



# eDocker CREATE! User Manual

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## Installation of the eDockeR TOOLS –InDesign extension

- 1: Copy the eDockeRPublisher.zxp file onto your desktop
- 2: Double click the file, after which the Adobe Exchange Manager program should start up.
- 3: The program will ask you to accept its terms and conditions and may also give other notifications, answer Yes to all of these.

### PLEASE NOTE:

Currently, the extension only functions with InDesign CS6 and CC.

Adobe Exchange Manager must be installed on your computer before you can install the extension.

PLEASE NOTE: Use the Exchange Manager that corresponds to your InDesign version.

# Installation

## eDockor CREATE! installation

- 1: Copy the edocker\_publisher\_2.0.air file onto your desktop or to another convenient location.
- 2: Double click on the file and follow the instructions.
- 3: When opening, the program will ask you to activate the license. In order to do so, you will need the serial number you have received by email (you can use the program for a week without activating it).
- 4: When the program opens, you must import at least one publication, before you can do anything further with the program (see page XX).

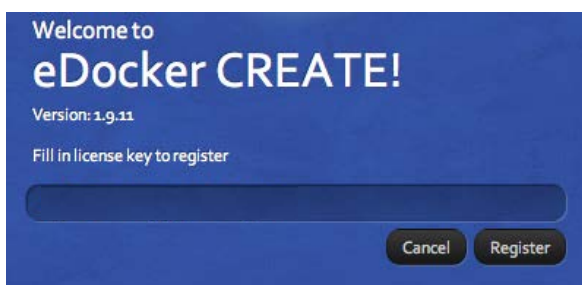
## eDockor CREATE! activation

### Activation

1. Open eDockor CREATE!
2. Click on Register (you will need the serial number).



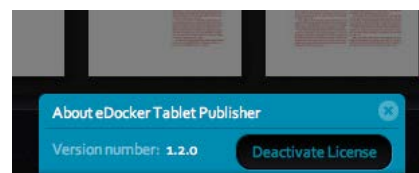
3. Enter the serial number you received with your order confirmation in the  
Fill in license key to register field and click Register.



After this, eDockor CREATE! will open and you may use it normally. Remember that you can install eDockor as the admin user, but actual registration must be carried out when you are signed in as the user who will use eDockor in the future.

### Deactivation

1. Click on the question mark icon in your screen's top right corner.
2. Select Deactivate License at the bottom of your screen
3. Confirm that you wish to deactivate your license.



After this, eDockor CREATE! will no longer function on this computer, but you may use the same serial number again on another work station.

