. You can select one of more files type via the 'Filter' button.

Backup

Specifies whether to make a backup of the project on the server.

- **None**
  No backup

- **Make a backup of the project file (.wbs only)**
  This will publish/upload the project file to the server. Images and other files will not be included!

- **Make a complete backup of the project file in zip format.**
  This will publish/upload the project, images and other file to the server in one zip file.
  Note: images and other files will only be included if they are stored in the project folder. There for, the option "Let WYSIWYG Web Builder manage images and other files used by a project' should be enabled.

More information about publishing

To make your web pages available for other users you must publish them to a web server. There are lots of hosting companies available, for example:
https://www.1and1.com
https://www.godaddy.com/

Make sure you choose a web host, which supports FTP, which makes it much easier to publish your pages from Web Builder. Once you have registered to a web host, you will receive a server address, username and password. Enter this information into Web Builder by selecting: File->Publish. Click Add and select Type Remote. Sometimes you also need to specify a remote folder like 'public_html'. if you have a firewall/router select '**Use passive mode for transfers**'. Click OK to save. Now you can publish each page simply by selecting Publish. If you want to view the results of the file transfer, you can view the log file via: Tools -> Options -> Publish -> View Log.

How to publish on a host that offers free web hosting that do not support FTP?

Instead of publishing your web pages directly via FTP, you can also publish your pages to a local folder.

- Click Add and select Type Local.
- Enter a Name and specify a location using the browse (..) button.
- Click OK to save.
- Now if you press the Publish button, the files will be generated to the local folder.
- Next select all the files in the local publish folder and upload them using the File Manager of your web host.

Publish to a Secure FTP server

WYSIWYG Web Builder has built-in support for Secure FTP server (SFTP or FTPS).
The following protocols are supported:

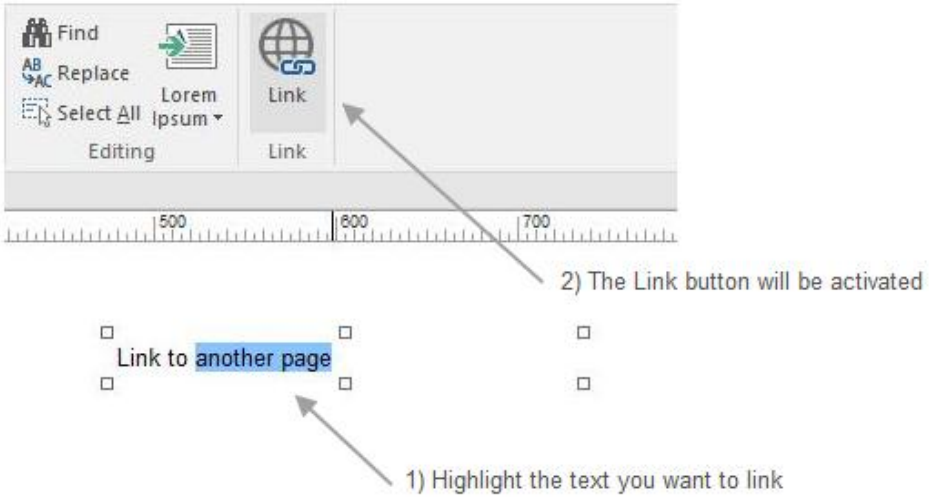
- FTP with TLS/SSL (Port 990 - Implicit)
- FTP with TLS/SSL (AUTH TLS - Explicit)
- SFTP using SSH2 (Secure Shell)

What to do in case of publishing errors?

Please see the publish FAQ, for solutions to common publishing problems:
https://www.wysiwygwebbuilder.com/forum/viewtopic.php?f=10&t=36493

Links

Links are text or images that can be clicked to bring the user to another web file such as a web page, images or any other file. They are the essence of the World Wide Web as they link pages within sites and web sites to other web sites.



Highlight the text or image that will be the link and select Insert -> Link from the menu bar or press CTRL+K. This will display the Edit Link window.

Link to a page on another web site

Set the **Link To** option to **External Web Address.** Enter the full URL (Internet Address) of the destination page in the URL box. External URLs MUST begin with "https://" or they will not work.
For example, to link to the Pablo Software Solutions home page, type "https://www.pablosoftwaresolutions.com/" instead of "www.pablosoftwaresolutions.com".

Link to a page on your own web site

Set the **Link To** option to **Page in this project.**
Click 'Select' to choose a page. This will list all pages which are part of the current project. Select one of the pages and a relative link will automatically be created (eg **./products.html**).

- You must publish all pages you have linked to be able to test relative links.
- Internal links do not work in Preview mode, unless you have set the **Preview Scope** to Entire Web Site (Tools -> Options -> Preview)

Link to an email address

Select **Email Address** from the Link To dropdown list.
The URL box will automatically be updated with the **mailto:** prefix. Now enter the destination email address. For example:
mailto:webmaster@yourdomain.com
or
mailto:webmaster@yourdomain.com?subject=Website Feedback

Link to a file

Set the **Link To** option to File. Browse for the file you wish to create a link for. WYSIWYG Web Builder will automatically upload the local file to your website, when you publish your page.

Note: When linking to large files, it may take a while a while before the file is transferred to your website!

Smart Links

Smart links can be used to link to the next, previous, parent or child of the current page. If you change the structure of your website, these links will automatically update to represent the current state.

The following smart link options are available:

- **Parent Page**; Link to the parent of the current page.
- **Child Page**; Link to the first child of the current page.
- **Next Page**; Link to the sibling to the right of this page.
- **Previous Page**; Link to the sibling to the left of this page.
- **Back**; Go back to the previous page in the browser's history.
- **Close the current browser window**; Close the current browser window, this feature is not supported by all browsers!
- **Print the current page**; Clicking the link will print the current page.
- **Reload Page**; Clicking the link will reload/refresh the current page.

Other link types

- **FaceTime**
  Launch the FaceTime app and initiate a call to the specified user. Example: facetime:14085551234 or facetime:user@example.com
- **Phone Number**
  Call the specified number. Example: tel:+1200229933
- **SMS**
  Send an SMS. Example: sms:+3290322111
- **Skype**
  Launch the Skype app and initiate a call to the specified user. Example: skype:skype_user

Target Window or Frame

Open in the same browser window, this option will set the target of the link to _self
Open in a new browser window, this option will set the target of the link to _blank
Open in another window or frame, this option lets you specify a custom target.

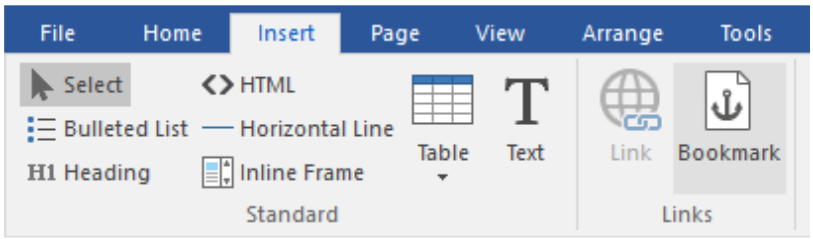
Examples:
_parent
open the link in the parent frame
_top
loads the linked page in the topmost frame
iframe1
specify the name of an inline frame, to open the linked page in an inline frame.

Open in a popup window, this option will open the linked page in a (JavaScript) popup window.
Click 'Settings' to specify the properties of the popup window:
Left, Specifies the left position, in pixels. This value is relative to the upper-left corner of the screen. The value must be greater than or equal to 0.
Top, Specifies the top position, in pixels. This value is relative to the upper-left corner of the screen. The value must be greater than or equal to 0.
Height, Sets the height of the window in pixels. The minimum value is 150 for Internet Explorer!
Width, Sets the width of the window in pixels. The minimum value is 250 for Internet Explorer!
Status Bar, Enable the status bar at the bottom of the window.
Tool Bar, Enable the standard browser toolbar, with buttons such as Back and Forward.
Location Bar, Enable the Location entry field where you enter the URL.
Menu Bar, Enable the menu bar of the window.
Resizable, Allow/Disallow the user to resize the window.
Scrollbars, Enable the scrollbars if the document is bigger than the window

Bookmarks (Jump to another part of the page)

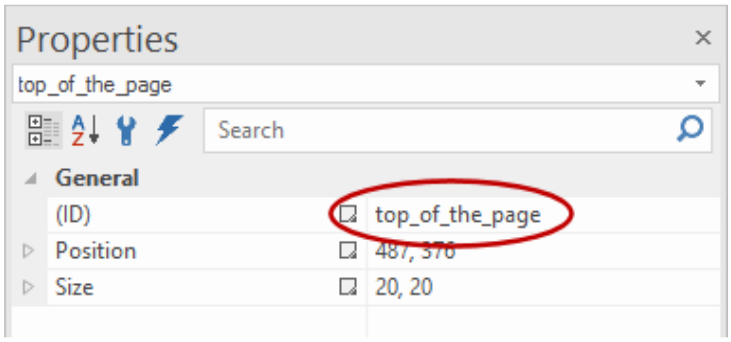
Text and images can be set as bookmarks (also called "anchors") that can be linked to within a page. For example, if a page has several new items, the news titles for each item can be set as bookmarks and a row of links can be added to the top of the page that will each skip down to those bookmarked sections. This method of using bookmarks allows visitors to your site to quickly access information by not having to scroll down the page to view the information they want.

Step 1
You can create a Bookmark by using the Bookmark tool from the Insert menu

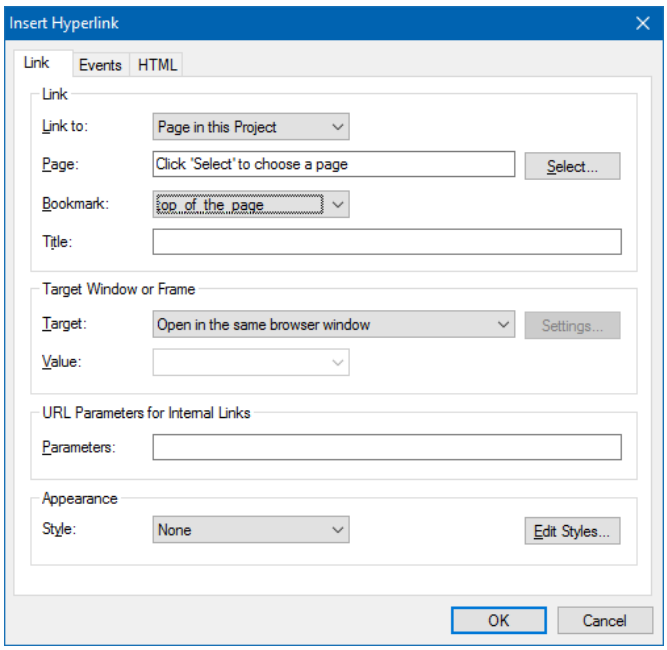


Step 2
Move the bookmark icon to the position where you want the page to jump to if the user clicks the link.

Step 3
Make sure you give the bookmark a unique ID.



Step 4
Once you have placed the bookmark on your page, it can be selected from the Bookmark dropdown.

