

openWYSIWYG +3ST Text Editor
Version 1.4.7 and +3ST 1.0.0
User Manual

This Manual presents instructions for installation and utilization of this Web Based Editor, customized by 3ST based on the openWYSIWYG Editor developed by [openWebware](#) .

It is divided into three sessions

1. Installation
2. Resources Utilization
3. Trouble Shooting

Additional information can be accessed at 3ST Consulting and Services website at Downloading section for this software.

ÍNDEX

1. Installation
 1. [Software Components](#)
 2. [Adding software components in the website](#)
 3. [Preparing processing environment - Configuration](#)
 4. [Preparing processing environment - Installation](#)
 5. [Uninstalling the software](#)
2. Resources Utilization
 1. [Getting Editor and its resources knowledge](#)
 2. [Formatting selected texts](#)
 3. [Formatting paragraphs](#)
 4. [Creating and editing tables](#)
 5. [Creating and editing divisions](#)
 6. [Adding and changing images](#)
 7. [Adding and changing hyperlinks](#)
 8. [Importing texts from other editors](#)
 9. [Utilizing css style files](#)
 10. [Editing HTML code](#)
 11. [Raising Editor area](#)
 12. [Salving edited document](#)
 13. [Loading a document into the Editor](#)
3. Trouble Shooting
 1. [Differences between browsers](#)
 2. [Rows that cannot be deleted](#)
 3. [Editor basic format does not have Save button](#)
 4. [Sessions timeout](#)
 5. [Divisions distortions in IE](#)
 6. [Images Dialog Box does not show images navigator](#)
 7. [Style combo box does not contains rules](#)
 8. [Hyperlink errors](#)
 9. [Styles are not applied to selected texts](#)
 10. [Selecting objects on different browsers](#)

Installing - Software Components

The Editor [openWYSIWYG +3ST](#) is compound of html files and scripts in java language. When unpacking the software there will be a folder named wysiwyg. This folder contains all necessary components divided into other folders:

[popups](#) - contains html files that presents Dialog Boxes to accomplish specific tasks. The popups are used to:

- Tables and Divisions creation and maintenance
- Add images
- Hyperlinks creation
- Text colors
- Background colors
- Users License

[scripts](#) - contains the Editor's java code. This files have the following utilization files:

- wysiwyg-3stEnvironment.js - Implements this version configuration
- wysiwyg-3stImplementacao.js - Contains this version main functions
- wysiwyg-colors.js - Defines the color grid
- wysiwyg-popup.js - Takes control of all Dialog Boxes
- wysiwyg-settings - Contains the basic configuration
- wysiwyg.css - This is the Editor's css style file
- wysiwyg.js - This is the main java Editor code

[wysiwyg_images](#) – Contains the images used by the editor

In the Root of the main folder, wysiwyg, there are more files that belongs to the software

- One file with the extension .pi - This is a downloading control file
- Two other files with the extension .pdf - These are the Manual files. One in Portuguese the other in English

[Back](#)

Installation - Adding software components in the website

The [openWYSIWYG +3ST](#) installation is pretty much simple. All you need is to copy the folder wysiwyg to the root of your website and change some configuration variables in the configuration files.

See [Preparing processing environment - Configuration](#)

[Back](#)

Installation - Preparing processing environment - Configuration

Editor Configuration

To make the Editor working correctly you must change some configuration items. The following are the necessary changes.

In the file wysiwyg\wysiwyg-3stEnvironment.js the following variables must be changed to reflect your processing environment:

```
var vsLogoImage           = "../../#path to your logo image#";
var cssLocation            = "#path to your cssFiles#";
var vsMainImageDirectory  = "../../#images directory path#";
var vsMainImagePath       = "#images directory name#";
```

vsLogoImage - Must contain the relative address to the file you will be using as your LOGO.

Ex. `../.. /App_Themes/3ST/images/3ST-Logo.gif`

CssLocation - Must contain the relative address to the folder where your Style sheet files are located.

Ex. `App_Themes/3ST/`

vsMainImageDirectory - Must contain the relative address to the images folder. These are images you will make available to your users.

Ex. `../.. /images`

vsMainImagePath - Must contain the address to the same folder as the last item. However must point to the first level of the folder.

Ex. `images`

In this very configuration file there are other set of variables that must reflect your processing environment. These point to the CSS Style Sheet Files you use in your website:

```
var cssForIE              = "#css file name for IE#";
var cssForIE8             = "#css file name for IE8#";
var cssForFirefox         = "#css file name for Firefox#";
var cssForOpera           = "#css file name for Opera#";
var cssForSafari          = "#css file name for Safari#";
var cssForGoogle          = "#css file name for Google Chrome#";
var cssDefault            = "#css file name for a Default css File#";
```

Each of these variables must contain the name of the CSS Style Sheet file to each different browser, if you use different files.

To the `cssDefault` variable you should use the name of the CSS Style Sheet you will use to any other browser. If you use only one Style Sheet file, repeat the name in all variables.