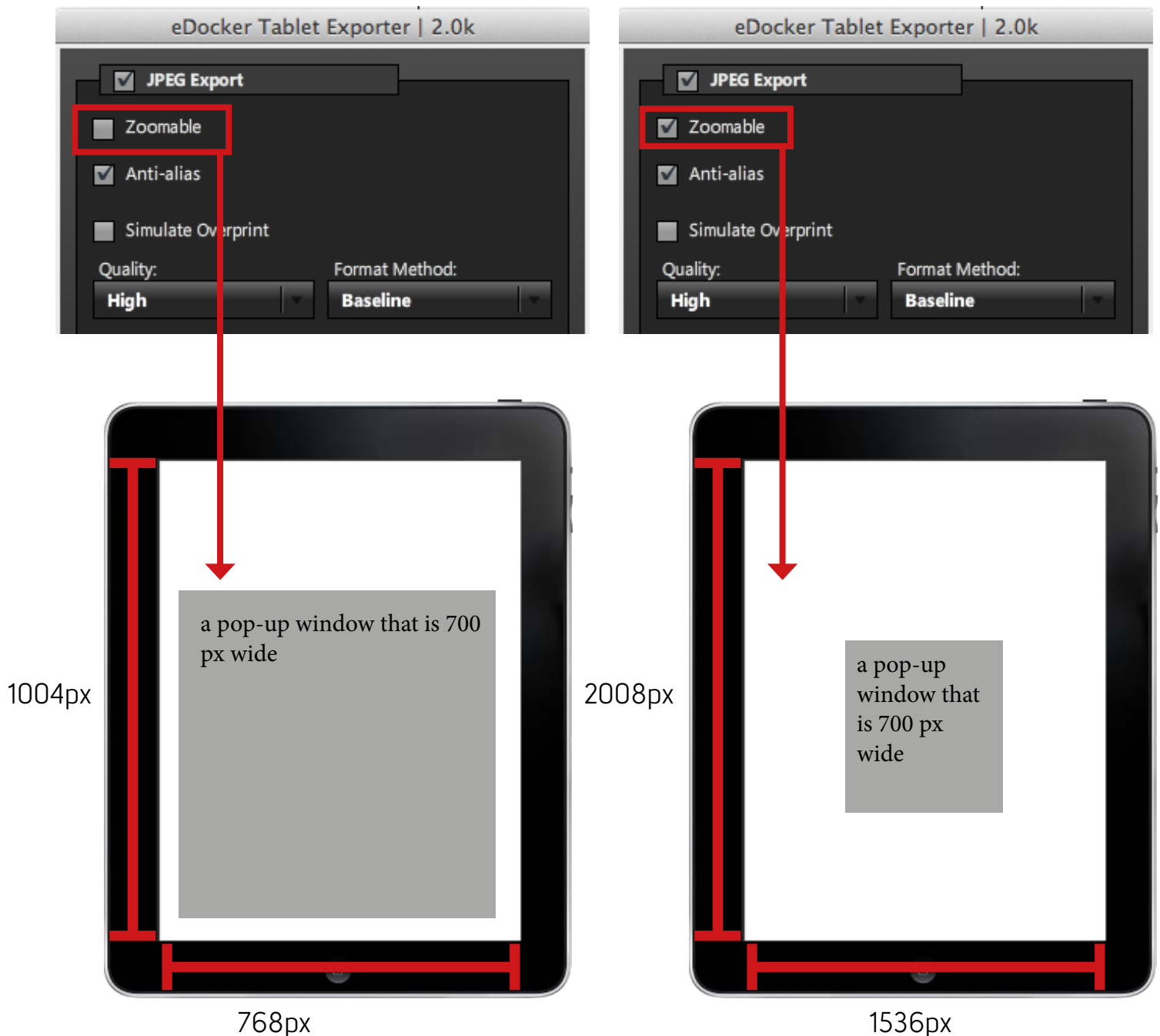
## Widgets

The new CREATE! differs from previous Tablet Publishers in that there are now a lot more interactive widgets than before. Nearly all the program's widgets can be presented in two difference appearances:

- Inline, i.e. on the page, at the location/size they have been assigned.
- In a pop-up/lightbox window, the size of which can be specified.