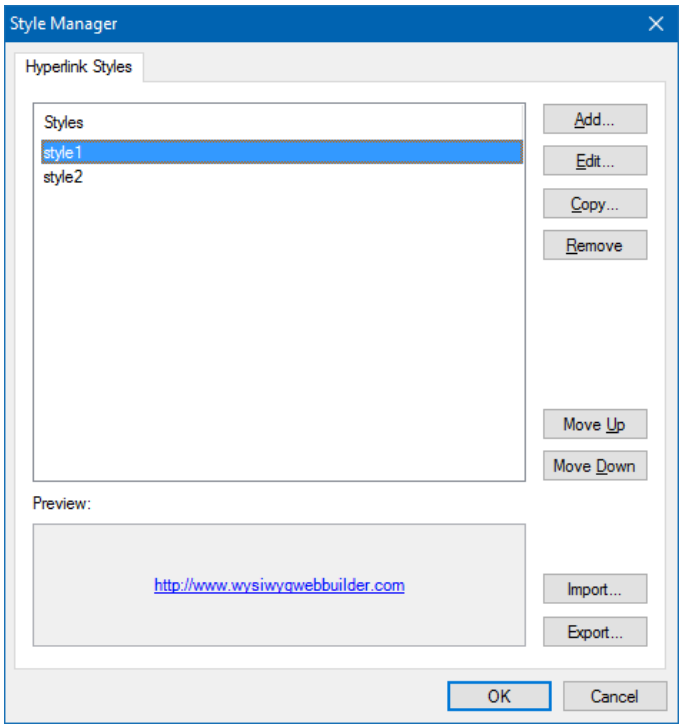


Appearance

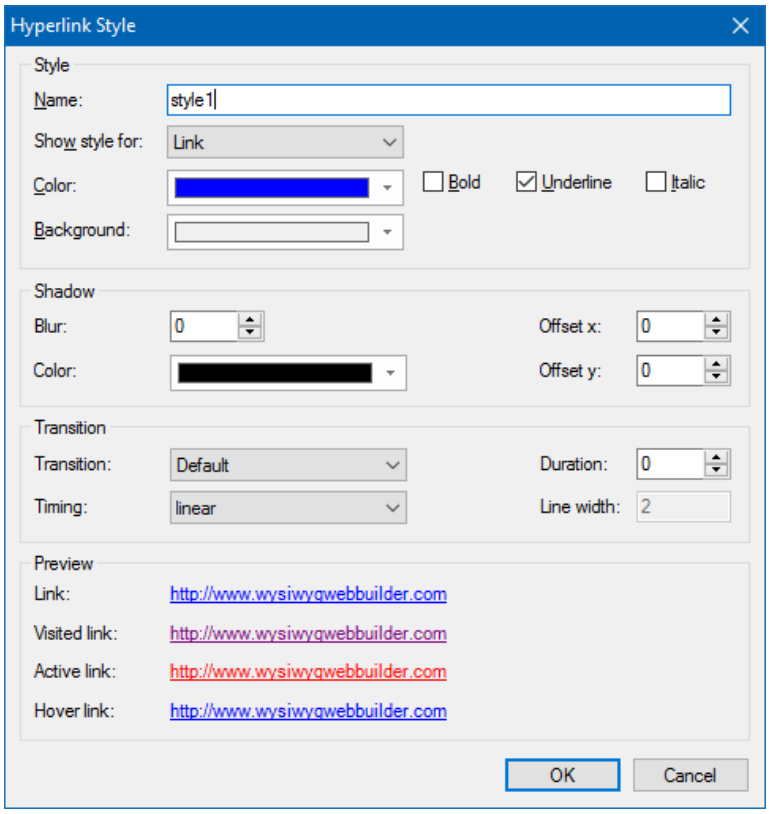
All links in your webpage by default use the default HTML link colors (link: blue, visited: purple, active: red). By defining link Styles (CCS) you can adjust the colors and formatting of a link. Once you have defined a style you can attach it to the link by selecting it from the **Style** dropdown list. Click the **Edit Styles** button to add or modify the link style sheet.

Link Style Sheet

By default, all text links on a page use the default HTML link colors (link: blue, visited: purple, active: red). However, by using link styles it's possible to use different colors and other effects.



Click **Add** to add a new link style. Each link style allows you to customize the colors for all four link states:
Linked (default: blue, underlined)
Visited (default: purple, underlined)
Active (default: red, underlined)
Hover (default: blue, underlined)
Besides the colors, you can also change the bold, underline and italic formatting.



Each style must be saved with a unique name.
In the Link Properties window, you can attach this name to a link.

Click **Edit** to modify an existing style and **Remove** to delete it from the list.

Example: Removing the underlining from a link.

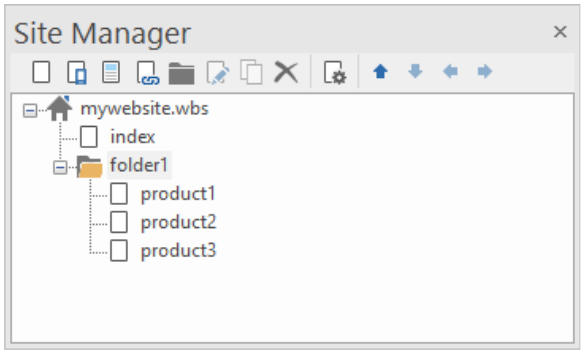
1. Create a new style and clear the underline checkbox for all four states.
2. Name the style 'no_underline'
3. Click OK to save.
4. Select a link and change the **Style** from the dropdown list to 'no_underline'
5. Publish or preview the page to view the effect.

Note: The link style becomes active when you publish or preview your page. Web Builder will always show links in blue.

Transition
Specifies transition duration to go from one state to another. This makes it possible to animate the link state change. Read more about transitions here: CSS3 Animations and Transitions.

Site Manager

The Site Manager can be used to manage the structure of your web site.
When your web site has more than one page, they **must** all be part of the same Web Builder project file. The Site Manager can be used to add, edit, remove pages and organize your web site. There is also a button to open the properties of the selected page. The New Folder command gives you the possibility to organize your pages in folders.



In the picture above, you see an example of a web site structure. The filename of this example web site is called 'mywebsite.wbs', this name is always displayed at the root of web site tree. The root can have one or more pages and each page can also have subpages. Web sites always have a **home page,** which is often called **index,** so for this reason Web builders automatically add this page to each new project. The names of the items (pages) in the site tree are the actual file names of the target HTML files, so if you named a page 'index' will publish as **index.html**.

At the bottom of the Site Manager there is another toolbar. This makes it possible to switch between different modes:

- **Site Tree**
  Display the Site Tree. This is the default view

- **Pinned**
  This option displays a list of pinned pages, so you mark the pages you are currently working or pin pages that you frequently update. You can add a page to the pinned list via the context menu (right click).

- **Recently modified**
  Displays a list of recently modified pages. This may be useful to quickly continue where you left off, the next time you open the project.

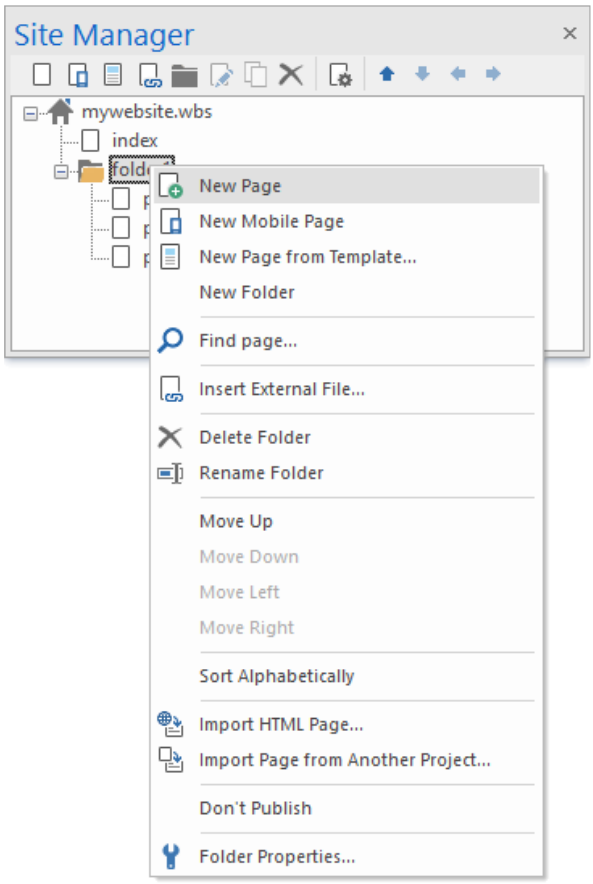
- **Needs review**
  Displays a list of responsive pages where one or more breakpoints need to be reviewed due to changes to the page or master page.

Adding a new page

1. Select the position where you want to insert the page, for example select the root (the top-level item) to insert the page to the first level.
2. Click the first button on the toolbar (New Page)
3. Web Builder adds the new page to your project and will automatically open it, so you can start building the page.

To insert a new page as child of an existing page or folder, first select the parent and click 'New Page'

Tip:
You can also use the context menu (right mouse click) to add new pages to the web site or you can select Page -> New Page from the Web Builder menu.



Adding a new folder

1. Select the position where you want to insert the folder, for example select the root (the top-level item) to insert the page to the first level.
2. Click the second button on the toolbar (New Folder)
3. Web Builder adds the new folder to your project.

Open an existing page

1. Select the item (page name) you want to edit
2. Click the third button (from the left) on the toolbar (Edit Page).

Inserting an external file

This option can be useful if you want to make an external file part of the project, so you can easily link it or make it part of the sitemap. And although this option was designed to include HTML files, it can basically use for any type of file. Note however that it will only be a link to the file. You will not be able to edit the file directly in WYSIWYG Web Builder.

Cloning an existing page
To make an exact copy of an existing page, select the item (page name) you want to clone and click the fourth button (from the left) on the toolbar to insert a copy of that page.

Remove a page/folder
Select the item (page or folder name) you want to remove and click the remove button on the toolbar or press the Delete key on the keyboard. You cannot remove the last page in your web site.

Rename a page/folder
Select the item (page or folder name) and press F2 to enter the new name.
You can also use the context menu (right mouse click) to select and rename a page/folder.
When you have linked to the page, you are renaming (from any page within the web site), Web Builder automatically updates all the links for you, so you don't have to redo all the internal links.

Notes about page names
While building your web site, Web Builder saves the project file with the .wbs extension. This is a project file used by Web Builder to simplify the building process. One project file can contain multiple web pages. Once your pages are ready you must export or publish them as HTML.
The name of the output HTML file is taken from the name you have specified in the Site Manager.
So if you named the page index then the output file will be called index.html. If the page needs another extension like .php, you can configure this in the Page Properties.

Here are some guidelines how to name your web pages:

6. Do not add .html or .htm extension to the page name. Web Builder will automatically add the .html extension (or .php, .asp) when it publishes (or exports) the HTML code.
7. Always name your homepage: "index", this is the most common name for a homepage.
8. Always use lowercase filenames, most web servers are case sensitive and might fail to find your page if you have called it "Index" or "INDEX"
9. Do not use space or other special characters in the name, keep them simple like:
   "page1"
   or
   "my_products"
10. Use underscores to connect words.

Edit Page Properties
To edit the page properties without having to open the page:

1. Select the item (page name)
2. Click the Properties button on the toolbar or right click for the context menu and select Page Properties.

Arrange Items
You can arrange items by using drag and drop, select the item and drag it to the position where you want to move it to. Dropping an item on another item will automatically make it a child of this item. To prevent this, you can hold down the CTRL key, this will move the item below the drop item.
Another way to arrange items is using the context menu:

1. Select an item
2. Right click to display the menu.
3. Select Arrange and one of the available items: Move Up, Move Down, Move Left or Move Right.

Import HTML Page

Although Web Builder is NOT an HTML editor, you can import existing HTML pages.
Select **Page -> Import -> Import HTML Page** from the menu to display the Import HTML page window.
You can either select an HTML page from your local drive or specify a URL of an online website.
Click **OK** to start importing the page. Web Builder will automatically copy all images to your local drive.

Important notes about importing HTML:

- WYSIWYG Web Builder is not an HTML editor, but an HTML generator! Web Builder imports the HTML by rendering the contents of an existing page and then attempts to convert the layout to Web Builder's internal object format.

- The import feature currently only imports text, images, form elements and body attributes (link colors, background images, meta tags). Tables, scripts, style sheets and multimedia components are not imported. But in most cases, this is good enough to get you started.

- Web Builder does not parse style sheets, so in some cases the text may look different than the original page.

- Web Builder currently doesn't support framesets. If you want to import a web page that uses frames, you'll have to import all individual pages separately.

- It is very difficult to support all different types of HTML. Even the popular browsers will interpret HTML differently, so don't expect miracles. If a page fails to be imported it probably contains code that Web Builder doesn't understand, and you still must start from scratch.

Importing web pages created with WYSIWYG Web Builder will give the best results!

Import a page from another project

This option makes it possible to import page from another WYSIWYG Web Builder project.

Position and size of the Site Manager

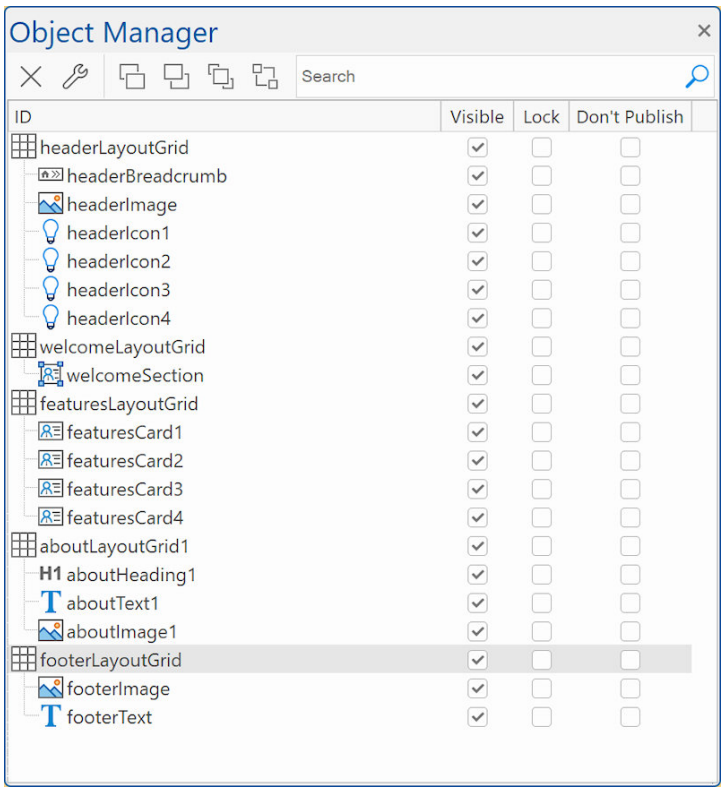
You can place the Site Manager anywhere you like (docked or floating):

1. 'Grab' the title bar of the site manager with your mouse to move the window to another location.