[Back](#)

Installation - Preparing processing environment - Installation

Editor Installation

After configuring the software it is necessary to install it in the web page that will take control over the [openWYSIWYG +3ST](#) Editor. This page must comply with the following characteristics:

Components

To work properly and provide communication between the Editor Java Script and the code of the page you use to control the editor the following HTML controls must exist in the page:

1. TEXTAREA - Must have the name [rConteudoTEXT](#). It is the component where the Editor will be created
2. INPUT - Must have the name [envLang](#) and be invisible. It is the component that defines the language it will be used. Initialize it with 'P' to take messages in Portuguese or 'E' to take messages in English
3. INPUT - Must have the name [textToSave](#) and be invisible. It is the component where the Editor will place the text to be edited and saved. It is from this component that your page must retrieve the text when it is time to save it.
4. INPUT - Must have the name [vsWorkingArea](#) and be invisible. It is a working area that must be loaded with the same content of textToSave
5. INPUT - Must have the name [rulesList](#) and be invisible. This component is where you must provide the editor with the list of Style Sheet Rules you will make available to the editor. It have to be a string containing rules names separated by semicolon.
6. INPUT - Must have the name [btSavedUsed](#) and be invisible. This component will be used by the Editor to set TRUE or FALSE indicating if the user has used the Save Button. If TRUE the component textToSave will contain the content to be saved. See item 3. above
7. INPUT - Must have the name [imageList](#) and be invisible. This component must be initialized with the list of folders and image files that you want to make available to the Editor.
8. INPUT - Must have the name [idEditorStatus](#) and be invisible. It is for Editor use

Installation of the Code Files

The web page that will host the Editor must indicate where the Java files are. The following code lines must be added to the HTML page or to a ASPNET page:

```
<!-- ATTENTION - Maintain the Referencing Sequence Below --%>
<script type="text/javascript" src="wysiwyg/scripts/wysiwyg-3stImplementation.js"></script>
<script type="text/javascript" src="wysiwyg/scripts/wysiwyg-3stEnvironment.js"></script>
<script type="text/javascript" src="wysiwyg/scripts/wysiwyg.js"></script>
<script type="text/javascript" src="wysiwyg/scripts/wysiwyg-settings.js"></script>
<!-- ATTENTION - Replace 'ctl00_CPHMaster_rConteudoText' by your TextArea component name --%>
<script type="text/javascript">
    WYSIWYG.attach('ctl00_CPHMaster_rConteudoTEXT', full);
</script>
```

NOTAS

- The term `ctl00_CPHMaster_rConteudoTEXT` refers to the TEXTAREA. `ctl00_CPHMaster_` is a prefix added by .NET and must be eliminated if your implementation is not .NET. If it is .NET you must change it for the term your .NET installation gave to the component `rConteudoTEXT`.
- The term `full` refers to the operation mode. `Full` uses all Editor controls. `Small` uses only basic components. See the software DEMO at the downloading area at 3ST site.

[Back](#)

Installation - Uninstalling

The software does not require a process to uninstall. To eliminate it delete the folder wysiwyg from the website where it is installed.

[Back](#)

Resources Utilization - Getting Editor and its resources knowledge

The [openWYSIWYG +3ST](#) Editor has enough resources allowing words, sentences or complete paragraphs formatting as well as any professional text editor. These tools allow you to:

- Define the Font
- Define Font characteristics like size, density, inclination, underline, color the Font and the Background
- Align and position paragraphs
- Define numbered or marked lists
- Apply styles

Other editing resources or tools allow you to create components to better organize the page content, like:

- Create and edit Tables
- Create and edit Divisions
- Add images and define its properties for sizing and positioning
- Add Hyperlinks

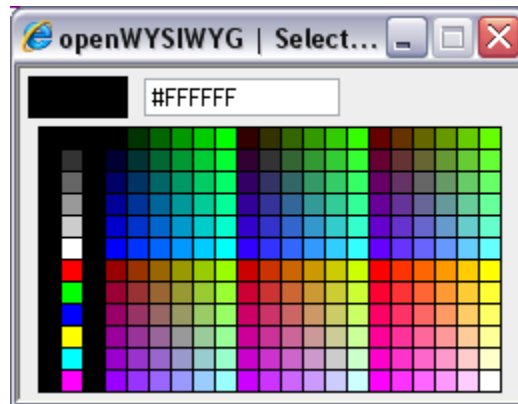
Additional tools help the editing process allowing:

- Undo and Redo
- Copy, Cut and Paste texts and components
- Clear all formatting properties
- Show and edit the HTML code
- Preview the content in a browser
- Raise the Editor window size
- Print the content

[Back](#)

Resources Utilization - Formatting selected texts

In the tool-bar  the first four buttons are to format Font properties like Bold, *Italic*, Underlined e ~~Striked~~. The remaining two buttons allow you to color the Font and the Background. When each of these two buttons are used the following Dialog Box opens:



The buttons  are to format the vertical position of the text on the line. The first one position the text below the line and the other above.

In the case of the two tool-bars above, pressing it once and the properties are set. Pressing it twice the properties are unset. You can combine properties by pressing several buttons turning several properties on.