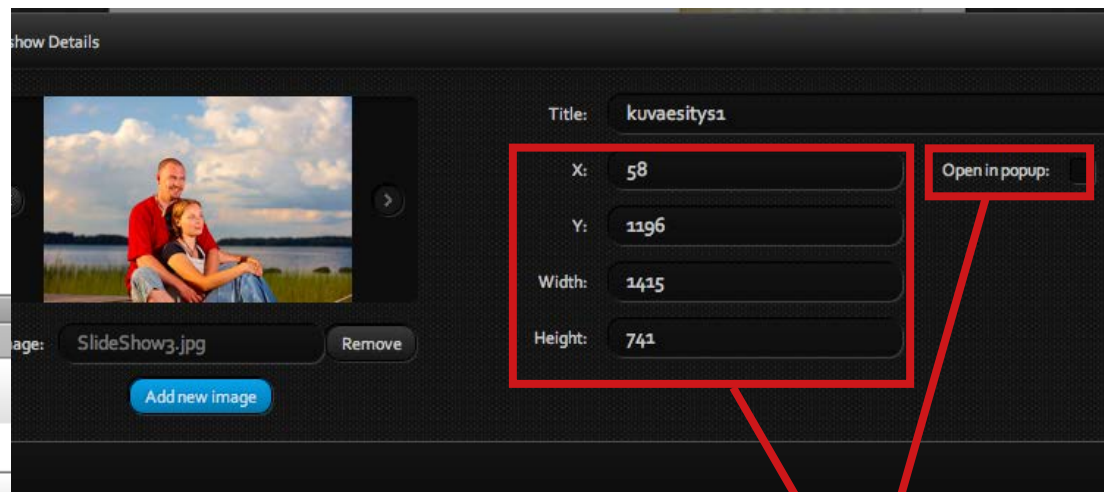
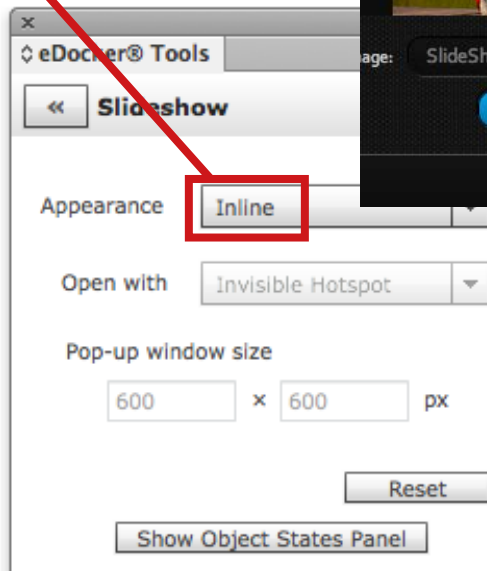
## Widget sizes

When specifying the size of widgets (inline areas, pop-up windows, opening hot spots etc.) the user must know whether the publisher wants the zoom function to be used in the publication. If the zoom function is used, the full screen size will be 1536X2008 px (vertical) or 2048X1496 px (horizontal). If the zoom function is not in use the corresponding sizes are 768x1004px and 1024x749. In other words, if you want a popup window to open at full screen size you need to know if the full screen size is 768px or 1536px...



## Inline mode

When using InDesign go to Appearance Inline, location and size are selected in MSO.



Uncheck 'Open in pop-up' box in CREATE! and specify the location and size in numerical format or by dragging with the mouse.

An element in Inline mode is situated on the page at the location and the size

- specified for the Multi State Object in InDesign
- or as defined in the TP's X/Y/Width/Height fields



A slideshow is situated directly in the assigned place on the page

## Opening in a pop-up-window

The majority of widgets can also be opened in a pop-up window, and this is the recommended option for most widgets. This causes less of a load on the device and browser video card, and random access memory than inline elements and is easier to use.

Title:	kuvaesitys1	
X:	58	Open in popup: <input checked="" type="checkbox"/>
Y:	1196	Popup width: 640
Width:	1415	Popup height: 480
Height:	741	Trigger icon:

The values given in CREATE!'s X/Y/Width/Height fields determine where the pop-up's hotspot will be located. When the user clicks on the hotspot, the pop-up opens.

A symbol drawn on top of an image in InDesign to indicate the image is not just a single picture