2. To make the Site Manager auto hide, click the pushpin in the top-right corner. When you move the mouse away from the window it will auto hide, only display a small tab where the windows hide. Move the mouse to that tab to make the window visible again.

Object Manager

The Object Manager displays an overview of all objects in the current page, you can change the order or remove objects.
It is also possible to drag & drop an object to change its position (z-order): if you drop an object on another object then it will be moved after this object. Double click an object in the list to select it in the workspace.



The Object Manager also provides some advanced features through the context menu (right click on an object in the list):

Lock/Unlock
This will 'lock' the selected objects, so that they can not be moved or resized accidentally.

Clone and Hide
This option can be useful if you want to create a copy of an object and hide the original object. For example, if an object is not responsive and it needs different properties in another breakpoint.

Hide
Hide the object in the current breakpoint

Hide in other breakpoints
Hide the selected object in other breakpoints (but not in the current view) .

Unhide in all breakpoints
Unhide the selected object in all breakpoints (including the current view) .

Rename ID
Allows you to modify the ID property of the object. Note that you can also modify the ID in the Property Inspector or by clicking the ID in the statusbar.

Remove from Layer
Removes the object from the layer, so it will no longer be part of that layer.

Reset position
This option can be useful in breakpoints when you have 'lost' an object because it's outside the viewport. 'Reset Position' moves the object to the upper left corner of its container.

Restore position
This option resets the size and position of the selected object so it is the same as in the Default viewport.

Scale
When you create a new breakpoint then sometimes it can be a lot of work to scale and reposition objects for smaller (or larger) viewports.
The Scale tool may be useful for optimizing the layout in breakpoints. Basically it takes the size and position of the selected object(s) on the default view and scales it to the current breakpoint width.
See the help for more details and known limitations.

Don't Publish Assets
If this option is enabled then Web Builder will not publish the assets (images, scripts, movies) for this object. For example, a media player will not publish the associated media file(s).
This can be useful if a file already exists on the server, so it does not need to be published again.
Note that it will still publish the HTML code for the object!

Include Visibility (only available in Responsive Web Design)
In Responsive Web Design, the software will automatically generate code for controlling the position, size and visibility of objects (with CSS3 media queries). However in some cases controlling the visibility can conflict with other features on the page (like events that show or hide objects). This option makes it possible to exclude the visibility attribute from the media query, so it will not affect the state of the object when using events. See the Responsive Web Design FAQ for more details.

Sort
You can change the display order of objects through the context menu: Sort ascending/sort descending

Display All
Displays all (visible and hidden) objects in the Object Manager list.

Display Hidden Only
Displays only hidden objects in the Object Manager list.

Display Visible Only
Displays only visible objects in the Object Manager list.

Asset Management -> Internal Filenames
Many objects dynamically generate images. For example, shapes, navigationbars, but also images with effects (like shadows, resample, filters etc). In some cases WYSIWYG Web Builder will automatically generate unique filenames for these images, to make sure there are no conflicts. Automatically generated names are determined by the settings in the Publish options. To view or edit the automatically generated filenames for an object you can select Allocated Filenames from the context menu.

Note: Not all objects do support this option. It's only useful for objects that dynamically generate images!

More about the z-order of objects

WYSIWYG Web Builder uses CSS positioning to create pixel perfect layouts in HTML. CSS operates in three dimensions - height, width and depth. In Web Builder each object (element) of your web page is placed on a separate layer, which makes it possible to overlap these objects something which cannot be done using standard HTML/dynamic page layout). For that purpose, you can assign each element a number (z-index). Elements with a higher z-index overlap an element with a lower z-index. The z-order is the order in which objects will be displayed by the browser.

WB automatically generates the z-index for each object you add to your page. So the first element will have z-index '0', the next object '1' etc. To change the z-index of objects you can use the arrange tools (Layout -> Arrange) or the Object Manager. The following arrange tools are available:

Move To Front
Move object to front of the page

Move To Back
Move object to back of the page

Move Forward
Move object to next position in z-order

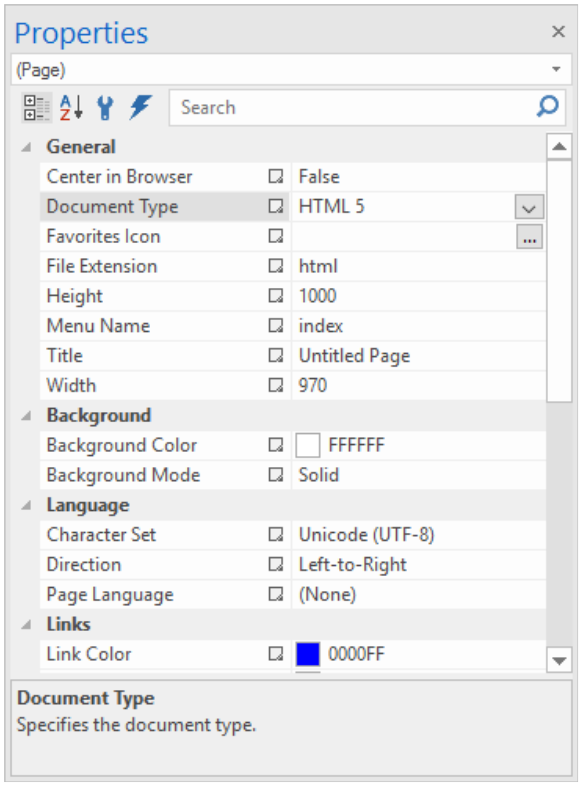
Move Back
Move object to previous position in z-order

Let's say you want to display the objects in a particular order.

1. Select all objects one by one in the order you want them to be displayed.
2. After you have selected an object, click Layout -> Arrange -> Move to Front

Properties Inspector

Use the Properties Inspector window to view and change the properties of selected objects.
You can also use the Properties Inspector window to modify page properties. The changes will be visible immediately in the workspace.



To display the Properties Inspector window, click Properties Inspector on the View menu. The Properties window typically displays in the bottom right corner of WYSIWYG Web Builder, under the Site Manager, but you can move and resize the window.

Object name (Drop-down box)
Lists the currently selected object or 'Page' if no object is selected. Only objects from the active page are visible. When you select multiple objects, only properties of the first selected object appear.

Categorized (Toolbar Button)
Lists all properties and property values for the selected object, by category. You can collapse a category to reduce the number of visible properties. When you expand or collapse a category, you see a plus (+) or minus (-) to the left of the category name. Categories are listed alphabetically.

Alphabetic (Toolbar Button)
Alphabetically sorts all properties for selected objects.

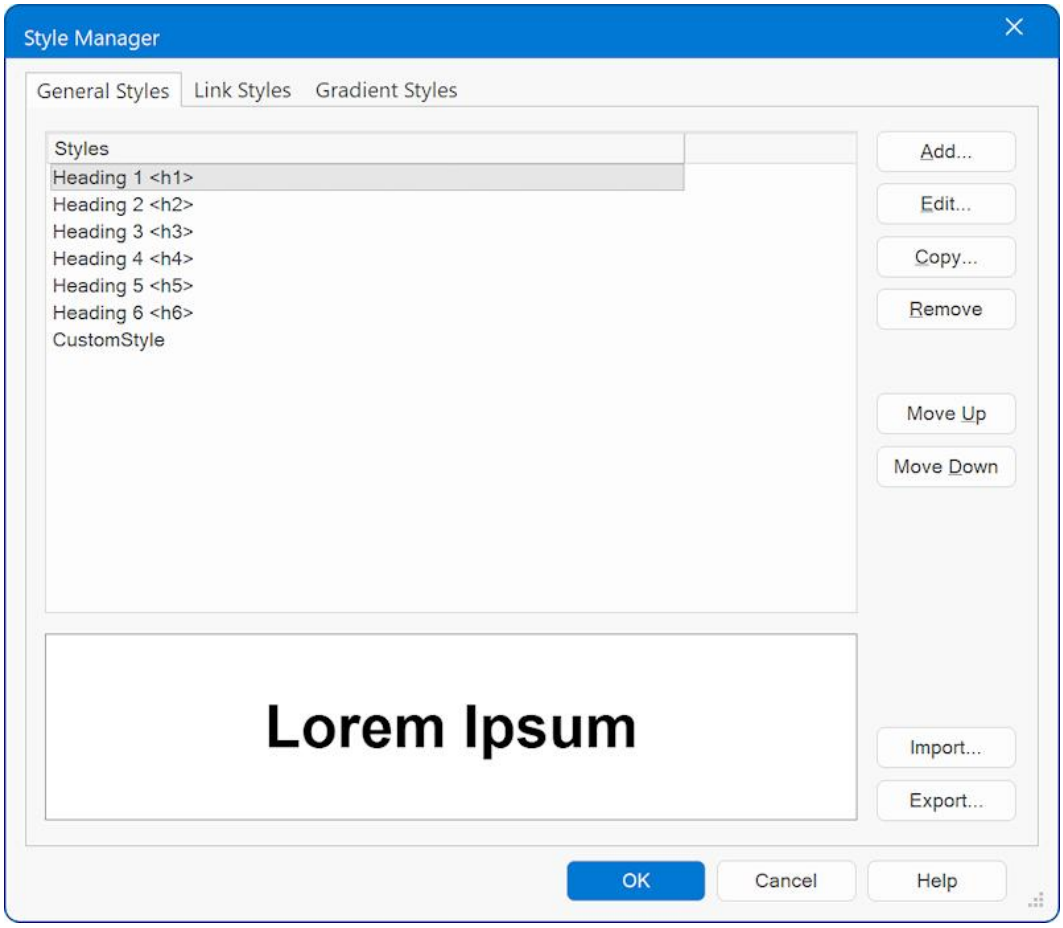
Property Page (Toolbar Button)
Displays the Property Pages dialog box for the selected item. Property Pages displays a subset, the same or a superset of the properties available in the Properties window.

Properties/Values
Displays the properties and their values of the selected object.

Description pane
Shows the property type and a short description of the property.

Style Manager

The Style Manager (Menu -> Format -> Styles) is a central place to add, edit or remove style definitions for the entire website. Updating a specific style will affect all objects using that style. For example, you can update all fonts of your website in one operation.



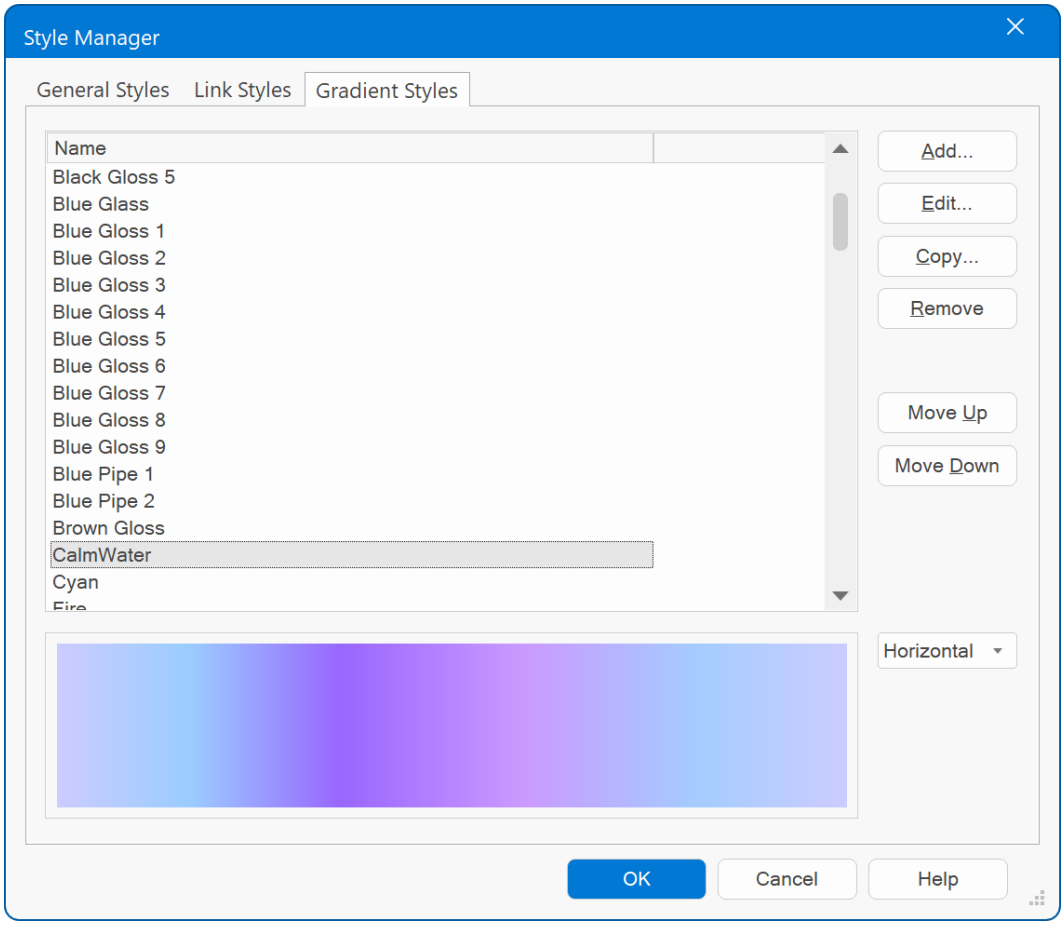
There are six standard heading styles (H1, H2, H3, H4, H5, H6), which normally are used for text headers only. Other styles can be used for all other objects that support them, like form elements and tables.