Using the choice-boxes  you can choose the Font, its Size and Header Types. Notice that the Font and Size of the text where the cursor is positioned is shown in the appropriate choice-box. If you move the cursor to a text with other properties the choice-boxes will be updated.

Now with the tools  is possible to Cut, Copy and Paste texts. The last button remove all formatting properties from the edited text. This button acts over the entire edited text.

What about UNDO and REDO ? Using these two buttons you can UNDO and REDO the last 50 changes to the text.

[Back](#)

Resources Utilization - Formatting paragraphs

Basicamente existem dois conjuntos de ferramentas para a formatação de parágrafos.

To align the paragraphs the tool-bar  allows the text to be justified, left aligned, right aligned or centered.

The second set of tools, just to the right,  allows:

The first two create numbered or marked lists.

- This is a marked list with two items
 - Second item
1. Now this is a numbered list also with two items
 2. Second numbered item

The last two buttons allow paragraph indentation, forward and backward.

Indented line

Indentation reverted line

[Back](#)

Resources Utilization - Creating and editing tables

The Dialog Box below allows the definition of Tables or Divisions. In this topic we will focus on Table Creation and will describe only the upper side of the Dialog Box.

Table or Division Properties

Rows: 2 Width: 300 px

Columns: 2 Alignment-Horizontal: Left

Margin (R,L,B,T): 2,2,2,2 Alignment-Vertical: Top

Padding (R,L,B,T): 2,2,2,2 Background-Color: none Choose

Border-Size: 0 Border-Color: none Choose

Border-Style: none Border-Collapse: ☐

☐ Use Division Height per DIV: 150 px ☐ Formatted Text Allowed

☒ 3ST Recommends Floating at: none ☐ Allow Scroll

Submit Cancel

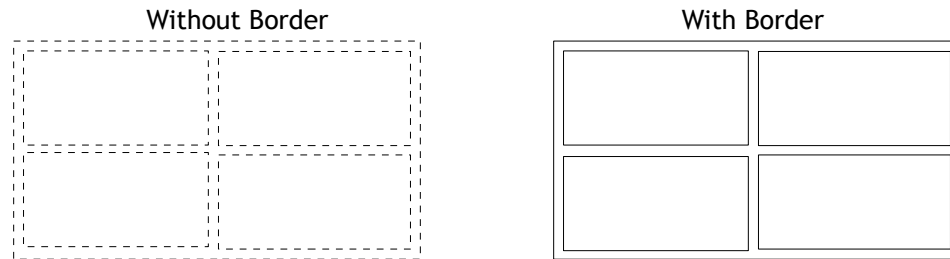
The fields in the Dialog Box allows the definition of:

- Number of rows. The default value is 2
- Number of columns. The default value is 2.
- Margins at R(ight), L(ef), B(ottom), T(op). The numbers, in pixels, must be separated by colon and the four are required. The Margin define the external margin space. The default value is 2,2,2,2
- Padding R(ight), L(ef), B(ottom), T(op). The numbers, in pixels, must be separated by colon and the four are required. The Padding define the internal margin space. The default value is 2,2,2,2
- Border-size. Defined in a number of pixels. The 0 (zero) indicates that the border will not be visible. The default value is 0 (zero)
- Border Style. A Choice-box presents values that defines the border style like solid (solid line), double (double line), dotted (dotted line), dashed (dashed line), etc. The default value is none
- Border Collapse. Forces the borders to be show together. No space between cells
- Border Color. Defines the border color. If Border Size equal ZERO or Border-Style equal NONE the border color will not take any effect. The button at the right opens a Color Dialog Box
- Background Color. Defines the cells background color. The button at the right opens a Color Dialog Box
- Vertical Alignment. Defines how the cells content will be aligned. Top, center or Base. The default value is Top
- Horizontal Alignment. Defines how the cells content will be aligned. Left, right or center. The default value is left

- Width. Defines the total table width. The default value is 300 pixels or percentage. The Choice-box at right allows the definition of width in pixels or percentage

Important information about Tables:

- All cells will have the same properties and will be symmetric in terms of size in rows and columns. These properties, if edited and changed, will be applied to all Table cells
- When the border is defined as invisible (size=0 and style=none) the Editor will make it dashed to facilitate visualization and editing. However, when saved the borders will be eliminated and not presented in the browser. In the Editor Tables will be presented like:



- To edit a Table it is necessary to select the table (see topic Trouble Shooting - Differences between browsers). Once selected the Table properties will be presented in the Dialog Box. Any changed property will be applied to the Table. To edit the selected table use the button 
- When typing texts the width of the cell will increase to accommodate the text. However the total size of the Table will not change. As you type text in other cells the sizes will tend to be proportional
- As the cells width the cells height will increase will text is typed
- To add an image in a Table Cell you need to select the cell and then utilize the Images Dialog Box to choose and insert the picture
- Any table can be copied and inserted in other part of the text. To copy a table you must select it () and utilize Ctrl+C or press the button  copy
- To paste the copied table position the cursor in the position you want to have the copied table and utilize Ctrl+V or press the button  paste
- Any other property can be applied to the text in the table cells. All you need is select the text and apply the desired property. See Topic [Formatting Texts](#) or [Formatting Paragraphs](#)

[Back](#)

Resources Utilization - Creating and editing divisions

The Dialog Box below allow the definition of Tables and Divisions. In this topic we will focus on DIVISIONS and will describe all Dialog Box fields.