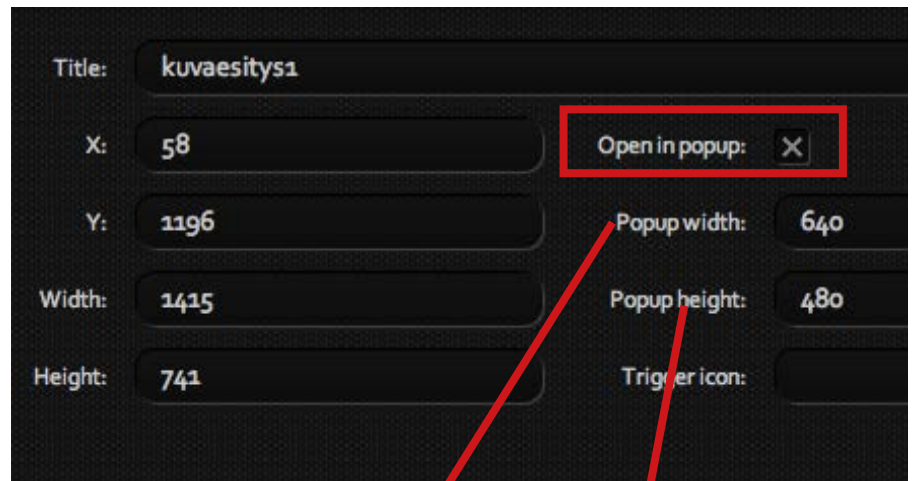
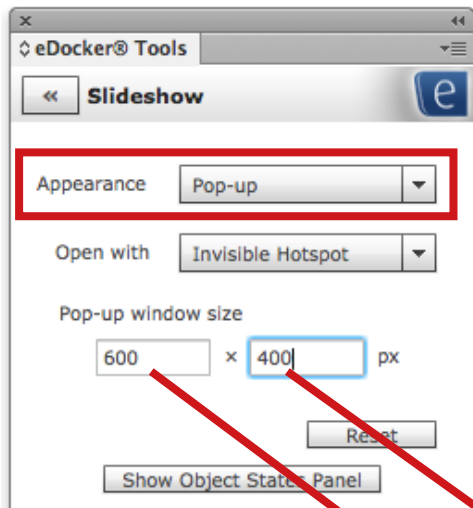


The pop-up opens



When using InDesign go to Appearance and select Popup. The location and size of the opening trigger are selected in the MSO.

While in CREATE!, check Open in Popup and specify the size of the popup (width and height) in the fields below the checkbox. The hotspot's size and location are specified using the X/Y/Width/Height fields.



# eDockers TOOLS

The InDesign portion of eDocker's workflow has changed a great deal. In previous versions, page content was predominantly exported from InDesign to eDocker. Now, the new version of InDesign allows the user to carry out a great deal of other actions, e.g. adding interactive elements and naming articles.

Also, a publication can no longer be exported in the wrong size.

## Article structure

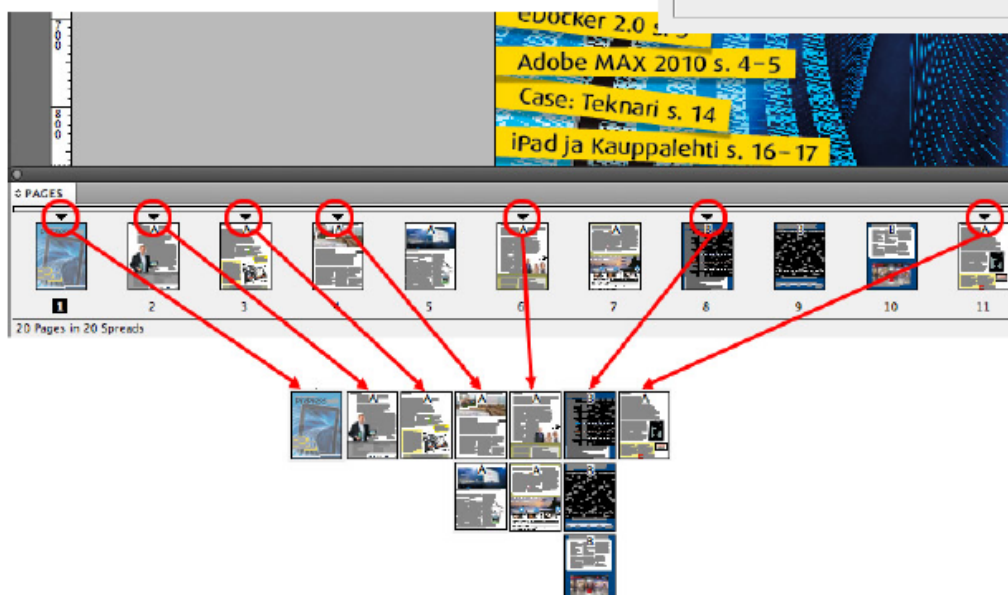
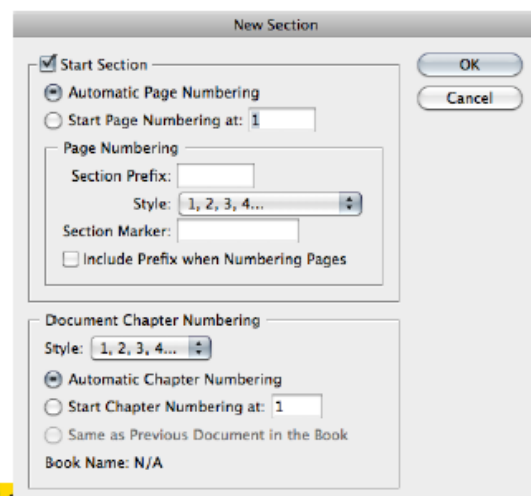
As in previous versions of eDocker, the new version allows you to adjust the publication pages to follow the article structure. This means that the publication's pages are not stacked horizontally next to one another, but that some of the pages – i.e. the pages in the article – can also be listed one below the other in the page matrix. Therefore, the longer the article, the more pages are listed one below the other. A short article may fit on just one page.

