

Quick 'n Easy Web Builder

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Quick 'n Easy Web Builder

Introduction

Quick 'n Easy Web Builder is a What-You-See-Is-What-You-Get (WYSIWYG) application program that can be used to create complete web sites. WYSIWYG means that all elements of the page will be displayed on the exact same position (fixed layout) as in the designer but also fluid (dynamic) layouts. The application generates HTML4, HTML5 or XHTML tags while you point and click on desired functions; you can create a web page without learning HTML. Just drag and drop objects to the page position them 'anywhere' you want and when you're finished publish it to your web server (using the build in Publish tool). Quick 'n Easy Web Builder gives you full control over the content and layout of your web pages.

Key Features:

- Drag & drop of HTML objects: Text, Lines, Images, Galleries and much more!
- HTML4, HTML5 or XHTML output.
- Responsive Web Design (based on CSS3 media queries, Layout grids or Flexbox).
- CSS3 Animations, Transitions and Transformations
- Site Management. Easily add, edit, clone and structure your web pages.
- Form wizard; Create forms from scratch or based on a template.
- Shapes (Rectangle, Rounded Rect, Ellipse, Hexagon, Octagon, Arrows, Signs, Stars, Talk Bubbles and more) with many fill effects such as solid, gradients patterns.
- Flash, YouTube, QuickTime, RealAudio and Flash Movie Player (supports many video formats).
- Rollover images, Picture gallery object with built-in lightbox effects and amazing Slide Show with many transition animations.
- Ready-to-use JavaScripts.
- Navigation bars, Menu bars, Text menus, Panel menus, Slide menus and more.
- Style Manager, to update the styles of multiple objects (H1, H2, H3 etc.).
- Template support.
- Built-in (Secure) FTP Client to manage your online files.
- Master pages. This allows you to re-use objects from other pages.
- Meta tags, including Open Graph, Twitter Cards and Structured Data/Rich Snippets.
- HTML object to insert your own HTML or JavaScripts.
- Image tools: Contrast, Brightness, Rotate, Reflection, Shadow, Stencils, Resample.
- Image effects: Grayscale, Negative, Sepia, Blur, Sharpen, Emboss and much more!
- Drawing tools: Line, Line + Arrows, Scribble, Polygon, Curve and Closed Curve.
- jQuery UI Widgets: Accordion, Tab, Dialog, Spinner, Wizard, DatePicker etc.
- Timers and Events
- PayPal eCommerce Tools.
- Login tools, protect pages with a password and user management.
- Popup window / Lightbox support for links
- Sitemap generator.
- Built-in RSS Feed creator and RSS viewer. Display RSS feeds (local or from another website), Twitter messages or other news sources on your website.
- and much more...

Getting started, a quick introduction

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

How is Quick 'n Easy Web Builder different from a traditional HTML editor?

The idea behind this application is to hide HTML from the user. **Quick 'n Easy Web Builder is not an HTML editor**, but an HTML generator. You don't even have to know there is HTML involved. Just drag & drop images, text and other objects on your page and your page is ready to be published!

Quick 'n Easy Web Builder does not edit the HTML directly, but it uses its own file format (.qwb) to store the information of the website. You can even store your complete website into one single file!

By not using HTML internally, the software can do much more than just generate standard HTML objects: it supports shapes, drawings, navigation bars, RSS feeds, blogs, photo galleries, ready to use Java Scripts and much more advanced objects that would not be possible in a standard HTML editor.

Tip:

To export your pages to HTML you will need to use the built-in publish tool.

If you like you can insert existing HTML to your page using the HTML tools (Page HTML and the HTML object. You can also insert custom attributes or other code to almost any object.

HTML editors (like FrontPage, Dreamweaver) use a document (word processor) method for layouts, where you cannot pick up objects and drag it where you want it to go on the web page. In Quick 'n Easy Web Builder you can drag and drop the objects anywhere you want, giving you full control over the layout. You can even put objects on top (or below) other objects!

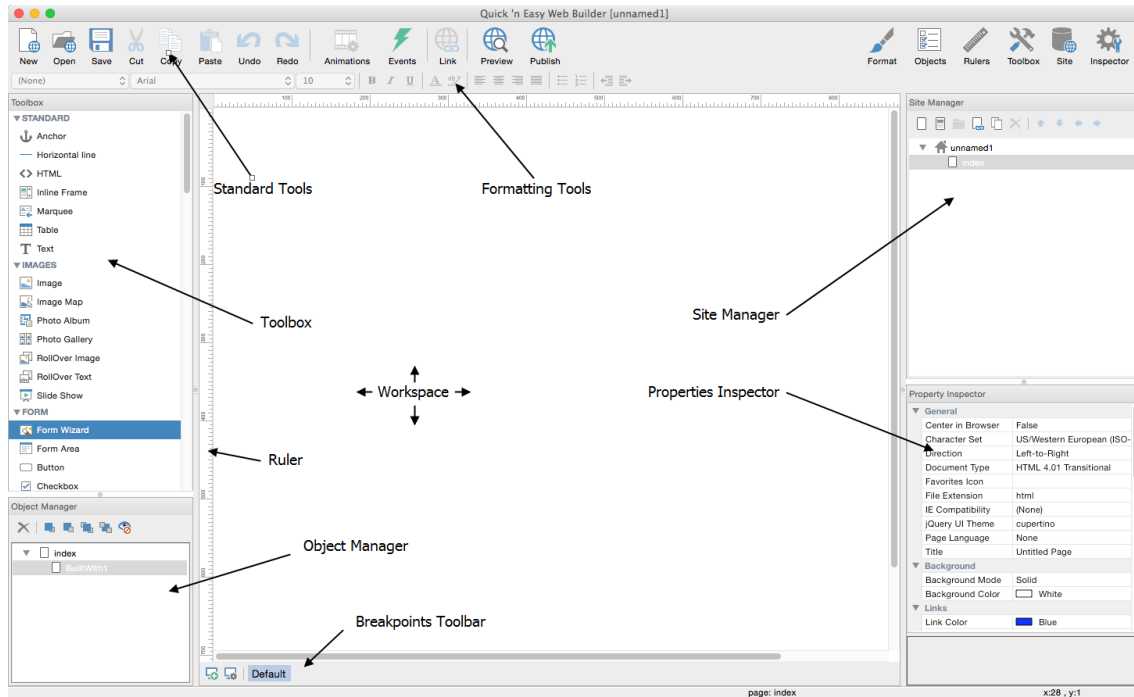
Traditional HTML editors use **Dynamic Page Layout**, which means that the first object on the page will also determine the position of the second object. Resizing or moving the first object will affect the complete layout of the page. You can't overlap objects when using Dynamic Page Layout. Quick 'n Easy Web Builder generates **Fixed Page Layout**. All objects have a fixed position which is not affected by other objects. This also allows you to overlap objects and give you much more control over the layout of the page.

What-You-See-Is-What-You-Get doesn't necessarily mean that the page will look exactly the same in all browsers because each browser uses its own rendering engine and has its own interpretation of the HTML specification. However Quick 'n Easy Web Builder will generate the most optimal HTML code, to make it look as close as possible. We also constantly monitoring the latest standards to make sure we're compliant with the W3C standards.

Start Quick 'n Easy Web Builder

Click the Quick 'n Easy Web Builder icon to launch the application.

When launching Quick 'n Easy Web Builder, the main screen will look something like this:



Standard Tools

With the 'Standard Tools' toolbar you can execute basic commands like: Create a new web site, open an existing web site, save, cut, copy, paste, undo, redo, publish and preview.



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 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.

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. After that you can change the layout and/or style to finish the website. 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 of standard blocks to help you get started, but you can also create your own blocks (by saving a group of objects as 'Block'), so you can reuse them in other pages or projects.

To show or hide the Blocks Manager go to Menu->View->Blocks.

Related tutorial:

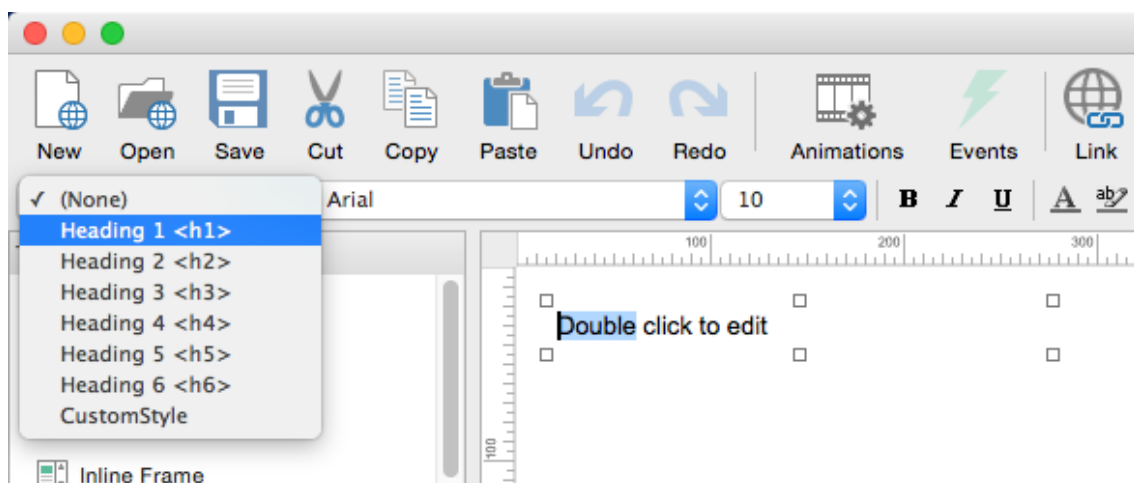
<http://www.quickandeasywebbuilder.com/blocks.html>

Workspace

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

Formatting Tools

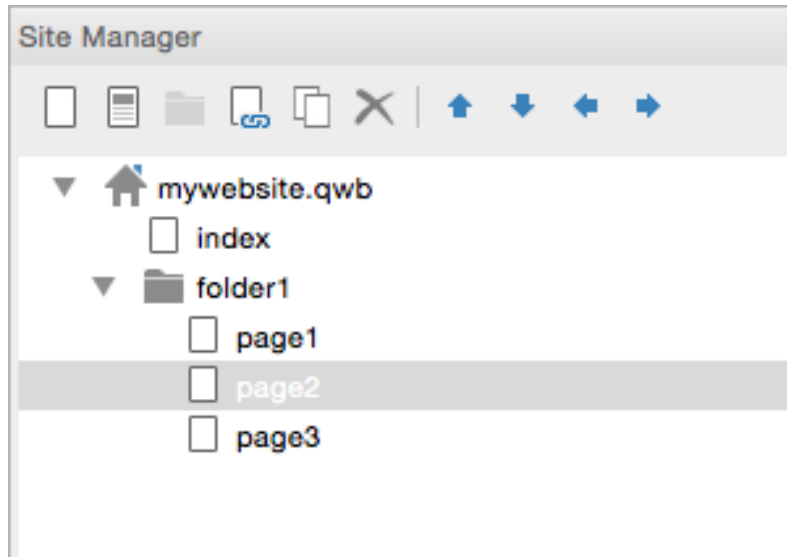
The formatting tools are only active when you are in text edit mode.



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).

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. In the picture above, you see an example of a web site structure. The filename of this example web site is called 'mywebsite.qwb', this name is always displayed at the root of web site tree. The root can have one or more pages and each page can have subpages. Web sites always have a **home page**, which is often called **index**, so for this reason Quick 'n Easy Web builder automatically adds 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' it will publish as index.html. Do not add the file extension in the Site Manager!

Tip: Make sure all pages of a website are part of the same project, this way Quick 'n Easy Web Builder will 'know' that the pages belong together and generate optimal HTML for your website.

Tip: Every time you insert a new page to your website it will be added to the Site Manager. To edit previously created pages, you can click the page name to open it in the editor.

You will find more information about the Site Manager later in this document.

Property Inspector

Use the Property Inspector window to view and change the properties of the selected object. You can also use the Property Inspector to modify page properties (when no objects are selected). The changes will be visible immediately. It is also possible to manually modify the size and position of the selected object.

Property Inspector

General	
Center in Browser	False
Character Set	US/Western European (ISO-
Direction	Left-to-Right
Document Type	HTML 5
Favorites Icon	None
File Extension	HTML 4.01 Transitional
IE Compatibility	XHTML 1.0 Transitional
jQuery UI Theme	HTML 5
Page Language	None
Title	Untitled Page
Background	
Background Mode	Solid
Background Color	<input type="text"/> White
Links	
Link Color	<input type="text"/> Blue

Document Type
Specifies the document type of the page.

The ID property

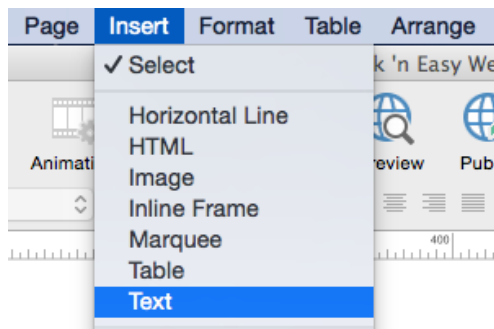
The ID property of an object should be unique within the page. Normally Quick 'n Easy Web Builder will automatically assign unique names to all objects. However, if you use one of more master pages, then IDs may be duplicated, since the software cannot distinguish a master from a normal page. We recommend 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

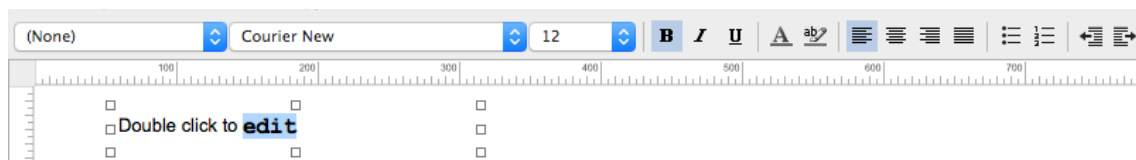
Specifies the class name for the object. The value can be a style (created in the Style Manager) or a custom class. For objects that do not support the styles, this property does not change the appearance in the workspace. However, it will add class="value" to the object's container when the page is published. This may be useful for advanced users who want more control over the object's style or behavior.

Adding text to the page

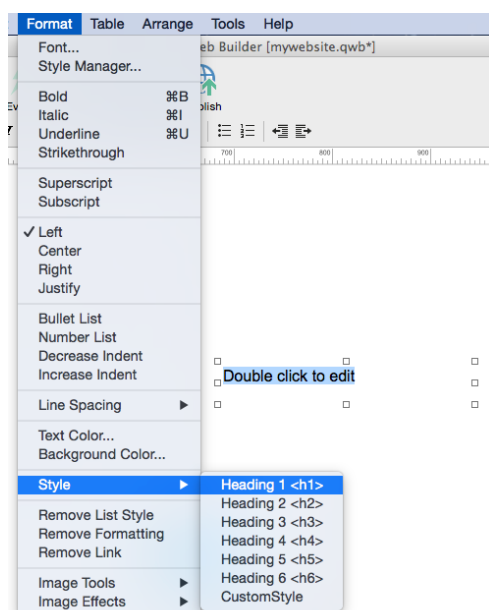
One of the first steps in creating a web page is often adding text.



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 from the Format Toolbar. From the toolbar you can change font type, size, bold, italic, underline, text color and highlight color. There are lots of other formatting options available from the Format menu:



Click anywhere in the page to stop editing.

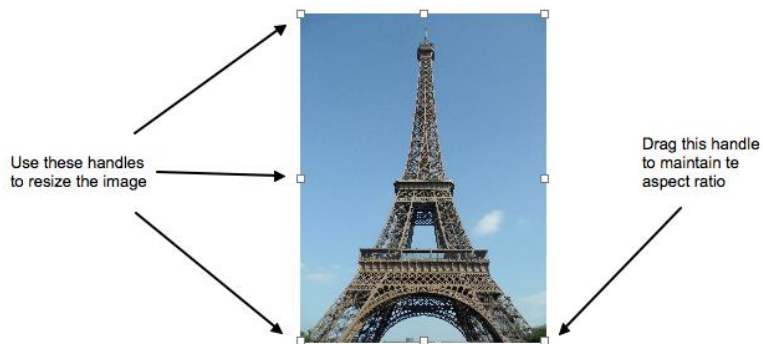
Adding an image to a web page

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; Quick 'n Easy Web Builder automatically adjusts the box to fit the image after you place it.

Tip: Make sure you resize the image before adding it the page. By keeping images as small as possible it will keep your project 'lean and mean' and it will also reduce the loading times in the browser.

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.



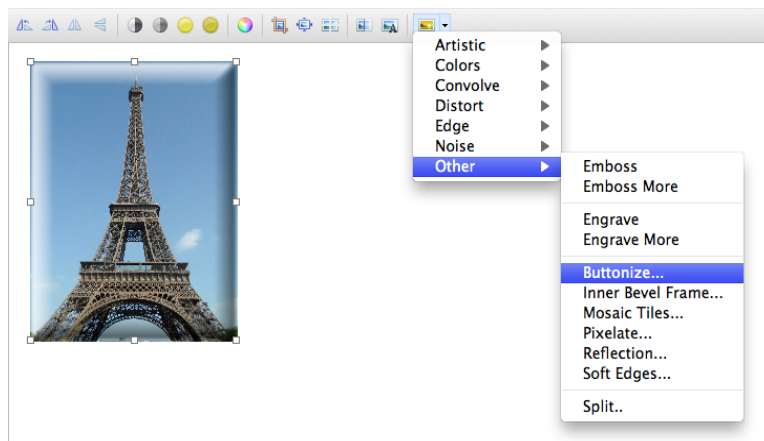
Rotate an image

You can rotate image and shape objects. You will find the 'angle' property in the Property Inspector.

Note that rotation is not a standard feature of HTML, the software will create a new image (with a different filename) with the rotated picture.

Apply effects to an image

In Quick 'n Easy 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!



Adding other objects to the page

There are many other objects you can place on the page. Check out Insert Menu for a description of the other objects.

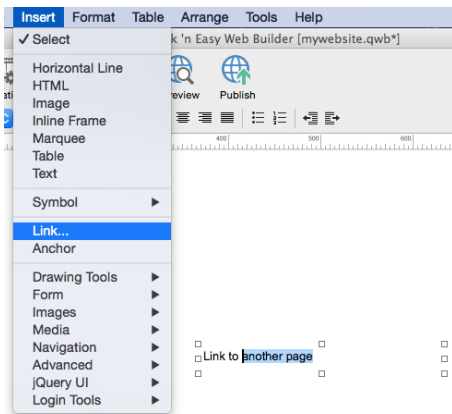
Tip: Another way to add objects to your page is by simply dragging them out of the toolbox onto the workspace.

Linking your pages together (Creating hyperlinks)

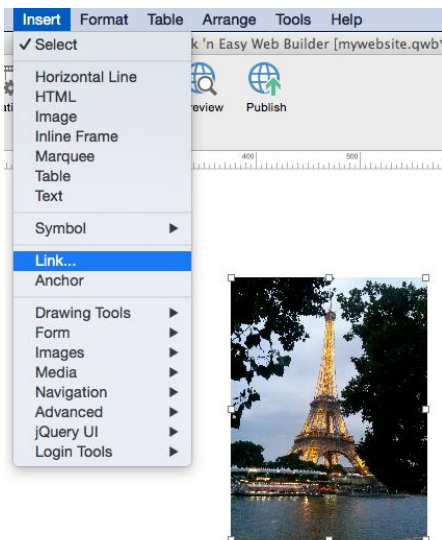
Hyperlinks are text or images that can be clicked to bring the user to another web file such as a web page, images or any other file. They are the essence of the World Wide Web as they link pages within sites and web sites to other web sites. To create a hyperlink in Web Builder, follow the instructions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



Linking an image, shape or rollover image.



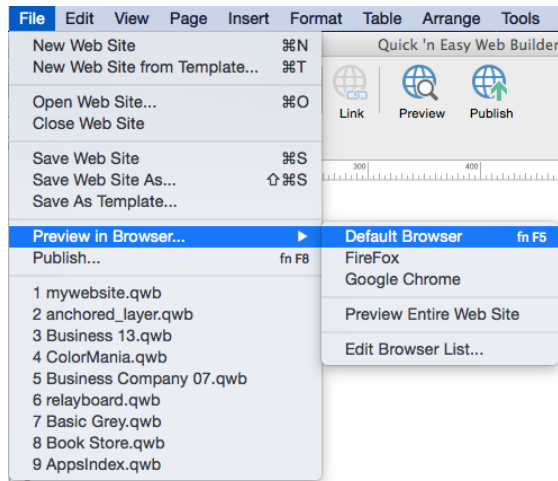
Please read the chapter 'Links' of this document for more details about linking.

Saving your web site

To save your web site, select Menu->File->Save Web Site from the menu and enter a name for the project. Web Builder uses the extension .qwb (**Q**uick 'n Easy **W**eb **B**uilder) to save the project files, **to save your page as HTML you'll have to Publish your pages.**

Preview a page

Select File->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. 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.



Depending on the preview scope (Tools->Preferences->Publish), you can preview either a single page or the entire web site.

Important note: 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!

Another note: You cannot preview pages that use PHP in your local browser. PHP pages can only be viewed through a web server with PHP support.

Publishing your web pages

The final phase of creating a web site is publishing your pages. To place your pages on the Web, you need a Web server. Commonly called hosts, Web servers allow you to transfer and store files, including HTML documents, images and multimedia files. Unless you own your own Web Server, you need to find a server to host your pages. Some examples of web hosts are:

<http://www.godaddy.com/>

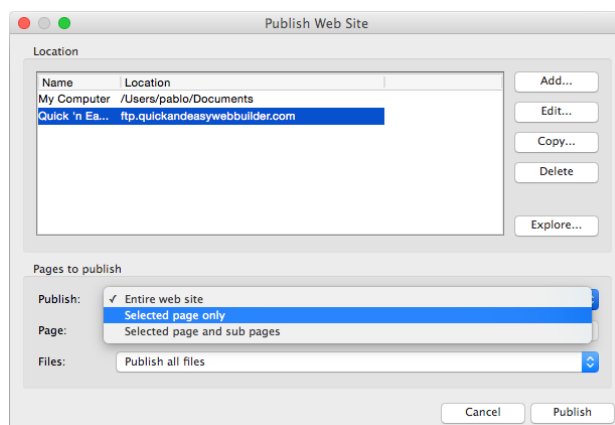
<http://www.1and1.com>

but of course, there are many more!

Make sure you choose a web host that supports FTP; this makes it much easier to publish your pages from Quick 'n Easy Web Builder.

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 folders 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 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 and 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 select page and all of its subpages.

The Quick 'n Easy Web Builder Menu

All of Quick 'n Easy Web Builder's features are available through the menu bar. The menu bar has the following items:

- File
- Edit
- View
- Page
- Insert
- Format
- Table
- Arrange
- Tools

File Menu

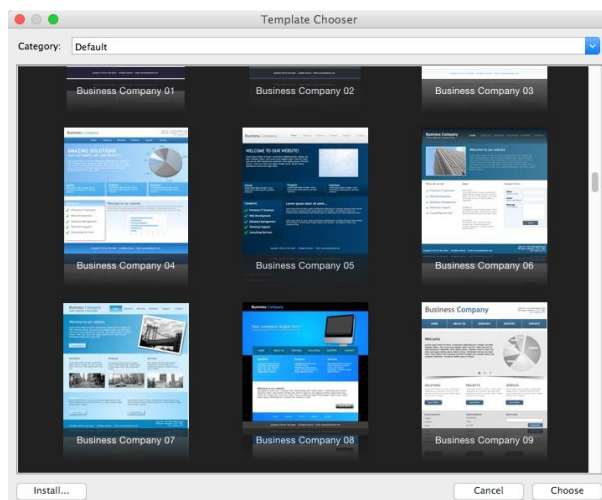
New Web Site

Creates a new empty web site project. All pages of a web site are saved in one file.

New Web Site from Template

Creates a new web site based on a template. A template is a framework for web pages and sites. Templates for web pages work much like templates in Microsoft Word, or any other word processing application. Think of a template as a starting point for your pages. A template will include all of the images and other objects in the template file. So there is no need to copy these files separately. So you simply copy one file from one computer to another and you can start or continue working on your web pages. Quick 'n Easy Web Builder Templates have the .qwbt extension and are saved in the sub folder

/Library/Application Support/Quick 'n Easy Web Builder/templates. To add a new category to the template selection window, so 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 create new categories by using the context menu in the Template selection window.



Note: The first time you launch the template window the software will generate preview images for the templates, so this may take a few seconds to complete.

Open Web Site

Opens an existing web site project.

Close Web Site

Close the active web site project.

Save Web Site

Save the active web site project.

Important note:

Quick 'n Easy Web Builder does not edit the HTML directly, but it uses its own file format (.qwb) to store the information of the website. In order to **save your pages as HTML** you need to publish your pages. QnEWB stores the information of all your pages in a single project file.

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 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. There for, the option "Automatically manage images and other files used by a project" in Preferences->Miscellaneous should be enabled.

Preview in Browser

Preview the active web page in your default Browser.

Depending on the preview scope (Tools->Preferences->Publish), 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.

Exit

Quits the application.

Edit Menu

Undo

Undo the last action.

Redo

Redo the previously undone action.

Cut

Cut the selection and put it on the Clipboard.

Copy

Copy the selection and put it on the Clipboard.

Paste

Insert Clipboard contents.

Delete

Erase the selection.

Select All

Select the entire document (all objects).

Find and Replace

The Find and 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.

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.

Lock/Unlock

This will 'lock' the selected objects, so that they cannot be moved or resized accidentally. 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.

Restore Original Size

Can be used to restore an image or flash object to its original size.

Animations

Add CSS3 animations add transitions to the selected object. See also 'Animations and Translations'.

Events

Implement dynamic actions based on events. See 'Events' for more details.

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.

Quick 'n Easy Web Builder has a simple built-in Lorem Ipsum Text generator to add placeholder text to the text object. You can insert complete paragraphs or a specific number of words.

HTML

View the 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.

View Menu

Main toolbar

Show or hide the standard toolbar.

Breakpoints toolbar

Show or hide breakpoint toolbar at the bottom of the page. These tools can be used to insert and manage breakpoints for Responsive Web Design. You can also switch between breakpoints.

See 'Responsive Web Design' for more details.

Toolbox

Show or hide the toolbox.

Object Manager/ Site Manager/ Property Inspector

Show or hide the Object Manager, Site Manager and Property Inspector window.

Refresh

'Refresh' reloads all images of the current page. This can be useful if you have edited images in another application.

Show Ruler Guides

Horizontal and vertical ruler guides are used to align objects on the page.

See 'Guide Settings' for more information.

Show Smart Guides

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

Snap to grid

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

Rulers

Show or hide rulers.

Object Outlines

Show or hide object outlines.

Non-responsive objects

Enable this option to outline objects that are not responsive. This may be helpful for Responsive Web Design, so you can either change the object's properties to make it responsive or use 'Clone and Hide' to create a new instance of the object.

Render hidden objects

This option may be useful to trace layout problems caused by hidden objects. Note that hidden objects cannot be edited. You will first have to unhide the object (with the Object Manager) to make changes.