Table or Division Properties

Rows: Width: px

Columns: Alignment-Horizontal:

Margin (R,L,B,T): Alignment-Vertical:

Padding (R,L,B,T): Background-Color: Choose

Border-Size: Border-Color: Choose

Border-Style: Border-Collapse: ☐

☐ Use Division Height per DIV: px ☐ Formatted Text Allowed

☒ 3ST Recommends Floating at: ☐ Allow Scroll

The fields in the Dialog Box allow you to define:

Upper side of the Dialog Box

- Number of rows. The default value is 2
- Number of columns. The default value is 2.
- Margins at R(ight), L(ef), B(ottom), T(op). The numbers, in pixels, must be separated by colon and the four are required. The Margin define the external margin space. The default value is 2,2,2,2
- Padding R(ight), L(ef), B(ottom), T(op). The numbers, in pixels, must be separated by colon and the four are required. The Padding define the internal margin space. The default value is 2,2,2,2
- Border-size. Defined in a number of pixels. The 0 (zero) indicates that the border will not be visible. The default value is 0 (zero)
- Border Style. A Choice-box presents values that defines the line border style like solid, double, dotted, dashed, etc. The default value is none
- Border Collapse. Forces the borders to be show together. No space between cells
- Border Color. Defines the border color. If Border Size equal ZERO or Border-Style equal NONE the border color will not take any effect. The button at the right opens a Color Dialog Box
- Background Color. Defines the cells background color. The button at the right opens a Color Dialog Box
- Vertical Alignment. Defines how the cells content will be aligned. Top, center or Base. The default value is Top

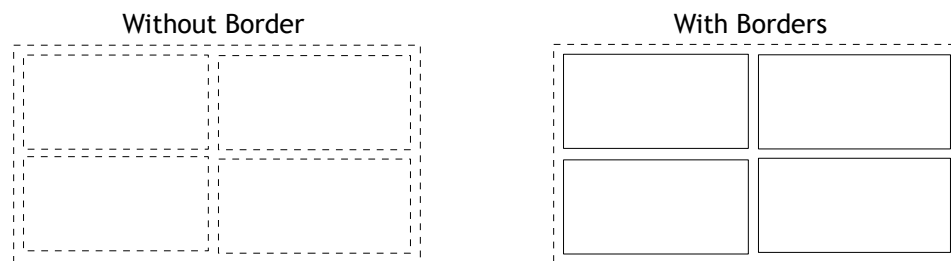
- Horizontal Alignment. Defines how the cells content will be aligned. Left, right or center. The default value is left
- Width. Defines the total table width. The default value is 300 pixels or percentage. The Choice-box at right allows the definition of width in pixels or percentage

The inferior part of the Dialog Box

- The small box Use Division. To create a Division instead of a Table check this box.
- Height per DIV. Defines the height of each Division. It is defined in pixels or in percentage
- Float at. Defines the positioning of the set of divisions being created. The possibilities are:
 - Float at left
 - Float at right
 - Floating is none
- Formatted Text Allowed. If this option is checked the Editor will create a single Division using the HTML control PRE. This control allows that the text inside keeps the characteristic the user wants without HTML standard properties. Can be used to enter program code or any other text with exclusive formatting
 - All PRE Division is has the Font Courier New by default
- Allow Scroll. If checked this option forces the size of the division to fixed size and adds scroll bars as needed

Important Information about Divisions:

- All cells are created with the same properties and will be symmetric in rows and columns. Different from Tables though, each cell can be edited separately and the properties can be changed differently to each cell
- All rows and columns will be created nested in a Main Division
- When the border is defined as invisible (size=0 and style=none) the Editor will make it dashed to facilitate visualization and editing. However, when saved the borders will be eliminated and not presented in the browser. In the Editor Tables will be presented like:



- To edit a Table it is necessary to select the table (see topic Trouble Shooting - Differences between browsers). Once selected the Table properties will be presented in the Dialog Box. Any changed property will be applied to the Table. Select the table use the button 
- The width of each column will not raise while text is typed
- The height of each cell will raise while the content expands the cell limit, except when the Allow Scroll option has been checked
- To add an image in a Table Cell you need to select the cell and then utilize the Images Dialog Box to choose and insert the picture
- A set of Divisions or a Division can be copied and inserted in other part of the text. To copy a Division it is necessary to select it (see topic Trouble Shooting - Differences between browsers) and utilize Ctrl+C or the Copy Button 

- To paste the Division position the cursor in the insertion point on the text and use Ctrl+V or press the button Paste 
- Any other property can be applied to the text in the table cells. All you need is select the text and apply the desired property. See Topic [Formatting Texts](#) or [Formatting Paragraphs](#)

[Back](#)

Resources Utilization - Adding and changing images

The following Dialog Box allows the choice of images or Flash components to insert them in the edited text. Allows also you to select and edit an image already in the text.