The article structure is created by further adding sections to a publication with InDesign's own tool.

- 1: Select the first page of the article from the Pages panel
- 2: Select Numbering & Sections Options from the Pages panel
- 3: Click OK

From this page forward the pages are always stacked in the matrix at the start of each following section

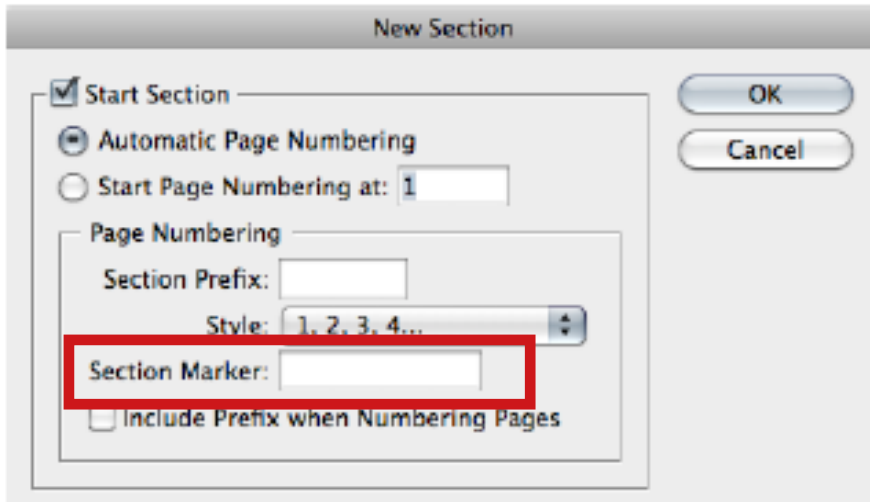
The small triangle above the icons in the Pages panel indicates that a new section starts from that page and is also a new article.





## NEW!

You can now already add the article's name at this point. Type the name of your choice in the Section Marker field. The name will travel with the package to CREATE! and appear there in the Article Name field for every article and finally into the table of contents of the publication's navigation panel.