When you add a new style all attributes of the style are empty (= default). You do not have to specify values for all attributes. It's also possible to define custom style attributes. You may have noticed that we did this for the header styles (CustomStyle is display: inline;), to make sure it is displayed correct in all browsers.

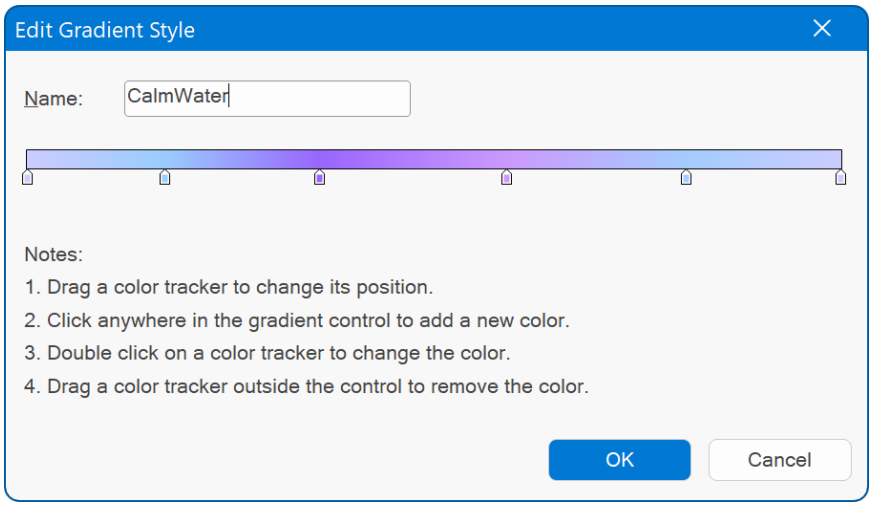
Online tutorial:
https://wysiwygwebbuilder.com/style_manager.html

Gradient Style Manager

In the Gradient Style Manager, you can add, edit and remove global (multi-color) gradients effects. These effects can be used by shapes, cliparts, textart and drawing tools.



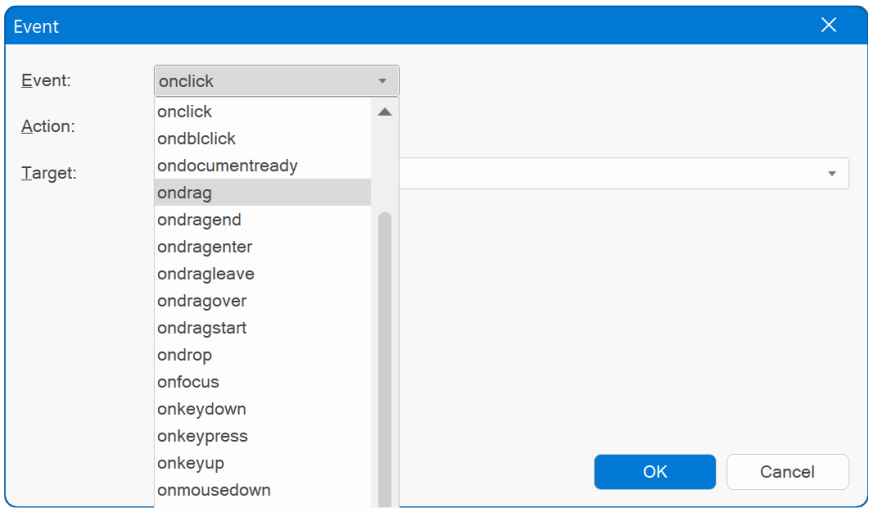
The definitions of the gradient styles are stored in a XML file 'gradients.dat' in the program folder. If you have defined custom styles and want to use the same styles on another computer, then you should copy this file.



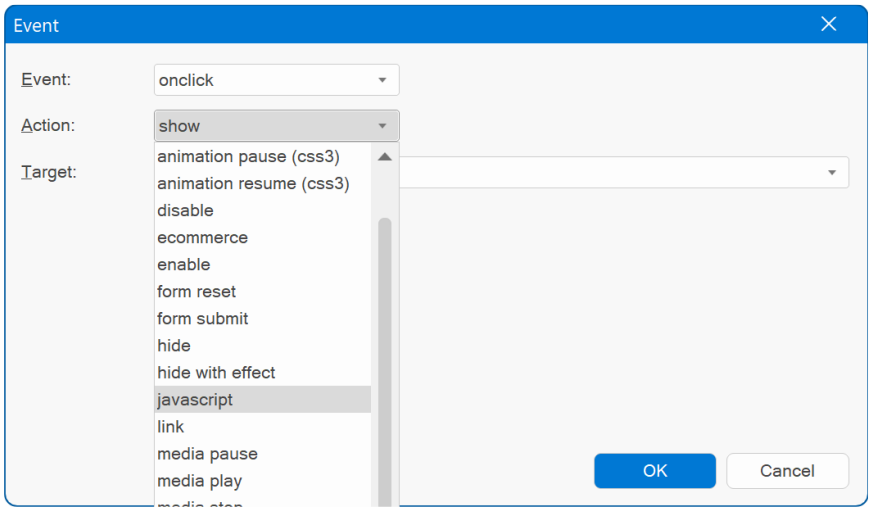
Events

In WYSIWYG Web Builder images, shapes and form controls have an Events Property Page, to easily add actions to object events, like OnClick, OnMouseOver etc.

In the help, you will find an overview of all available events.



Predefined actions include: Show, Hide, Move, Set Image, Play, Pause, Stop and JavaScript Function. Multiple events can be assigned to a single object.



Overview of available event actions:

Show
Show the object as specified in the Target field

Hide
Hide the object as specified in the Target field

Move
Move the object as specified in the Target field to position Left, Top.

Set Image
Set the image of object 'Target' as specified in Filename

JavaScript Function
Execute a custom JavaScript function (eg. **alert('enter your message');**)

Play
Start the audio / video file.

Pause
Pause the audio /video file.

Stop
Stop the audio / video file.

SlideShow Next
Display the next image of a slide show or carousel.

SlideShow Previous
Display the previous image of a slide show or carousel.

Show with Effects
Show the object as specified in the Target field while using one of the cool effects like fading, sliding, blinds, explode, puff drop etc....

Hide with Effects
Hide the object as specified in the Target field.

Set Class
The SetStyle action can be used to dynamically set a new style for an object. The style must have been created in the Style Manager.

Toggle
Toggle the visible state (show/hide) of an object. Triggering the event again will restore the previous state. Supports animations/easing.

Toggle Class
Toggle between the current style and another style while animating the style changes. Triggering the event again will restore the previous style.
The style must have been created in the Style Manager. Note that the object must also have a current (predefined) style.

CSS3 Animate
This will trigger a CSS3 animation from the Animation Manager.

Rotate
Rotates an object by specifying the angle (in a range between 0 - 359). Works only in modern browsers because it uses CSS3 transforms.

Timer Start/Stop
Activates or deactivates the specified Timer object. The target must be a Timer object!

Copy Text / Paste Text
This can be used to copy/paste text to/from text and form input elements.

Animation Pause (CSS3)
Pauses a running CSS3 animation.

Animation Resume (CSS3)
Resumes a paused CSS3 animation. It's not possible to resume an animation that has ended (when the iteration count has reached the end).

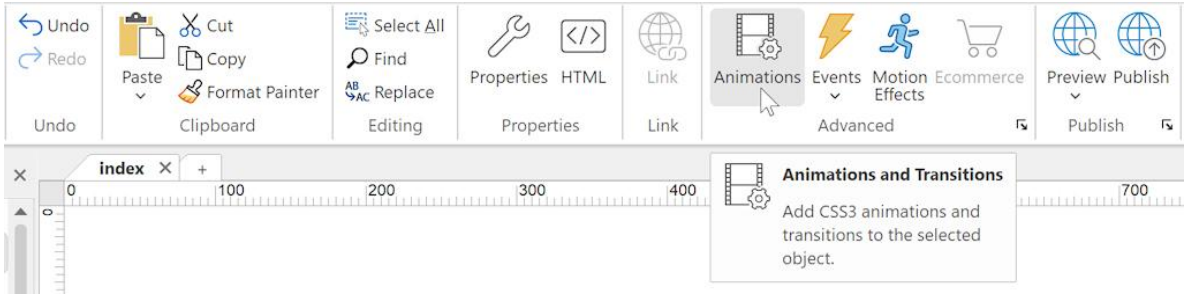
Animate
Perform a custom animation of a set of CSS properties.

Ecommerce
WYSIWYG Web Builder has built-in support for several third-party shopping cart checkouts and/or payment providers: Ecwid, Stripe, Snipcart, Paddle, PayPal, Gumroad, WebMoney, Vibracart Pro
This means that any image, button, text or menu item that supports events can be turned into a checkout button for the supported Payment gateways. There is also a dedicated 'Ecommerce' button, so you can quickly add ecommerce functionality to a button, image, shape, etc. For the Ecommerce events to work, you first will need to set the store ID, API key or account name in
Tools -> Options -> Ecommerce. You only need to enter the account details for the shop(s) you are using on your website.

See this online tutorial for more information: https://www.wysiwygwebbuilder.com/ecommerce.html

CSS3 Animations and Transitions

WYSIWYG Web Builder has built-in support for CSS3 animations and transitions. Animations and transitions are supported by all modern browsers (FireFox/Safari/Opera/Chrome/IE10), **but NOT by Internet Explorer 9 or older**!



Animation

A CSS3 animation is an effect that lets an element gradually change from one style to another without using JavaScript or Flash. Animation effects can be applied to a wide variety of CSS properties, including background-color, width, height, opacity, transforms (rotate, skew, scale, translate) and many more. The Animation Manager can be used to define animations. These animations can be assigned to an object in the CSS3 Animation section of the object's properties.

Note that not all animations are useful for all objects. For instance, animating the background color of an image or shape will not do anything because there is no background in that case.

You can also associate animations with a style in the Style Manager. This makes it possible to dynamically assign an animation to an object (through events -> set style).

Animation Properties

Animation
Specifies the animation (as created in the Animation Manager) to use for the object.

Duration
Specifies the duration of the animation in milliseconds.

Delay
Delay causes the very first run of the animation to wait for the specified amount of time (in milliseconds) before beginning to execute. Note that the delay will not occur during animation repeats. It will only be used for the first iteration of the animation.

Iteration count
You can configure how many times you would like the animation to play, or you can even make it repeat infinitely by using -1.

Direction
Set this to normal to play the animation from start to finish. Or use alternate to play it forward and then backwards.

Timing
The animation-timing-function specifies the speed curve of the animation.
The speed curve defines the time an animation uses to change from one set of CSS styles to another.
The speed curve is used to make the changes smoothly.
The animation-timing-function uses a mathematical function, called the Cubic Bèzier curve, to make the speed curve.

- **linear**
  The animation has the same speed from start to end

- **ease**
  The animation has a slow start, then fast, before it ends slowly

- **ease-in**
  The animation has a slow start.