The dialog box is titled "openWYSIWYG | Insert or Modify Image - Windows Interne...". It is divided into two main sections: "Insert Image" and "Layout".

Insert Image Section:

- Image URL:** A text input field.
- Alternate Text:** A text input field.
- Flash:** A checkbox.
- Search:** A button.

Layout Section:

- Width:** A text input field with "auto" selected.
- Height:** A text input field with "auto" selected.
- Border:** A text input field with "0" selected.
- Alignment:** A dropdown menu with "Not Set" selected.
- Horizontal Space:** A text input field with "0" selected.
- Vertical Space:** A text input field with "0" selected.
- Submit:** A button.
- Cancel:** A button.

The fields in the Dialog Box allow:

- **Image URL.** In this field you define the URL to the image. A URL must be any valid WEB address, inside your website or outside in the WEB. It is possible to list images available in your website in a image browser. To get this done you must provide a list of folders and images you want to make available for editors. To provide this list, in the initialization of the page where the editor resides as a string with each item separated by semi-colon:
 - **Example**
 - Folder Level 01
 - Folder Level 02
 - Folder Level 03
 - File 1 Level 03
 - File 2 Level 03
 - File 1 Level 02
 - File 2 Level 02
 - File 1 Level 01
 - File 2 Level 01
 - File 1 Level 00

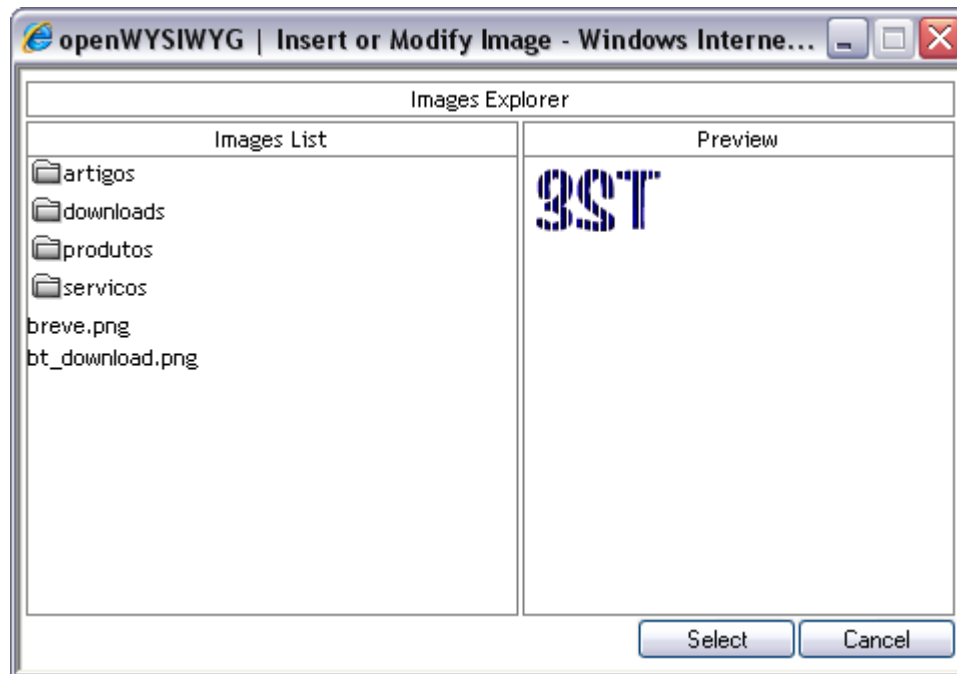
In this case the string must be like below:

Folder Level 01/; Folder Level 01/Folder Level02/;Folder Level 01/Folder Level 02/Folder Level 03/;Folder Level 01/Folder Level 02/Folder Level 03/File 1 Level 03;Folder Level 01/Folder Level 02/Folder Level 03/File 2 Level 03;Folder Level 01/Folder Level 02/File 1 Level 02;Folder Level 01/Folder Level 02/File 2 Level 02;Folder Level 01/File 1 Level 01;Folder Level 01/File 2 Level 01; File 1 Level 00

To facilitate its visualization, see the string broken into lines:

Folder Level 01/;
Folder Level 01/Folder Level02/;
Folder Level 01/Folder Level 02/Folder Level 03/;
Folder Level 01/Folder Level 02/Folder Level 03/File 1 Level 03;
Folder Level 01/Folder Level 02/Folder Level 03/File 2 Level 03;
Folder Level 01/Folder Level 02/File 1 Level 02;
Folder Level 01/Folder Level 02/File 2 Level 02;
Folder Level 01/File 1 Level 01;
Folder Level 01/File 2 Level 01;
File 1 Level 00

- The Button Search opens the Images Browser Dialog Box (see below). In the left side you have Folders and File Names in a hierarchical form. In the right side you can preview the image selected in the left side. It works as much as the Microsoft Windows Explorer. The Search Button, however, will only be visible if the string with images list has been provided (see previous item)



- In the above Dialog Box, the Select Button inserts defines the image URL
- The Cancel Button simple returns to previous Dialog
- Back to the main Image Dialog Box, in the field Alternate Text you can provide any text you should want to show in case the image becomes
- If the Box Flash is marked it will force the editor to insert a Flash component instead of an image