The image shows a 'New Section' dialog box with the following options:

- ☒ Start Section
- ☒ Automatic Page Numbering
- ☐ Start Page Numbering at: 1
- Page Numbering
  - Section Prefix:
  - Style: 1, 2, 3, 4...
  - Section Marker:**  (highlighted with a red rectangle)
- ☐ Include Prefix when Numbering Pages

Buttons: OK, Cancel

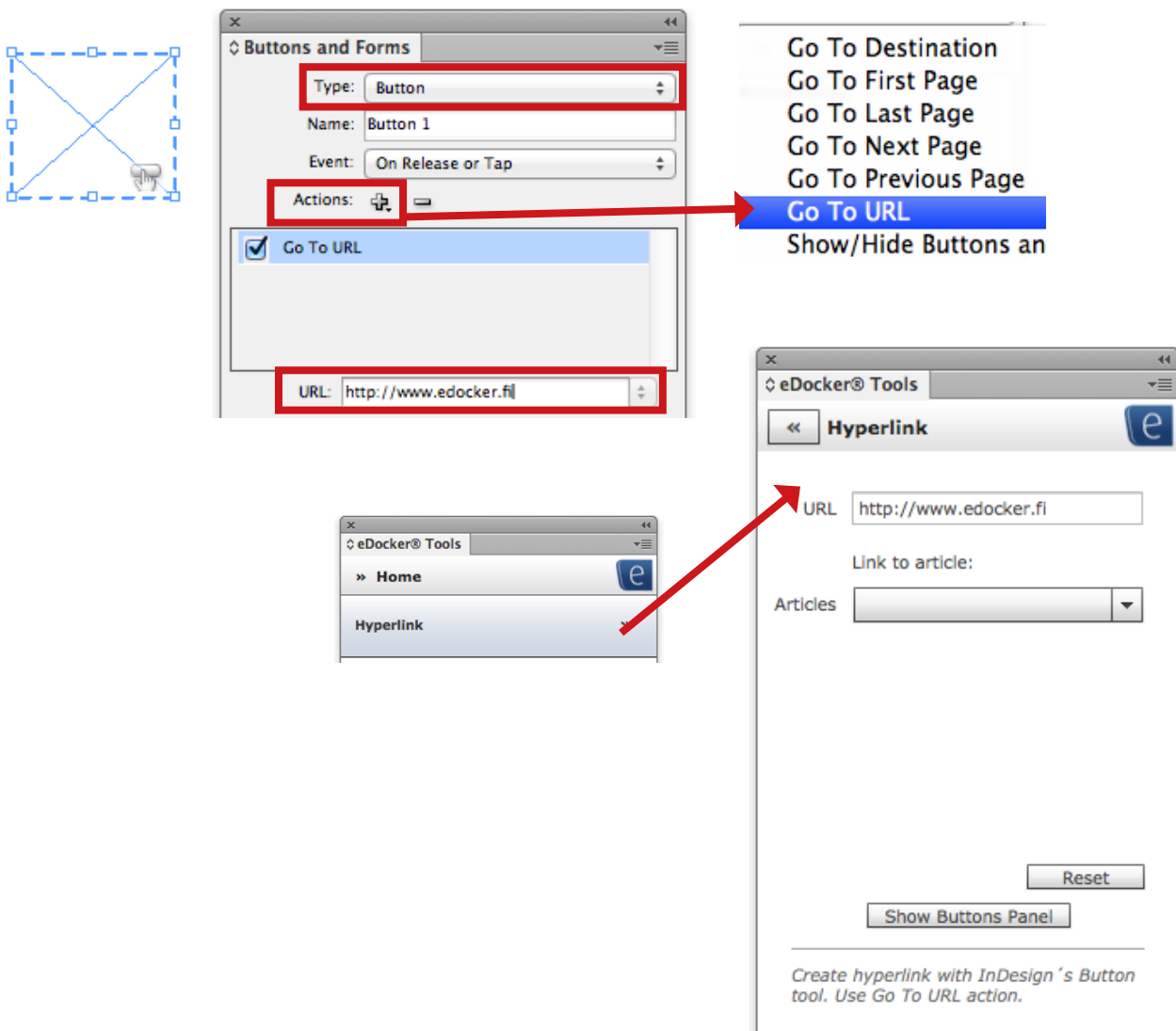
PLEASE NOTE: If you intend to specify the article structure while still within InDesign, you must define the sections throughout for the entire publication. If you stop adding sections halfway through, all the starting pages for the remaining sections will be in the same article i.e. on top of one another.