Zoom

You can zoom in to see parts of your web page close-up, or zoom out to see more of the page.

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 of pixels.

You cannot edit text when a page is zoomed in or zoomed out.

Page Menu

The page menu holds all the commands related to page management.

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) will 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) will be added to the Site Manager tree.

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

Remove 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, Quick 'n Easy Web Builder saves the project file with the .qwb 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:

- Do not add .html or .htm extension to the page name. Quick 'n Easy Web Builder will automatically add the .html extension (or .php, .asp) when it publishes (or exports) the HTML code.
- Always name your homepage: "index", this is the most common name for a homepage.
- 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"
- Do not use space or other special characters in the name, keep them simple like: "page1" or "my_products"
It's strongly recommend using alphanumeric characters only!
- Use underscores to connect words.
- Do not start the file name with a number.

Import HTML

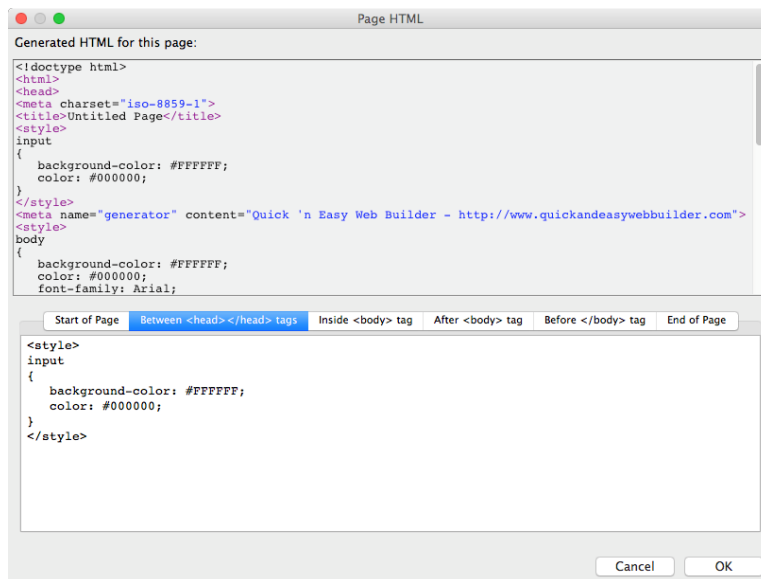
Although Quick 'n Easy Web Builder is NOT an HTML editor, it has (limited) support to import HTML pages. This may help you import images and text from existing pages. You can either select an HTML page from your local drive or specify a URL of an online website. The software will automatically copy images from remote pages to your local drive.

Notes about importing HTML:

- This feature is still in beta. Importing HTML is a very complex process and it will take a lot of testing and optimizing before we get the optimal results. However, in many cases the current implementation may be sufficient enough.
- QnE Web Builder is not an HTML editor, but an HTML generator! Internally the software does not use HTML. This give you much more control over the layout then you normally would have in a traditional HTML editor. So this means that the HTML has to be converted to QnE WB's internal format. A very complicated task...
- The import feature currently only imports text, images, form elements and body attributes (background images, meta tags). Tables, scripts, stylesheets and multimedia components are not imported. But in most cases this is good enough to get you started.
- QnE Web Builder does not parse style sheets, currently all objects will have the default styling.
- It is very difficult to support all different types of HTML. Even the different types of browsers will interpret HTML differently, so don't expect miracles. If a page fails to import, then it probably contains code that Qne Web Builder doesn't understand and you still have to start from scratch.
- Importing web pages with fixed page layout (absolute positions), for example those created with WYSIWYG Web Builder or QnE Web Builder will give the best results.

Page HTML

View the generated HTML of the active page. You can also add your own HTML code! Note however that you cannot edit the HTML generated by Quick 'n Easy Web Builder, all changes to the code are done through visual design (drag & drop, editing properties).



Warning: When you insert code in the Page HTML window, make sure you do not include the <HTML>, <HEAD> or <BODY> tags! Quick 'n Easy 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>
<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>
```

Animations Timeline

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.

Error Reports

The Error Report tools will analyze the current page and check for errors like duplicated IDs, invalid filenames or other common problems.

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. You can set the ID property in the Property Inspector.

Duplicate ID

All objects must have a unique ID property within the context of the page. This includes the objects on master pages! You can set the ID property in the Property Inspector.

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 if the form processor is used.

Error page not specified

The error page property of the form cannot be empty if the form processor is used.

Invalid page title

The page does not have a meaningful title. The page title is either empty or has the default 'untitled page' value. You can change the page title in Page Properties.

Google Analytics

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

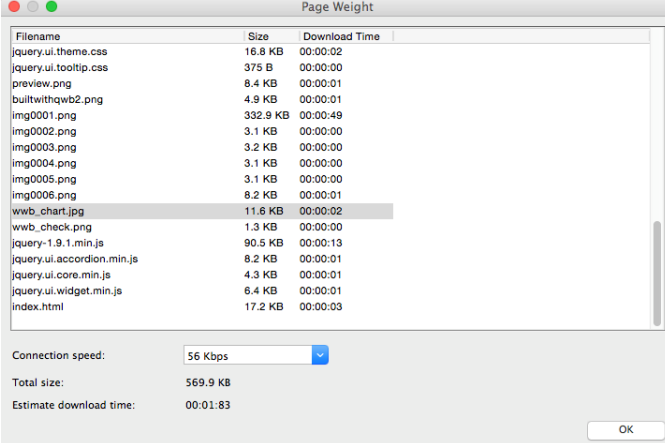
Responsive Web Design

In this section you can add, manage and switch breakpoints.
See 'Responsive Web Design' for more details.

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: Please keep in mind that some files (like scripts, images) are used by multiple pages. They will be downloaded by the browser from the server only once!



The screenshot shows a window titled "Page Weight" with a table of files. The table has three columns: "Filename", "Size", and "Download Time". The files listed include various CSS, PNG, and JS files, as well as an HTML file. Below the table, there are fields for "Connection speed" (set to 56 Kbps), "Total size" (569.9 KB), and "Estimate download time" (00:01:83). An "OK" button is at the bottom right.

Filename	Size	Download Time
jquery.ui.theme.css	16.8 KB	00:00:02
jquery.ui.tooltip.css	375 B	00:00:00
preview.png	8.4 KB	00:00:01
builtwithqw2.png	4.9 KB	00:00:01
img0001.png	332.9 KB	00:00:49
img0002.png	3.1 KB	00:00:00
img0003.png	3.2 KB	00:00:00
img0004.png	3.1 KB	00:00:00
img0005.png	3.1 KB	00:00:00
img0006.png	8.2 KB	00:00:01
wwb_chart.jpg	11.6 KB	00:00:02
wwb_check.png	1.3 KB	00:00:00
jquery-1.9.1.min.js	90.5 KB	00:00:13
jquery.ui.accordion.min.js	8.2 KB	00:00:01
jquery.ui.core.min.js	4.3 KB	00:00:01
jquery.ui.widget.min.js	6.4 KB	00:00:01
index.html	17.2 KB	00:00:03

Connection speed: 56 Kbps
Total size: 569.9 KB
Estimate download time: 00:01:83
OK

Site variables

This option can be useful to get global 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'.

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:'

\$LAZYLOAD_THRESHOLD\$

Specifies the default threshold of the Lazy Load script. By default, images are loaded when they appear on the screen. If you want images to load earlier use threshold parameter. Setting threshold to 200 causes image to load 200 pixels before it appears on viewport.

\$LAZYLOAD_FADE\$

Specifies whether to use a fading effect when Lazy Load is enabled. Use 'true' to enable fading. Default is 'false'.

\$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'

\$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

Page Properties

To edit the page properties click on an empty area of the page. This will display the properties of the page in the Property Inspector.

Page Properties – General

Center page in browser window

Enabling this option will center the published page in the browser window.

Most professional web sites are designed so they will look good on different screen sizes. Because Web Builder uses absolute positioning for all elements, they cannot be stretched over the full width and height of a page, because that would 'scramble' the contents of the page and this wouldn't look good;)

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 common used character sets are: ISO-8859-1 (ANSI) and UTF-8 (UNICODE).

Direction

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

Document Type

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

Currently Quick 'n Easy Web Builder supports these document types:

HTML 4.01 Transitional (default)

The generated output will be HTML and compliant to the HTML 4.01 specification of W3C (just like in previous versions of Quick 'n Easy Web Builder).

XHTML 1.0 Transitional

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

HTML5

The generated output will be HTML and compliant to the HTML 5 specification of W3C. This mode is experimental because the HTML5 specifications are not officially finished yet.

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.

Favorites Icon

You can use favorites icons (also known as shortcut icons) 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 (and larger, bandwidth permitting), 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.

Apple Touch Icon

When someone bookmarks your web page or adds your web page to their phone's home screen this icon is used. Preferred size: 180x180 (png image).

File extension

Normally your web page will be published using the .html extension. In some cases it may be necessary to specify another extension like .php or .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. In order 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 pages link to it, otherwise the links will still refer to the old page name.

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.

jQuery UI Theme

Specifies the jQuery UI 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 you page a uniform look and feel. Themes can be created and edited with the **jQuery UI Theme Manager**.

Page Language

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

Title

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

PHP Version

Specifies the PHP version for the current page.

Currently this option only affects database functionality. If set to PHP4 then all scripts will use MySQL database functions. If set to PHP5+ then MySQLi database functions will be used.

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 from the website.

Properties - Background

Background Mode

Specifies the background mode: Solid, Image, Gradient or Transparent.

Background Color

Specifies the color of the background.

Gradient Color

Specifies the color of the gradient effect (in combination with the background color).

Gradient Style

Specifies the style of the gradient effect. The gradient can either be horizontal or vertical.

Background Image

Specifies the optional background image.

Background Size

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.

Horizontal Alignment

Sets the horizontal position for the 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

Vertical Alignment

Sets the vertical position for the background image.

Video Background

This option is only available for Layers and Layout Grids. It can be used to display a video as background. YouTube and Vimeo URLs are supported. Local videos are not supported. The format of the YouTube URL must be <https://www.youtube.com/embed/W0LHTWG-UmQ> and NOT <https://www.youtube.com/watch?v=W0LHTWG-UmQ> !

Examples:

<https://www.youtube.com/embed/W0LHTWG-UmQ>

<http://player.vimeo.com/video/76979871>

Properties - Links

Link Color

This specifies the default, unvisited hyperlinks color.

Visited Link Color

This specifies the color of a followed 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

This specifies the underline behavior of links.

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

Page Properties - Meta Tags

Author

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

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.

Generator

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

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 tag list, your site will be included in the output search results. The keywords are typically separated by a comma (,)

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 2015 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 Cards 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.

Page Properties - Compatibility

Internet Explorer

This option enables Internet Explorer to emulate previously versions of this browser. This can be useful in case you experience display problems in IE that did not exist in previous versions of the browser.

More information: [http://msdn.microsoft.com/en-us/library/cc288325\(VS.85\).aspx#SetMode](http://msdn.microsoft.com/en-us/library/cc288325(VS.85).aspx#SetMode)

Use Safari mobile background fix

This option implements a workaround for issues with full width (parallax/fixed/cover) background images on Safari mobile (iOS) browsers. This sets background-attachment to 'scroll', so the full image will be displayed.

Page Properties - Size

Automatic Page size

Specifies whether the page size should be automatically managed based on the page content.

It is recommended to set this to 'false' when designing responsive web layouts.

Height

Specifies the height of the workspace.

Note that this does not set the HTML page height. In HTML the height of the page is determined by the content.

Width

Specifies the width of the workspace.

Note that this does not set the HTML page width. In HTML the width of the page is determined by the content.

Use 100%-page width/height

Enable this option if you are using 'Full Screen' floating layers.

Page Properties - Debug

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 will 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, so you do not have to remove all code.

Page Properties – Scroll Events and Transitions

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.

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);
```

Properties - Redirect

The Redirect property redirects the user to another page after a specific delay (by using the 'refresh ' meta tag).

Redirect URL

Specifies the URL where the user will be redirected to.

Redirect Delay

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

Properties – 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:

http://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.

Properties – Master Frame

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: http://quickandeasywebbuilder.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: http://quickandeasywebbuilder.com/master_page.html

Properties - Events

For more information about events please go read the chapter **Events**.

Properties - Defaults

Font Family

Specifies the default font that will be used for (new) text. This option does not affect existing text!

Font Size

Specifies the default font size that will be used for (new) text. This option does not affect existing text!

Text Color

Specifies the default text color that will be used for (new) text. This option does not affect existing text!

Note:

The default settings only apply to new objects. If you want to change the style of existing objects, then either change the (global) style in the Style Manager or use Find and Replace.

Insert Menu

The Insert menu provides an alternative way to insert objects. Most of the menu items are also available through the Toolbox. A few additional choices are available:

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

Format Menu

Most formatting tools apply to text only. Quick 'n Easy 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 Name

Font name 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.

Font Size

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

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.

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

Sometime 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.

Remove list style

Removes the bullet list style from the text.

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 hyperlinks in your webpage use the default link colors as defined in page properties. But you can also specify different colors for each link by using Hyperlink Styles.

Websafe fonts

Websafe (or "web safe", "safe for the web") fonts are fonts that are common among all versions of Windows, Mac, and Linux. By using these fonts, you can make sure your web site looks (almost) the same on all devices. List of web safe fonts:

Arial
Bookman Old Style
Comic Sans MS
Courier
Courier New
Georgia
Impact
Lucida Console
Lucida Sans Unicode
MS Serif
Palatino Linotype
Symbol
Tahoma
Times New Roman
Trebuchet MS
Verdana
Webdings
Wingdings

You can enable the option 'Tools->Preferences->Miscellaneous->Display web safe fonts only', so Quick 'n Easy 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

If you want to use non-webfonts then you can use Quick 'n Easy Web Builder's @font-face options (Preferences ->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. Quick 'n Easy Web will automatically generate the necessary code and upload the font to the server. There is also support for Google Fonts.

For more information see the description of the @font-face configuration later in this document.

Table Menu

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 at the moment). 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 are 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 the dragging borders.

Insert Table

Draw a box where you want to position the table. The table will now be created on the page.

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 or 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.

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.

Table HTML

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

Cell Properties

This option will display the properties of the selected cell.

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/ Vertical Align

Sets the horizontal/ 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 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'.

Arrange Menu

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

Align

Lefts

Aligns the left edges of the selected objects with the dominant object.

Centers

Aligns the centers of the selected objects with the dominant object

Rights

Aligns the right edges of the selected objects with the dominant object

Tops

Aligns the top edges of the selected objects with the dominant object

Middles

Aligns the middles of the selected objects with the dominant object

Bottoms

Aligns 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

Centers the controls vertically or horizontally within the web page

Make same size

Resizes the selected objects to have the same width/height as the dominant object

Restore Position (RWD)

This tool can be used to restore the size/position of the select object in breakpoints, so it becomes the same as in the default view.

Scale (RWD)

This 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. For example: let's say the default view is 960 pixels and you are now working in the 480 breakpoint. This makes the scale factor 2, so using the Scale tool will make the objects 50% smaller.

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

Grouping

You can group multiple objects, so that they stick together when you move them. When you select one object of 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, because 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).

Split Objects

This option will split previous merged objects.

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) Quick 'n Easy 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.

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.

Guide settings

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 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.

Show smart guides when objects are aligned

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

Snap to ruler guides

Enable or disable snap to ruler guides

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.

Edit Points

This option can be used for Polygons and Curves to add, edit and remove nodes. To start editing nodes, first select the 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.

Tools Menu

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 handy 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.

Sandbox folder (Mac App Store version only)

The Mac App Store version of Quick 'n Easy Web Builder is 'sandboxed'. This means that the software has limited access the file system. See 'App Store Sandboxing' later in this document.

The option **Sandbox folder** allows you to select a folder to give the application access to the files in the specified folder. Usually this is the **Documents** folder.

Animation Manager

The Animation Manager can be used to define animations (with key frames). We have included a few example animations to help you get started.

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. Also animating left/top/width/height/margin/etc will not work for most objects because these values are usually fixed.

If you want to animate the size or position of an object it's better to use transforms. See the examples for more details.

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 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. 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.

You can animate multiple CSS properties at the same time by using multiple key frames with same position. See the include examples to get a better idea how to create your own animations.

Extension Manager

Extensions (also called add-ons or plugins) are components which enhance the functionality of Quick 'n Easy Web Builder. Extensions can be accessed through the Toolbox or via the Insert menu just like the standard objects.

The Extension Manager helps you organize extensions. In the Extension Manager you can install/remove and update extensions. The **Installed Extensions** page displays all extensions which are currently installed. If you do 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, Quick 'n Easy 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 properly if the software can access our web server! If for some reason your firewall or virus scanner blocks access the Internet connection then you will not be able to use this feature. To fix this problem make sure Quick 'n Easy Web Builder is on the exception list of your firewall/virus scanner!

The **Manual Install** page allows you to manually install extensions. Click the 'Install' button to select an extension file (*.xmz) or zip file.

You can also manually install extensions by copying the .xmz file to the extensions folder:
/Library/Application Support/Quick 'n Easy Web Builder/extensions/

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.

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
<http://www.quickandeasywebbuilder.com/>

This URL must begin with the protocol (such as http) and end with a trailing slash, if your web server requires it. You can specify the change frequency and priority for each page in 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 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 may use this information when selecting between pages on the same site, so you can use this tag to increase the likelihood that more important pages are present in a search index. Also, note that assigning a high priority to all of 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:

<http://www.yourwebsiteurl.com/sitemap.xml>

Preferences.

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!

HTML 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, the 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.

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>.

CSS

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 a '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 menubar styles).

Optimize inline styles

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!

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 gradients styles are yet supported, for in some case images still will be used.

Move external CSS style sheets to the end of the page.

This is often recommended by Google PageSpeed Insights to improve the performance of the page.

Note however that this also may affect the way the page is rendered because styles are loaded after the content has been loaded, resulting in flicker or other side effects. Also, some scripts may not support this functionality because they expect styles to be between the head tags! Use with caution!

CSS Formatting

- **Default**
The CSS will be published "AS IS". No formatting will be applied.
- **Beautify**
Formats the CSS 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.
- **Compact**
This option compacts all styles from one section into one line.
- **Minify**
This option reduces the size of the generated CSS and may improve performance.
Note however that the CSS becomes more difficult to read.

CSS visibility property

This option controls the way objects are hidden. When using 'visibility:hidden' hidden objects will not be visible but they still affect the layout (just like in previous versions of WWB). On the other hand 'display:none' removes the object from the layout so it no longer affects the size of the page. This can be useful when hiding objects that are not inside the page boundaries in breakpoints.

JavaScript

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 a '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

JavaScript Formatting

- **Default**

JavaScripts will be published "AS IS". No formatting will be applied.

- **Minify**

This option removes all white spaces and line feeds from the code. This reduces the size of the page or script file and may improve performance. Note that the JavaScript will become more difficult to read and debug.

Responsive Web Design

Keep inline styles with Responsive Web Design (use !important).

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 add !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](#).

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 in different breakpoints.

You can use the Object Manager to make the object visible in other breakpoints.

Web Fonts (@font-face)

- **Do not use @font-face (default)**
No code will be generated to support non-web safe fonts.
- **Manually specify @font-face fonts.**
Enable this option to manually configure @font-face fonts. Note that different browsers support different types of fonts. So you may need to configure multiple formats for the same font.

Notes about @font-face:

- Be aware that font files can be pretty large, so they can add a considerable weight to the page.
- Make sure you check the license of the font you wish to use, as most fonts are not licensed to allow this kind of use. Making the font available on your server violates most end user licensing agreements.

- **Use Google Fonts for non-web-safe fonts**

Enable this option if you plan to use Google Fonts in your project. If this option is enabled then the software will assume that all non-web safe fonts you are using are Google Web Fonts and it will automatically generate a link to the font in the HTML code, so you do not have to do that manually. Note however that to use Google Fonts during design time you must have it installed on your computer!

Here's how you can install a Google Font on your computer:

1) Visit the Google Fonts website: <http://www.google.com/fonts/>

2) Find the font you want to use and add it to a collection (Click 'Add to collection'). Take note of the font name, you will need it in step 6.

3) To be able to use the font on your computer you will have to download and install it so it will be available in Quick 'n Easy Web Builder (and other software).

Click the "Download your Collection" link at the top of the Google Fonts website and you'll get a zip file containing all the requested font(s) in TTF format.

4) Unzip the collection and drag the TTF files to your fonts folder. The font(s) will now be available to all your applications.

5) To see the font in Quick 'n Easy Web Builder, make sure the option 'Display web safe fonts only' is **disabled**: Preferences -> Miscellaneous

Publish

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 an unique name within the website (eg img0001.gif, img0002.gif). With this option you can control how the images will be named. For example if you specify qwbimage as prefix, the images will be named 'qwbimage0001.gif' or 'qwbimage0002.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

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.

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

Target folder for File Types

It's possible to publish images, scripts, swf, pdf, css and other files to separate folders on the server. This will keep your web site organized. If the 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!

Miscellaneous preferences

Language

Use this option to specify the language used for the user interface. Default is English.

If you language is not available the please check out the web site for more details:

<http://www.quickandeasywebbuilder.com/forum/viewtopic.php?f=10&t=40229>

Display web safe fonts only:

You can enable this option so the software will only display web safe fonts.

Enable docking/floating panes

Enable this option if you would like to re-arrange the Toolbox, Site Manager and Property Inspector windows using drag & drop. For advanced users only!

Enable standard context menu in text controls (Mac only).

This option enables the standard context menu in text controls. This option is disabled by default because it may cause problem in OSX 10.8

Backup folder

You 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 backup to keep before overwriting them with newer versions. Enter 0 if you do not want Web Builder to create backups. The backups will be named like this: myproject_01.qwb, myproject_02.qwb. 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.

Asset Management

If you enable **Automatically manage images and other files used by a project**, then Quick 'n Easy 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 the other PC!

Search Index

Quick 'n Easy Web Builder has basic built-in 'search engine' functionality, so visitors can search for specific words within your website. To make this feature available 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 for this project

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 Quick 'n Easy 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 enough. Note that will also decrease the time required to create the search index during publishing.

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 in the root of the website).

Example:

<http://www.yourwebsite.com>

jQuery UI Theme Manager

The Theme Manager provides an alternative way to create jQuery UI themes which are used by objects like jQuery Accordion, jQuery Tabs and many other jQuery based widgets. Normally you would create these themes via <http://jqueryui.com/themeroller/>, but you can create awesome themes directly from within the software!

To create a new theme click the 'Add' button. Now you can specify styles for each state of the jQuery widgets. There is the default state, the hover and activate states, and the content area. The content area may be the panel of a set of tabs or an accordion. You can also set the global font-family, font-style and the font-size. The corner radius specifies the roundness of the borders. In the right panel you can preview the result of the specified styles.

When you are done designing your theme click 'Save'. The Theme Manager will now generate the CSS files and associated images. The files will be copied to the /Documents/Quick 'n Easy Web Builder/themeroller/ folder. If the theme already exists then you will be asked to overwrite the current theme. Note that when you save a theme with the same name as a standard theme then (like 'cupertino' or 'smoothness') then the custom theme will be overwritten!

You can also create a new theme based on an existing theme by using the 'Copy' button. It's even possible to import CSS themes generated by the theme roller website. Although this will only import the color scheme of course, because it not possible extract style data from images!

In the 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 menubar, navigation bar, tab menu and many other objects.

Of course, you can also use themes create on the ThemeRoller website: <http://jqueryui.com/themeroller/>. New themes must be copied in the 'themeroller' folder of Quick 'n Easy Web Builder: /Documents/Quick 'n Easy Web builder/themeroller/

Google Fonts

Adding Google Fonts to your website has never been easier. Google Fonts no longer have to 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 /Documents/Quick 'n Easy Web builder/downloads.

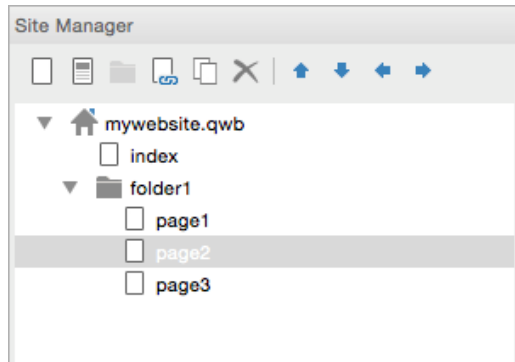
The application includes a file googlefonts.json which contains the name and (server) location of all Google Fonts that were available at the time this version of QWB was released. If you are an advanced user then you can edit this file to add or remove fonts (at your own risk!).

If you install the font then it will be copied to the /Documents/Quick 'n Easy Web builder/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 QWB configuration to another computer or make complete backups.

Fonts that you install via the Font Manager will only be available to Quick 'n Easy 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.

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.qwb', 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 sub pages.

Web sites always have a **home page**, which is often called **index**, so for this reason Web builder automatically adds 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' it will publish as **index.html**.

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 Quick 'n Easy 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) your 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 used 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 Quick 'n Easy 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, and 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 .qwb 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:

- 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.
- Always name your homepage: "index", this is the most common name for a homepage.
- 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"
- Do not use space or other special characters in the name, keep them simple like:
"page1"
or
"my_products"
- Use underscores to connect words.

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.

Don't Publish this page (available in the context menu of the Site manager)

Enable this option if you don't want this page to be published if you select Publish Entire Web Site.

Possible reason for this can be:

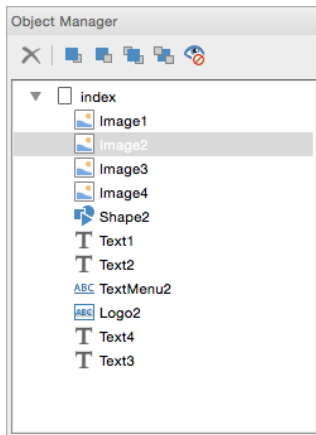
1. This page is currently not part of the website or still under construction
2. The page is only used as part of your other pages e.g. Master Page.
3. The page is not changed so there's no need to publish it again.

Don't Include this Page in the Site Map (available in the context menu of the Site manager)

When this option is enabled the page will not be included in the site map.

Object Manager

The Object Manager gives an overview of all objects in the current page; you can make objects invisible, lock/unlock objects, change the z-order or remove a specific object. Double click an object to select it in the workspace.



More about the z-order of objects

Quick 'n Easy 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 can not 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

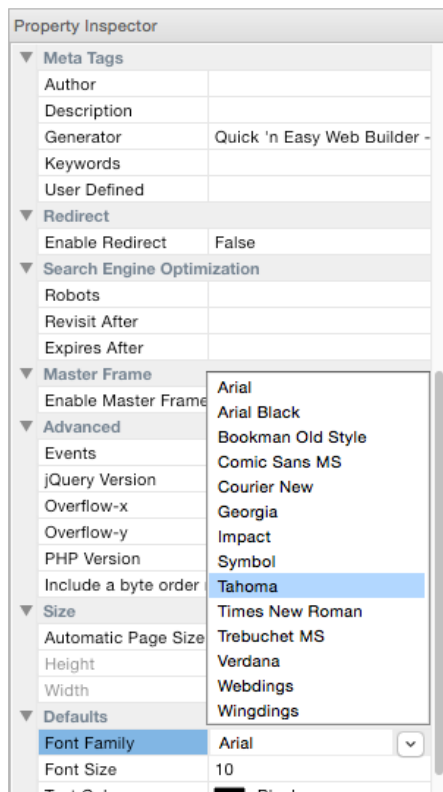
Move object to previous position in z-order

For example, 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

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 in the workspace.