In the inferior part of the Image Dialog Box there are the following information:

- Width. Defines to desired width for the image. The default value is AUTO indicating that the image will be inserted with its original size
- Height. The same as above for image height
- Border. If different than zero, will make visible a margin in n pixels

- Alignment. It is a choice box with standard HTML options for image positioning:
 - Not Set
 - Left
 - Right
 - TextTop
 - AbsMiddle
 - Baseline
 - AbsBottom
 - Bottom
 - Middle
 - Top
- Horizontal Space. Defines the spacing from the left side of the text. It is defined in number of pixels. The default value is zero
- Vertical Space. Defines the spacing from the top of the text. The default value is zero
- The Send Button inserts the image or Flash component in the text at the cursor position
- The Cancel Button cancels the operation



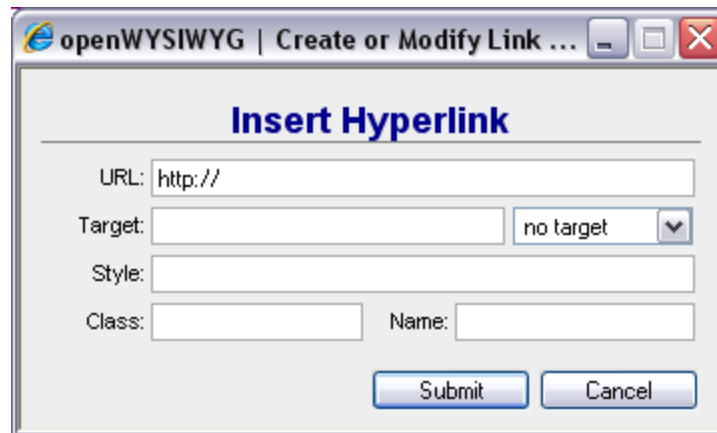
Important Information about images utilization:

- The with the list of folders and files must be created in the page initialization and saved in the variable `imageList`. See [Preparing processing environment/Installation](#)
- If this string is badly formatted the folders and files will not be presented correctly
- The image list must attain to the folders and images available within the website environment, where the Editor is installed
- The Editor does not make any validation of the selected image regarding origin and size. It is the implementer responsibility to provide any validation

[Back](#)

Resources Utilization - Adding and changing hyperlinks

To define a Hyperlink it is necessary to select a text or image. With the selection you can use the button to edit an hyperlink and the Dialog Box will open.



- URL. Is where you must enter the destination URL. It can be an internal address pointing to other page in your website, the address of a file for download or a WEB address.
- Target. Defines how the link will be opened. The choice box, at right, offers the following options:
 - blank - A new window will open
 - self - Will be opened in the active frameset
 - parent - Will be opened in the first frameset above the active frameset
 - top - Will be opened in the same window no matter what frameset
 - no target - No specific target defined
 - custom - Free to be used as per your requests
- Style. Defines the formatting Style of the hyperlink. You can use any HTML formatting properties
- Class. A CSS Class name, if your website uses one
- Name. Not used in this version

Important Information about hyperlink utilization

- The Editor does not make any validation of the selected image regarding origin and size. It is the implementer responsibility to provide any validation

[Back](#)

Resources Utilization - Importing texts from other editors

You can copy texts from other text editors and paste it in the Editor **3ST+ wysiwyg**. However, the pasted text will inherit formatting properties from the editor used, like Microsoft Word, OpenOffice, etc. These properties are expressed in control characters not in the HTML standard.

The **openWYSIWYG +3ST** Editor offers a resource that eliminates all formatting controls from the imported texts. To use it press the button 

Important - The resource will eliminate all formatting controls including those added by the **openWYSIWYG +3ST**. It will be necessary to re-format the text again.

[Back](#)

Resources Utilization - Utilizing css style files

Crating a list of Rules to be used

The **openWYSIWYG +3ST** Editor offers the possibility to utilize Style Rules existing in the active CSS file being used by the website where the Editor is installed.

The rules will be available in the choice box  must be defined by the ASP.NET program, or any other program, running in the server side of your website.

The field **rulesList** (see topic [Preparing processing environment - Installing the editor](#)) must contain a list of the rules, each separated by semi-colon. Must be defined by the ASP.NET program, or any other program, running in the server side of your website.

A Style Sheet file may have several rules, many of them not useful for the Editor. For this reason the **openWYSIWYG +3ST** implementation asks that you prepare a list of those rules you think appropriate to make available.

For instance, only those rules that are applicable to text and paragraph formatting, or those that apply for lists.

The names of the rules must be listed exactly as they are in the Style Sheet File. The names can be meaningful and the rules duplicated to have names in different languages.

[Back](#)

Applying Rules in the Editor

The available rules can be applied to paragraphs or selected parts of the text. There are restrictions in some browsers related to utilize rules to selected parts of the text. See topic [Differences between Browsers](#).

Select the text or position the cursor at the paragraph you want to apply a CSS Rule and then select the rule from the choice box 

The rule will be applied to the selection.