- **ease-out**
  The animation has a slow end

- **ease-in-out**
  The animation has both a slow start and a slow end

Transition

A CSS3 transition is an animation that moves a property between two states. Transitions are an implicit animation, which means they are triggered by a state change like 'hover' or 'focus', unlike an animation which runs continuously.
You can add multiple transitions to an object. This makes it possible to animate multiple properties at the same time.

Trigger
Specify which state change will trigger the transition. Commonly used triggers are 'hover' and 'focus'.

Scroll transitions
Set the trigger to 'scroll' to implement scroll transitions. The anchor (in combination with the offset) specifies when the animation should start and finish in relation to the defined target element.
Scroll transitions should at least have two 'key frames'.
For more information, please visit the online tutorial:
https://www.wysiwygwebbuilder.com/scroll_transitions.html

Duration
Specifies the duration of the transition in milliseconds.

Delay
Specify when the transition will start.

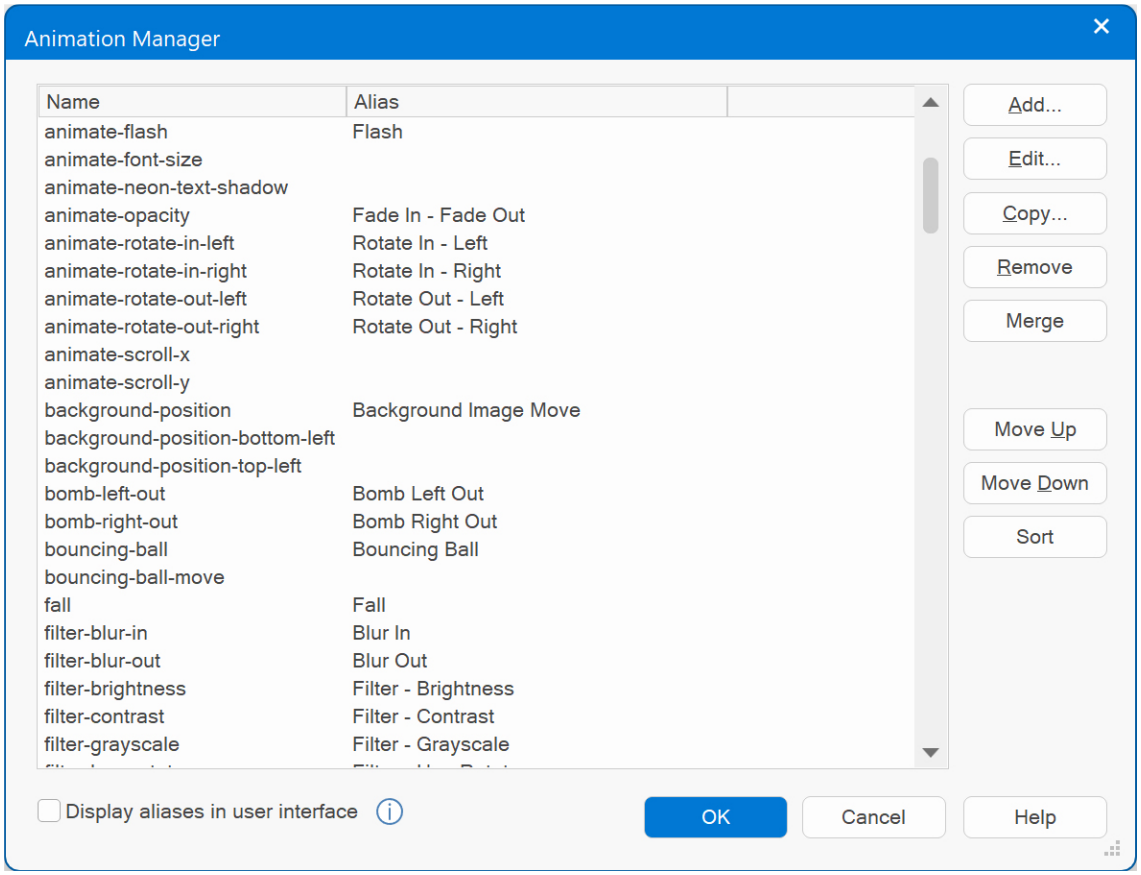
Timing
The timing function specifies the speed curve of the animation. See 'animation properties' for more details.

Property
Specifies the name of the CSS property to which the transition is applied.

Value
Specifies the new value of the CSS property.

Animation Manager

The Animation Manager can be used to define animations (with key frames).



Important:
Not all animations are useful for all objects. For instance, animating the background color of an image or shape will not do anything because there is no background in that case.

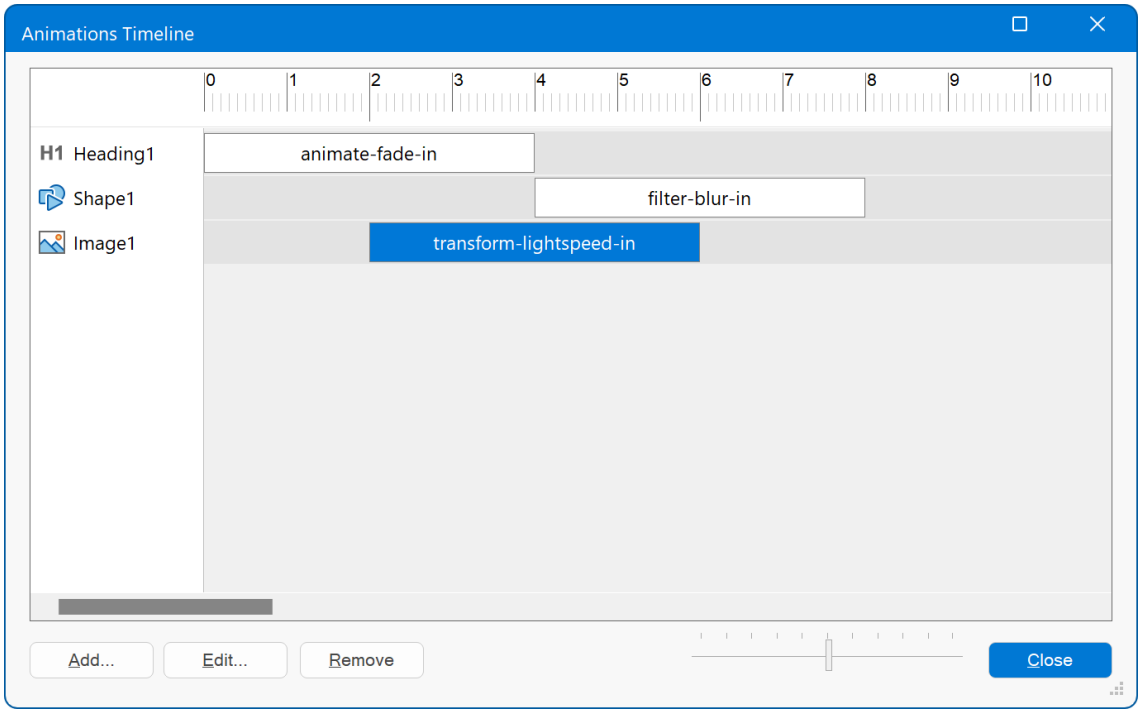
The first step in creating animations is to define 'key frames'. A key frame is a point that defines the start and end of a transition. The simplest animation will have two key frames - one at the start (0%) and one at the end (100%) - whereas more complex animations will have more key frames in between.
In the key frame, you set the position (in percentages) along the duration of the animation. You must specify at least two key frames (0% and 100%), but you can have as many as you like.
Each key frame defines a property (and value) that is applied to the element at the specified stage of the animation.

Example:
First key frame: 0% -> background color #000000
Last key frame: 100% -> background color #FFFFFF
This will smoothly animate the background color of an object from black to white.
Note that the timing is defined in the animation properties of the object, not in the animation itself. This way you can reuse an animation in different objects with different timing settings.

Oline tutorials:
https://www.wysiwygwebbuilder.com/animation.html
https://www.wysiwygwebbuilder.com/transitions.html
https://www.wysiwygwebbuilder.com/transform.html

Animation Timeline

The Animation Timeline option is available in the Page menu. The Animation Timeline displays all animations on the page, you can also add, edit and remove animations. It's also possible to drag & drop/move animations on the timeline, so you can easily control the timing of the animations.



Motion Effects

Motion Effects introduces a quicker and easier way to implement scroll effects and entrance animations. It provides a simplified interface without having to deal with events and transitions.

Online tutorial: https://wysiwygwebbuilder.com/motion_effects.html

Scroll Effects

Use Scroll Effects to create amazing animations and interactions when the user scrolls through the page. The state of the animation depends on the position of the scrollbar.

In previous versions, WYSIWYG Web Builder supported motion effects through scroll transitions. Here you had to define multiple steps to implement scroll effects. We have now simplified this process so you can implement some frequently used effects with just a few clicks.

- **Scroll Vertical**
  Move the object vertically when the user scrolls through the page. This can be used as a parallax effect where the object moves at a different speed than the rest of the page.

- **Scroll Horizontal**
  Move the object horizontally when the user scrolls through the page.

- **Scale**
  Scales the object when the user scrolls through the page.

- **Rotate**
  Rotate the object move when the user scrolls through the page.

- **Transparency**
  Make objects more transparent or opaquer in correlation to the user's scroll.

- **Blur**
  Make objects more (or less) blurred in correlation to the user's scroll.

Start / End Anchor
Specifies when the effect starts or ends:
• When object starts entering/exiting the viewport.
• When object is fully visible/invisible.
• When object is at the center of the viewport.

Start / End Anchor offset
Specifies the offset from the start/end position.

Start / End Value
Specifies the start/end value of the selected effect.
• 'scroll vertical' sets the movement (in pixels) in vertical direction.
• 'scroll horizontal' sets the movement (in pixels) in horizontal direction.
• 'scale' sets the zoom level. For example, 1.0 is 100% and 2.0 is 200%
• 'rotate' sets the angle in degrees between 0 and 360.
• 'transparency' sets the opacity between 0.0 and 1.0
• 'blur' sets the blur radius in pixels.

Notes about Scroll Effects
scroll vertical, scroll horizontal, scale and rotate always have the same start and end anchor because transforms cannot be set individually in HTML.

In the background, 'scroll effects' uses standard transitions. So, if you activate one of the options then this will automatically add new transition items in the 'Animations/Transitions' properties of the object. It's not recommended to update these values manually unless you know what you are doing.

Mouse Effects
There are two types of mouse effects: Mouse Track and 3D tilt.

Mouse Track
"Mouse Track" creates a sense of depth by making objects move in relation to the visitor's mouse movement. The speed property controls the level of the effect. By using a different speed for multiple objects, you can liven up your website. The 'Direction" property can be used to reverse the track direction.

3D Tilt
"3d tilt' tilts the object according to the movement of the mouse. The angle sets the maximum tilt rotation (degrees). The 'Direction" property can be used to reverse the tilt direction.

Online tutorial: https://wysiwygwebbuilder.com/mouseeffects.html

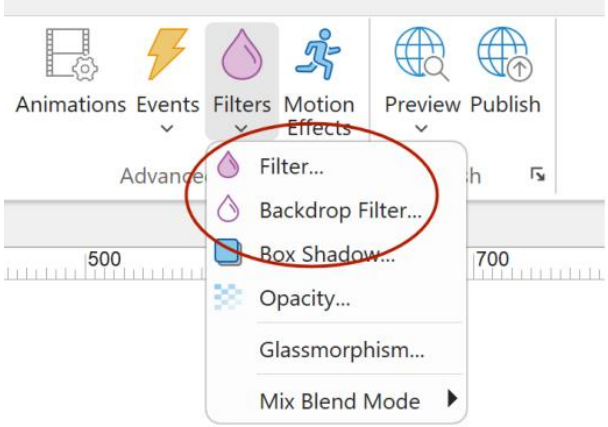
Entrance Animations
Entrance Animations lets you trigger an animation when the user scrolls down the page, like fade, slide or scale. You can choose from more than 30 animations. Duration specifies the duration of the animation (slow, normal or fast) and Delay can be used to wait for x milliseconds before the animation starts. Play specifies when the animation starts.

Note about Entrance Animations
In the background, 'entrance animations' use onscrollreveal events. So, if you select one of the entrance animations then this will automatically add new items in the 'Events' properties of the object. It's not recommended to update these values manually unless you know what you are doing.