To display the Property Inspector window click Property Inspector on the View menu. The Properties window typically displays in the bottom right corner of Quick 'n Easy Web Builder.

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.

Properties/Values

Displays the properties and their values of the select object.

Description pane

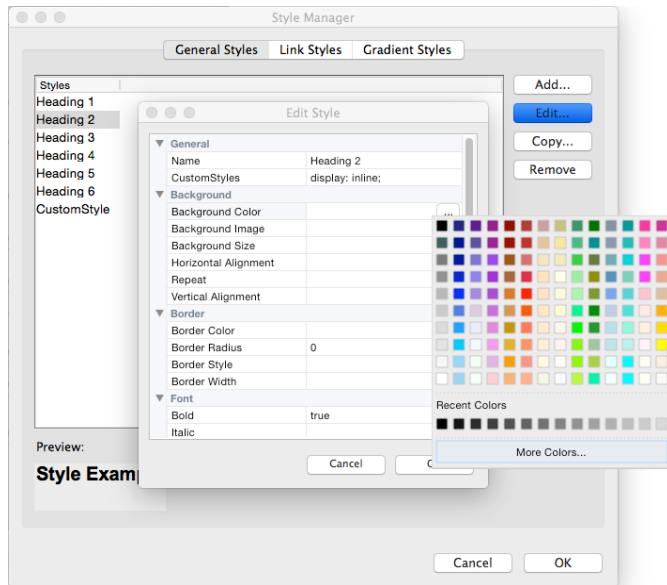
Shows the property type and a short description of the property.

The ID property

The ID property of an object should be unique within the page. Normally Quick 'n Easy Web Builder will give your object unique names automatically. However, if you use one of more master pages, then IDs may be duplicated, since the software cannot distinguish a master from a normal page. 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.

Style Manager

The Style Manager (Menu->Format->Style Manager) 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.

Notes:

Not all style attributes are useful for all objects! For example margins and padding are current ignored by most objects. These attributes were only added to fix browser incompatibility issues for header styles.

Header styles (H1, H2 ...) can only be applied to text.

Quick 'n Easy Web Builder Objects

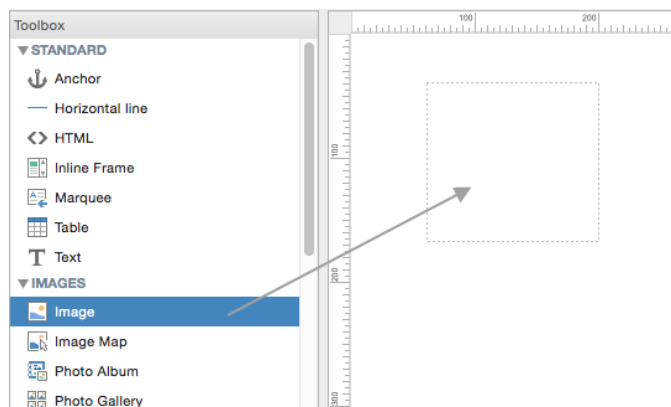
In Quick 'n Easy Web Builder your web pages are created by dragging and dropping objects on the page. Most of these objects represent a standard HTML element. There are 2 ways to insert object to your page:

1. By using the Insert menu.
2. By using the Toolbox

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. To change the properties, click the object and the properties will be displayed in the Property Inspector.

Tip:

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



The Quick 'n Easy Web Builder toolbox contains all objects you can add to your page. A detailed description of all available objects follows later in this document.

Quick 'n Easy Web Builder Extensions

Extensions (also called add-ons or plug-ins) are components which enhance the functionality of Quick 'n Easy Web Builder. Extensions can be accessed through the Toolbox or via the Insert menu just like the standard objects. In the future we plan to release a wide range of extensions to make Quick 'n Easy Web Builder even more powerful than it already is.

Anchor

Anchors (also called bookmarks) mark a specific location on a page. With an anchor a visitor of the page can go directly to a particular part of the page without having to scroll to it. You can place the anchor icon anywhere in the page. Make sure you give the anchor a unique ID. You link to an anchor from the link dialog.

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

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'.

Events

The following events are unique to Quick 'n Easy 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.

Horizontal Line

The Line object is used to insert a horizontal line `<hr>` across the page.



Color

Specifies the color of the line.

Use jQuery UI theme

Use the jQuery UI theme to style the object. More details about themes: Theme Manager.

Box Shadow

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

Note: HTML does not have a vertical line object, but in Quick 'n Easy Web Builder you can use the shape object or draw tools instead.

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 independently from the styles defined in the Style Manager.

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

HTML

This object can be used to insert custom HTML, PHP code or JavaScript. When you add HTML using this object it will be placed at the location where you positioned the object.

Description is used for display in Quick 'n Easy 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 <div>**

Select this option to insert the HTML code "AS IS", without size and position information.

- **Use <div> to set position and size of the HTML**

Select this option to insert the HTML code inside a DIV container with size and position information added by Quick 'n Easy Web Builder.

```
<div style:left:100px;top:100px;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 PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://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 -->

- **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 scroll-bar to see the rest of the content.
- **Scroll**
The content is clipped, but the browser displays a scroll-bar to see the rest of the content.
- **Auto**
If the content is clipped, the browser will display a scroll-bar 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.

Inline Frame

Inline Frame or an iframe is allows you to open new pages inside main pages. Inline frames are also referred to as Floating frames.

Border Color

Specifies the color of the border around the inline frame. Set the color to 'Automatic' to display the standard 3D border.

Border Style

Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the inline frame. Set this to 0 (zero) for no border.

Alternate text

This text will be displayed by browsers which do not support inline frames.

Name

Used to set a name for the inline frame.

Scrollbars

Used to specify whether the inline frame should have scrolling capability or not. Possible values are:

- If Needed
- Never
- Always

URL

Specifies the URL or page which will be displayed inside the inline frame.

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.

In 'Lightbox Settings' you can specify additional options for the Fancy Lightbox. Each option must be on a new line and separated by a comma:

```
'transitionIn' : 'elastic',  
'transitionOut' : 'elastic',  
'speedIn' : 600,  
'speedOut' : 200,  
'overlayShow' : true,  
'overlayColor' : '#FF0000'
```

More information about options is available here: <http://fancybox.net/api>

Marquee

The Marquee object can be used to display scrolling text.

Behavior

This attribute controls the behavior of the displayed text.

Direction

This attribute controls the direction of scrolling.

Loop

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

Pause scrolling on mouseover

Specifies whether to pause scrolling on mouse over.

Scroll Amount

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

Scroll Delay

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

Responsive Properties

- visibility
- object position
- object size
- background border color

Note:

Although the Marquee is **not an official W3C complaint HTML element**, most modern browsers do support it! Note however that W3C validators will complain about using this object.

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. To insert a link in the text use the Link option. For more information about hyperlinks please read the 'Links' chapter of this document.

Most text properties can be changed using the format toolbar or using the menu bar's format item.

You must first highlight text before you can change the formatting.

Note:

Although Quick 'n Easy Web Builder will display all fonts installed on your computer by default, we recommend that you only use web safe fonts so your web pages will look the same on all computers. You can read more about web safe fonts in the 'Format menu' section of this document.

Some browsers have problems with large text blocks and absolute positioning. We recommend splitting up large text blocks into multiple smaller text objects. This will result in better layouts.

Overflow

The overflow property can be used to control the overflow behavior of the object.

- 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 scroll-bar to see the rest of the content.
- Scroll
The content is clipped, but the browser displays a scroll-bar to see the rest of the content.
- Auto
If the content is clipped, the browser will display a scroll-bar to see the rest of the content.

Publish text as an image

This option converts the text to image when your page is published.

This option can be useful if you want the text to be displayed exactly as in Quick 'n Easy Web Builder, even when you selected fonts which are not web safe.

The text can be converted to JPG or PNG.

JPG will use a solid background color because it does not support transparency.

PNG will result in the best (anti-aliased) quality for larger fonts, but the output image will be larger.

Note that PNG transparency is currently only supported on the Mac!

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.

Defragment

Enable this option to defragment character formatting and optimize the generated HTML. This option can reduce the amount of generated HTML code, but is only useful when the object has the same style for all text!

Compatibility

Unfortunately, there is no way to make text look exactly the same in all browsers. Each browser uses its own text rendering engine and they are all slightly different. And although Quick 'n Easy 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 in all browsers, we have added this compatibility option to control the way the text is outputted in HTML.

There are 3 output formats.

- **Default**

This option works best for smaller text blocks or if overflow is set to 'scroll'. For larger text blocks the text will be rendered larger/smaller depending on the selected browser and may cause overlaps with other objects.

- **Optimize text positioning**

Each line will be embedded inside its own div and includes position/size information. A common problem with Mozilla based browsers is that they do not handle large text blocks in combination with CSS absolute positioning very well. This option attempts to overcome this problem by breaking up the text into multiple <div> elements. This will result in better layouts, but also increases the amount of generated code.

Note: this option should not be used with responsive layouts (breakpoints or layout grids)!

- **Include line-height in text styles**

Quick 'n Easy Web Builder will calculate 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 of code.

There is not really a preferred output format because it all depends on your layout, so you should try what works best for you. And test it in all popular browsers to find the optimal solution.

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! Also the use of styles in combination with this option is not supported (because the responsive fonts will be applied to the text and that will overwrite global styles). However, the Style Manager also supports breakpoints, so if you wish to use styles then do not enable responsive fonts, but use responsive styles instead.

Image

Use the Image object to insert image to your page. Drag the object to the page and a file dialog will pop up to select the image. Quick 'n Easy Web Builder supports jpg, gif, and png files.

Border Color

Specifies the color of the border around the image.

Border Style

Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

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

Alternate text

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

Angle

This option allows you to rotate the image! Specify an angle between 0 and 360.

Note that rotation is not a standard feature of HTML, the software will create a new image (with a different filename) with the rotated picture.

Filename

Enter the path and filename of the image/picture or select the **Browse button** to find an image on your local drive.

Tip:

Do not use spaces or other special characters in the filename of an image! Use underscores to connect words; this will prevent display problems in some browsers. In general, it's best to use alphanumeric character in the filenames only.

Retina image

Specify an (optional) high-resolution version of the image. This image will be displayed on retina displays.

Title

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

Reflection

Specifies the amount of reflection.

Enable Shadow

Specifies whether to enable the shadow effect. A shadow with an x and y offset of 0 (zero) will produce a glow-like effect. Decreasing the blur factor of the shadow will make the edges sharper.

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.

Events

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

Full Width

Specifies whether the image is full width (responsive) inside a Layout Grid cell. If set to false, the image uses a fixed size.

Note: This option is only available if the image is part of a Layout Grid!

An alternative way to create full width images is using a layer with a background image and the background size set to 'cover'.

Maximum width

Specifies the maximum size of the image when it is set to full width. This prevents the image from getting too large in responsive layouts.

Note: This option is only available if the image is part of a Layout Grid!

Image Tools & Effects

In Quick 'n Easy Web Builder, you can apply effects to images without an external image editor!

- **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**
Resampling 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 physical 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 pieces 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 they 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.
- **Add/Replace stencil**
Stencils are a cool way to change the appearance of your images. Stencils can convert your images into any shape! Basically stencils replace the alpha channel information (transparency) of the image with the one from the stencil. You can create your own stencils and place the stencils in the sub folder \stencils of the program.

Things that you should know about effects:

- You can apply multiple effects to an image.
- 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).
- 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.
- Plan your effects! Do not add too many effects to images. This will slow down loading times of the image in Web Builder. Before applying effects test which impact the effect has on the image, if you do not like it use undo to restore the original image.

- Do not apply effects to very large images! The bigger the image, the longer it will take before the effect has been processed (just like in any other image editor!).
- 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.

Some of the available effects are:

- Aquarelle
- Blur / Gaussian Blur / Motion Blur
- Buttonize
- Colorize
- Comic
- Cylinder
- Diffuse
- Edge Linear
- Emboss / Engrave
- Erode
- Fish Eye / Pinch / Punch
- Flame
- Impressionism
- Inner bevel frame
- Invert Luminance
- Jitter
- Glow
- Gold/Ice/Metallic effect
- Grayscale
- Laplace
- Mosaic Tiles
- Negative
- Neon Glow
- Noise
- Oil Painting
- Old Photo
- Pencil
- Pixellate
- Psychedelic
- Replace Color
- Ripple
- Sepia
- Sharpen
- Sketch
- Solarize
- Soften
- Soft Edges/Feather
- Splash
- Swap Color Channels
- Texture
- Thermique
- Threshold
- Twirl
- Water Reflection

Watermark

Watermark Tool is the 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.

Type

Specifies the type of watermark.

- **None**
The watermark tool will be disabled.
- **Standard**
The text will be rendered in top of the image.
- **Inverted**
The watermark effect will be inverted.
- **Embossed**
This option will use an emboss effect for the text.

Text

Specifies the watermark text.

Font Type

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

Style

Style of the font such as Bold, Italic or Regular.

Font Size

Size of the text.

Color

Specifies the color of the text.

Opacity

Specifies the opacity/transparency of the text.

Horizontal Alignment

Specifies the horizontal alignment of the text.

Vertical Alignment

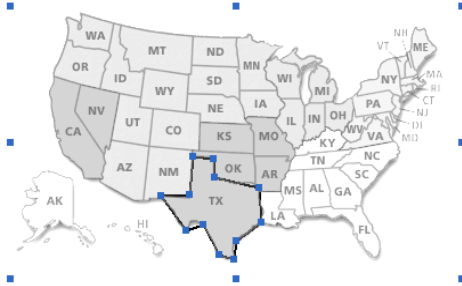
Specifies the vertical alignment of the text.

Repeat Text

Enable this option to repeat the text over the full image.

Image Map

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.



The Image Map has the same properties as the standard Image object (with the exception of 'Angle').

Adding Hotspots

There are two ways to add hotspots to an image map:

1. Manually entering the coordinates in the hotspot tab of the image map properties
2. Visually modifying the coordinates using the mouse

Manually entering the coordinates

Open the image map properties and click the Hotspots tab to insert the coordinates of an hotspot.

You can insert three types of hotspots:

1. Circle, here you enter the x and y coordinates of the center and the radius of the circle.
2. Rectangle, here you enter the x (left) and y (top) coordinates and the width and height of the rectangle.
3. Polygon (Irregular Shape), here you enter each point (x, y coordinates) on the polygon.

Visually modifying the coordinates using the mouse

A more efficient way to modify the coordinates of the hotspots is by visually dragging them.

1. Right click the image map to display the context menu
2. Select the hotspot type you want to insert (Add Circle Hotspot, Add Rectangle Hotspot or Add Polygon Hotspot)
3. A window will popup where you can set the initial coordinates, the URL and alternate text of the area. By default, Web Builder will insert the shape in the center of the image map.
4. After you have clicked OK, the shape will be inserted to the image map, you can now select it and drag it around or change its size using the size handles.
5. To edit or remove the hotspot, right click the area to display the context menu and select Edit Hotspot or Delete Hotspot.

Picture

The HTML5 <picture> element is a container used to specify multiple images for different viewport or screen resolutions. The browser will choose the most suitable image according to the current layout of the page and the device it will be displayed on.

You can specify different images for breakpoints. It also supports high resolution displays using pixel density descriptors such as 1x, 1.5x, 2x, and 3x. For example, you can include different versions of the image by using names like: filename@1.5x.png, filename@2x.png. The picture object supports rotation using standard CSS3 transforms. Plus, experimental support for CSS3 filters (blur, contrast, brightness, hue, saturation, negative, sepia, grayscale)

Photo Album

The Photo Album object introduces yet another way to display pictures on your web site. Basically, this object works the same way as the standard Photo gallery object, but the output is completely different. Rather than displaying all pictures on 1 page, you can display images over multiple pages. The thumbnail navigation option provides a filmstrip-style menu to navigate through the images.

Features

- Create great looking photo albums with only a few mouse clicks.
- Add a title and description for each photo.
- Choose the number of rows and columns and the thumbnail width and height for the index page(s).
- Choose whether navigation controls appear above or below the large photo on photo pages.
- Filmstrip-style navigation.

Background

Background Mode

Specifies the background mode: Solid, Image or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color will be used.

Background Image

Specifies the optional background image.

Horizontal Alignment

Sets the horizontal position for the 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

Vertical Alignment

Sets the vertical position for the background image.

Border

Border Color

Specifies the color of the border around the object.

Show Frame Bolder

Specifies whether to display a border around the photo album.

Miscellaneous

Cell Padding

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

Cell Spacing

Enter how much space you want between the cells of the thumbnails, in pixels.

Columns

Specifies the number of columns in the photo album.

Images

Use this property to add, edit or remove images.

Image format

Specifies the output format of the images PNG or JPG. Note that photo album will not publish the original images, but a resized copy to make sure all images have the same dimensions.

Large image size

Specifies the size of the full images.

Prefix large image

Prefix used for naming the large version of the images.

All large images generated by the photo album will start with this prefix. For example: large_image1.png, large_photo1.png

Prefix thumbnails

Prefix used for naming the thumbnail images.

All thumbnail images generated by the photo album will start with this prefix. For example: small_image1.png, small_photo1.png

Columns

Specifies the number of rows in the photo album.

Thumbnail size

Specifies the size of the thumbnail images.

Navigation

Labels

These items allow you to overwrite (eg. translate) the standard text strings.

Link color

Specifies the color of links within the photo album.

Link hover color

Specifies the color of hover links within the photo album.

Type

You can also specify whether you want to display the filmstrip navigation above or below the images.

Text

Album title

Specifies the album title, which is be displayed on top of the index page(s).

Album description

Specifies the album description, which is be displayed on top of the index page(s), under the album title.

Description Style

Specifies the style of the album and image descriptions (bold, italic, size, color etc).

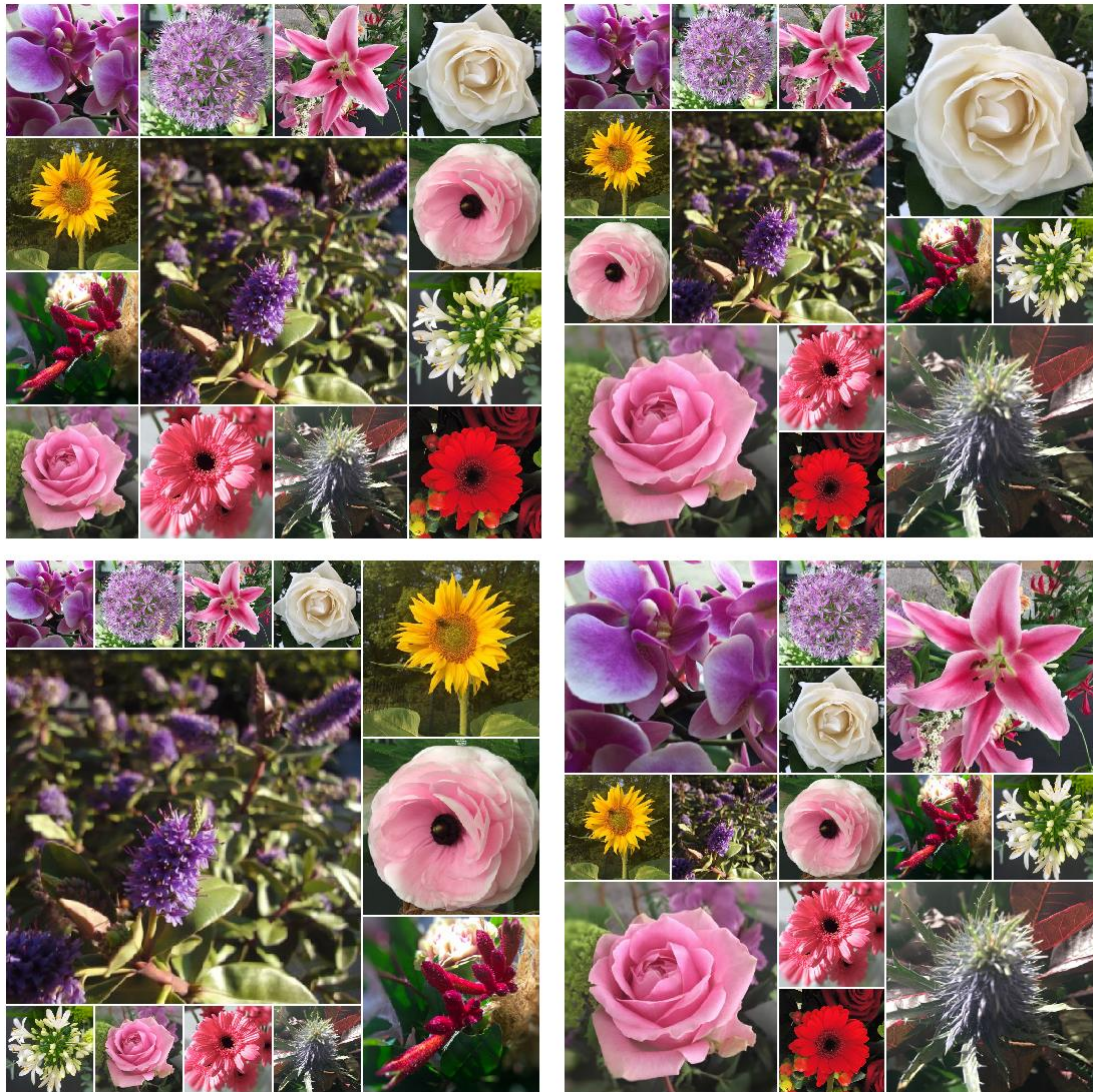
Title Style

Specifies the style of the album and image titles (bold, italic, size, color etc).

Photo Collage

The Photo Collage object introduces a cool new way to display your images. More than 30 layout variants are available.

The object is flexible so it can be used in layout grids and responsive layouts. Also supports lightboxes, Instagram integration, load animations and more.



Note that each layout uses a different number of images. For example a 3x3 grid uses less images than 8x8. Make sure you add enough images to fill all cells in the photo collage!

Animations

The Photo Collage object supports several different animations which are triggered when the images are loaded. The timing of the animation is random for each image, so the image loads differently each time;)

For a description of the available options see the Photo Gallery.

Photo Gallery

The Photo Gallery object gives you a tool to create a Photo gallery with only a few mouse clicks.

Options

Images

Use this property to add, edit or remove images.

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.

Columns

The number of images per row. If the thumbnail size is set to 'Responsive' then the number of columns can be different in breakpoints.

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.

Horizontal and Vertical Alignment

Alignment of the thumb images. This option has no effect when the Maintain aspect ratio option is off.

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.

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.

Target

Specifies what happens if the user click 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 Target Name property.

- **Open in a Light Box**

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.

Thumbnail size

Specifies the size of the thumbnail images. Select 'Variable' to dynamically determine the thumbnail size. Besides the standard sizes you can also enter your own custom sizes. For example: 200x300, 50x150 etc.

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.

Compatible

Since version 4 the Photo Gallery uses CSS to implement the gallery functionality (instead of HTML tables used by previous versions). However, in some cases the layout of CSS may be different than when using table. The main difference is that in CSS the image sizes are calculated based on the width instead of the height in tables.

For this reason, we have added a 'compatible' mode which simulates the gallery from previous versions (not responsive and HTML table layout). When you load projects create with a previous version then all Photo Galleries will automatically be set to 'compatible'.

Important Note:

If you select 'Compatible' then new gallery features like responsive columns, descriptions, bootstrap frames are not available because they did not exist in older versions!

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.

Data 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 an Instagram account**

This makes it possible to feed the Photo Gallery with images from your Instagram account. The Client ID specifies your ID of your Instagram account. The token is needed for security. To create a token, you can use one of the many available online Instagram token generators.

- **Get images from a folder on the server**

This load 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.

Text

In this section you can select the font family of text (such as Comic Sans, Times New Roman, and Courier New), font size, style (Bold, Italic, Underline) and the color of the text.

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

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

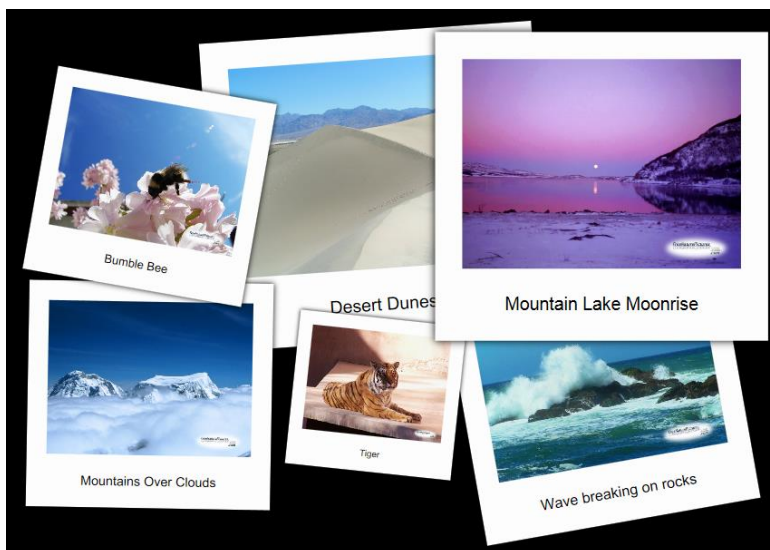
Style

Specifies which style of frame to use. The 'Default' type adds a simply border where you can specify the width and color. Quick 'n Easy Web Builder includes several predefined frame styles, but you can add your own styles too (for advanced users only). Copy your own styles (gif, jpg or png) to gallery folder, where each style has its own folder.

Polaroid mode

The Photo Gallery also has Polaroid mode. This 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 will 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.



Rollover image

Rollover images change swap images on rolling over it (onMouseOver event) and reverts back to the original image on rolling out of the object (onMouseOut event).

Alternate text

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.

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 splitted into half and one goes left and the other one goes right.

Animation Duration

Specifies the duration of the animation in milli seconds.

Initial image

Select the image that will be displayed initially.

Mouse Over image

Select the image that will be displayed when the mouse is over the object.

Easing

The slide animations also support easing. You can select from more than 30 easing functions to control the animation process. This option can be used to create bounce or elastic effects.

Title

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

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.

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.

Link text

The banner can also contain a link. Here you can specify the text for this link. The URL for the link can be configured in the 'Link' tab.

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

New in version 4:

- Fall In. Rotate and translate text on hover
- Revolving Door. 3D transform on hover
- Translate Left/Right. Translate and scale image to reveal text on hover
- Tunnel. Scale and fade image on hover
- Reveal. Pushes the image up or down to reveal the text. Supports easing.

Duration

Duration of the animation in milliseconds.

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.

Slide Show

You can use the Slide Show object to display different images in succession in the same place on the web page. For example, you could rotate among several images that advertise new products or display advertisements for other web sites.

Options

Images

To add an image, click the Add-button. You can also assign a link to each the image. Click Edit to change the properties of an image or Remove to remove it from the list.

Delay

You specify the number of seconds to pause before displaying the next image in the sequence.

If you set this value to 0 (zero), the images will not rotate automatically, but instead you can use Events to display the next or previous image. This means you can use shapes, images, text or any other object which supports events to walk through the images! There are two special Event actions defined for this purpose: SlideShow Next and SlideShow Previous. See Events for more details.

Type

Specifies the type of slideshow

Sequence, the images will be rotated in sequence.

Random, the images will be displayed in random order.

Light Box, If you select this option then clicking the image will start a lightbox slideshow. You can select one of built-in slideshows: slimbox, prettyphoto, fancybox.

Conveyer Belt

This option creates an image slideshow which scrolls the images from right to left in a "conveyor belt" fashion. Note that titles will not be displayed in Conveyer Belt mode!

Effect

Specifies the effect that will be used for image transitions. You can choose from 18 animation effects!

Full Screen Mode

When this option is enabled the slideshow will be stretched to full width or height of the browser window. The images will retain their original aspect ratio!

Note: When using Full screen mode, only one slideshow can be added to the page!

Full width

Specifies whether the slideshow is full width (responsive) when its inside a Layout Grid. If set to false, the slideshow uses the fixed size.

Note: This option is only available when the slideshow is part of a layout grid!

Data Source

This option specifies where the images for the slideshow are located.

- **Use Local images**

The images will be loaded from the local computer.

- **Get images from an Instagram account**

This makes it possible to feed the slideshow with images from your Instagram account. The Client ID specifies your ID of your Instagram account. The token is needed for security. To create a token, you can use one of the many available online Instagram token generators.

- **Get images from a folder on the server**

This load 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.

Form Wizard

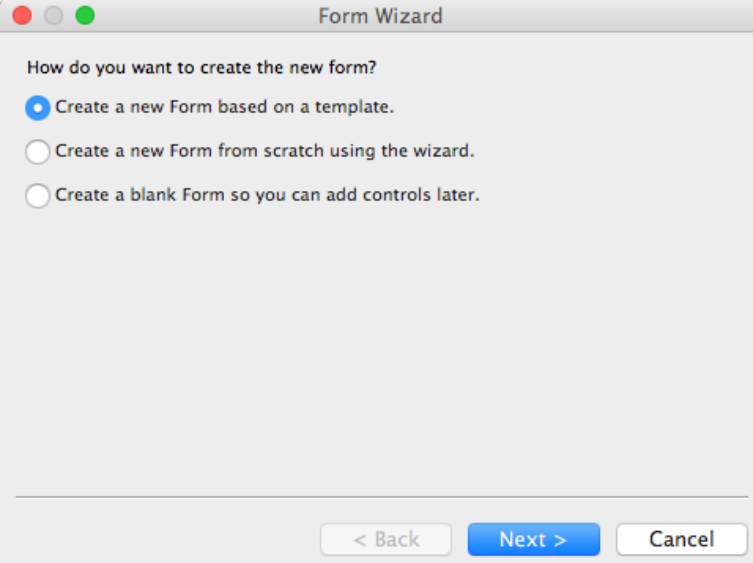
Creating forms has never been so easy! Create complete forms in just a few steps.

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 a 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 Quick 'n Easy 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**
This inserts a blank form to your page with no controls on it. Basically this is the same as manually inserting an empty form area.



The screenshot shows a macOS-style dialog box titled "Form Wizard". Inside the dialog, the question "How do you want to create the new form?" is displayed. There are three radio button options: "Create a new Form based on a template." (which is selected), "Create a new Form from scratch using the wizard.", and "Create a blank Form so you can add controls later.". At the bottom of the dialog, there are three buttons: "< Back", "Next >" (highlighted in blue), and "Cancel".

Step 2: Select a template form

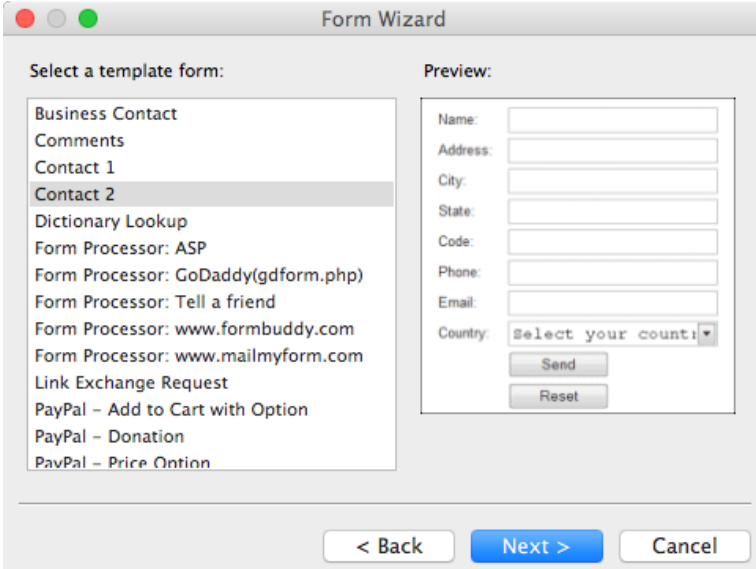
We've included several ready-to-use forms to get you started. Please take your time to study the properties of each of these form to get an idea how we've implemented them, so you can use this knowledge to create your own forms. For some forms you will need to modify the pre-defined values such as the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

<http://www.formbuddy.com/>

<http://www.mailmyform.com/>

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



The screenshot shows a 'Form Wizard' dialog box with two main sections: 'Select a template form:' and 'Preview:'. The 'Select a template form:' section contains a list of templates, with 'Contact 2' selected. The 'Preview:' section shows a form with fields for Name, Address, City, State, Code, Phone, Email, and Country (a dropdown menu). There are 'Send' and 'Reset' buttons below the preview form. At the bottom of the dialog, there are '< Back', 'Next >', and 'Cancel' buttons.

Select a template form:	Preview:
Business Contact	Name: <input type="text"/>
Comments	Address: <input type="text"/>
Contact 1	City: <input type="text"/>
Contact 2	State: <input type="text"/>
Dictionary Lookup	Code: <input type="text"/>
Form Processor: ASP	Phone: <input type="text"/>
Form Processor: GoDaddy(gdform.php)	Email: <input type="text"/>
Form Processor: Tell a friend	Country: <input type="text" value="Select your country"/>
Form Processor: www.formbuddy.com	<input type="button" value="Send"/>
Form Processor: www.mailmyform.com	<input type="button" value="Reset"/>
Link Exchange Request	
PayPal - Add to Cart with Option	
PayPal - Donation	
PayPal - Price Option	

< Back Next > Cancel

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. 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 user will not be able to submit the entered data!



Note that you can also add and remove controls to the form after you have created it in the Form Wizard.

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 www.formabuddy.com or www.mailmyform.com. These services let 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 Quick 'n Easy Web Builder website. In that case select **Submit data to a page within your website**.

Note that you will have to write a script to process the submitted data, the 'submit data to a page within your website' does not do anything by itself!

Note:

Some form templates use their own form processor script (usually as a separate HTML object). In that case please do not change the predefined values.

Templates that use a custom form processor include:

Dictionary lookup

Form processor: ASP

Form processor: Godaddy

Form processor: Tell a friend

Form processor: www.formbuddy.com

Form processor: www.mailmyform.com

All PayPal templates

All search templates!

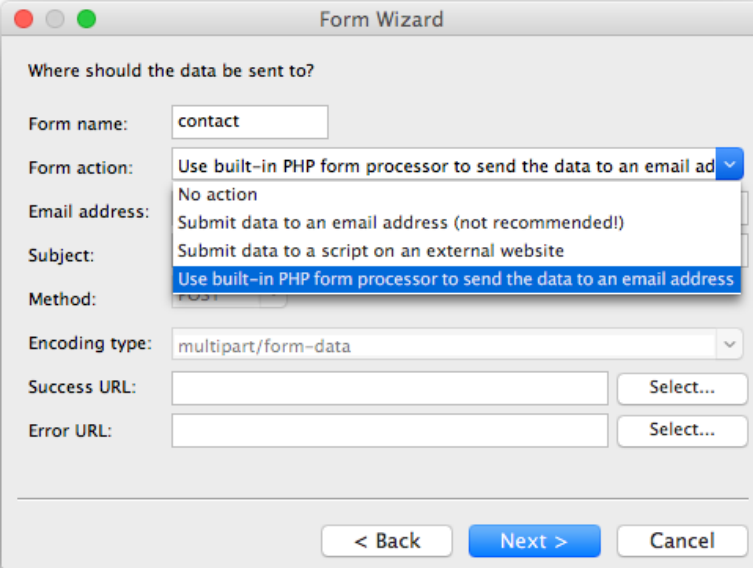
Use Built-in PHP form processor to send data to an email address.

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.



The image shows a 'Form Wizard' dialog box with a title bar containing red, yellow, and green window control buttons. The main heading is 'Where should the data be sent to?'. The form contains several fields: 'Form name' with the value 'contact'; 'Form action' with a dropdown menu open showing options like 'Use built-in PHP form processor to send the data to an email address', 'No action', 'Submit data to an email address (not recommended!)', 'Submit data to a script on an external website', and 'Use built-in PHP form processor to send the data to an email address' (which is highlighted); 'Email address' and 'Subject' fields; 'Method' with a dropdown showing 'POST'; 'Encoding type' with a dropdown showing 'multipart/form-data'; 'Success URL' and 'Error URL' fields, each with a 'Select...' button. At the bottom are '< Back', 'Next >', and 'Cancel' buttons.

Form Wizard

Where should the data be sent to?

Form name:

Form action:

Email address:

Subject:

Method:

Encoding type:

Success URL:

Error URL:

< Back Cancel

Form

A form provides a way 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 image shows a sample web form with the following fields and controls:

- Name:
- Address:
- City:
- State:
- Code:
- Phone:
- Email:
- Country: (dropdown menu)
- Buttons:

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 add objects to a form using the Form toolbar (Form Tools).

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

Browsers display form objects differently, so test your form on all the browsers and platforms you plan to support.

How do I create a form in Quick 'n Easy Web Builder?

1. Drag the Form object to the page and 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, Checkbox, Radio button, Editbox, Text Area or Combobox. 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 must configure it to tell the browser where the data should be sent to.

Accept Charset

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

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 very 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 processor** which is probably the easiest way to implement form processing. Read more details about this later in this document.

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. Alternately you can use a remotely hosted solution like www.formabuddy.com or www.mailmyform.com. These services let you access a CGI script run off of 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.

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 content of the form is sent in plain text to the indicated recipient.

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.

Form name

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

Form Processor

Enable this 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

Specifies the email address where the results of the form will be send to. You can only specific one email address in this field! If you leave this property empty then no email will be sent.

Note:

If the form contains an input field (usually an editbox) named 'email' then this will be used as the 'From' address for the message.

The name must be 'email' (lowercase) and not e-mail, Email etc. This field will also be used for the auto responder script.

However, some web hosts do not allow emails to be sent form an email address that is outside the domain. In that case you will need to use a different name, for example: e-mail. You will also have to change the Input field name in the auto responder section.

It is also possible to use a combobox as the source for the destination email address:

1. Set the 'Email address' property of the form to \$MAILTO\$
2. Add a combobox and set the 'name' property to \$MAILTO\$
3. Add multiple items to the combobox where the name is a name or department and the value is the email address.

QWB will automatically rename the combobox to 'mailto' in the published page. The email addresses will not be visible or accessible for the user in the HTML code (only in PHP).

Subject

The subject of the email message.

Message

A short message that will be added to submitted data.

From

The 'From' 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.

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 occurred while processing the data.

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.

Maximum upload file size

Specifies the maximum file size which will be accepted by the script..The default maximum is: 1000 KB (1 MB). Example: enter '2000' to set the maximum value to 2 MB.

Note: While you can specify the upload limit it will nevertheless comply with the limits imposed by the hosting providers.

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. Your form must have an input field (editbox) with the name 'email!' This is the email address where the auto response message will be send to.

Auto Responder From

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

Auto Responder Subject

Specifies the subject for the email message.

Auto Responder 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.

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 can open this file in Microsoft Excel, a text editor or import it into a database.

Note that the data file must exist on the server and it must be writable! So, before you can use this option you will have to create the CSV file on the server and give it the appropriate permission.

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.

Database (for advanced users only!)

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. 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.

MySQL

Specifies whether to write form data in a MySQL database.

Database

Specifies the MySQL database name.

UserName / Password

Specifies the MySQL username and password.

Server

Specifies the MySQL database server.

Table

Specifies the MySQL table name.

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 or upload them to the server.

You MUST change the file extension on the page to php (in the page properties), because PHP code will be added to the page.

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.

Mail Engine

By default, the form processor will use standard PHP mail. However, this may not work on all web servers (depending on how it is configured). On some servers you may need to configure SMTP authentication. In that case you can enable PHP Mailer which gives you more control over the mail settings.

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 Quick 'n Easy 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.

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.

Background

Background Mode

Specifies the background mode: Solid, Image or Transparent. Note that if you set the **border style** to 'Default' then the button will be rendered using the standard browser theme!

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color will be used.

Background Image

Specifies the optional background image.

Horizontal Alignment

Sets the horizontal position for the 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

Vertical Alignment

Sets the vertical position for the background image.

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Note that if you set the border style to 'Default' then the button will be rendered using the standard browser theme!

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Radius

Defines the degree to which border corners will be rounded. Requires a browser with CSS3 support!

Events

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

Miscellaneous

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.

Disabled controls are skipped in tabbing navigation.

The value of disabled controls will not be submitted with the form.

Name

Name of the button.

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 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 start on 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

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.

Value

Caption of the button.

Style

Predefined Style

Here you can select one of the global site styles. This option will overwrite all custom style settings for this object. You can add or edit styles in the Style Manager.

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.

Miscellaneous

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.
Disabled controls are skipped in tabbing navigation.
The value of disabled controls will not be submitted with the form.

Initial state

Initial state of the checkbox.

Name

Name of the checkbox.

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 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.

Title

Specifies the tooltip displayed by the browser

Value

Value of the checkbox when it's switched on.

Use browser style

Normally it is not possible to change the appearance of a Checkbox with standard HTML. However, QWB implements custom code to make it possible to customize the style (and size) of the Checkbox object to override the default browser appearance. This also make the Checkbox responsive so it can have a different size (and color) in breakpoints. If you rather use the standard browser style then this can be disabled with 'Use browser style'.

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.

Combobox

Used to allow users to make a selection from a number of different options.

Background

Background Mode

Specifies the background mode: Solid, Image or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color will be used.

Background Image

Specifies the optional background image.

Horizontal Alignment

Sets the horizontal position for the 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

Vertical Alignment

Sets the vertical position for the background image.

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted,Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Radius

Defines the degree to which border corners will be rounded. Requires a browser with CSS3 support!

Events

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

Font

In this section you can select the font font family of text (such as Comic Sans, Times New Roman, and Courier New), font size, style (Bold, Italic, Underline) and the color of the text.

Miscellaneous

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.

Items

You can Add, Edit and Delete items that will appear in the list.

Use Add to add a new item to the list, Edit to edit an existing item in the list and Remove to remove the selected item. Move Up moves the selected item up one position in the list. Move Down moves the selected item down one position in the list.

MultiSelect

Allows the user to select multiple items at the same time.

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).

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 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` start on 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

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.

Focus state

Removes the default outline styles and applies a box-shadow (with customizable color) in its place.

Style

Predefined Style

Here you can select one of the global site styles. This option will overwrite all custom style settings for this object. You can add or edit styles in the Style Manager.

Editbox

Single-line field that can be used to add name/e-mail address fields.

Background

Background Mode

Specifies the background mode: Solid, Image or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color 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

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted, Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Radius

Defines the degree to which border corners will be rounded. Requires a browser with CSS3 support!

Events

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

Font

In this section you can select the font family of text (such as Comic Sans, Times New Roman, and Courier New), font size, style (Bold, Italic, Underline) and the color of the text.

Box Shadow

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

Miscellaneous

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. Disabled controls are skipped in tabbing navigation. The value of disabled controls will not be submitted with the form.

Max. Length

Specifies the maximum number of characters a user can enter into the editbox.

Name

Enter an identifier for the field.

Place holder (HTML5 only)

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.

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: Currently only text and password fields are supported by all browsers. In other cases, some browsers will simply display the default edit box.

Alignment

Specifies the horizontal alignment of the input field.

Note: This setting will be ignored if you select a predefined style. In that case the alignment of that style will be used.

Auto complete (HTML5)

Specifies whether the input field should have autocomplete enabled (if available in the browser).

Auto Focus (HTML5)

Specifies whether the element should automatically get focus when the page loads.

Spellcheck (HTML5)

The HTML5 spellcheck attribute specifies whether the element is to have its spelling and grammar checked or not.

Readonly

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 are included in tabbing navigation. Readonly elements will 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 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 start on 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

Value

Value that is initially display in the field.

Focus state

Removes the default outline styles and applies a box-shadow (with customizable color) in its place.

Style

Predefined Style

Here you can select one of the global site styles. This option will overwrite all custom style settings for this object. You can add or edit styles in the Style Manager.

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 a 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!

Miscellaneous

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.

Name

Enter an identifier for the field.

Tab Index

Specifies the tab-index.

Title

Specifies the tooltip displayed by the browser

Accept multiple files

Allow the user to select multiple files. To select multiple files, hold down the CTRL or SHIFT key while selecting.

Place holder (HTML5)

Specifies a short hint to help the user to fill out the input field. The text will disappear as soon as the user has selected a file.

Button Text

Specifies the button text. Note that this does not apply to a File Upload with default browser styling!

Use browser style

Normally it is not possible to change the appearance of a File Upload element with standard HTML. However, QWB implements custom code to make it possible to customize the style (and size) of the File Upload object to override the default browser appearance. If you rather use the standard browser style then this can be disabled with 'Use browser style'. In that case 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.

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".

Miscellaneous

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. Disabled controls are skipped in tabbing navigation. The value of disabled controls will not be submitted with the form.

Initial state

Initial state of the radio button.

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.

Tab Index

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Title

Specifies the tooltip displayed by the browser

Value

Value of the radio button when it is selected.

Use browser style

Normally it is not possible to change the appearance of a Radio button with standard HTML. However, QWB implements custom code to make it possible to customize the style (and size) of the Radio Button object to override the default browser appearance. This also make the Checkbox responsive so it can have a different size (and color) in breakpoints. If you rather use the standard browser style then this can be disabled with 'Use browser style'.

Events

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

reCAPTCHA

This object provides an easy way to add reCAPTCHA to your forms. It was designed to work in combination with Quick 'n Easy Web Builder's built-in form processor, When the form is processed on another page then this CAPTCHA will not work.

reCAPTCHA is a free CAPTCHA service that helps protect your site against spam, malicious registrations and other forms of attacks where computers try to disguise themselves as a human. reCAPTCHA is currently one of the best ways to protect online forms from spammers.

Before you can use this extension, you'll need to sign up at reCAPTCHA.net: <http://www.google.com/recaptcha> and create reCAPTCHA keys for your site. The keys are unique to your domain and sub-domains and will not work for other domains. After you have signed up you will receive a Private Key and a Public Key.

Version

Specifies which version to use: reCAPTCHA v1, reCAPTCHA v2 or Invisible reCAPTCHA.

Note: Version 1.0 of the reCAPTCHA API is no longer supported, please upgrade to Version 2.0.

Error Page

Specifies the page the user will be redirect to if the user's response is invalid.

Private Key (Secret Key)

Enter your Private or Secret reCAPTCHA key here.

Public Key (Site Key)

Enter you Public or Site reCAPTCHA key here.

Theme

Specifies the theme of the reCAPTCHA image.

4 themes are available for version 1: red (default), clean, white and black glass.

2 theme are available for version 2: dark and light.

Language

Forces the widget to render in a specific language. Auto-detects the user's language if unspecified.

Tab Index

The tabindex of the widget and challenge. If other elements in your page use tabindex,

Submit ID (Invisible reCAPTCHA only)

Specifies the ID of the submit button of your form. reCAPTCHA uses this to disable the button if the response is invalid.

Note: the ID of the submit button should not be named 'submit' (lowercase), because this will conflict with the name of the JavaScript's submit() function!

TextArea

A Text Area is a multi-line form field where the user can enter large amounts of text.

Background

Background Mode

Specifies the background mode: Solid, Image or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color 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

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted,Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Radius

Defines the degree to which border corners will be rounded. Requires a browser with CSS3 support!

Events

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

Font

In this section you can select the font family of text (such as Comic Sans, Times New Roman, and Courier New), font size, style (Bold, Italic, Underline) and the color of the text.

Box Shadow

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

Miscellaneous

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 Focus (HTML5)

Specifies whether the element should automatically get focus when the page loads.

Spellcheck (HTML5)

The HTML5 spellcheck attribute specifies whether the element is to have its spelling and grammar checked or not.

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.

Name

Enter an identifier for the field.

Place holder (HTML5 only)

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.

Readonly

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 are included in tabbing navigation.

Readonly elements will 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 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 start on 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

Value

Value that is initially display in the field. When the form is submitted the new or edited text is entered.

Focus state

Removes the default outline styles and applies a box-shadow (with customizable color) in its place.

Style**Predefined Style**

Here you can select one of the global site styles. This option will overwrite all custom style settings for this object. You can add or edit styles in the Style Manager.

Flash

With Adobe Flash files (.swf), you can create multimedia, graphics, and audio that downloads quickly. To view these files, site visitors must install the Flash plugin appropriate for their browser and platform. These plugins are available from the Macromedia Web site at www.macromedia.com. Web Builder creates all of the code you need to add a Flash files to your site.

Note:

Many modern browsers do no longer support Flash. For example, Flash will not work on mobile phones and iPads. If your website is still using Flash based components, then you should consider looking for alternatives.

Allow Fullscreen

Enable this option to allow full-screen display of the Flash application. This option is supported by Flash 9.0 or higher.

Auto start

To play the movie automatically when the site visitor opens the page, select Auto Start.

Display Menu

When checked it will display the full menu, allowing the user a variety of options to enhance or control playback. When not checked it will only display a menu that contains only the Settings option and the About Flash option.

Flash Variables

Flash variables (FlashVars) it a way to pass data or variables from html to a Flash application.

FlashVars is supported by Flash Player 6 and newer. Please check the documentation of the Flash application for more details.

Filename

Enter a filename of the movie (.swf).

Loop

To replay the movie when it ends, select Loop.

Quality

To control the display quality, select a Quality option.

Low favors playback speed over appearance and never uses anti-aliasing.

Autolow emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.

Autohigh emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed. Use this setting to emulate the View > Anti-alias setting in Flash.

Medium applies some anti-aliasing and does not smooth bitmaps. It produces a better quality than the Low setting, but lower quality than the High setting.

High favors appearance over playback speed and always applies anti-aliasing. If the movie

does not contain animation, bitmaps are smoothed; if the movie has animation, bitmaps are not smoothed.

Best provides the best display quality and does not consider playback speed. All output is anti-aliased and all bitmaps are smoothed.

Scale

To determine how the movie fits in the frame, select a Scale option.

Default (Show all) makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie. Borders may appear on two sides of the movie.

No Border scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.

Exact Fit makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.

UseSWFObject

SWFObject is a W3C standards-friendly method to embed Flash content, which utilizes one small JavaScript file. If you enable this option, then Web Builder will use the SWFObject script instead of the W3C noncompliant <object> and <embed> tags.

Version

This specifies the minimum Flash version number that the movie needs to play correctly.

Window Mode

Specifies the window mode of the flash. Select **Transparent** if you want to display the flash movie with transparency. Otherwise select **Window** or **Opaque**.

Alternative image

This image will be displayed if the browser does not support flash.

Media Player

The Media player object supports several media player types:

- Flash Player
- Quick Time
- Real Player
- Default Media Player
- HTML5 Audio
- HTML5 Video

Flash Player

If you want to add movies to your page then Flash Video is probably the most reliable way to do this since most users will have the Adobe's Flash Player plug-in installed in their browser. The Flash Movie Player is a player that can be used to play Flash Movies (FLV), but it also supports many other formats like MP4 (also AVC), MOV, AVI, MP4V, M4V, and M4A, M4R (Audio/Ringtones for iPhone), F4A (Audio). It has many options to customize the appearance of the player.

Auto start

To play the movie automatically when the site visitor opens the page, select Auto Start.

Filename

Specifies the video to be played.

Image

Specifies the 'teaser' image. This will be displayed if the video is not playing.

Loop

To replay the movie when it ends, select Loop.

Title

Specifies the title of the video. This will be displayed in the player if the user click the 'Info' button.

Description

Specifies the description of the video. This will be displayed in the player if the user click the 'Info' button.

Show Info Button

Specifies whether the 'Info' button should be displayed in the control bar.

Show Fullscreen Button

Specifies whether the 'Fullscreen' button should be displayed in the control bar.

Show Scale Button

Specifies whether the 'Scale' button should be displayed in the control bar.

Show Volume Controls

Specifies whether the volume controls should be displayed in the control bar.

Show Time

Specifies whether the time should be displayed in the control bar.

Show Large Play Button

Specifies whether the large play button should be displayed in the center of the player.

HTML5

To make sure your video also plays on devices that do not support Flash (like many mobile devices), you can enable the option Support both Flash and HTML5. The look and feel of the Flash Player will then be simulated by using HTML5 video, JavaScript and CSS. Note that not all browsers do support the same video formats. if you want to support as many devices as possible you should also include .mp4 and .webm versions of the video. If you set '**Show controls**' to false then no controls will be displayed in HTML5 mode.

Background Color

Specifies the color of the background.

Button Color

Specifies the color of buttons.

Control Spacing

Specifies the spacing between controls.

ControlBar Color

Specifies the color of the control bar.

ControlBar Height

Specifies the height of the control bar.

Description Color

Specifies the color of the description.

Gradient Color

Specifies the gradient color.

Slider Color

Specifies the color of the sliders.

Slider Height

Specifies the height of the sliders.

Slider Tracker Color

Specifies the color of the slider tracker.

Time Color

Specifies the color of the time.

Total Time Color

Specifies the color of the total time.

Volume Length

Specifies the width of the volume bar.

Quick Time Player

Use this object to add QuickTime media files to your page.

Note:

In order to view a QuickTime movie the visitor of your website must have installed the appropriate browser plug in! In many cases the Flash Movie Player is probably a safer choice, because it's a more common video format for the web.

Autostart

To play the movie automatically when the site visitor opens the page, select Auto Start.

Controller

Select this option to display a control bar that site visitors can use to start or stop the movie.

Filename

Enter the filename of the movie.

QuickTime media has a .mov or .qt extension.

Hide

Select this option if you don't want to show the movie, but want to use it only as background sound.

Loop

To replay the movie when it ends, select Loop.

Real Player

Use this object to add RealPlayer media files to your page.

Note:

In order to play a RealPlayer media file the visitor of your website must have installed the appropriate browser plug in! In many cases the Flash Movie Player is probably a safer choice, because it's a more common video format for the web.

Autostart

Sets whether or not the RealPlayer Plug-in will automatically start playing once the source data is available.

Console

Sets a console name used to link multiple RealPlayer Plug-in instances. All RealPlayer Plug-ins with the same console name work together. For example, if you have multiple Play and Stop buttons on the same page, the console name would enable them to control the same RealAudio clip. Set this property for each instance of the Play or Stop button you want to link. The console name master links to all instances. The console name unique links to no other instances.

Controls

ImageWindow	Displays the image window.
All	Displays the basic RealPlayer control panel.
ControlPanel	Displays a compact RealPlayer control panel.
PlayButton	Displays a play/pause button.
PlayOnlyButton	Displays a play button.
PauseButton	Displays a pause button.
StopButton	Displays a stop button.
FFCtrl	Displays a fast-forward button.
RWCtrl	Displays a rewind button.
MuteCtrl	Displays a mute button.
MuteVolume	Displays a mute button and volume slider.
VolumeSlider	Displays a volume slider.
PositionSlider	Displays a clip position slider.
TACCtrl	Displays a clip information field.
HomeCtrl	Displays the Real™ logo.
InfoVolumePanel	Displays presentation information along with the volume slider and mute button.
InfoPanel	Displays the presentation information panel.
StatusBar	Displays the status panel, which shows informational messages.
StatusField	Displays the message text area of the status bar.
PositionField	Displays the position field, which shows the clip's current place in the presentation timeline and the total clip length.

Filename

Enter the filename of the audio or video file.

A RealPlayer media file can have one of these extensions: .ra, .rm, .rv, .rmvb, .rmj, .rms, .ram, .rmm, .rax, .rvx, .rp, .rtx, .rt, .rmx.

Loop

To replay the movie when it ends, select Loop.

Linking multiple Real player controls

The **console** property defines a name that unifies RealPlayer objects so that multiple controls work together.

For example, you could create three separate RealPlayer objects to define an image window, a play button, and a stop button.

By using three different object, you can set the size of each control separately.

To tie controls together, define the same CONSOLE name within RealPlayer, or use one of these predefined names:

_master links the control to all other embedded controls on the page.

_unique links the control to no other embedded controls on the page.

You can have multiple console names for separate presentations.

For a page showing two video clips, for example, you can define the console names video1 and video2.

All controls linked by video1 interoperate, as do all controls linked by video2. However, a video1 volume slider, for example, will not affect the volume of a video2 clip.

Example 1:

You want to add a video file without any controls to your page

1. Add one instance of the object to your page
2. Specify the filename
3. Set the controls property to ImageWindow
4. Set the console property to video1

Example 2:

You want to add a video file with all controls visible

1. Add two instances of the object to your page
2. Specify the filename for both objects
3. Set the controls property of object 1 to ImageWindow
4. Set the controls property of object 2 to All
5. Set the console properties of both objects to video1

Example 3:

You want to add a video file with only a playbutton

1. Add two instances of the object to your page
2. Specify the filename for both objects
3. Set the controls property of object 1 to ImageWindow
4. Set the controls property of object 2 to PlayButton
5. Set the console properties of both objects to video1

For more information about the RealPlayer object visit the official website:

<http://service.real.com/help/library/guides/production8/htmlfiles/control.htm>

Default 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. This option will actually use the default media player (for the selected media type) to play the file in the visitors browser.

Supported types are:

Audio Files (*.wav,*.snd,*.mp3,*.wma,*.au,*.aifc,*.aiff)

Midi Files (*.mid,*.midi)

Movie Files (*.mpg,*.mpeg,*.m1v,*.mp2,*.mpa,*.mpe,*.mpv2)

Video Files (*.avi,*.wmv)

Windows Media Files (*.wm,*.wmv,*.asf,*.asx,*.wax,*.wma)

Autostart

To play the movie automatically when the site visitor opens the page, select Auto Start.

Hide

Select this option if you don't want to show the movie, but want to use it only as background sound.

Loop

To replay the movie when it ends, select Loop.

HTML5 Audio/Video

Use this option if you want to play HTML5 audio or video. Note that this option is only supported by modern browsers!

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 "autostart" is enabled.

Mute audio

Specifies whether the audio should be muted. (applies to HTML5 video only).

Alternative formats

Unfortunately, not all browsers do support the same audio/video formats. There is currently no format that works on all browsers. So, to ensure the player will work in all browsers you can specify alternative formats.

Poster

Specifies the filename or URL of an image representing the 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 part of a Layout Grid, so the video resizes dynamically while keeping the original aspect ratio.

Vimeo

The Vimeo object provides an easy way to add Vimeo (<https://vimeo.com/>) videos to your pages.

Video ID

Specifies the Vimeo Video ID of the video.

Fill entire browser window

Use the Vimeo video as page background.

Aspect ratio

Keep the aspect ratio of the video fixed at 16:9 or 4:3. This is especially useful when the video is part of a Layout Grid, so the video resizes dynamically while keeping the original aspect ratio.

Enable JS API

Enables the player to be controlled via JavaScript Player API calls. Only works in modern browsers! <http://caniuse.com/#search=postMessage>

This option should be enabled if you want to use Vimeo events or if you want to control the object via (media) events: play, pause, stop.

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.

In 'Lightbox Settings' you can specify additional options for the Fancy Lightbox. Each option must be on a new line and separated by a comma:

```
'overlayShow' : true,  
'overlayColor' : '#FF0000'
```

More information about options is available here: <http://fancybox.net/api>

You Tube

Add YouTube videos to your pages.

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.

Show related videos

Specifies whether display a list of related videos.

URL

Specifies the URL of the youtube video.

The URL should be in the following format: <http://www.youtube.com/v/x-40jgwazk0>

Allow Full Screen

Enables the 'full screen' button in the player's control bar.

Auto Hide Controls

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.

Fill entire browser window

Use the YouTube video as page background.

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.

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! <http://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 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. In 'Lightbox Settings' you can specify additional options for the Fancy Lightbox. Each option must be on a new line and separated by a comma: 'overlayShow' : true

More information about options is available here: <http://fancybox.net/api>

Blog

The word 'blog' is short for web log. A blog is a journal that's posted on the web for other 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 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.

Sort 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 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\Quick 'n Easy Web Builder\system\blog\

Note: Quick 'n Easy Web Builder currently does not render the different layout, because this would require a built-in browser. And building a cross platform browser is out of the scope of this project (this would take years of extra work!). So, you will need to preview the page to see the results!

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.

The colors and size of the pagination control is configurable and of course you can select your won images for the next/back buttons as well.

Advanced users can even use events to create custom buttons outside of the Carousel!

To add new content to the current page, simply drag and drop objects within the Carousel area. To add objects to another page, first go to the page (either by using the pagination controls or next/back).

Another cool feature of the Carousel is support for mobile devices. On the iPhone/iPad/Android you can use slide gestures to switch between pages!

Note that the objects that you drag onto the Carousel should be smaller than the size of the Carousel itself otherwise they will not fit into the 'drop container' and will not become part of the Carousel.

General

Slide Count

This will set the number of pages for the Carousel.

Slide Backgrounds

This option makes it possible to set a different background for each slide.

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.

Previous button

Specifies the image to be used for the 'Previous' button. If you leave this field empty a default image will be used. It is also possible to enter < in the input field. This will use built-in navigation arrows, inspired by Bootstrap-4 Carousel arrows!

Next button

Specifies the image to be used for the 'Next' button. If you leave this field empty a default image will be used. Enter > in the input field to use the built-in navigation arrow, inspired by Bootstrap-4 Carousel arrows.

Margin

Specifies the margin between the border of the Carousel and the 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.

Size

Specifies size of the pagination icons.

Padding

Specifies the padding around the pagination icons.

Full Width Mode

When this option is enabled the Carousel will be stretched to full width of the browser window. The content of the Carousel pages will not be stretched but aligned in the center of the Carousel.

Many modern websites use this tech

Full width and floating

This makes it possible to use the Carousel as part of a floating layout. For example, in combination with layout grids or floating layers

Full Page

Select this option to turn the Carousel object into a full screen page scroller. This is an easy way to create full screen scrolling websites (also known as single page websites or onepage sites).

Note that this option uses a third party script 'fullPage.js'. Not all Carousel options are available for this script!

Related tutorial: http://www.quickandeasywebbuilder.com/carousel_fullpage.html

Flexible

When this option is selected the child elements of the Carousel will be floating (instead of fixed). In this case the Carousel will be fully responsive and it can also be used inside layout grids. In 'Flexible mode' the Carousel can also be set to use the full height of the viewport (100vh).

Note:

If the Carousel is set to Flexible then the Bootstrap Carousel script will be used. This script only supports 'Slide' animations, so other options will be disabled. Also, the standard Bootstrap navigation buttons will be used. These buttons have a variable offset based on the width of the Carousel.

How to control the slides through events?

You can use the Slideshow Next and Slideshow Previous actions in events to create external navigation.

It's also possible to directly jump to a specific page:

1. Add the Carousel object to your page.
2. Take note of the ID. The default value is 'Carousel1'.
3. Add an image, shape or other object with event support to the page.
4. Open the properties and select the 'Events' tab.
5. Click 'Add' to insert a new event.
6. Select 'Event': OnClick and set the 'Action' to JavaScript function.

To show the dialog enter this JavaScript:

`$('#Carousel').carousel('goto,1');`

where Carousel1 is the ID of the Carousel.

goto,1 jumps to the first slide

goto,2 jumps to the second slide.

etc...

To show the next slide you can also use this JavaScript:

`$('#Carousel').carousel('next');`

To show the previous slide use:

`$('#Carousel').carousel('next');`

Note: If the Carousel Mode is set to one of the effects, then 'carousel' should be replaced with 'carouseleffects'!

`$('#Carousel1').carouseleffects('goto,1');`

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.

Alignment

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.

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.

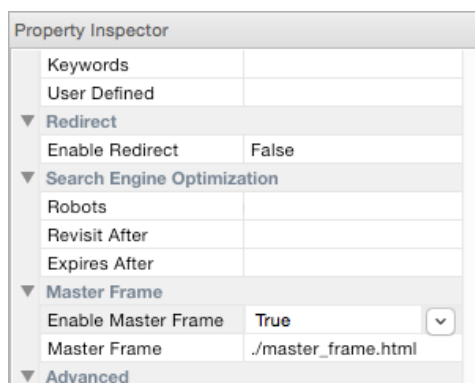
Master Frames

A Master Frame is a design concept where your website has a constant frame and only the inner part of the pages changes. In Quick 'n Easy Web Builder you only have to 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 replace with the actual content of the page.

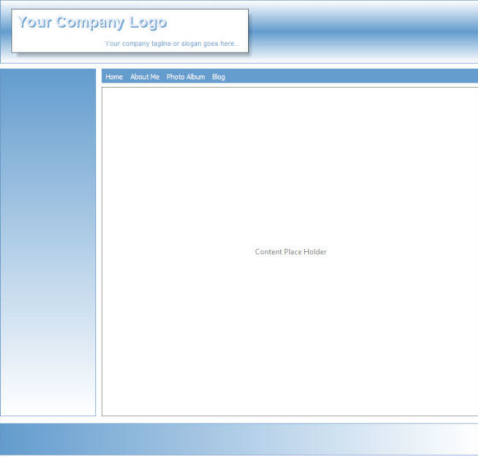
To indicate that a page must use the master frame, you must configure it in the Master Frame settings of the Page Properties.



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

June 21, 2010
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim liber veniam, quis nostrud exerci tation ullamcorper suscipit et lobortis nisi ut aliquip ex ea commodo consequat. Duis is autem vel eum irure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero et accumsan et justo odio dignissim qui elit blandit praesent luptatum zzril delenit augue dui dolore te feugiat nulla facilis.

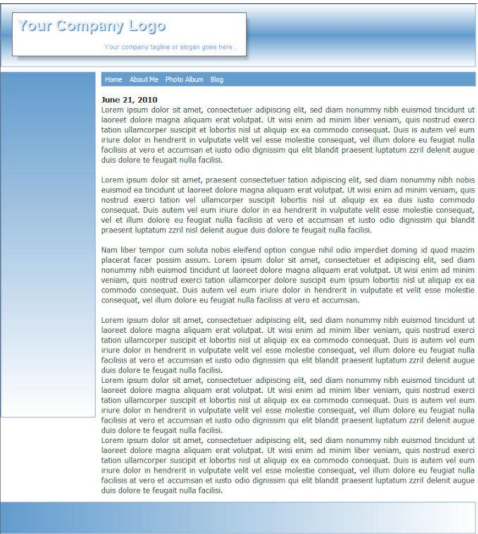
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Page Content



Result in browser window, the master frame merged with the content of the page.

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.

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.

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.

In **Default** mode the layer will be positioned on the location where you've placed it during design time.

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! With 'Keep original position until layer is about to be hidden', the layer will only move to the specified if it is about to be scrolled outside of the view. 'Orientation' specifies to which side of the browser window the layer will 'stick'. You can use the offset values to set the horizontal and vertical offset from the borders. The 'Delay' value specifies the animation delay.

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.

Docking layer mode 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 it 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.

An **Anchored Layer** 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 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 side (or all!).

Related online tutorial: http://www.quickandeasywebbuilder.com/anchored_layers.html

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. Floating layers can be

part of another (floating) layer. However currently only one nesting level is supported.

- **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.

Related online tutorial: http://www.quickandeasywebbuilder.com/floating_layers.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" display the layer over the content. Dismissible, specifies whether the panel can be closed by clicking outside onto the page.

Other options

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 the content.
- **Hidden**
The content is clipped, but the browser does not display a scroll-bar to see the rest of the content.
- **Scroll**
The content is clipped, but the browser displays a scroll-bar 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 scroll-bar 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.

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)?

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 <div>. Available options: <article>, <aside>, <footer>, <header>, <nav>, <section>.

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 layer from bottom of the page. This will replace the 'top' attribute.

Relative horizontal/vertical position

Instead of using absolute coordinates, the position of the layer will now be relative to the page width/height. This property only has 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 width/height. This property only has effect when the page is displayed in the browser!

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.
- **Stretch content (DEPRECATED, please use layout grid instead!)**
Position and size child object relative to the layer. This option can be used to created stretchable content.

Notes about stretching content:

This feature was primarily designed to be used for header and footers that will cover the complete width of the page. This option will only work for simple HTML objects like images, shapes, text. It will not work for advanced objects like menus, extensions, blog, galleries etc.

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.

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

Specifies the gutter width on each side of a column.

Padding

Padding (top/bottom) can be use 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.

Use Flexbox

When this option is enabled, the grid will use CSS flexbox layout. This results in cleaner code and also 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).

<http://caniuse.com/#feat=flexbox>

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.

Maximum Width

Specifies the maximum width of the layout grid in the browser window. This can be useful to prevent items from being stretched to wide. If the browser window is wider than the specified width, then the grid will be centered.

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:

http://www.quickandeasywebbuilder.com/layoutgrid_part1.html

http://www.quickandeasywebbuilder.com/layoutgrid_part2.html

http://www.quickandeasywebbuilder.com/layoutgrid_advanced.html

Notes:

Some objects cannot be part of a layout grid because they cannot be stretched automatically. For example: Layers, Forms. This behavior may change in future updates.

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.

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 similar to 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 or not 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 to wide. If the browser window is wider than the specified width, then the flex container will be centered.

Related tutorial:

<http://www.quickandeasywebbuilder.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.

Grid Editor

Double click the flex grid to open the grid editor.

Columns

Specifies the number of columns in the grid.

Rows

Specifies the number of rows in the grid.

Column gap

Specifies the size of the gap between the columns in a grid layout.

Row gap

Specifies the size of the gap between the rows 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 to wide. If the browser window is wider than the specified width then the grid will be centered.

Templates

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.

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: <http://www.quickandeasywebbuilder.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 layout 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.

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:

http://www.quickandeasywebbuilder.com/flexgrid_part1.html

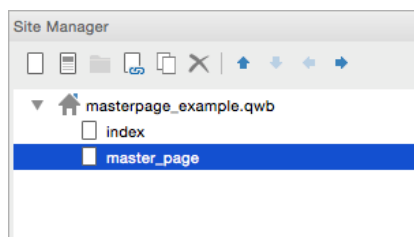
http://www.quickandeasywebbuilder.com/flexgrid_part2.html

Embedded Page

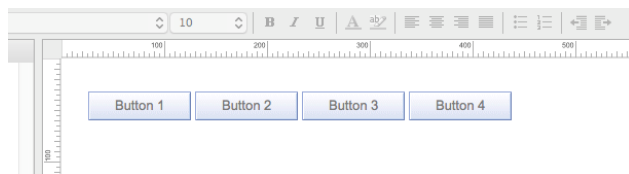
The Embedded Page object is a handy feature, which allows you to re-use objects from another page (from your web site) in the current web page. Let's say you have a certain layout which is the same for all your pages and you don't want to copy/paste it between all your pages; then simply create the layout 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 in the original page.

Here is an example:

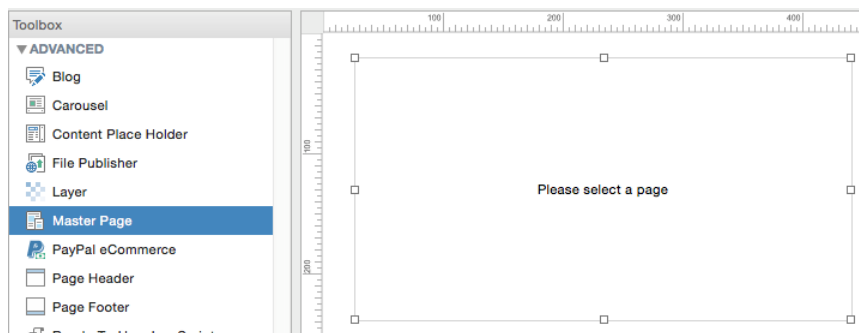
1. Create a new website, QnE Web Builder automatically adds the first page called 'index'.
2. Insert a new page using the Site Manager and rename it to 'master_page'.



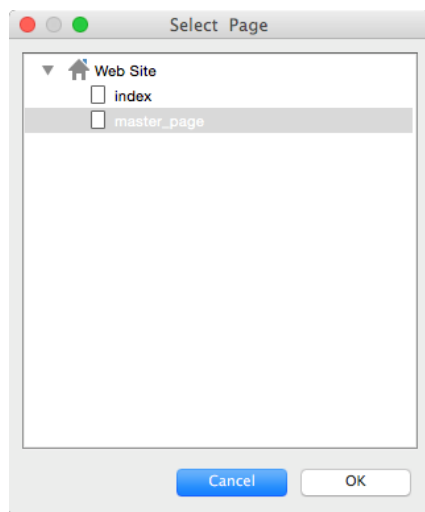
3. Now let's add a navigation bar to the master page. Insert->Navigation->Navigationbar.



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 modified 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 the Site Manager, 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 Property Inspector. It's good practice to give them a prefix, like 'master_'. This will prevent duplicated IDs on a page.
6. Layer can be used on a master page. However, you cannot use internal links on that layer.
7. 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.
8. The master page should be in the same folder as the pages than 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.

Embedded page is a layer

When enabled, all of the elements that make up the embedded page are on a layer. This layer will block access to any page elements "beneath" it (in the z-order). If the master page 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 disabled, the master page elements are inserted as individual objects on the page. You can then access any objects "beneath" the Embedded page objects (as long as they are visible).

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.

Stack Level

Specifies the stack level of the header relatively 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.

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 move 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 relatively 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.

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 possibilities are endless!

General

The Timer object supports two types:

- **Interval**
Executes a function, over and over again, at specified time intervals.
- **Timeout**
Executes a function, once, after waiting a specified number of milliseconds.

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).

Note that 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.

Related tutorial:

<http://www.quickandeasywebbuilder.com/timers.html>


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 exactly 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, so 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!




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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. Also supports FontAwesome icons.



A simple breadcrumb trail displayed within a light gray rounded rectangle. It consists of the text 'Home / Parent Category / Current Category' in a blue, sans-serif font, with slashes separating the items.



A breadcrumb trail displayed within a light gray rounded rectangle. It starts with a blue house icon, followed by 'Parent Category' and 'Current Category', all in a blue, sans-serif font. Right-pointing chevrons separate the items.

Synchronize with Site Manager

When this option is enabled, Web Builder automatically synchronizes the Buttons with the content of the Site Manager. So, if for example you add a new page, then a button is automatically added to the menu. Or if you rename a page the text of the item will also be updated.

Level

This value specifies which level of the Site Manager will be used to create the buttons.

First Level

Includes the 'index' page.

Parent Level

Include all parents of the current page.

Target

Specifies the target window of the links when 'Synchronize with Site Manager' is enabled.

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.

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 CSS Menu can be either vertical or horizontal.

We have also added an (experimental) 'Responsive' option. If you select this option then the menu will automatically switch from horizontal to vertical mode if the screen width is smaller than 320 pixels.

This can be useful when the CSS menu is used in Responsive Web Design.

Note that CSS3 gradients and shadows are not available in all browsers yet; IE9 and older does not support it! However, the links will work in all browsers. Old browsers will display a solid color button.

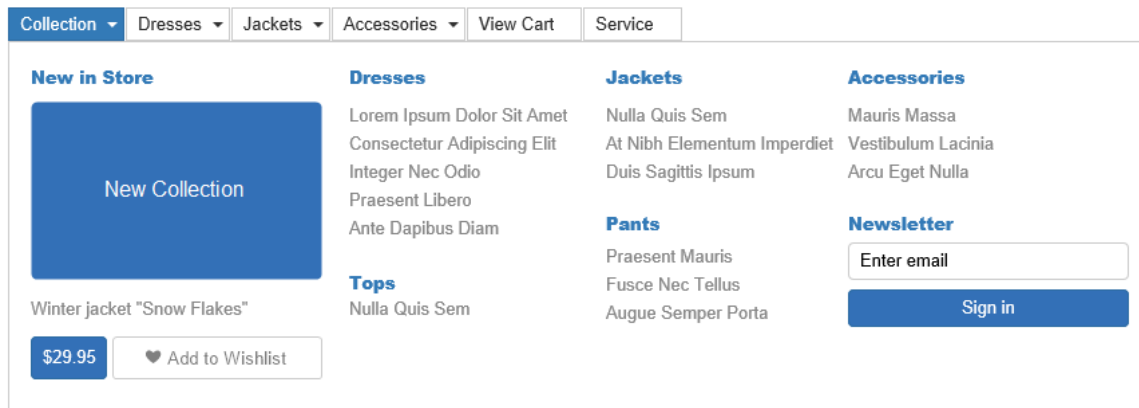


Synchronize with Site Manager

When this option is enabled, Web Builder automatically synchronizes the Buttons with the content of the Site Manager. So if for example you add a new page, then a button is automatically added to the menu. Or if you rename a page the text of the item will also be updated.

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.



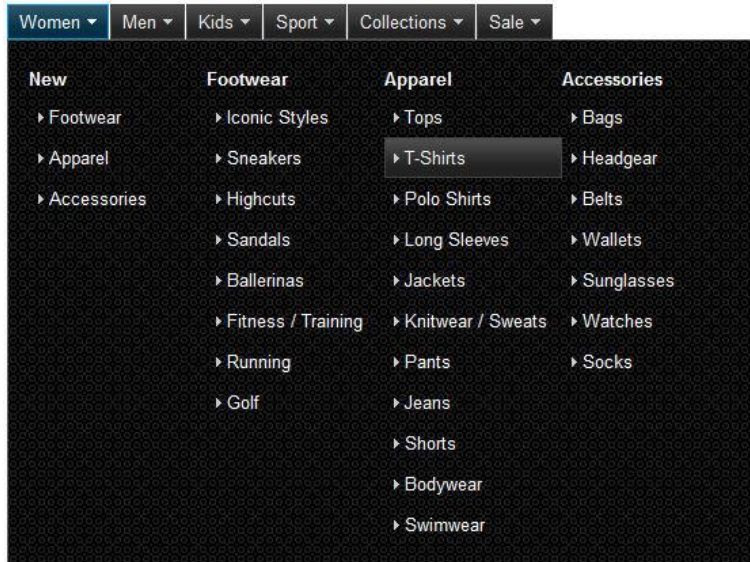
Notes:

Main buttons can have links, make the layer size smaller than 48 pixels to remove the layer from the item.

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 sub menu.



The Mega Menu was created using jQuery and supports the same ThemeRoller themes as the other jQuery based components. You can set the theme for the whole in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in Theme Manager.

Items

Here you can add, edit and remove menu items to the Mega Menu. Click 'Add' to insert a new button to the main menu bar. The properties of the button give you access to the submenu.

Button Text

Specifies the text of the button.

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'.

You can rearrange the links with the 'Move Up' and 'Move Down' button or by using drag & drop.

Style

The menubar uses the global page theme which can be set in Page Properties->Style. Other object specific settings can be altered in the 'Style' section of the Mega Menu properties.

The 'Font name' and 'Font Size' properties can be used to override the default font of the theme.

The 'Animation' property enables the fade animation for hiding and showing sub menus.

Button Padding

Specifies the padding for the buttons. The Button text in combination with the padding determines the size of the button.

Button Spacing

Specifies the spacing between the button.

Icon Index

Specifies the icon displayed on the button.

Icon Offset

Specifies the position of the icon on the button.

If the value is positive, the icon will be aligned on the left side of the button.

If the value is negative, the icon will be aligned on the right side of the button.

Sub Menu Padding

Specifies the padding for the sub menu.

Sub Menu Icon Index

Specifies the icon displayed on the left side of the links.

Menu Bar

The Menu bar in Web Builder is based on Heng Yuan's JSCookMenu (<http://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. Quick 'n Easy 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.



Items

Select Add to insert a new item to the menubar. Select Edit to modify the properties of an existing item.

To remove an item from the Menu Bar select Remove. The Insert Split button inserts a splitter/divider in the menu. Move Up, moves the selected item up amongst its siblings. Move Down, moves the selected item down amongst its siblings. Move Left will make the selected item a sibling of its parent. Move Right will make the selected item the child of its preceding sibling.

Layout

Specifies whether the menu bar should be displayed horizontally or vertically.

Effect

Specifies the effect that will be used to open sub menus: None, Fading or Sliding.

Style

The menu bar has many style properties, most of them speak for themselves. Just try them out to see the results.

Synchronize with Site Manager

When this option is enabled, Web Builder automatically synchronizes the Buttons with the content of the Site Manager. So if for example you add a new page, then a button is automatically added to the menu. Or if you rename a page the text of the item will also be updated.

Navigation bar

Adding a Navigation Bar in Quick 'n Easy Web Builder is really easy. Just add a few buttons, assign the links and set the style for the buttons.



Animation duration

Specifies the duration of the animation.

Image / Image Hover

Select one of the available button styles from the drop down menu.

Quick 'n Easy Web Builder includes a several button styles but you can easily add your own styles:

Copy your own styles (which are basically just images) to /navbar sub folder of the application.

Items

This option allows you to add, edit or remove buttons/links.

Layout

The Navigation Bar can be either Vertical or Horizontal.

Resize Buttons

Enable this option to be able to resize navigation bar buttons horizontally. Instead of the original button width, the button will now be stretched according to the overall navigation bar.

Space

Specifies the space between buttons.

Use custom images

Enable this option if you want to specify your own image buttons instead of using a standard style.

Use hover style for 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.

Text

Alignment

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

Bold/Italic/Underline

The style of the text can either be regular, bold, italic, or underline.

Font Name

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

Font Size

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

Text Color

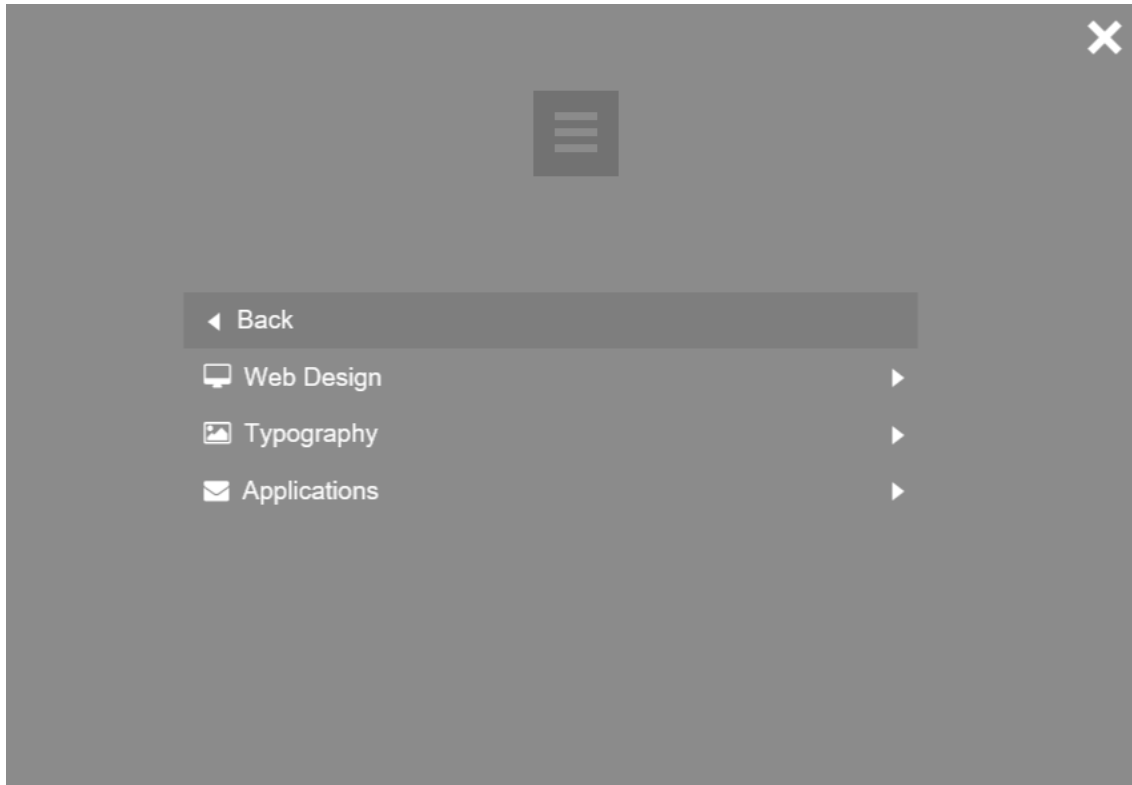
Specifies the color of the text.

Use jQuery UI theme

Use the jQuery UI theme to style the object. More details about themes: Theme Manager.

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.



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 standard menu item!

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.

Button 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 relatively to the text.

Display

Specifies the relationship of the panel to the page contents. "Push" pushes the page over and "overlay" display 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.

Panel Width

Specifies the width of the panel. By default, this value is in pixel 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.

RWD

The breakpoint value in the Responsive Web Design (RWD) tab specifies when the menu will switch from panel to full width mode.

How to add social icons?

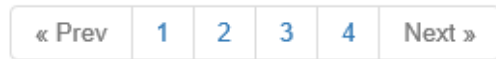
There is no dedicated section to configure social icons. Instead, all you will have to do is leave the 'text' field empty and select an icon. This will create a social icon at the bottom of the menu instead of standard menu item!

How to add a divider?

Set the text to '---' (3 dashes) to insert a divider instead.

Pagination

If you have a web site with lots of pages, you may wish to add the pagination object for easier navigation.



Synchronize with Site Manager

Automatically generates links with auto numbering and next/previous buttons. Always synchronizes with current level.

- Leave label text empty to remove the button.

This menu also works with the Content Management System.

Quick Menu

You can use the Quick Menu component to easily create a drop-down navigation menu, with each menu item corresponding to a single URL or page in your web site. When the user presses the Go button the select link will be activated.

Items

This option allows you to add, edit or remove links.

Initial Text

This is the initial text which will be displayed in the dropdown menu.

Button Text

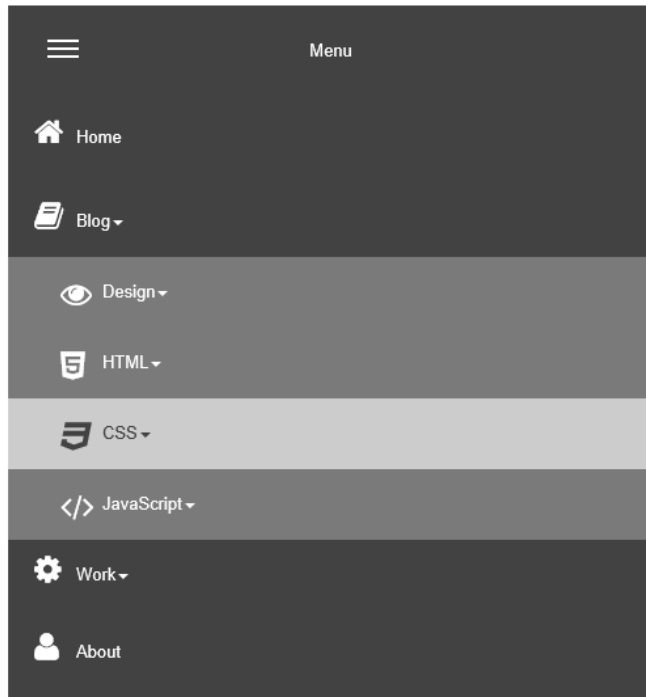
The text of the button

Show button

Enable this option to show the 'Go' button. In this case a drop down menu selection will trigger the link.

Responsive Menu

The Responsive menu is a responsive, multi-level menu optimized for desktop computers and mobile (touch) devices which uses CSS only (no 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 supports FontAwesome icons to give your website a modern look and feel.

Breakpoint

Specifies the browser width where the menu will switch from desktop to mobile mode.

Most other style and menu related properties are the same as in other menus.

Tab Menu



The Tab Menu is yet another way to implement your website navigation. The main 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 Roll over state
3. **Activate**
The selected item is the current page.

Items

Use this property to add, edit or remove tabs/links.

Tab Menu Style

Quick 'n Easy 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 and usually are made of 2 images. If you like you can modify the themes or create your own themes (for advanced users only).

Use jQuery UI theme

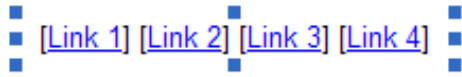
Use the jQuery UI theme to style the object. More details about themes: Theme Manager

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.



Background

Background Mode

Specifies the background mode: Solid, Image or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color 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

Vertical Alignment

Sets the vertical position for the background image.

Miscellaneous

Delimiters

Here you specify special characters to put before and after the link text. Common characters include {, [and (.

Items

Use this property to add, edit or remove links.

Layout

The text menu can be either vertical or horizontal.

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'.

Text

Alignment

You can change the alignment of the Text Menu by using one of the alignment options: Left, Center or Right.

Font Type

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

Font Size

To change the font size, select one of font sizes.

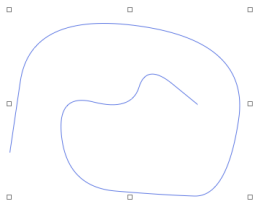
Curve

The Curve tool lets you draw curved lines.

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.

For more information about editing nodes see 'Edit Points' in the **Arrange Menu**.



The curve will be converted to an image when you publish the page.

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dash, Dot, Dash Dot or Dash Dot Dot.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Events

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

Miscellaneous

Alternate text

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

Angle

This option allows you to rotate the object.

Fill Effect (Closed Curve only)

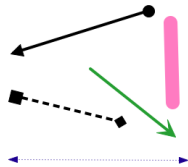
Specifies the fill effect of the polygon: Solid, Gradient, Texture, Hatch or Transparent.

Line

The Line tool of Quick 'n Easy 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.



The line will be converted to an image when you publish the page.

Miscellaneous

Alternate text

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.

Arrow Start

Specifies the arrow type of the start of the line (None, Arrow, Circle, Square, Diamond, Stealth or Thin Arrow).

Arrow Start Size

Specifies the size of the arrow.

Arrow End

Specifies the arrow type of the end of the line (None, Arrow, Circle, Square, Diamond, Stealth or Thin Arrow).

Arrow End Size

Specifies the size of the arrow.

Color

Specifies the color of the line.

Line Size

Specifies the thickness of the line.

Style

Specifies the style of the line (Solid, Dash, Dot, Dash Dot or Dash Dot Dot).

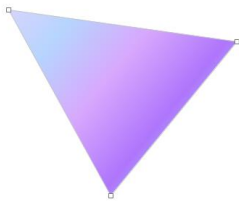
Polygon

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.

For more information about adding, editing or removing nodes see 'Edit Points' in the Arrange Menu.



The polygon will be converted to an image when you publish the page.

Border

Border Color

Specifies the color of the line.

Border Style

Specifies the style of the line (Solid, Dash, Dot, Dash Dot or Dash Dot Dot).

Border Width

Specifies the thickness of the line.

Miscellaneous

Alternate text

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.

Angle

This option allows you to rotate the object.

Fill Effect

Specifies the fill effect of the polygon: Solid, Gradient, Pattern 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.

For more information about adding, editing or removing nodes see 'Edit Points' in the Arrange Menu.

The drawing will be converted to an image when you publish the page.

Border

Border Color

Specifies the color of the line.

Border Style

Specifies the style of the line (Solid, Dash, Dot, Dash Dot or Dash Dot Dot).

Border Width

Specifies the thickness of the line.

Miscellaneous

Alternate text

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.

Angle

This option allows you to rotate the object.

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 be display on your web page.

- Rectangle
- Round rect
- Ellipse
- Diamond
- Hexagon
- Octagon
- Arrows
- Signs
- Stars
- Talk Bubbles
- and many more.

Background

Background effect

You can select from the following Fill Effects:

- Solid Color
- Gradient
- Image
- Pattern
- Multi color gradient
- Transparent

Each fill effect has several additional configuration parameters, like gradient or pattern styles

Border

Border Color

Specifies the color of the line.

Border Style

Specifies the style of the line (Solid, Dash, Dot, Dash Dot or Dash Dot Dot).

Border Width

Specifies the thickness of the line.

Miscellaneous

Angle

This option allows you to rotate the object.

Shape

Select the type of shape you want to be display on your web page.

Rectangle, Round rect, Ellipse, Diamond, Hexagon, Octagon, Parallelogram, Triangle, Trapezoid, Arrows, Flag, Flower, Heart, Signs, Stars, Talk Bubbles and many more!

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 css. Quick 'n Easy 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 CSS3' to output the shape using CSS3 styling. This will output a standard <div> 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 very new technique and not all Quick 'n Easy Web Builder shape features are available yet, but we will continue to improve the software when browsers 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.

Shadow

Enable Shadow

Specifies whether to enable the shadow effect.

Offset

Specifies the shadow offset

Shadow Color

Specifies the shadow color

Shadow Opacity

Sets the transparency of the shadow.

Events

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

Logo

A banner is an image that displays the title of a web page. A banner helps visitors understand what the page is about. The logos have some nice effects like text reflection and shadow.



Background

Background effect

You can select from the following Fill Effects:

- Solid Color
- Gradient
- Tiled or stretched image.

Border

Border Color

Specifies the color of the border around the Logo.

Border Offset

Specifies the offset of the border from the edges.

Border Style

Specifies the style (Solid, Circle, Disc, Square or Dash) of the border around the Logo.

Border Width

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

Font

In this section you can select the font font family of text (such as Comic Sans, Times New Roman, and Courier New), font size, style (Bold, Italic, Underline) and the color of the text.

Text

Alignment

Alignment of the text.

Horizontal Offset

Specifies the horizontal offset of the text.

Text

Text that will be displayed on the Logo.

Vertical Offset

Specifies the vertical offset of the text.

Shadow

Enable shadow

Specifies whether to enable the shadow effect for text.

Offset X

Horizontal shadow offset

Offset Y

Vertical shadow offset

Shadow Blur

Softens the shadow's edges.

Shadow Color

Specifies the shadow color

Shadow Opacity

Sets the transparency of the shadow.

Reflection

Enable reflection

Specifies whether to enable the reflection 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.

Font Awesome

This object can be used to easily add awesome (vector) icons. There are currently more than 580 unique icons. <http://fontawesome.io/>

The object supports hover, backgrounds, events, links, CSS3 animations and more.

Note the object publish the entire FontAwesome icon collection as font files. These files are shared between all objects that use FontAwesome.

If you want to publish only one icon then consider using the ClipArt object.

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 FontAwesome icons.

Icon Font

This object can be used to easily add Google Material (vector) or 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.

Note that this will only work when the icon font includes an SVG variant of the font.

Custom Icon Fonts

The default setup of Quick 'n Easy Web Builder includes Google Material Icons (<https://material.io/icons>), which has more than 900 unique icons.

However, in QWB6 we have added support for third party or custom Icon Font Libraries.

The font files should be placed in a sub folder of the /Documents/Quick 'n Easy Web Builder/iconlibraries folder.

Besides the fonts files, the folder should also have a json file which contains information about the icons in the font in order to properly name the icons.