The applied style will be shown in the choice box allowing you to see what style is applied to any part of the text.



When a rule is applied to a paragraph any new paragraph created with the ENTER key will inherit the rule from the previous paragraph.

[Back](#)

Resources Utilization - Editing the HTML Code

To get access to the HTML code, generated by the [openWYSIWYG +3ST](#) Editor press the button `HTML`

The Editor will enter in HTML mode and will show the HTML code. If you is a experienced user in HTML code you can use this resource to fine-tune the formatting of the text or any object in the text.

When the button `HTML` is pressed the Editor changes it by the button `TEXT` that allows you to get back to the Text mode.

Important information about HTML mode utilization:

- Any changes to the HTML code may not be changed in the Text mode. Also, some properties applied to Tables and Divisions may not be seen by the Dialog Boxes for these contents. In this case you must edit your changes in the HTML mode
- While in HTML mode none of the Editor functions will be available. If you try to use them the Editor will show you a warning message

[Back](#)

Resources Utilization - Raising the Editor Area

The Editor Window, in the complete mode, can be used in two different sizes. The button  raises or reduce the Editor Window.

The two sizes option definition are in the file wysiwyg-settings.js located at folder wysiwyg/scripts in the environment of the website utilizing the editor. These values can be changed using a common text editor.

The original values, for this distribution, are:

FULL option

```
full.Width = "690px";  
full.Height = "380px";  
full.MaxWidth = "690";  
full.MaxHeight = "533px";
```

SMALL option

```
small.Width = "646px";  
small.Height = "300px";
```

Max width and Max height are not used in the SMALL option

[Back](#)

Resources Utilization - Saving Edited Document

The [openWYSIWYG +3ST](#) Editor presents the button  allowing you to request that the edited text is saved.

Once the Editor is totally coded in Javascript there are no processes in the Editor to save its content. The saving process though must be performed by the server side program that controls the page where the Editor resides.

When the Save button is used the Editor uses two fields in the page (see topic [Installation - Preparing processing environment](#)) are updated.

- [textToSave](#) - Will hold the edited text
- [btSavedUsed](#) - With TRUE indicates that the user pressed the Save button

Using these two fields your program that manages the page can save the content where it is appropriate.

[Back](#)

Resources Utilization - Loading a document into the Editor

Once the [openWYSIWYG +3ST](#) Editor is developed in Javascript, to load content into the Editor you must code it into the server side program that manages your web page.

As explained in the topic [Installation - Preparing processing environment](#), the fields below must be updated with the content to be edited:

- [vsWorkingArea](#) - Move to this field the HTML code to be Edited
- [rConteudoTEXT](#) - Move to this field too the HTML code to be Edited

[Back](#)

Trouble Shooting - Differences between browsers

There are behavior differences between tested browsers (IE, Safari, Firefox, Google Chrome and Opera). In the list below you will find these differences description. It is recommended that you choose a browser as your standard if use the Editor in a Content Management application. Some behavior differences may difficult you to change some content created in a different browser.

All behavior differences are very small and can be corrected even editing text created in another browser.



- When using Nested Divisions, this browser shows distortions in the way it renders the page. To fine tune Divisions positions and sizes users can use the preview tool.
- + Images and Divisions can be selected and their sizes can be changed the mouse Drag and Drop. This does no occur in other browsers.
- Objects, like Tables and Divisions, when selected have its margins highlighted what facilitates object identification. Although it facilitates object size changes, this borders are placed in front of some resources.
- + Allow CSS styles to be applied for selected texts and to entire paragraph.
- The objects embedded into divisions are not recognized by Popup tools, when selected (Tables and Images). See in the Users Manual See specific procedures to overcome this downside.
- To access text or objects embedded into Divisions, it is necessary to double click over the division



- + Nested Divisions are presented properly without distortions.
- + Division's embedded objects are appropriately identified by Dialog Boxes.
- Allow Division selection. However, to change its size it is necessary to open the Dialog Box.
- Selected Divisions don't show highlighted borders and it is difficult to see what Division is selected. However, the cursor blinks into the selected Division.
- CSS styles are applied only to entire paragraphs, the one that has the cursor position.
- Divisions content cannot be completely deleted. If so, the entire Division is also deleted. See specific procedure in the Users Manual.
- Images cannot be moved by mouse drag and drop movements.



- When using Nested Divisions, this browser shows small distortions in the way it renders the page.
- The objects embedded into divisions are not recognized by Popup tools, when selected. See in the Users Manual See specific procedures to overcome this downside.
- Allow Division selection. However, to change its size it is necessary to open the Dialog Box.
- Selected Divisions don't show highlighted borders and it is difficult to see what Division is selected. However, the cursor blinks into the selected Division.
- CSS styles are applied only to entire paragraphs, the one that has the cursor position.
- Divisions content cannot be completely deleted. If so, the entire Division is also deleted. See specific procedure in the Users Manual.
- Tables may have some distortions when presented in other browsers.

[Back](#)

Trouble Shooting - Rows that cannot be deleted

Some paragraphs are created without any content and if the cursor remains outside the HTML TAGS that defines the paragraph `<P></P>` it may be impossible to delete the paragraph and the row.