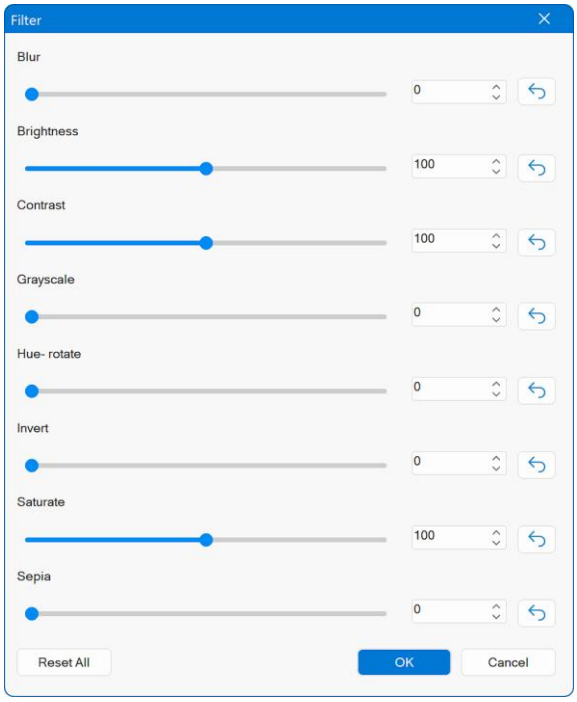
Filters

Filter properties allow you to apply visual effects, such as blur, grayscale, brightness, contrast, and more directly to an element.

In previous versions, filters were only accessible through the Transitions properties. In WWB21, we've added a dedicated section that lets you adjust filter values more easily and intuitively.



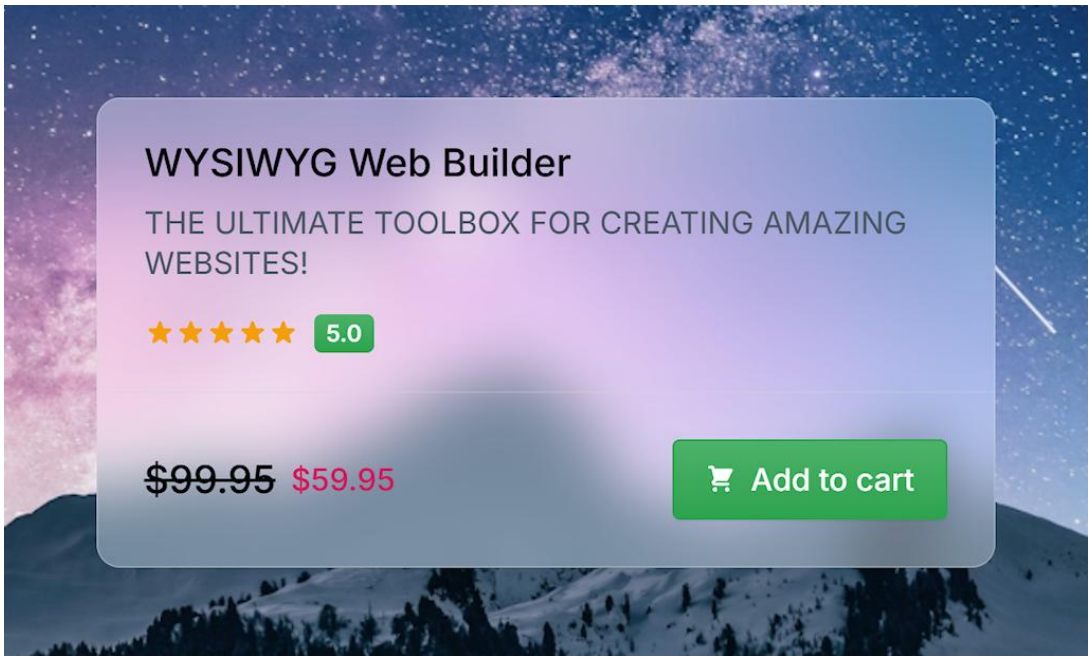
There are two types of filters: Filter and Backdrop Filter.
Filter affects the element itself, Backdrop filter affects what you see through the element (the background).



Online tutorial
https://www.wysiwygwebbuilder.com/filters.html

Glassmorphism

Glassmorphism in CSS is a design style that creates a frosted-glass look using transparency, blur, and layered backgrounds. In earlier versions of WYSIWYG Web Builder, achieving this effect required adjusting settings in several different property sections. Now, all glass-morphism controls are conveniently grouped in one place. These options let you configure the background color, transparency, outline, and backdrop blur to create the desired glass effect.



Color
Choose the base background color for the glass effect. This color is typically semi-transparent and blends with the blurred background behind the object.

Transparency
Controls how transparent the glass surface is.
A lower value makes the element more opaque.
A higher value makes it more see-through.
In the screenshot, the transparency is set to 74, which creates a fairly translucent appearance.

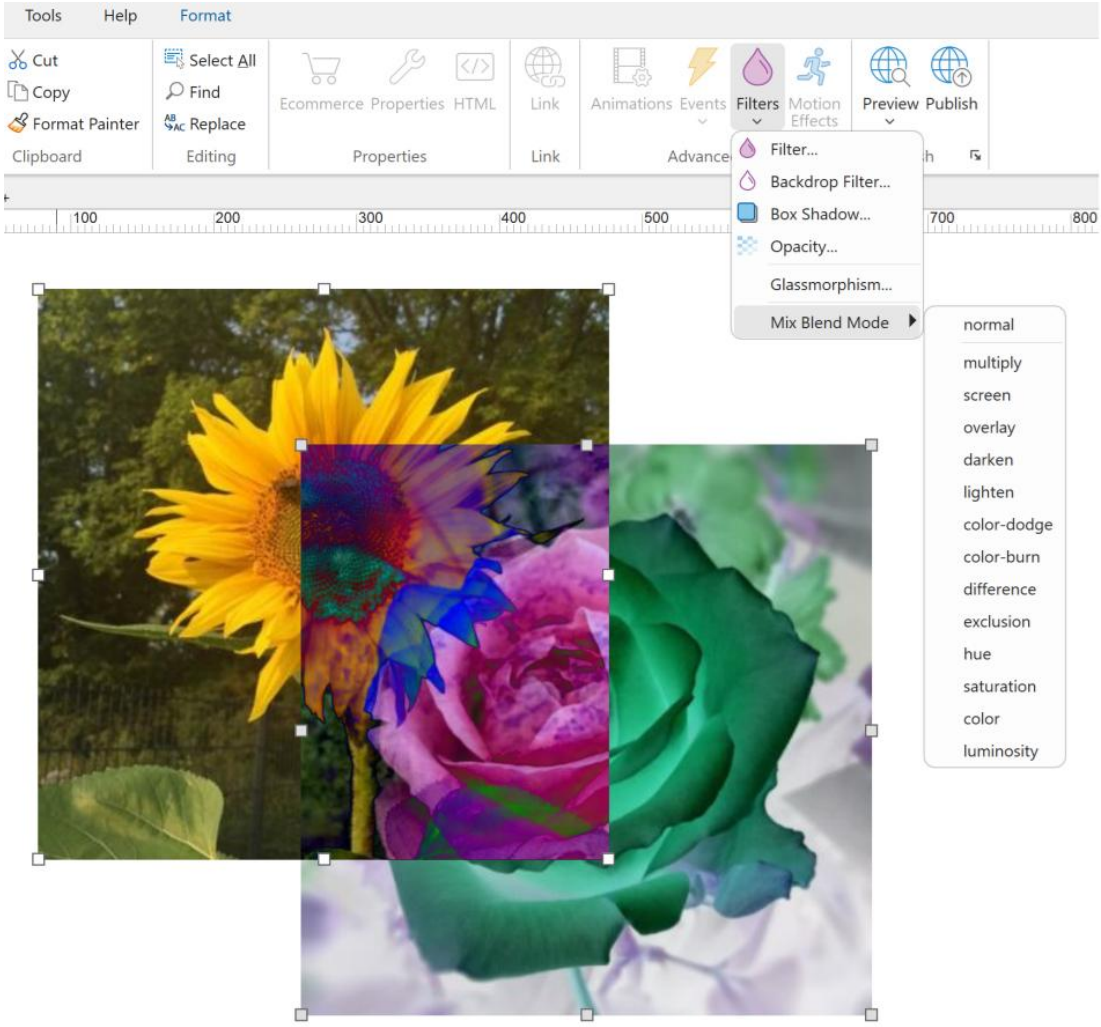
Blur
Defines the intensity of the backdrop blur, the amount of “frosted glass” effect applied to whatever is behind the element.
The screenshot shows a blur value of 4, giving a subtle softening effect.

Outline
Controls the strength of the outline or border around the glass element.
A value of 100 (as shown) creates a fully visible outline, which helps define the edges of the glass shape.

Online tutorial
https://www.wysiwygwebbuilder.com/glassmorphism.html

Mix Blend Mode

mix-blend-mode is a CSS property that controls how an element's content blends with the background behind it.



Instead of simply sitting on top of other elements, it uses blending formulas (similar to those in Photoshop or design tools) to combine colors in creative ways.

This allows you to create effects such as:

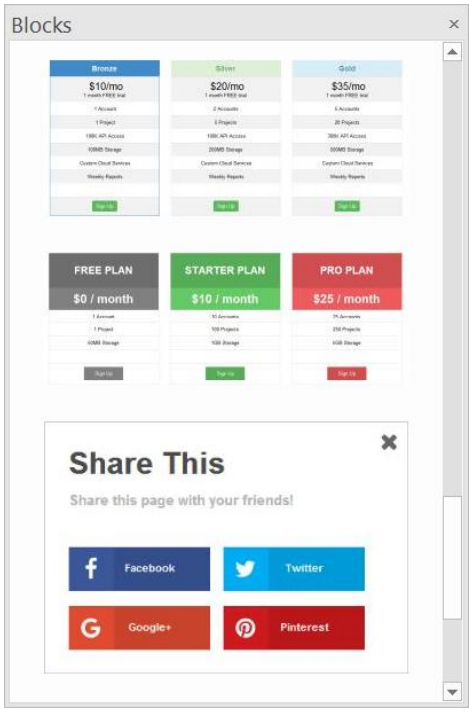
- Lightening or darkening based on background colors
- Making text or shapes interact visually with images behind them
- Creating layered, artistic, or glowing effects

Common blend modes include multiply, screen, overlay, darken, lighten, and more.

Online tutorial:
https://www.wysiwygwebbuilder.com/mixblendmode.html

Blocks

With Blocks you can easily drag & drop predefined blocks (like headers/ footers, text blocks, forms) to the page, so you have the basic layout ready in just a few minutes.



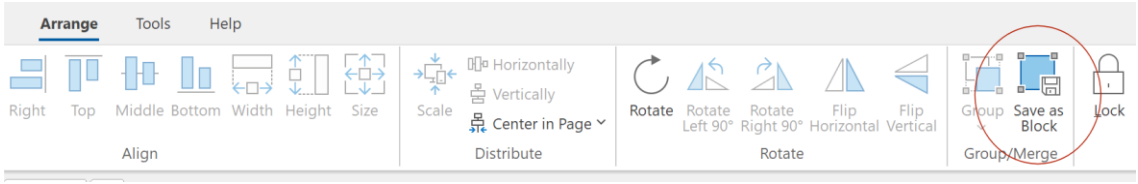
Blocks are basically just groups of standard WWB objects so once dragged to the page you can fully customize the behavior and appearance of the content. The application includes a dozen standard blocks to help you get started, but you can also create your own blocks, so you can reuse them in other pages or projects. To show or hide the Blocks Manager go to View -> Blocks.

Adding a Block to the page

To add a Block to the page, simply drag & drop it from the Blocks Manager to the workspace. It is also possible to double click the item to add it.

Creating your own blocks

You can also create your own Blocks. To create a Block, select all the objects you want to be part of the block and then choose 'Save As Block' in the Arrange menu.



Note:
Most Blocks were designed to be used as part of a pages with Layout Grids, so they are flexible/responsive. This means that the layout will be 'floating' (from the top of the page). And because these Blocks use Layout Grids, they can be re-arranged with the Arrange tools (move forward/back etc.)

Online tutorial:

https://wysiwygwebbuilder.com/blocks.html

Dark Color Scheme

"Dark mode" is a color scheme that uses light-colored text, icons, and graphical user interface elements on a dark background. Many modern websites and operating systems offer the user an optional dark color scheme.

In WYSIWYG Web Builder, you can create a different color scheme for web site visitors who prefer dark mode. There are two ways to implement dark mode: via the Style Manager, where you can specify dark colors or by automatically inverting the colors of an object, so light colors become dark and dark colors become light.

Dark Color Scheme - Style Manager

In the Style Manager, each color also has an (optional) dark color property, where you can set a different color for the background, text, border when the browser runs in dark mode. WWB, will automatically use the dark color when the dark color scheme is active.
To learn more about using styles please see this tutorial: Using the Style Manager

Dark Color Scheme - Invert Colors

Besides dark mode styles, WWB also has the possibility to invert the colors of an object for the dark color scheme. In that case, you do not have to use styles, but all colors will be inverted (negative). This property can be set for each object individually.