```
{
  "icons":
  {
    "unicode here without \ or extra characters":
    {
      "name" : "name of the icon"
    }
  }
}
```

Example:

```
{
  "icons":
  {
    "e88a": {"name": "Home"},
    "e8cc": {"name": "Shopping Cart"}
  }
}
```

Note: It is important that the folder name is the same as the font's name

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, Linea Icons

These Icon Fonts add-ons can be downloaded from the website:

<http://quickandeasywebbuilder.com/download.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**
Enable e-commerce on your website by letting customers quickly buy one item at a time.
- **Add to cart**
- **View cart**
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**
Useful for subscriptions and recurring payments. Accept recurring payments with flexible, automated billing.
- **Donation**
Accept credit card and bank account donations on your website or via email.

Buy Now

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.

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.

Sandbox Enabled: PayPal provides a Sandbox to allow you to test your site without actually 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: 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.

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.

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.

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:

<http://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".

Add to Cart

The Add to Cart button can be used to add an item to the shopping cart.

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 actually 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.

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.

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

The View Cart button can be used to view the contents of the shopping cart.

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:

<http://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/sc-intro-outside>

Subscription

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.

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 actually 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.

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 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.

Retry on Failure

Enable this option if you would like PayPal to automatically retry failed payments. Payments will be retried 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 retried 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:

<http://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/subscr-intro-outside>

Donation

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.

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 actually 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.

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.

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:

<http://www.paypal.com/cgi-bin/webscr?cmd=p/xcl/rec/donate-intro-outside>

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.

Notes:

- Most of these scripts were not created by the Quick 'n Easy Web Builder team. Where possible the appropriate copyrights are displayed.
- Depending on the configuration of the Internet browser some of these scripts might not work on all systems.
- It is not recommended to use more than one Java Script per page.

RSS Feed

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 RSS Feed object 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.

Miscellaneous

Description

Phrase or sentence describing the channel.

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

Head lines

Use this property to add, edit or remove headlines.

Include date

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.

Logo

Specifies which logo will be displayed on the webpage. Select 'Use Custom Image' to specify your own image.

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.

URL

The URL to the HTML website corresponding to the channel.

For example: <http://www.yourwebsite.com>.

Optional Information

Category, Specify one or more categories that the channel belongs to.

Example: Newspaper

Copyright, Copyright notice for content in the channel.

Example: Copyright 2015, Pablo Software Solutions

Editor email, Email address for person responsible for editorial content

Example: yourname@yourwebsite.com (Your Name)

Image, Specifies a GIF, JPEG or PNG image that can be displayed with the channel.

Language, The language the channel is written in. This allows aggregators to group all Dutch language sites, for example, on a single page.

Refresh time, Specifies the number of minutes that indicates how long a channel can be cached before refreshing from the source.

Webmaster, Email address for person responsible for technical issues relating to channel

Example: webmaster@yourwebsite.com (Web Master)

News Feed Ticker

The News Feed Ticker displays RSS feeds (local or from another website), Twitter messages, Flickr images, Myspace blogs or other news sources on your website. It has various display types: like static, scroller, slideshow, paginate.

Note:

You must publish your page to a web server otherwise the information will not be displayed due to security restrictions of the browser.

Background

Background Mode

Specifies the background mode: Solid or Transparent.

Background Color

Specifies the color of the form background. If set to 'Automatic' the standard (system) button color will be used.

Border

Border Color

Specifies the color of the border around the object.

Border Style

Specifies the style of the border: Dotted,Dashed, Solid, Double, Groove, Ridge, Inset or Outset.

Border Width

Specifies the width of the border around the object. Set this to 0 (zero) for no border.

Miscellaneous

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. The News items section allows you to add, edit or remove items.

- **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:

<http://www.yourwebsite.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 required 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 Quick 'n Easy 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 Quick 'n Easy 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'

Important information about Twitter:

Recently Twitter has discontinued their unauthenticated v1.0 API. This means that it is no longer possible to get Twitter data without authentication.

You now need API key authentication to display Tweets on your website:

Visit <https://dev.twitter.com/apps/> and sign in using your Twitter username and password. This doesn't have to be the username or password of the stream you need access to, just a Twitter account you control.

- Select 'Create new application' and enter the application details. The name and description can be anything you like, but you can't use 'Twitter' in the name. The website field can be your main website and doesn't have to be the site where your Twitter feed or feeds are located.

- Callback URL can be left blank

- Enter the CAPTCHA info and click create

- On the next details screen, click 'create my access token'. You may need to refresh the page after a few seconds if it doesn't appear automatically.

Make a note of the **Consumer key**, **Consumer secret**, **Access token** and **Access token secret** and use these values in the corresponding properties of the News Feed Ticker.

Display Mode

The display mode specifies how the head lines 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 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 head lines in seconds.

- **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.

Animation 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.

Site Search

Results:

1 result(s) found for search term: Lorem Ipsum (0.01 seconds)

[Page One](#)
[page1.html](#)
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer nec odio. Praesent libero. Sed cursus ante dapibus diam. Sed nisi. Nulla quis sem at nibh elementum imperdiet. Duis sagittis ...

Quick 'n Easy 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!

Hint text

The hint (or 'cue') text will displayed 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.

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 (juts like the Google Search engine).

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

Display description

Specifies whether to display the description in the search results.

Display keywords

Specifies whether to display the keywords in the search results.

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.

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).

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 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.

Step 1

- Add a new page to the project (for example 'search_results').
- Add an inline frame to the new page. This is where the results will be displayed.
- Add a 'Site Search' object.
- Select 'Show results in an Inline Frame'

Note that now you will also be able to search on the result page.

Important: make sure that the Inline frame displays an initial page. Some browsers will not display the page if there is no content in the inline frame. For example: you can create a new internal page that displays some text like 'This area will display the search results'. Then set that page in the 'Link to' property of the Inline frame,

so that page will initially be displayed.

Step 2

- Go back to the page you were working on.
- Add a 'Site Search' object.
- Select 'Show results in another page'
- Click the 'Settings' and select the 'search_results' page.

How to add a 'Search button' to the search field?

Insert an advanced button

Open the properties and select button type 'OnClick'

Select OnClick action 'Execute javascript function'

Enter 'searchPage()' in the OnClick Value field.

Note that you can basically trigger the searchPage() function from any object supporting events.

Tip: If you have selected 'Show results in a new Browser Window' then you must specify the popup window settings in searchPage's arguments like this:

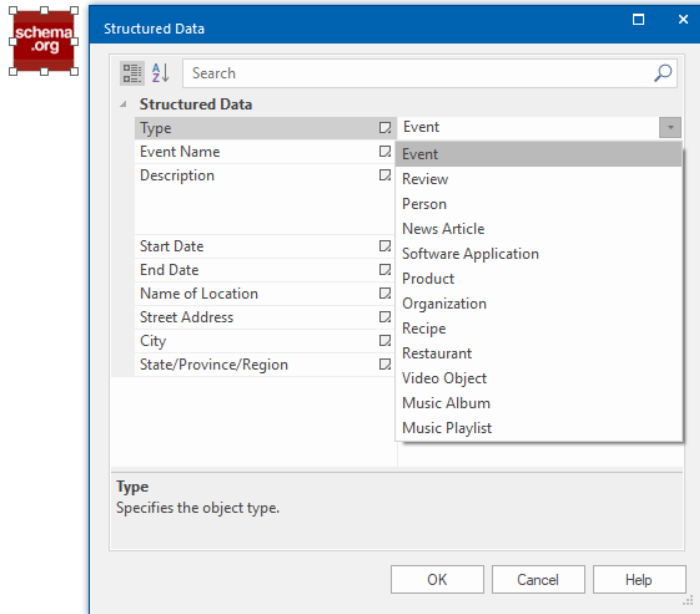
```
searchPage('scrollbars=yes,resizable=yes')
```

More details about the available arguments here:

http://www.w3schools.com/jsref/met_win_open.asp

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!

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/>

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 project before using them in your own project.

QWB 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 Quick 'n Easy Web Builder is to check whether your web host supports PHP!

Convert to Form

Most 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 qnewb 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 Project

A fully functional example project is available here:

<http://www.quickandeasywebbuilder.com/support/logindemo.zip>

This project demonstrates how to use the Login tools of Quick 'n Easy Web Builder.

Please first take your time to study the demo project 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!

Start by reading the information of the 'Getting started' page in project.

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!!!

Related online tutorials:

http://www.quickandeasywebbuilder.com/login_basics.html

http://www.quickandeasywebbuilder.com/login_tools.html

User database

A database is, generally speaking, a storing mechanism. The login tools can use either a flat file database, where all data (usernames, passwords etc) is stored in a text file (usersdb.php) on the server, OR a MySQL database. The flat file database is probably the easiest to setup and this is the default option. However, MySQL is more secure and recommended for advanced users.

The following login tools will use this database file:

- Admin
- Change Password
- Login
- Password Recovery
- Signup
- Edit Profile

Flat file database (text file)

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 MySQL. The passwords will be hashed using md5 so they will be securely saved.

How do I manually create a user database on the server?

A user database is basically just a text file on the server.

1. Open a 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 can 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: <http://www.javascriptkit.com/howto/htaccess.shtml>

MySQL database

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`)
);
```

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.

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!

Enable Avatars

Adds the ability to set an avatar image. The image can be displayed on the page with the 'Login Name' object.

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

Users roles are used to create different types of users. These users will only have access to the pages that have configured this role.

Note:

If you are upgrading from a previous version then the database needs to be updated. For backwards compatibility the new **Version** property has been added. This indicates whether to use the new or old database structure. Set the version to '3' if you do not use user roles or use '6' if the database is using the most recent structure!

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!

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.

Database

Specifies the user database. This value will be ignored if you are using MySQL!

Frame Name

To enable scrolling for a large list of users, the administrator form will be displayed inside an inline frame. The 'Frame Name' property specifies the name of this inline frame.

You can also 'break out' of the frame by linking directly to administrator script. For example, if the frame name is 'loginadmin' then the URL will be
./loginadmin.php

or

http://www.yourdomain.com/loginadmin.php

MySQL Database (for advanced users only)

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.

Enable MySQL

Specifies whether to use a MySQL database

MySQL Database

Specifies the MySQL database name.

MySQL Password

Specifies the MySQL password.

MySQL Server

Specifies the MySQL database server.

MySQL Table

Specifies the MySQL table name.

MySQL Username

Specifies the MySQL username.

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.

Important Note:

The page **must** have the File Extension 'php' ! You can change the file extension in the Page Properties.

Layout

- **Fixed**
All form input fields will have a fixed size. This is the layout as used in previous versions of the Quick 'n Easy Web Builder.
- **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.

Button

Specifies the text to be shown for the button.

Confirm Password Error

Specifies the text to be shown when the password and confirm password do not match.

Confirm Password Label

Specifies the text that identifies the confirm password text box.

New Password Invalid Error

Specifies the text to be shown when the new password is invalid.

New Password Label

Specifies the text that identifies the new password text box.

Not Logged In Error

Specifies the text to be shown when the user is not logged in.

Old Password Invalid Error

Specifies the text to be shown when the old password is invalid.

Password Label

Specifies the text that identifies the password text box.

Spacing

Specifies the spacing between controls.

Title

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 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.

Enable MySQL

Specifies whether to use a MySQL database

MySQL Database

Specifies the MySQL database name.

MySQL Password

Specifies the MySQL password.

MySQL Server

Specifies the MySQL database server.

MySQL Table

Specifies the MySQL table name.

MySQL UserName

Specifies the MySQL username.

Login

The Login object provides a standard form to login to the protected pages.

Important Note:

The page **must** have the File Extension 'php' ! You can change the file extension in the Page Properties.

Layout

- **Fixed**
All form input fields will have a fixed size. This is the layout as used in previous versions of the Quick 'n Easy Web Builder.
- **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.

Button Text

Specifies the text to be shown for the button when the ButtonType property is set to 'Button' or 'Link'.

Password Label

Specifies the text that identifies the password text box.

Remember Me

Specifies the text to be shown for the remember me checkbox.

Spacing

Specifies the spacing between controls.

Title Text

Specifies the text shown for the title.

Username Label Text

Specifies the text that identifies the user name textbox.

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.

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 login.

Important Note:

The page **must** have the File Extension 'php' !
You can change the file extension of a page in the Page Properties.

Layout

- **Fixed**
All form input fields will have a fixed size. This is the layout as used in previous versions of the Quick 'n Easy Web Builder.
- **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.

Button Text

Specifies the text to be shown for the button.

Logout Page

Specifies the page that the user is directed to upon log out.

Password Recovery

The Password Recovery object allows users to reset their password.

An email message will be send with the new (random) password.

If the user wants to change the password, he can use the Change Password form.

Important Note:

The page **must** have the File Extension 'php' ! You can change the file extension in the Page Properties.

Layout

- **Fixed**

All form input fields will have a fixed size. This is the layout as used in previous versions of the Quick 'n Easy Web Builder.

- **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.

Button Text

Specifies the text to be shown for the button.

Spacing

Specifies the spacing between controls.

Title Text

Specifies the text shown for the title.

Email Label

Specifies the text that identifies the user name 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

Specifies 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'.

Important Note:

The page **must** have the File Extension 'php' ! You can change the file extension in the Page Properties.

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

Users roles are used to create different types of users. These users will only have access to the pages that have configured this role.

Signup

The Signup object allows users to signup for a new user account.

The new account will be created immediately after the user has completed the form.

An email message will be send to the specified email address with the login details.

Note that anyone can create an account, so use this object only for public pages!