When it happens it is necessary to utilize the mode HTML and find the TAG `<P></P>` and deleted in this Text mode.

If a CSS rule was applied to the paragraph the HTML TAG will appear as:

```
<P class=className></P>
```

[Back](#)

Trouble Shooting - Editor basic format does not have Save button

In the Basic mode the Save button  is not available. The developer implementing the Editor to operate in Basic mode must provide other ways to get the text saved.

In this case, the content to be saved will be in the field `rConteudoTEXT`.

[Back](#)

Trouble Shooting - Sessions timeout

The `openWYSIWYG +3ST` Editor does not change any standard of access sessions duration. When the session timeout occurs the content cannot be saved. There will be an error message.

It is the user responsibility to save the content periodically avoiding sessions expiration.

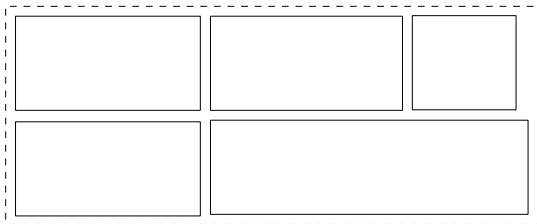
[Back](#)

Trouble Shooting - Divisions distortions in IE

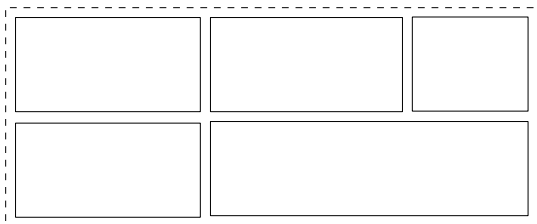
Editing Divisions in the Microsoft Internet Explorer can have some distortions problems compared with the way the browser will renders the web page. This happens because IE renders Margins and Padding different in the Text Area used by the Editor.

This problem occurs only when the divisions are not symmetric in its rows and columns. See example below.:

Vision in the Editor on IE



Vision in the browser and in the Editor on the other tested browsers



If the user using IE make the divisions correct in the Editor, they will render with distortions in the browser. Using IE you can fine-tune the divisions sizes by doing one of the following:

- Use the Preview button  to see the browser's view and adjust the divisions in the Editor until you get it OK in the browser
- Use another tested browser to edit the divisions.

See also [Trouble Shooting - Differences between browsers](#)

[Back](#)

Trouble Shooting - Images Dialog Box does not show images in the navigator

The images navigator only shows images if the images paths were provided in the page initialization in the field imageList that must exists in the web page.

See [Resources Utilization - Adding and changing images](#)

[Back](#)

Trouble Shooting - Style combo box does not contains rules

The Choice Box for style rules  only shows the rules list if the rules list has been provided in the field rulesList in the page where the Editor resides.

See [Resources Utilization - Utilizing css style files](#)

[Back](#)

Trouble Shooting - Hyperlink errors

A bad formatted hyperlink or pointing to an nonexistent URL will not work.

If the address is outside the website environment, an address in the WEB, check to ensure that the link is appropriately written.

If the address is an intern one, inside your website, the relative address must be correct. Remember to indicate higher levels in the hierarchy by providing ../

Examples.

The hyperlink is being written in a document that resides in the folder Clients and refers to a document named tips.html that resides in the root of your website. The URL will be [../tips.html](#)

The hyperlink is being written in a document that resides in the folder Clients and refers to a document tips.html that resides in the folder systems. The URL will be [../systems/tips.html](#)

The hyperlink is being written in a document that resides in the website root and refers to a document tips.html that resides in the folder systems. The URL will be [systems/Dicas.html](#)

[Back](#)

Trouble Shooting - Styles are not applied to selected texts

With this version of [openWYSIWYG +3ST](#) Editor only in Microsoft IE (7 or 8) is possible to apply styles to a selected text. In all other tested browsers, Firefox, Safari, Google Chrome and Opera, styles can be applied only to the current paragraph.

[Back](#)

Trouble Shooting - Selecting objects on different browsers

There are some difficulties to select objects like Tables and Images in the different browsers.

[IE \(7 e 8\)](#)

If an image is within a Division, the Dialog Box for images will not identify the image properties and will open as to add a new image. When necessary the following procedure can be followed:

1. Select the image and Cut (Ctrl+X) pasting it any where outside the Division
2. Select the image now outside the Division and edit it making all necessary changes
3. Select the image again and Cut (Ctrl+X) pasting it in the desired Division

[Safari, Google Chrome and Opera](#)

Selecting Images

To select an image it is necessary to Drag the mouse pointer, with left button pressed), over the image. The image will change its colors if selected.

[Firefox, Safari, Google Chrome e Opera](#)

Selecting Tables inside Divisions

If a table is inside a Division the Dialog Box for tables will not recognize its properties and opens as to create a new table. When necessary the following procedure can be followed:

1. Select the table and Cut (Ctrl+X) pasting it any where outside the Division
2. Select the table now outside the Division and edit it making all necessary changes
3. Select the table again and Cut (Ctrl+X) pasting it in the desired Division

[Back](#)