The 'Dark Color Scheme" options are available via the context menu (right click).
The option 'invert all objects' inverts all objects on the page. Images are not included because using inverted colors on an image will usually not look good, but you can always use 'Invert' on individual images, if you really want to use this effect on images too.

Objects which are part of a layer/layout grid will not be inverted because the layer itself is already inverted. The option 'invert child elements' inverts all objects on the selected layer.

How to toggle dark mode?

Normally, the dark color scheme is activated by the browser based on the user's preference. In that case, dark colors will automatically be used. But it is also possible to switch between dark / light mode manually.
This behavior can be set in Tools -> Options -> HTML -> Dark Color Scheme

prefers-color-scheme, the user's preferences determined when the color scheme will be used.
manual, dark/light color scheme can be controlled via events.

During design time, you can switch between light and dark color scheme via “Dark Color Scheme Simulation” button in the toolbar.

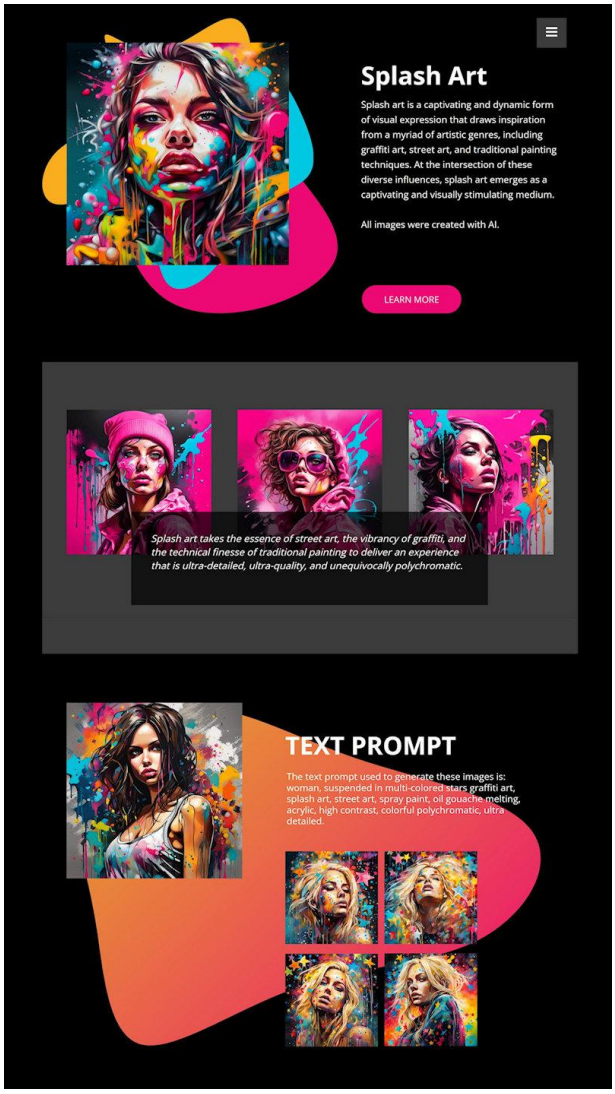
Online tutorial:
https://wysiwygwebbuilder.com/darkcolorscheme.html

Responsive Web Design

WYSIWYG Web Builder supports several ways to create responsive web sites and make your website "mobile friendly". So, what is the best way? There is not really a 'best way', it depends on your personal (or your customer's) preference. For example, do you want to have full control over the layout or do you want objects to automatically scale?

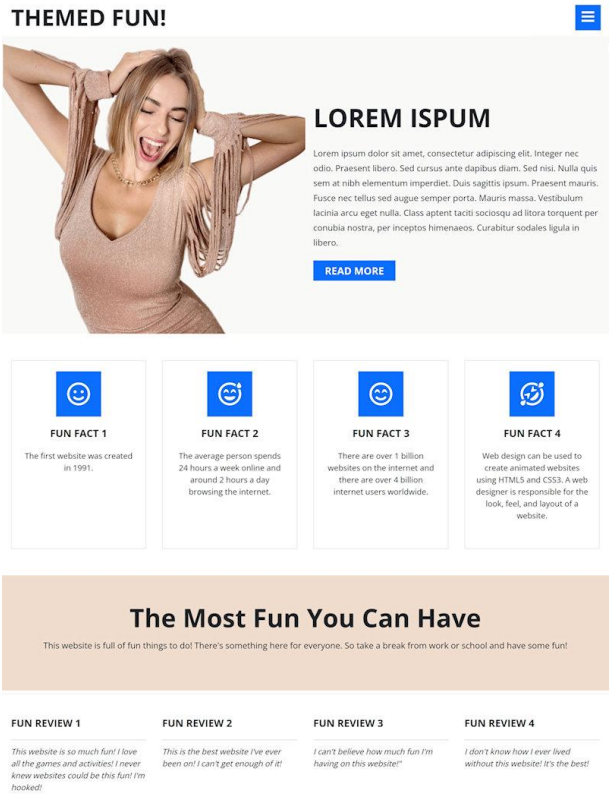
Here is an overview of the different design methods that are available in the software:

Fixed / Absolute Layouts (Adaptive Web Design)
By default, layouts are fixed using absolute positions. This means that you can place objects anywhere you like, so you have complete control over the layout. The downside of this layout mode is that it will be harder to make the page responsive because the layout will only look perfect on the screen size it was designed for. And because there is no 'structure' in the layout (objects can be placed anywhere in random order), there is no way for the browser to automatically re-position and/or scale the content based on the view port. So, to make sure the page content looks good for different viewports/screen sizes, you will have to implement breakpoints (different layout variations) of the same page. This design technique is also known as "Adaptive Web Design".



Related tutorials:
https://www.wysiwygwebbuilder.com/responsivewebdesign.html
https://www.wysiwygwebbuilder.com/rwd_basics.html

Flexible / Floating Layouts (Re-flow)
You can implement flexible layouts by using Layout Grids and/or Flexbox. This makes it possible to create Bootstrap-like layouts. When using layout grids, the layout is controlled by the grids. Objects will automatically resize based on the available space in the viewport and the grid column size. The downside of using layout grids is that you have less control over the layout. All objects will be positioned and resized automatically. So, you are forced into a structured layout.



Related tutorials:
https://www.wysiwygwebbuilder.com/layoutgrid_part1.html
https://www.wysiwygwebbuilder.com/layoutgrid_part2.html
https://www.wysiwygwebbuilder.com/layoutgrid_advanced.html
https://www.wysiwygwebbuilder.com/flexbox.html

Flex Grid

The Flex Grid is a new way of creating flexible layouts based on CSS Grid Layout. The CSS grid layout allows web developers to create complex responsive web layouts more easily and consistently across browsers. The idea behind the Flex Grid is to divide a web page into columns and rows. The columns and rows have named areas where you can drag & drop objects to. The layout can be different in breakpoints. Each grid area supports its own padding, (flexbox) alignment, border and background styling.

Related tutorials
https://www.wysiwygwebbuilder.com/flexgrid_part1.html
https://www.wysiwygwebbuilder.com/flexgrid_part2.html

More information about responsive layout modes is available in this online tutorial:
https://www.wysiwygwebbuilder.com/layout_modes.html

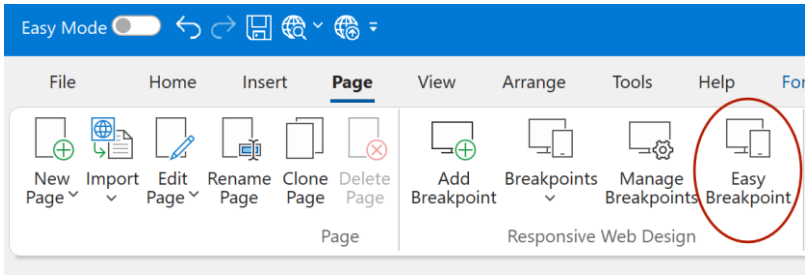
Easy Breakpoints

WYSIWYG Web Builder offers many tools to help make your website responsive and mobile-friendly, such as layout grids, flexbox, flex grids, and fixed layouts with breakpoints. Even when using layout grids or flexbox, you may sometimes want to fine-tune the font size, hide or show specific objects, or adjust margins for smaller (mobile) screens. In these cases, adding a breakpoint is necessary. However, adding multiple breakpoints can be time-consuming and difficult to maintain. That's where Easy Breakpoint becomes useful!

With Easy Breakpoint, most objects now support a simplified, single-breakpoint approach. You can set key responsive properties, such as visibility, font size, margins, padding, and alignment, specifically for that object, without creating additional full breakpoints.

Setup an Easy Breakpoint

To set up an Easy Breakpoint, select an object and click Easy Breakpoint in the Ribbon or menu. This will open the Easy Breakpoint properties for that object.



Note: when the value is empty or 'default' then it will not be affected.

Breakpoint
In the Breakpoint dropdown list, you can select the screen width at which the specified properties will become active. For example, if you choose 768, the settings will be applied to all screen sizes smaller than 768 pixels.

Visibility
Here you can specify whether the object should be hidden or shown.
Note that you can initially hide an object via the Object Manager

Alignment
Adjust the alignment for the selected breakpoint—left, center, or right. This option is most commonly used for text-related objects.

Font Size
Adjust the font size for the selected breakpoint.

Margin
Often, you may want to add extra spacing between objects on smaller screens. The margin properties let you adjust the left, top, right, and bottom margins specifically for the breakpoint. If you leave all values empty, the default (desktop) margins will be used.

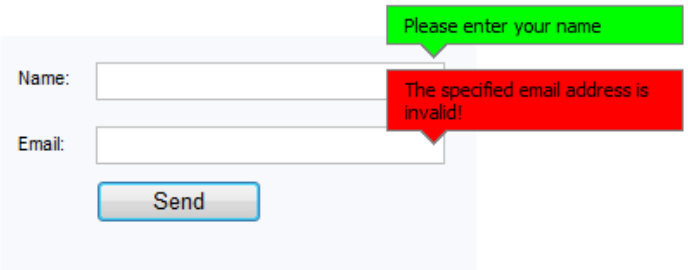
Extra
There are also a few special options available for certain objects. For example, in the Photo Gallery you can set a different number of columns for the selected breakpoint.

Online tutorial
https://wysiwygwebbuilder.com/easybreakpoints.html

Form Validation

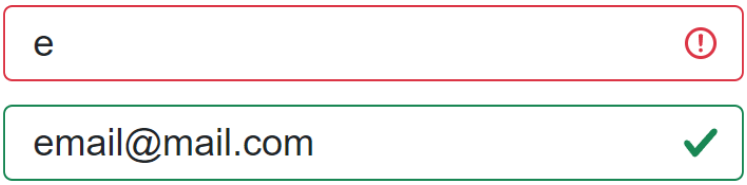
WYSIWYG Web Builder has some very powerful validation tools to validate the user input for the EditBox, Combobox, Radio Button, Checkbox, CAPTCHA and TextArea before it's submitted in a Form. Besides JavaScript based validation, there is also native HTML5 validation support built-in!

- **Default**
  Displays a standard JavaScript message.
- **Info bubble (real-time)**
  Select this option to enable real-time validation. The input field will be validated as soon as it loses focus without the need for the user to press the submit button first. Real-time validation uses info balloons instead of the standard message box, this gives your forms a professional look and feel. To configure the style of the balloons, click the 'Settings' button. You can configure the colors, font, bubble type, position and animation effect.

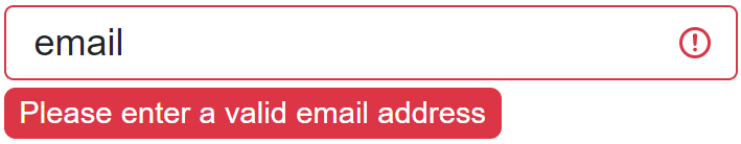


- **HTML5**
  Select this option to use native HTML5 form validation. Note that this feature is not available in all browsers yet.

- **Bootstrap**
  Use Bootstrap-like input validation. This adds a green (OK) or red (error) border and icon to the control. It also display the error message below the control.



- **Bootstrap Tooltips**
  Instead of displaying standard inline Bootstrap validation messages, this mode shows tooltips positioned beneath the input fields. These tooltips are absolutely positioned, ensuring they don’t disrupt or shift the surrounding layout.



Online tutorial:
https://www.wysiwygwebbuilder.com/validation.html

CAPTCHA validation

Error message
This message will be displayed if the user did not enter a value in the CAPTCHA field.

Enable Real-Time Validation through AJAX
If you enable this option then the value of the CAPTCHA field will be validated on the server as soon as the field loses focus, without the need to submit the form.