Important Note:

The page **must** have the File Extension 'php' ! You can change the file extension in the Page Properties.

Layout

- **Fixed**
All form input fields will have a fixed size. This is the layout as used in previous versions of the Quick 'n Easy Web Builder.
- **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.

Captcha Enabled

Specifies whether CAPTCHA should be enabled.

Captcha Label

Specifies the text that identifies the CAPTCHA field.

Confirm Password Error

Specifies the text to be shown when the password and confirm password entered by the user do not match.

Confirm Password Label

Specifies the text that identifies the confirm password text box.

Email Invalid Error

Specifies the text to be shown when the email address entered by the user is invalid.

Email Label

Specifies the text that identifies the email text box.

Fullname Invalid Error

Specifies the text to be shown when the full name entered by the user is invalid.

Fullname Label

Specifies the text that identifies the full name text box.

Password Invalid Error

Specifies the text to be shown when the password entered by the user is invalid.

Password Label

Specifies the text that identifies the password text box.

Spacing

Specifies the spacing between controls.

Title Text

Specifies the text shown for the title.

Username Already Used Error

Specifies the text to be shown when the username already exists.

Username Invalid Error

Specifies the text to be shown when the username entered by the user is invalid.

Username Label

Specifies the text that identifies the user name text box.

Behavior

Account activation

Specifies whether to enable account activation by the administrator. If this option is 'Administrator', new accounts will not be activate 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 adds 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.

Verified 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'!

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 send to this address.

Email From

Specifies 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.

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. This object is based on the Accordion Widget of the jQuery UI library: <http://jquery.com/>.

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.



The look and feel of this object is defined by the jQuery UI theme. You can set the theme for the all jQuery UI widgets in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in Theme Manager.

Header count

Specifies the number of headers in the accordion.

Header labels

Specifies the label for each header in the accordion.

Icon Index

Specifies the icon that will be used in the header.

Icon Offset

The expand/collapse icon offset can be with Icon Offset.

Animation

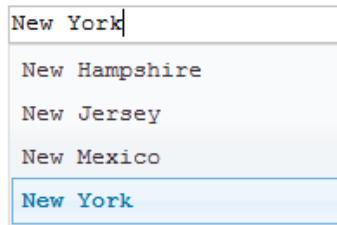
The Animation property enables the slide animation for hiding and showing panels.

Activate on Mouseover

Activate on Mouseover can be enabled to change the active panel on mouse over instead of the standard mouse click.

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). This object is based on the Auto Complete Widget of the jQuery UI library: <http://jqueryui.com/>



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 Autocomplete waits after a keystroke to activate itself. A zero-delay makes sense for local data (more responsive), but can produce a lot of load for remote data, while being less responsive.

Min Length

The minimum number of characters a user has to type before Autocomplete 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 item or import the items from an external file where each item must be on a new line.

URL

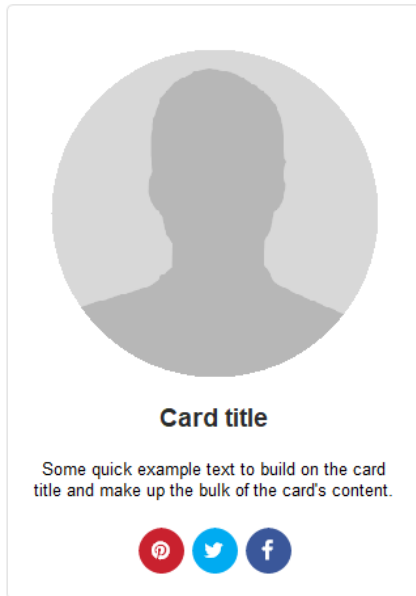
When a remote data source is used, the Autocomplete object expects that the page returns JSON data. It can be on the same host or on a different one (must provide JSONP). The request parameter "term" gets added to that URL. More details are available on the jQuery website: <http://jqueryui.com/demos/autocomplete/>

Tip: If the dropdown menu is behind other content then you can place this code between the <head> tags of the page (in Page HTML):

```
<style> .ui-autocomplete { z-index:999 !important; } </style>
```


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.

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.

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 or left of the container object and can be activated via click, hover or focus.

DatePicker

The DatePicker offers a sophisticated and featrure-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.

The DatePicker is based on the DatePicker Widget of the jQuery UI library:

<http://jquery.com/> The appearance of the jQuery DatePicker object is customizable through ThemeRoller themes.



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:

<http://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.

Mode

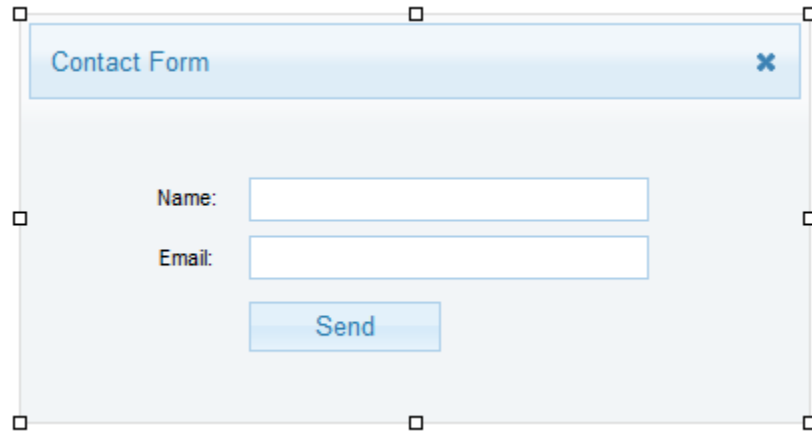
- **Overlay**
An editbox is displayed. If the edit box gets the input focus, then a graphical calendar pops up to select the date.
- **Inline**
The calendar will be visible on the page all the time.
- **Flexible**
This option makes the date picker size flexible, so it can have different sizes in different breakpoints.

The look and feel of this date picker is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme.

Dialog

A dialog is a floating window that contains a title bar and a content area. You can drag & drop objects to the dialog to make them part of the window. The jQuery Dialog is based on the Dialog Widget of the jQuery UI library: <http://jquery.com/>

You can easily add objects to the dialog by dragging them on the component. This works the same way as for layers or forms.



The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties. Themes can be created/edited with the built-in Theme Manager.

The **Font name** and **Font Size** properties can be used to override the default font of the theme.

Title

Specifies the title of the dialog.

Icon Offset

The 'Close' icon offset from the right side of the header can be with Icon Offset.

Show animation

Specifies the effect to be used when the dialog is opened.

Hide animation

Specifies the effect to be used when the dialog is closed.

Horizontal alignment

Specifies where the dialog should be displayed: 'left', 'center', 'right'.

Select 'Absolute position' to use the current x position in the workspace.

Vertical alignment

Specifies where the dialog should be displayed: 'top', 'center', 'bottom'.

Select 'Absolute position' to use the current y position in the workspace.

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 titlebar.

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.

Q: How can I show or hide the dialog via JavaScript?

A: It's very easy to show or hide the dialog from JavaScript.

Add the dialog widget to your page.

Take note of the ID. The default value is 'dialog'.

Add an image, shape or other object with event support to the page.

Open the properties and select the 'Events' tab.

Click 'Add' to insert a new event.

Select 'Event': OnClick and set the 'Action' to JavaScript function.

To show the dialog enter this JavaScript:

```
$("#dialog").dialog("open");
```

where dialog is the ID of the dialog.

To hide the dialog enter this JavaScript:

```
$("#dialog").dialog("close");
```

... or you can simply use the Show and Hide event actions!

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 progressbar is from 0 to 100.

The jQuery Progressbar object is based on the Progressbar Widget of the jQuery UI library: <http://jqueryui.com/>

Note:

The value of progressbar is usually updated through JavaScript. It does not do anything by itself!

Value

Specifies the initial value of the progressbar. Typically this is '0'.

Indeterminate

Enable this option to display an (animated) indeterminate progress bar.

Style

The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in Theme Manager.

Example

Here is an example how to update the value of the progressbar through JavaScript.

1. Add the progressbar widget to your page.
2. Take note of the ID. The default value is 'jQueryProgressbar1'.
3. Add an image, shape or other object with event support to the page.
4. Open the properties and select the 'Events' tab.
5. Click 'Add' to insert a new event.
6. Select 'Event': OnClick and set the 'Action' to JavaScript function.

To update the value (0 - 100) of the progressbar the following code

```
$('#jQueryProgressbar1').progressbar('option', 'value', 75);
```

where jQueryProgressbar1 is the ID of the progressbar.

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. The jQuery Slider object is based on the Slider Widget of the jQuery UI library: <http://jqueryui.com/>

Note:

The value of progressbar is usually updated through JavaScript. It does not do anything by itself!

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.

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 the slider handle.

Style

The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in Theme Manager.

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 textarea)
- 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 how to update the value of an editbox.

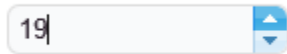
1. Add an Editbox to the page.
2. Take note of the ID. The default value is 'Editbox1'.
3. Add the slider widget to your page.
4. Open the properties of the Slider and select the 'Events' tab.
5. Click 'Add' to insert a new event.
6. Select 'Event': slidechange and set the 'Action' to Set Value.
7. In Target select the editbox ('Editbox1').

Spinner

Enhance a 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:
<http://jqueryui.com/>



Name

Enter an identifier for the field.

Value

Value that is initially display 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.

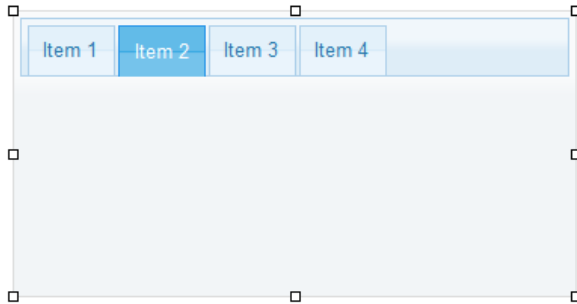
Title

Specifies the tooltip displayed by the browser.

Tabs

Tabs can be used to break content into multiple sections that can be swapped to save space, much like the accordion. The Tabs object is based on the Tabs Widget of the jQuery UI library: <http://jqueryui.com/>

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.



The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in Theme.

The **Font name** and **Font Size** properties can be used to override the default font of the theme.

Tab Count

Specifies the number of tabs.

Tab Labels

Specifies the labels of the tab items.

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.

Collapsable

Enable Collapsable to allow an already selected tab to become unselected again upon reselection.

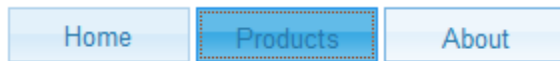
Layout Mode

The Layout mode can be used to give the tab widget a different appearance.

- **Tabs at the bottom**
Specifies whether to display the tabs below the content instead of on top.
Note that this option is experimental, it's not an official feature of the jQuery Tab widget.
- **Remove header background**
This option removes the background decoration of the header
- **Remove entire header**
This option removes the entire header.
- **Tabs like button**
Use buttons instead of tabs
- **Bootstrap tabs**
Select this option to use Bootstrap tab instead of jQuery UI. Bootstraps tab is a basic/lightweight tab widget that does not depend on external (jQuery UI) theme files.
- **Tabs at the left**
Display the tabs at the left of the content.
- **Tabs at the right**
Display the tabs at the right of the content.

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. The Button type property determines the behavior of the button.



General

Name

Name of the button.

Value

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.

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).

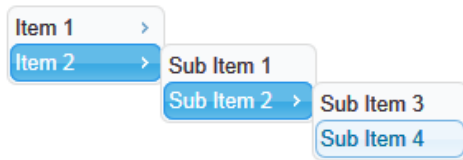
Style

The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme.

Themeable Menu

This is a themeable (multi level) menu with mouse and keyboard interactions for navigation.

The jQuery Menu object is based on the Menu Widget of the jQuery UI library:
<http://jqueryui.com/>



Items

elect **Add** to insert a new item to the menu. Select **Edit** to modify the properties of an existing item.

To remove an item from the menu select **Remove**.

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.

Style

The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in **Theme Manager**.

Tooltips

Customizable, themeable tooltips, replacing native tooltips. The tooltip supports text formatting and can be assigned to any Web Builder object.

The jQuery Tooltips object is based on the Tooltips Widget of the jQuery UI library:
<http://jqueryui.com/>



General

Object ID

Specifies the ID of the associated object. The tool tip will be displayed when the user hovers over the specified object. You can find the ID of an object in the (ID) property.

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

Specifies 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.

Style

The look and feel of this object is defined by the jQuery UI theme. You can set the theme for all jQuery UI widgets in Page Properties->jQuery UI Theme. Themes can be created/edited with the built-in **Theme Manager**.

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.

Publish your website

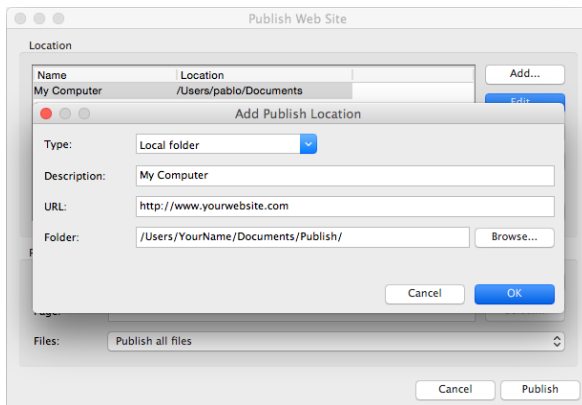
You can publish your web pages using the build-in Publish tool.
Select File->Publish to launch the publish dialog.

There are two ways to publish your pages:

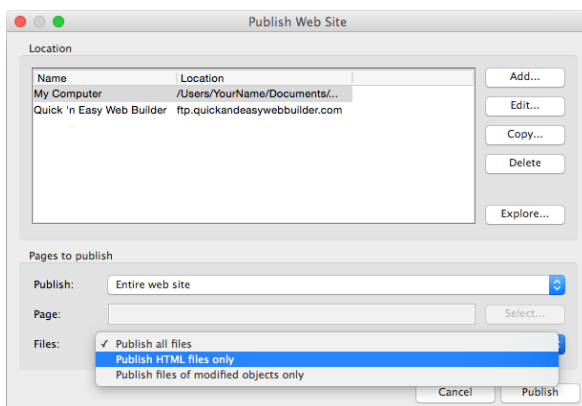
1. Publish to a local folder.
2. Publish to a remote FTP server.

Publish to a local folder

Click **Add** to add a new location to the list.
Enter a name for the location and select **Local** as type.

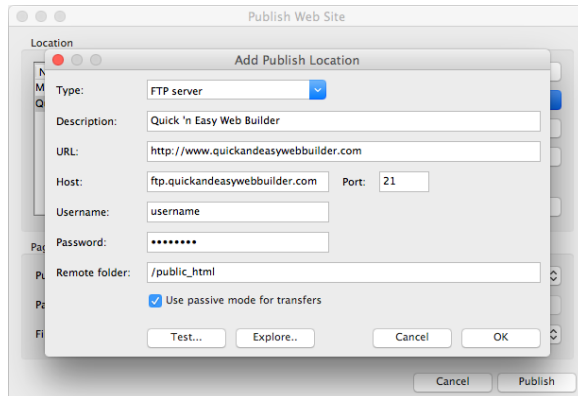


Enter the folder where you want to publish the active document.
Click OK to save the data and then click Publish to save the files to the specified folder.
If you do not want to copy images or other components along with the HTML file, select the **Only publish HTML files** option. Otherwise, all images, movies, scripts etc. will be copied the same folder.



Publish to a remote FTP server

Click **Add** to add a new location to the list.



In addition to standard FTP, Quick 'n Easy Web Builder now also supports the following protocols:

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

Enter a name for the location and 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 the FTP connection is 21, but if necessary you can configure something else.

The default port numbers for secure FTP are:

Port 990 for FTP with TLS/SSL (Port 990 - Implicit)

Port 21 for FTP with TLS/SSL (AUTH TLS - Explicit)

Port 22 for SFTP using SSH2 (Secure Shell)

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.

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.

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 folders locations are:

/www

/public_html

/html

Important note:

Unfortunately this value is different for each webhost, so please 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'. Quick 'n Easy Web Builder will now use that folder as the root of your website!

To modify the permissions of any file or folder. Select the file/folder and click the 'Permissions' button. This feature is only supported on UNIX based servers.

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 select page and all of 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 object 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.

Backup

Specifies whether to make a backup of the project on the server.

- **None**
No backup
- **Make a backup of the project file (.qwb 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 " Automatically manage images and other files used by a project' in Preferences->Miscellaneous should be enabled.

Where do I publish my website to?

To make your web pages available for other users you have to publish them to a web server. There are lots of hosting companies available, for example:

<http://www.1and1.com>

<http://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 host that offer 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 (e.g. 1and1, godaddy, yahoo...).

How do I verify that my publish settings are ok?

Use the 'Test' button in the publish settings.

This command can help you determine if the specified host name, user name and password are correct. It also verifies if your firewall allows the connection to the server.

Note however that it does not verify if data can be transferred. You will have to test that by using the 'Explore' option.

What value do I use for the remote folder?

The remote folder is the root of your website. This location is usually determined by the web host. Common values are 'public_html', 'www', or 'html', but basically it can be anything.

Consult the documentation of your host for more details.

Alternatively, you can try the following to determine the root:

1. In the publish settings select 'Explore', this will login to your website.
2. Look for the file 'index.html', if it's not in the current folder and try another folder.
3. If you found the file, click 'Make Home'. Quick 'n Easy Web Builder now set the current folder as the root of the website.

Publish failed. What has happened?

- Are you sure your publishing setting are ok? Please double check your settings.
- Did you try 'test connection'? If you cannot connect there may be a problem with your firewall settings.
- Can you login to your website with the "Explore' option?
- If 'Test' works but you cannot explore your website then this may be a problem in your firewall settings.
- Also try to enable or disable 'passive mode'.

Other common reasons for publishing failures:

- website space is full -> remove unneeded files from the server.
- there is a (temporary) problem with the host. Try again later or contact the host to report the problem.
- the files (images, mp3, video) are too large -> upload the file manually or reduce their size.
- one or more file names are invalid. Names must contain only ASCII letters (a-z,A-Z), digits (0-9), underscore, dot and dash. Names must not start with a dot (.) or dash (-).

Enable the publish log in Menu->Tools->Options->Publish and make note of the error message.

The log will be created the next time you publish! The publish log will be generated in your documents folder: ***/Library/Application Support/Quick 'n Easy Web Builder/publish.txt***

All of a sudden publishing no longer works:(

If you did not change anything to your configuration then this is most likely caused by a (temporary) problem on the server.

Try again later or contact the host to report the problem.

Publish was successful but I do not see the pages on my website.

- Did you publish the pages to the correct folder on the server? Are you sure? The number one reason for pages not showing up is because the files were published to the wrong folder.
- Did you make sure your home page is called 'index' (and not 'Index', 'INDEX', 'home' etc)
- Is your host account ok? Did you check if there are problems with the host?
- If your website doesn't look to be updated, select 'Refresh' in your browser multiple times or clear the browser cache.

Publishing was successful but I still see my old pages.

- Did you publish the pages to the correct folder on the server?
- Did you use the same page names?
- Note that name is case sensitive so 'index' is not the same 'Index'
- If you renamed the file extensions of the page (for example from .html to .php) then you must remove the old page from the server.
- Maybe the browser displaying a cached version of the old page? Select 'Refresh' in your browser multiple times or clear the cache of the browser and also try another browser/computer.

The page looks different than in local preview

First keep in mind that there is no difference between the HTML generated for local preview and a published page on the server.

So, in general the pages should be exactly the same, if not then please check the following:

- Did you publish all files?
- Did you publish all files to the correct location?
- Are you sure you are not looking at a cached version of the page?
- Is there a conflict with other pages in the same folder? Perhaps you've used the same image names for different images?

What to do if publishing times out?

If the transfer takes a long time then you've probably used (very) large images or other large files.

Try to increase the connection timeout to 120 seconds or longer:

Menu->Tools->Preferences->Publish

Publishing takes a very long time

- If the transfer takes a long time then you've probably used large images, videos, pdfs or other large files.
- Other possible reason for slow publishing: slow internet connection, another application is 'eating up' the bandwidth of your Internet connection or there is a problem on the host.

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

Did you upload the images to the web server? Make sure you did not accidentally enable 'Only publish HTML files' in the publish window.

- 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.
Tip: Use lowercase filenames.
- 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 to connect words instead of spaces.

Why do I need to resize online images?

Depending on the quality and settings of your digital camera, your photos could be very large, in terms of both screen size and file size. However large images don't look great on a web page, especially if your visitor's browser is set to a low resolution.

There's also the problem of finite web space and bandwidth. While broadband is becoming more widespread, it's still not a good idea to assume that all your visitors are using it. Some webhosts the amount of data transferred to and from a website too, and if your pictures are unnecessarily large then each time someone views one it'll eat into your bandwidth allowance.

So it's a good idea to resize your images to more manageable dimensions.

You can resize pictures in any image-editing program, like Adobe Photoshop., Paint Shop Pro or the free Paint.NET (<http://www.getpaint.net/index.html>)

In general you should make your images a big as you display them on your website. So for example if the size of the image in your page is 100x100. You should resize the used image to this size.

Quick 'n Easy Web Builder also has a new feature called Resample. Which resamples the image to the current size in in the workspace. A (smaller) copy of the image (using a different name) will be published to your website. Note that this will not make the original image smaller!

How do I remove pages from my website?

In the publish settings select 'Explore'. After you have been connected to the server you can upload, download and remove files and folders.

Alternative you can log in using an external FTP client.

FTP Wanderer (free tool from the makers of Quick 'n Easy Web Builder):

http://www.pablosoftwaresolutions.com/html/ftp_wanderer_3_0.html

FileZilla:

<http://filezilla-project.org/>

Smart FTP:

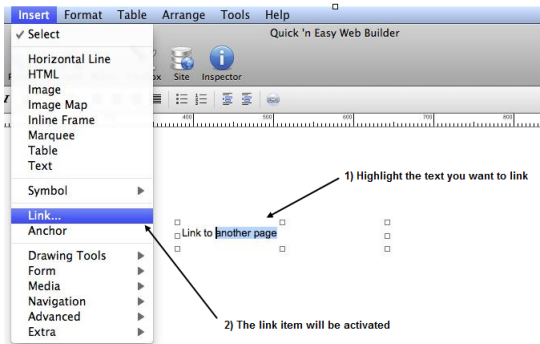
<http://www.smartftp.com/>

PHP code is showing on the page.

- Is the page extension set to PHP (in Page Properties)?
- Are you viewing the page in local preview? PHP does not work in preview. The page must be published to a web server.
- Does your website support PHP? Is it enabled? Contact your webhost for more details.

Links

(Hyper)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 pressing CTRL+K. This will display the Insert Hyperlink window.

Link to a page on another web site

Set the **Link To** option to **Web Site**. Enter the full URL (Internet Address) of the destination page in the URL box. External URLs **MUST** begin with "http://" or they will not work.

For example, to link to the Pablo Software Solutions home page, type "http://www.pablosoftwaresolutions.com/" instead of "www.pablosoftwaresolutions.com".

Link to a page on your own web site

Set the **Link To** option to **Internal Web Page**.

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 in order 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. Quick 'n Easy Web Builder will automatically upload the local file to your website, when you publish your page.

To specify where the linked file is uploaded to, specify a folder for that file type in the Publishing preferences.

Note: When linking to large files, it may take a while a while before the file is transferred to your website!

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

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.

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

Open in a Lightbox, this option will open the linked page in a Light Box. In 'Settings' you can specify additional options for the Fancy Lightbox. Each option must be on a new line and separated by a comma:

```
width : 350,  
height : 250,  
overlayShow : true,  
overlayColor : '#FF0000'
```

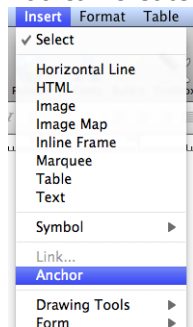
More information about options is available here: <http://fancybox.net/api>

Anchors (Jump to another part of the page)

Text and images can be set as anchors (also called "bookmarks") 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 anchors 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 anchors allows visitors to your site to quickly access information by not having to scroll down the page to view the information they want.

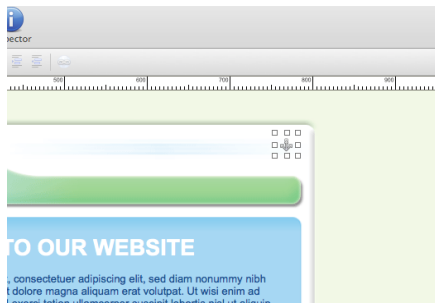
Step 1

You can create an anchor by using the Anchor tool from the Insert menu



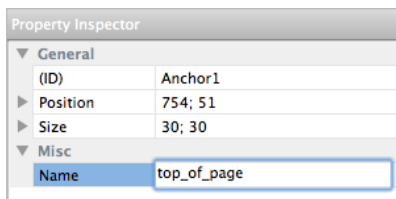
Step 2

Move the anchor icon to the position where you want the page to jump to if the user clicks the link. In this case let's jump to the top of the page.



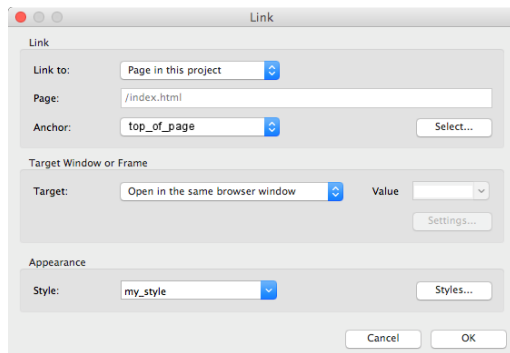
Step 3

Make sure you give the anchor a unique name. Do not include white spaces in the name. We recommend using alphanumeric characters only.



Step 4

Once you have placed the anchor icon on your page, it can be selected from the anchor dropdown list.

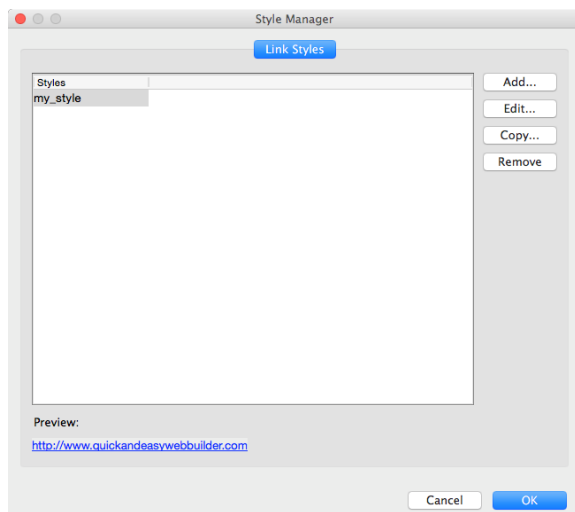


Appearance

All hyperlinks in your webpage by default use the default HTML link colors (link: blue, visited: purple, active: red). By defining Hyperlink Styles (CCS) you can adjust the colors and formatting of an hyperlink. Once you have defined a style you can attach it to the hyperlink by selecting it from the **Style** dropdown list. Click the **Edit Styles** button to add or modify the hyperlink style sheet.