Checkbox validation

Error message
This message will be displayed when the user enters the wrong data.

Selection required
Enable this option if the checkbox must be checked before the user can submit the form.

Editbox and TextArea validation

Date Type

- **No Constraints**
  All input is accepted
- **Text**
  The input field is a text field. Use Text Format to specify which characters are allowed
- **Number**
  The input field is a number field. Use Numeric Format to specify which numbers are allowed.
- **Email Address**
  The input field is an email address field.
- **All Major Creditcards**
- **Creditcard - American Express**
- **Creditcard – Dinersclub**
- **Creditcard – Discover**
- **Creditcard – Mastercard**
- **Creditcard – Visa**
  These options verify common credit card formats.
- **Date – ddmmyyyy**
- **Date - mmddyyyy**
- **Date – yyyymmdd**
  These options verify common date formats.
- **IP Address**
  The input field is an IP address.
- **URL**
  The input field is an URL.
- **AJAX**
  This option is for advanced users(!) who wish to validate a value on the server, for example in a database. Use the URL field to specify the validation script on the server. For example: https://www.yourwebsite.com/validate.php

  The validate.php script in its simplest form could look something like this:

  ```
  <?php
  $username = $_POST['data'];

  // TODO: lookup username in database...
  if ($username == 'user')
  {
     echo "true";
  }
  else
  {
     echo "false";
  }
  ?>
  ```

- **Custom**
  Select the Custom option to specify your own regular (JavaScript) expression.

Error message

This message will be displayed when the user enters the wrong data.

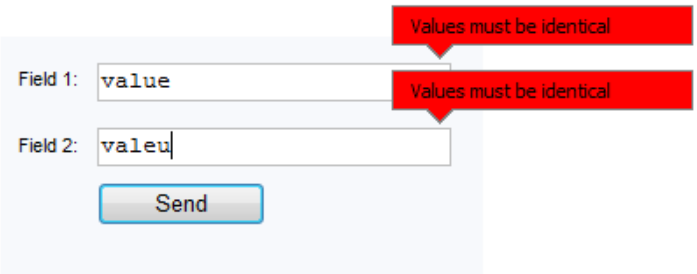
Text Format
Select the types of characters to allow in the field Letters, Digits, Whitespace (spaces, tabs, carriage returns, and line feeds), or Other (different characters, such as commas and hyphens).

Numeric Format
Specify to use a comma or period for Decimal points.

Data Length
Required; require the user to type an entry in a edit box or text area field.
Minimum; specifies the minimum number of characters to allow in the text box.
Maximum; specifies the maximum number of characters to allow in the text box.

Data Value
This option can be used to specify a value limitation. In the Field must be list, select a constraint: Don't care, Less than, Greater than, Less than or equal to, Greater than or equal to, Equal to or Not equal to. In the Value box, type the value for the constraint. To specify a second constraint, select **And must be**, click a condition, and then type a value.

Match
This option allows you to specify another form field of which the contents will be checked against the current field to see if they're the same. This can be useful for validating email or password fields.



Input Mask

An input mask helps the user with the input by ensuring a predefined format. This can be useful for dates, numeric, phone numbers etc.
The drop-down menu includes several predefined masks.
This feature is based on Input mask by Robin Herbots (https://github.com/RobinHerbots/Inputmask)

Online tutorial:
https://www.wysiwygwebbuilder.com/inputmask.html

What's the difference of input masks and validation rules?
input masks are about formatting; validation rules are about correctness of values.
Note: there is no direct link between validation and input mask, so you wil need to make sure that the combination masking and validation makes sense.

Combobox validation

Error message
This message will be displayed when the user enters the wrong data.

Selection required
Require users to select from the combobox.

Disallow first choice
If you use the first option to display instructions, such as "Select an option," you can make the that first option unavailable by enabling this option.

File Upload validation

Error message
This message will be displayed when the user enters the wrong data.

Data required
If this option is enabled then the user must specify a filename.

Valid extensions
Specifies which extension will be accepted by the form.

Form Conditions and Calculations

Form conditions make it possible to show/hide/enable/disable other objects based on the value or selection of a form input field. For example, you can disable the form's submit button until the user checks a box.

It is also possible to do calculations in form fields. Calculations are available in the 'Conditions' section of input fields. They can be used to calculate a value based on values or selections of other input fields. For example, to calculate the total price of an item in a web shop based on the selected options. Conditions/calculations options are available for Editbox, TextArea, Combobox, Checkbox and Radio Button. You can add multiple conditions to an object, they will be processed all.

Target
The Target property specifies the object where the action will be applied to. For example, the object that will be hidden or disabled.

Conditions
The following conditions are available:

- **change**
  The action will be processed when the value of the object has been changed.

- **equal to**
  The action will be processed when the input is equal to the specified value.

- **equal to (choice)**
  The action is specific for the combo box and will be processed when the input is equal to the specified value. Unlike 'equal to', this will create a unique condition for the specified value.

- **is empty**
  The action will be processed when the input is empty.

- **is not empty**
  The action will be processed when the input is not empty.

- **not equal to**
  The action will be processed when the input is not equal to the specified value.

- **not equal to (choice)**
  The action is specific for the combo box and will be processed when the input is not equal to the specified value. Unlike 'not equal to', this will create a unique condition for the specified value.

- **less than**
  The action will be processed when the input is less to the specified value. This can be used in combination with 'greater than' to create a range.

- **greater than**
  The action will be processed when the input is greater to the specified value. This can be used in combination with 'less than' to create a range.

- **else**
  This can be used in combination with 'equal to', 'not equal to', 'greater than' and 'less than'.

Actions
The following actions are available:

- **show**
  Show the target object.

- **hide**
  Hide the target object.

- **enable**
  Enable the target object. Note that this is only useful for form input fields like an editbox, textarea or combobox.

- **disable**
  Disable the target object. Note that this is only useful for form input fields like an editbox, textarea or combobox.

- **calculate**
  Perform a calculation. For example, if you want to calculate the price of the product selected on a radio button multiplied to a quantity field. Or calculate the sum of two or more form fields. Calculations use the standard Javascript syntax:
  1 + 1
  10 - (3*2)
  Math.max(10, 20) + Math.abs('-1')

  To insert the value of another input field, place the ID of that object between square brackets:
  [Editbox1] * [RadioButton1]

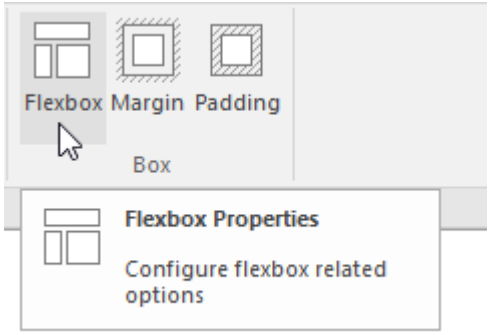
  Note that WWB will automatically convert this to $('#Editbox1').val() in the publish page.
  Fields can be inserted with the <Insert Field> option.

- **javascript**
  Execute a custom javascript function. Usually this is a reference to a function that has been defined somewhere else on the page.

Online tutorial:
https://www.wysiwygwebbuilder.com/conditions.html

Flexbox Properties

Each object has its own flexbox options. They can be set via Arrange -> Flexbox.
Flexbox options are only used when the object is inside a Flex Container.



Flex grow
The flex-grow property specifies how much the object will grow relative to the rest of the flexible items inside the same flex container.
If all objects have flex-grow set to 1 then the remaining space in the container will be distributed equally to all objects. If one of the objects has a value of 2 then the remaining space will take up twice as much space as the other objects (if possible).

Flex shrink
The flex-shrink property specifies how the object will shrink relative to the rest of the flexible items inside the same flex container.

Flex basis
The flex-basis property specifies the initial size of an object before the remaining space is distributed. The length can be in percentages or pixels. If set to 'auto', the extra space is distributed based on the flex-grow value.

Align self
The align-self property of flex items overrides the flex containers align-items property for that object.

- **flex-start**
  Items are positioned at the top of the container.
- **flex-end**
  Items are positioned at the bottom of the container.
- **center**
  Items are positioned at the center of the container (vertically).
- **stretch**
  Items are stretched to fit the container.
- **auto**
  Use the default alignment of the flex container.

Related tutorial:
https://www.wysiwygwebbuilder.com/flexbox.html

Artificial Intelligence

Improve your online presence easily with the help of WYSIWYG Web Builder's AI-powered tools. Make your website content better, reach a global audience by translating it, create eye-catching visuals to impress your visitors, and generate custom code for your web projects with ease.
WYSIWYG Web Builder AI combines all these important features in one place, giving you a complete platform to take your web design projects to new levels.

Text Generation and Enhancement
Create text, headings, articles, and more by entering custom prompts or choosing predefined ones. You have the flexibility to modify text length, tone (casual, professional, confident, friendly), grammar, and overall style to suit your needs.

Multilingual Translation
Translate text into over 25 languages, such as English, Spanish, French, German, and Italian, making it a valuable resource for communication across language barriers.

Image Generation and Manipulation
Generate new images based on text input, create variations of existing images, and enhance images using in-painting techniques. You can specify desired changes, such as adding objects, replacing screen content, or altering hairstyles. Anything of which you can think!

Image Expansion
Expand images beyond their original borders by providing descriptions of the desired changes. Also known as out-painting. The zoom slider allows you to adjust the frame size according to your preferences.

Custom Code Writing
For web development and coding tasks, you can utilize AI functionality within HTML objects, Object HTML, and Page HTML. This includes adding scripts, HTML, CSS, PHP, and more, making it a useful tool for developers.

The Prompt Manager can be used to add, edit or remove prompts from the 'suggestions' lists. You can access the Prompt Manager via the link at the bottom of the suggestions list. Each category (text, images, code) has its own prompt list.

IMPORTANT NOTE:
The AI tools in WYSIWYG Web Builder are implemented using the OpenAI API. You will need an OpenAI API key to use this functionality. If you do not already have an OpenAI account, then you can create it here: https://platform.openai.com/signup

You can create an OpenAI API key for free. New users get free $5 worth of free tokens. These tokens expire in 3 months. After the quota has passed, you can choose to enter billing information to upgrade to a paid plan and continue your use of the API on pay-as-you-go basis.

The API key can be entered in Tools -> Options -> Artificial Intelligence

Online tutorial:
https://wysiwygwebbuilder.com/ai.html

Synchronize Navigation

WYSIWYG Web Builder seamlessly integrates navigation synchronization with the Site Manager structure, enabling you to effortlessly sync bookmarks on the same page or with other menus.

Synchronize with Site Manager
Choose this option to enable automatic synchronization of menu items with the Site Manager's structure. For instance, when you add a new page, an item will be automatically appended to the menu, and if you rename a page, the corresponding menu item text will be updated accordingly.

Synchronize with another menu
Choose option to synchronize the menu items of the current menu with the items of another menu. This may be useful when you have multiple menus on the page, for example a desktop and mobile menu. So, you will have to change the link(s) only once.

Synchronize with bookmarks
This feature can dynamically update the menu based on bookmarks on the same page. This can be useful for 'single page' websites where menu items link to sections on the page. The menu text can be set via the 'menu name' property available for all objects that can be used as bookmark: Bookmark, Layer, Layout Grid, Flex Grid, Flex Container and Heading.

Sync with
Specifies which level of the Site Manager will be used to create the buttons.

- First level
  Creates menu items that will link to the children of the root level.

- Parent level
  Creates menu items that will link to all pages in the level above the current page in the Site Manager.

- Current level
  Creates menu items that will link to the current page and all other pages that share the same parent page.

- Child level
  Create menu items that will link to the children of the current page.

Target
Specifies the target window of the links when 'Synchronize with Site Manager' is enabled.

Text Transform
Many built-in navigation objects have a 'text-transform' property to control the capitalization of text. When employing synchronization with the Site Manager, the text can automatically be made uppercase, lowercase or capitalize, streamlining the process further.

What is the difference between Bootstrap and jQuery UI?

Bootstrap is a modern UI framework based on modern browser functionality.
jQuery UI is an older UI framework based on JavaScript, uses themes. jQuery UI relies on jQuery, and jQuery UI themes and uses JavaScript for animation, so it has more impact on the performance of the page. Bootstrap is lightweight and only uses JavaScript, when necessary, it uses CSS styling and for animation.

jQuery UI size: 424 KB (jQuery, jQuery UI and theme files)
Bootstrap size: 77 KB (bootstrap.min.js, popper.min.js)

Also note that Bootstrap is actively maintained, jQuery UI is no longer under development.

jQuery UI website: https://jqueryui.com/
Bootstrap website: https://getbootstrap.com/

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