Hyperlink Style Sheet

By default, all text hyperlinks in your webpage use the default HTML link colors (link: blue, visited: purple, active: red). However, since CSS (Cascading Style Sheets) were introduced, more and more websites use different colors to create better looking layouts. Web Builder gives you the option to customize the way hyperlinks will be displayed in the browser by introducing the Hyperlink Style Sheet Editor.



Click **Add** to add a new hyperlink style. Each hyperlink style allows you to customize the colors for all four hyperlink states:

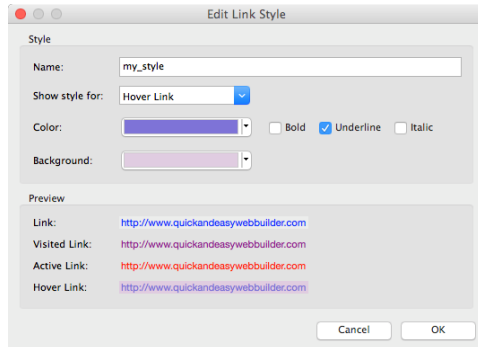
Linked (default: blue, underlined)

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.

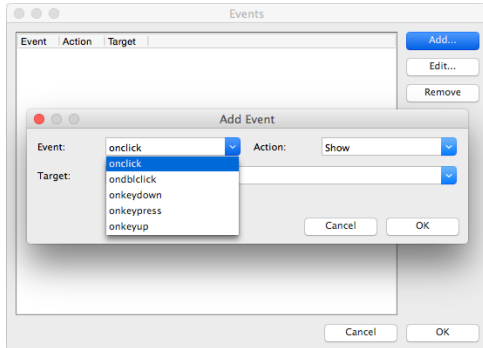
Example: Removing the underlining from a link.

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.

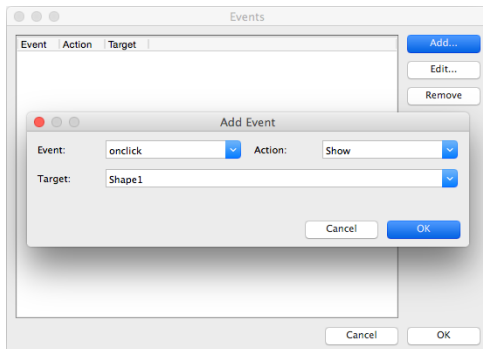
Note: The link style becomes active when you publish or preview your page. Web Builder will always show links in blue.

Events

Images, shapes and form controls have an Events property to easily add actions to object events, like OnClick, OnMouseOver etc.



Predefined actions include: Show, Hide, Move, Set Image, Play, Pause, Stop and JavaScript Function. Multiple events can be assigned to a single object.



To add an event click Add. Next, select the event, action and specify the target. Based on the object one or more of these events can be selected:

onBlur	Fires when the object loses the input focus.
onChange	Fires when the contents of the object or selection have changed.
onClick	Fires when the user clicks the left mouse button on the object.
onDbClick	Fires when the user double-clicks the object.
onFocus	Fires when the object receives focus.
onKeyDown	Fires when the user presses a key.
onKeyPress	Fires when the user presses an alphanumeric key.
onKeyUp	Fires when the user releases a key.
onLoad	Fires immediately after the browser loads the object or page.
onMouseDown	Fires when the user clicks the object with either mouse button.
onMouseMove	Fires when the user moves the mouse over the object
onMouseOut	Fires when the user moves the mouse outside the boundaries of the object.
onMouseOver	Fires when the user moves the mouse pointer into the object.
onMouseUp	Fires when the user releases a mouse button while the mouse is over the object.
onReset	Fires when the user resets a form.
onScroll	Fires when the user repositions the scroll box in the scroll bar.
onSelect	Fires when the current selection changes.
onSubmit	Fires when a FORM is about to be submitted.
onUnload	Fires immediately before the object or page is unloaded.

HTML5 generic events

ondrag	Fires when an element is dragged.
ondragend	Fires at the end of a drag operation.
ondragenter	Fires when an element has been dragged to a valid drop target.
ondragleave	Fires when an element leaves a valid drop target.
ondragover	Fires when an element is being dragged over a valid drop target.
ondragstart	Fires at the start of a drag operation.
ondrop	Fires run when dragged element is being dropped.
onmousewheel	Fires when the mouse wheel is being rotated.
onscroll	Fires when an element's scrollbar is being scrolled.
oncontextmenu	Fires when a context menu is triggered.
onformchange	Fires when a form changes.
onforminput	Fires when a form gets user input.
oninput	Fires when an element gets user input.
oninvalid	Fires run when an element is invalid.

HTML5 page events

onafterprint	Fires after the document is printed.
onbeforeprint	Fires before the document is printed.
onbeforeunload	Fires before the document loads.
ondocumentready	Fire once the page (DOM) is ready for JavaScript code to execute.
onerror	Fires when an error occurs.
onhaschange	Fires when the document has changed.
onmessage	Fires when the message is triggered.
onoffline	Fires when the document goes offline.
ononline	Fires when the document comes online.
onpagehide	Fires when the window is hidden.
onpageshow	Fires when the window becomes visible.
onpopstate	Fires the window's history changes.
onredo	Fires when the document performs a redo.
onresize	Fires when the window is resized.
onstorage	Fires when the document loads.
onundo	Fires when the document performs an undo.

HTML 5 media events

oncanplay	Fires when a file is ready to start playing.
oncanplaythrough	Fires when a file can be played to the end without pausing for buffering.
ondurationchange	Fires when the length of the media changes.
onemptied	Fires when something bad happens and the file is suddenly unavailable.
onended	Fires when the media has reach the end.
onerror	Fires when an error occurs when the file is being loaded.
onloadeddata	Fires when media data is loaded.
onloadedmetadata	Fires when meta data (like dimensions and duration) are loaded.
onloadstart	Fires just as the file begins to load before anything is actually loaded.
onpause	Fires when the media is paused either by the user or programmatically.
onplay	Fires when the media is ready to start playing.
onplaying	Fires when the media actually has started playing.
onprogress	Fires when the browser is in the process of getting the media data.
onratechange	Fires each time the playback rate changes.
onreadystatechange	Fires each time the ready state changes.
onseeked	Fires when the seeking is set to false indicating that seeking has ended.
onseeking	Fires when the seeking is active.
onsuspend	Fires when fetching the media data is stopped before completely loaded.
ontimeupdate	Fires when the playing position has changed.
onvolumechange	Fires each time the volume is changed.
onwaiting	Fires when the media has paused but is expected to resume.

CSS3 animation and transition events

onanimationstart	Fires when a CSS animation has started.
onanimationend	Fires when a CSS animation has completed.
onanimationiteration	Fires when an iteration of an animation ends. This event does not occur for animations with an animation-iteration-count of one.
ontransitionend	Fires when a CSS transition has completed.

Bookmark events

The following events are unique to Quick 'n Easy Web Builder. They make it possible to trigger actions based on the scroll position of the page.
For example, you can show (or hide) objects when the bookmark scrolls into (or out of) the view port.

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.

Important

Scroll reveal events do not work for hidden objects because if an object is hidden then it has an undefined position in the HTML document, therefore it's not possible to determine whether the object is inside the view port! For example, a hidden object cannot make itself visible based on the scroll position.

These actions can be assigned to the event above:

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

These actions can be used in combination with the Media Player object only!

Play

Start the media file.

Pause

Pause the media file.

Stop

Stop the media file.

The following actions can be used in combination with the Slide Show object
Make sure you select a valid slideshow object as the target and set the interval to 0!

SlideShow Next

Display the next image of a slide show.

SlideShow Previous

Display the previous image of a slide show

ShowWithEffects

Show the object as specified in the Target field while using one of the cool effects like fading, sliding, blinds, explode, puff drop etc....

Give your website amazing 'web 2.0' effects, with only a few mouse clicks!

HideWithEffects

Hide the object as specified in the Target field.

SetStyle

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 Style

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.

Animate

Perform a custom animation of a set of CSS properties.

Left, this will animate the object to the specified horizontal position (in pixels).

Top, this will animate the object to the specified vertical position (in pixels).

Width, this will animate the object to the specified width (in pixels).

Height, this will animate the object to the specified height (in pixels).

Opacity, this will animate opacity of the specified object (in a range between 0.0 - 1.0)

Angle, this will animate the angle of the specified object (in a range between 0 - 359).

Basically, this allow you to rotate any object. Works only in modern browsers because it uses CSS3 transforms.

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

Activates the specified Timer object. The target must be a Timer object!

Timer Stop

Deactivates the specified Timer object. The target must be a Timer object!

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).

Form Submit

Trigger a submit on the specified form.

Form Reset

Trigger a reset on the specified form

Important note:

When you implement an event for an object then this will overwrite the default behavior for that event.

So, if you implement the 'onclick' event for a submit button, then it will no longer execute the 'onsubmit' action, because it assumes that you want to implement the action yourself.

If you still want to enable default behavior for an event then follow these steps:

- 1) Add the same event again and select action -> JavaScript function.
- 2) In the JavaScript field enter:
return true;

Form Validation

Quick 'n Easy Web Builder has some very powerful validation tools to validate the user input for the EditBox, Combobox, Checkbox, Filer Upload and TextArea before it's submitted in a Form.

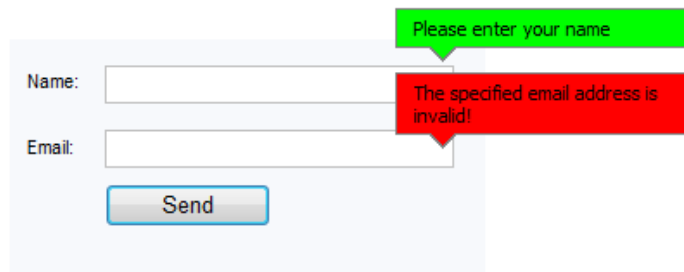
Besides JavaScript based validation, there is also native HTML5 validation support built-in!

- **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 the 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 give 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.

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.

Combobox validation

Error message

This message will be displayed when the user enters the wrong data..

Selection required

Require users to make a selection from the combobox.

Disallow first choice

If you use the first option to display instructions, such as "Select an option," you can make that first option unavailable by enabling this option.

FileUpload 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.

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: <http://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.

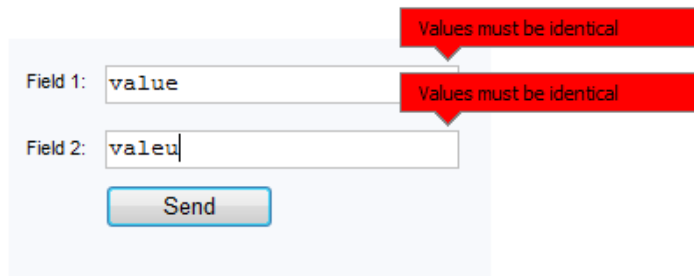
Maximum; specifies the maximum number of characters to allow in the text box.

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.



The image shows a web form with two text input fields. The first field is labeled 'Field 1:' and contains the text 'value'. The second field is labeled 'Field 2:' and contains the text 'valeu'. Below the second field is a button labeled 'Send'. Two red error messages, each reading 'Values must be identical', are displayed. One message points to the first field, and the other points to the second field, indicating that the values in the two fields do not match.

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.

The **Target** property specifies the object where the action will be applied to. For example, the object that will be hidden or disabled.

Conditions

- **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 combobox 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 combobox 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

- **show**
Show the target object.
- **hide**
Hide the target object.
- **enable**
Enables the target object. Note that this is only useful for form input fields like an editbox, textarea or combobox.
- **disable**
Disables 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 in the page.
- **trigger change**
When you set the value of another object via conditions, then browsers will not trigger a change event for that object. This action adds the ability to force a change event, which may be useful if the value is used in other conditions.

Related online tutorial: <http://www.quickandeasywebbuilder.com/conditions.html>

Flexbox Properties

Each object has its own flexbox options. They can be set via Menu->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 container's 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:

<http://www.quickandeasywebbuilder.com/flexbox.html>

CSS3 Animations and Transitions

Quick 'n Easy 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 however 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 an animation to 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 Bézier 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

Related tutorials:

<http://www.quickandeasywebbuilder.com/animations.html>

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 run continuously.

You can add multiple transitions to an object. This makes it possible to animate multiple properties at the same time.

Trigger

Specifies which state change will trigger the transition. Commonly used triggers are 'hover' and 'focus'.

Duration

Specifies the duration of the transition in milliseconds.

Delay

Specifies 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.

Related tutorials:

<http://www.quickandeasywebbuilder.com/transitions.html>

<http://www.quickandeasywebbuilder.com/transform.html>

Animation Manager

The Animation Manager can be used to define animations (with key frames). We have included a few example animations to help you get started.

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. Also animating left/top/width/height/margin/etc will not work for most objects because these values are usually fixed.

If you want to animate the size or position of an object it's better to use transforms. See the examples for more details.

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 most simple 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 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.

Note

You can animate multiple CSS properties at the same time by using multiple key frames with same position. See the include examples for more details.

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.

Responsive Web Design

With the increase in popularity of browsing on mobile phones and tablets it is becoming essential to create web sites that are optimized to the needs of these users. Previously you had to create different versions of the website and use scripts to redirect the visitor to the mobile version of the page.

Quick 'n Easy Web Builder 3 introduces 'Responsive Web Design' which allows you to create a single HTML page containing different variants of the layout, each optimized for specific device widths. Your website will dynamically respond to the screen size of the visitor and display the layout most appropriate to their device. These different variants are called 'breakpoints' and uses CSS3's media queries.

A breakpoint is separate 'view' of the page in Quick 'n Easy Web Builder. A page can have multiple breakpoints, each one optimized for a specific screen width. For example, you can have the standard desktop layout, one for tablets (1024 px) and another one for mobile phones (320 px). Common breakpoints are:

- 320 px, Mobile portrait , 480 px, Mobile landscape
- 768 px, Tablet portrait 1024 px, Tablet landscape/Netbook
- 1280 px and greater, Desktop

Of course, you can define your own widths and have as many breakpoints as you like (max 25), although usually you will have no more than 3. To add or edit breakpoints click the 'Manage Breakpoints' option in the Page menu. To switch between breakpoints, click the 'Breakpoints' drop down menu and select the desired breakpoint. To go back to the default layout, select "Default".

The different variants share the same content (text, images etc) and you can change the position and size of the object for each breakpoint. You can also add unique content for specific screen widths, which makes it possible for example to hide objects on smaller screen.

The following objects are not responsive; this means that they cannot have a different size in breakpoints. See also 'Important notes about Responsive Web Design'.

- Curve
- Line
- Logo (set the output format to 'CSS' to make the logo responsive)
- Navigation Bar
- Polygon
- Shape (set the output format to 'CSS' to make the shape responsive)
- Table
- Wrapping Text

If you need different sizes in breakpoints then you will need to create a copy of the object.

Related tutorial:

<http://www.quickandeasywebbuilder.com/responsivewebdesign.html>

Related FAQ (must read!):

<http://www.quickandeasywebbuilder.com/forum/viewtopic.php?f=49&t=43085>

Important notes about Responsive Web Design

Objects can have a different size, position and visibility state per breakpoint. However all other properties will be exactly the same! For example if you change the color of an object then it will be changed in all breakpoints (because the object is shared between all views).

Although objects can have different sizes in breakpoints, there are a few exceptions. For example, shapes and other drawing tools will have the same size in all breakpoints. The reason for this is because only one image will be published and if you change the size of that image in one breakpoint then it would look distorted in another breakpoint. But you can use multiple shapes, one for each breakpoint and hide the ones you do not use in other breakpoints.

If you share text between multiple breakpoints then set 'compatibility' to 'Default', because the other options optimize the text for a specific width. If you really need to use one of the compatibility options then consider using a separate text object for each breakpoint, so it can be optimized for that specific width.

Objects can only be part of one Layer (and Form, Carousel, Tabs, Accordion, Dialog). So if you move an object to a layer in one breakpoint then it will automatically be part of the same layer in other breakpoints!

If you add a new object to a breakpoint then it will initially be hidden on all other breakpoints. You can use the Object Manager to unhide it if you also want it on other breakpoints.

If you delete an object from a breakpoint then it will be removed from all other views as well. If you want to hide the object then you can use the Object Manager.

You can test breakpoints in your desktop browser. Resize the browser window to activate breakpoints.

Some browsers also have dedicated tools for testing responsive web sites. For example, FireFox has a Responsive Design View which is great to test breakpoints. Consult the documentation of the browser for more details.

Browsers that do not support CSS3 media queries will display the default layout.

Responsive Properties

A 'Responsive Property' means that it can have a different value in breakpoints. For example, the font-size can be larger for smaller screens.

Common responsive properties are visibility, object size and position, background mode, background color, background image, background size, background gradient, font family and text size.

Which properties are responsive is depends on the object type.

Notes about Responsive Properties:

- When you change the property in a breakpoint, then it will only be changed for that breakpoint!
- If you want to change the property for all breakpoints (and all breakpoints still have the same value) then please do this in the Default view.
- Dynamically generated images like Shapes, ClipArt, Curves, Polygon cannot be responsive because there is only one image which is shared between all breakpoints. The generated image is optimized for only one size. If you could give it a different size in breakpoints, then it would look distorted in the published page.

Responsive Web Design FAQ

Although the RWD concept is rather easy, it may require a different way of thinking for die-hard Web Builder users. In this FAQ we have collected frequently asked questions about Responsive Web Design, so this will always be the first place to look before you start...

Important: Learning to use Responsive Web Design takes time. Please start at the basics. Learn to walk before you run!

What is Responsive Web Design?

Responsive web design (RWD) is a web design approach aimed at creating web sites to provide an optimal viewing experience—easy reading and navigation with a minimum of resizing, panning, and scrolling—across a wide range of devices (from mobile phones to desktop computer monitors).

How can I design a responsive website with Quick 'n Easy Web Builder?

For an introduction to Responsive Web Design in Quick 'n Easy Web Builder please read this tutorial:

<http://www.quickandeasywebbuilder.com/responsivewebdesign.html>

What are breakpoints?

A breakpoint is different 'view' of the page in Quick 'n Easy Web Builder. A page can have multiple breakpoints, each one optimized for a specific screen width. For example, you can have the standard desktop layout, one for tablets (1024 px) and another one for mobile phones (320 px). Common breakpoints are:

- 320 px, Mobile portrait , 480 px, Mobile landscape
- 768 px, Tablet portrait 1024 px, Tablet landscape/Netbook
- 1280 px and greater, Desktop

Which breakpoints should I add to my web page?

There is no fixed rule for implementing breakpoints. Generally you do not create a breakpoint for any particular device or for any particular screen resolution.

It all depends on your design. The idea behind breakpoints is that any design will 'break' at certain resolutions. For example, text is no longer readable, the menu is too small or the browser displays a horizontal scrollbar. Where a design 'breaks' can be different for each and every design. One design may look fine on all displays all the way down to 320px ... and then it breaks. That would mean that you would only need a breakpoint at 320. Another design may break at all sorts of different resolutions. This, then, would require all sorts of differing breakpoints.

The designer needs to decide where to start designing: from smallest to largest or largest to smallest. Although it may be the easiest to start with the default layout.

Once you get your initial design down, you then test it at various sizes to see when and where it breaks. Once you have that screen resolution you create a breakpoint and adjust. Then you move on from there.

What is 'max-width'?

max-width specifies the maximum width of the rendering surface of the output device (such as the width of the browser window).

Web Builder uses the max-width in CSS3 media queries to control the size, position and visibility of objects. For example if you add a breakpoint and set the max-width to 320px then this layout will be used if the browser window is less than or equal to 320 pixels.

What are 'responsive objects'?

'Responsive objects' are objects that can have a different size at different breakpoints. Not all objects are responsive, for example shapes and other drawing tools will have the same size in all breakpoints. The reason for this is because only one image will be published and if you change the size of that image in one breakpoint then it would look distorted in another breakpoint. But you can use multiple shapes, one for each breakpoint and hide the ones you do not use in other breakpoints.

Which objects are not responsive?

Although we did our best to make most objects responsive, not all objects can have different sizes at different breakpoints due to their 'fixed size' nature.

The following objects are not responsive:

- Logo (*)
- Carousel
- Curve
- Flash Video Player
- Line
- Navigation Bar
- Polygon
- Shape (*)
- Table
- Wrapping Text

(*)Shapes and Logos can be made responsive if you set the output format to 'CSS3'

If you need different sizes in breakpoints then you will need to create a copy of the object. You can also use quickly clone and hide the original object with the 'Clone and Hide' option in the object's context menu.

Can objects have different properties at different breakpoints?

Objects can have a different size, position and visibility state in each breakpoint. However all other properties will be exactly the same! For example if you change the color of an object then it will be changed in all breakpoints (because the same object is shared between all views). But you can have different objects on different breakpoints so if you want to use a different menu then you hide the menu in the breakpoint and add another one to the current breakpoint.

Why isn't my text responsive?

Text is only responsive if the output format is set to 'Default' (in the compatibility properties of the text object). If the output format is set to 'use <div> for each line' or 'use <div> with position for each line' then the text is optimized for one size only.

Text is also not responsive when you are using line spacing.

Is there a quick way to see which objects on my page are responsive?

Yes, you can use the keyboard combination Shift+Ctrl+R to outline all non-responsive objects on the page. The outline color is currently fixed to red.

Where do you place the "hidden" objects (eg. menus)? Should they be within or outside the borders of the breakpoint?

It's recommended to place them inside the page boundaries of the breakpoints, so the objects do not affect the page width.

Can I use breakpoints in master pages and master frames?

Yes, but make sure you use the same breakpoints values in both the master page/frame and content page.

How can I test my responsive designs?

There are many dedicated websites to test responsive designs. For example:

<http://responsivepx.com/>

But some browsers also have built-in test tools. For example, in Firefox you can press CTRL+SHIFT+M to go into responsive test mode.

Are there any alternative ways to create a responsive website?

Web Builder has several other methods for creating flexible and responsive websites.

For example, you can create multiple versions of your pages where each version is optimized for a different target resolution.

You can then use one of the redirect scripts in the 'Ready-to-use-JavaScripts' (available in the toolbox and Insert menu) to redirect the user to the right version of the page.

Another solution is to use a grid-like layout that automatically adjusts to the current screen resolution. This can be done with the jQuery Masonry extension

<http://www.quickandeasywebbuilder.com/support/masonry/metro.html>

<http://www.quickandeasywebbuilder.com/support/masonry/test1.html>

<http://www.quickandeasywebbuilder.com/support/masonry/test2.html>

You can download/install the jQuery Masonry extension in the Extension Manager.

It's also possible to use layers to create stretchable or floating layouts.

http://www.quickandeasywebbuilder.com/using_layers.html

http://www.quickandeasywebbuilder.com/anchored_layers.html

http://www.quickandeasywebbuilder.com/floating_layers.html

Why are newly added objects hidden in other breakpoints?

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 in different breakpoints, so it would clutter the layout if they were added at a 'random' position.

You can use the Object Manager to make the object visible in other breakpoints and move them to the desired position. It is also possible to change this 'auto-hide' behavior by disabling the option 'Hide new objects on other breakpoints' in Preferences->HTML

When using events, the visibility is affected by breakpoints.

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).

The option 'Include Visibility' in the context menu of the object 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. Note that if 'Include Visibility' is not active then the object will have the same visibility state in all breakpoints!

You can control the default value of this property in Preferences ->HTML->Use 'Include visibility' as default for new objects in Responsive Web Design.

After I started using breakpoints extensions or custom HTML no longer works.

When using Responsive 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, HTML or extension.

To control this behavior we have added a special option in Preferences->HTML->Keep inline styles with Responsive Web Design (use !important).

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.

When do I use 'Include min-width in CSS3 media queries'?

Note: This option is available in the Manage Breakpoints window.

This option changes the way breakpoints behave in the browser. By default, breakpoints will be triggered if width of the browser window is the same or smaller than the defined breakpoint.

If Include 'min-width' in CSS3 media queries is enabled then breakpoint will be triggered if width of the browser window is the same or larger than the current breakpoint and smaller than the next breakpoint. This can be useful if you want to center the layout if the screen width is wider than the current breakpoint.

Here are some examples (resize the browser window to see the different breakpoints):

Example 1

Include 'min-width' in CSS3 media queries is **enabled**:

<http://www.quickandeasywebbuilder.com/support/rwd/index.html>

Include 'min-width' in CSS3 media queries is **disabled**:

<http://www.quickandeasywebbuilder.com/support/rwd/index2.html>

Example 2

Include 'min-width' in CSS3 media queries is **enabled**:

<http://www.quickandeasywebbuilder.com/support/rwd/minwidth.html>

Include 'min-width' in CSS3 media queries is **disabled**:

<http://www.quickandeasywebbuilder.com/support/rwd/maxwidth.html>

Mac App Store Sandboxing

Important information for Mac users who are using the Mac App Store version.

Apple requires all applications sold in the Mac App Store to implement 'Sandboxing'. This means that the version of Quick 'n Easy Web Builder in the Mac App Store works slightly different than the version that is available on our website (not sandboxed).

What is sandboxing?

A non-sandboxed app has the full rights of the user who is running that app, and can access any resources that the user can access. If that app it is linked against contain security holes, an attacker can potentially exploit those holes to take control of that app, and in doing so, the attacker gains the ability to do anything that the user can do. By limiting access to resources on a per-app basis, App Sandbox provides a last line of defense against the theft, corruption, or deletion of user data if an attacker successfully exploits security holes in the application or the frameworks it is linked against.

Because Quick 'n Easy Web Builder (sandboxed version) has limited access to the resources of your computer, the software cannot save project files and other assets anywhere on your hard disk. The software can only access files that are in the application's container. This 'container' is a special (private) folder on your hard disk:
Username/Library/Containers/com.pablosoftwaresolutions.quickandeasywebbuilder/Data/

Normally when you save templates, extensions or other QnEWB related files they will be saved in the folder
Username/Library/Application Support/Quick 'n Easy Web Builder 3/

But in the sandboxed version they will be saved in
Username/Library/Containers/com.pablosoftwaresolutions.quickandeasywebbuilder/Data/Library/Application Support/Quick 'n Easy Web Builder 3/

This means that if you are upgrading from a previous (not-sandboxed) version that you will have to copy all your qnewb files from
Username/Library/Application Support/Quick 'n Easy Web Builder 3/
to
Username/Library/Containers/com.pablosoftwaresolutions.quickandeasywebbuilder/Data/Library/Application Support/Quick 'n Easy Web Builder 3/

We also recommend to store your project files and images in
Username/Library/Containers/com.pablosoftwaresolutions.quickandeasywebbuilder/Data/Documents/ otherwise Quick 'n Easy Web builder cannot access the files!!!
We understand that this can be inconvenient for some users. However, this was the only way to get our software accepted in the Mac App Store.

Update:

In version 2.2 we've added the ability to configure a document folder for the sandboxed version of the Mac version. This will give the application full access to that folder outside the sandbox container! You can set the folder in Preferences->Miscellaneous->Sandbox folder

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