# Hyperlinks

The new eDocke makes it possible to already create hyperlinks in InDesign, if you wish to do so. You may also add links in the Tablet Publisher's page editor.

## Adding hyperlinks to InDesign

- 1: Create the hyperlink's activation area (hotspot) by drawing a rectangle, with no fill color or border, for the spot in question.
- 2: Use InDesign's Window>Interactive>Buttons&Forms tool and change the rectangle to a Button (Type:Button)
- 3: Set Go to URL as the Button's action (+ symbol)
- 4: Type in the URL field
  - a www address beginning with "http://"
  - #a[article number]p[subpage number], e.g. #a3p5
  - a link beginning with "mailto:", if it is a link to an email address
- 5: Open the Window>Extensions>eDocke-tools panel
- 6: Select the button you just created and move to the Hyperlink tab in the eDocke Tools panel



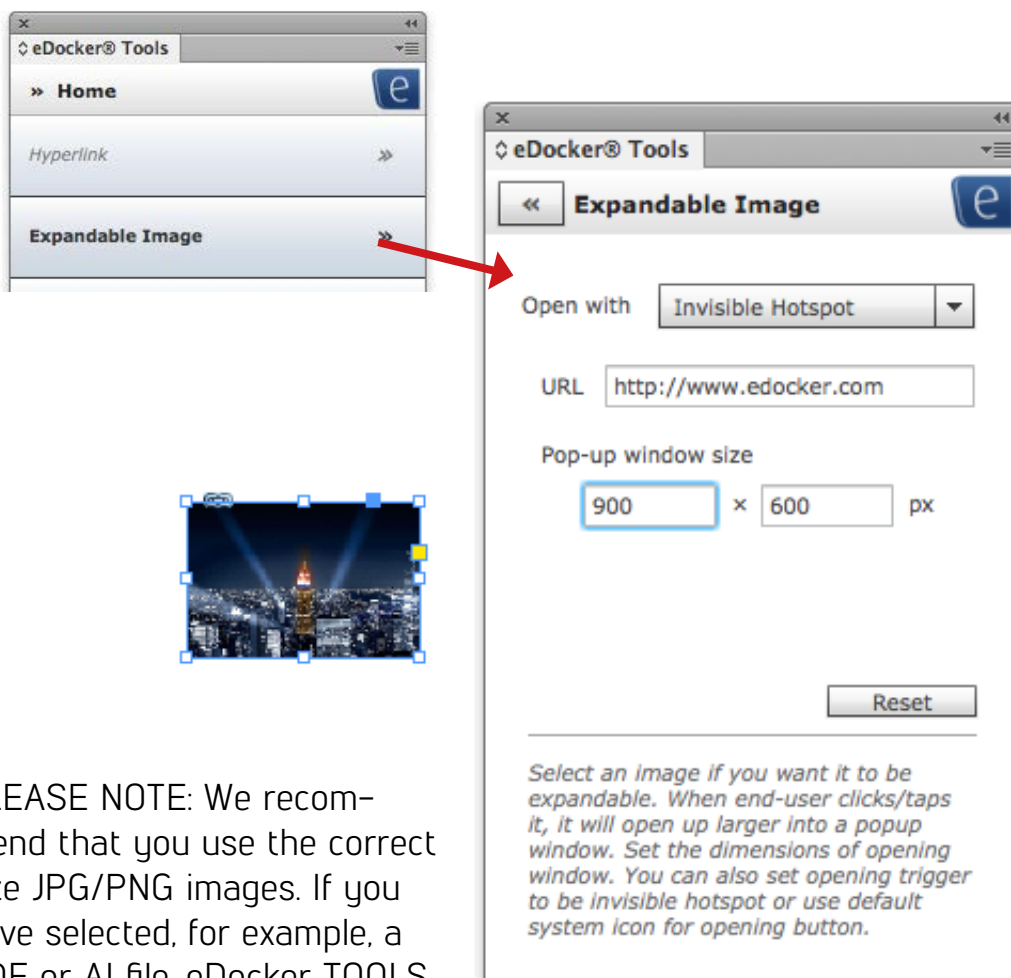
# Expandable Image

The expandable image is a tool that allows you to:

- expand a small image in a pop-up window
- create "additional information" type pop-up windows

Expanding a small image

- 1: Prepare the image you wish to use with the function. Make sure the image is the size you want using image editing software or in another InDesign document, e.g. 600 x 400 px, and save in JPG or PNG format.
- 2: Import the image for publishing using the Files>Place command or a similar method
- 3: Select image and click on the Expandable Image tab in the eDockers Tools panel
- 4: Select whether you want the pop-up window to open when the image in the layout is clicked on (Open With: Invisible Hotspot) or generate a button to go along with the image (Open With: Button)
- 5: Add the web address where the user will end up by clicking on the image to the pop-up window (optional)
- 6: Select the size of the pop-up window that will open.



PLEASE NOTE: We recommend that you use the correct size JPG/PNG images. If you have selected, for example, a PDF or AI file, eDockers TOOLS will automatically attempt to change the file into PNG format.

## Making Info-pop-ups

Use image editing software to create additional information window content within a pop-up to the correct size, e.g. 600 x 400 px, and save in JPG or PNG format. You can also make a content image in InDesign and use InDesign's File>Export >>> JPG or PNG function.

Do just as in the previous instruction, but minimize the image in the publishing program to a very small size, and place a button on top of the image with text such as Additional information or Open additional information window here

Specify an Invisible Hotspot in the Open With section.

It is of key importance that the button covers the entire image underneath it. This way, only the button will be visible in the publication that is exported to CREATE! The small image under the button will still function as the opening button, even though the main image is not visible in the final layout. It will of course show up in the pop-up window that will then open.



- import the popup window's content into the publishing program and minimize its size, so that it is very small

A screenshot of a software interface showing the 'Open with' section. It has a dropdown menu set to 'Invisible Hotspot'. Below it is a text field for 'URL' containing 'http://www.edocker.com'. At the bottom, there is a section for 'Pop-up window size' with input fields for '900' and '600' followed by 'px'. The '900' field is highlighted with a blue border.

- Specify that the content image is an Expandable Image and specify the size of the pop-up window



- draw the button you want to be visible in the layout or move one on top of the image

A dotted line depicts the image located under the button. A larger version of this image will open into a pop-up window in the final publication.

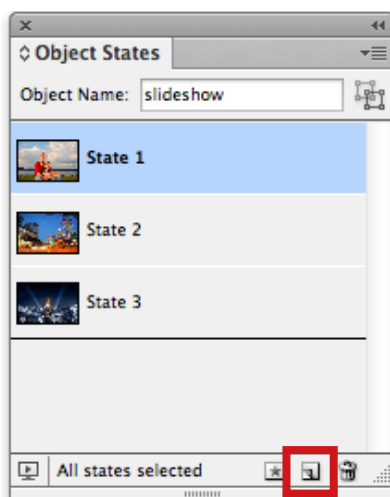
# Slideshow

Use the Slideshow tool in InDesign to specify a group of images that will function as an image carousel in the final digital publication. The image carousel can be located directly on the page, e.g. in place of an image (Appearance: Inline) or open in a pop-up/lightbox.

Specifying a group of images for a slideshow

- 1) Prepare the images so that they are the size you want in either Photoshop or in another InDesign document that is correctly sized. We recommend that all the images are the same size, e.g. 600 x 400 px
- 2) Import all images to the layout by selecting File>Place in InDesign.
- 3) Place images on top of one another in a stack, use the Window>Object&Layout>Align panel tools if needed.
- 4) Select all the images in the stack and click the small paper icon at the bottom of the Window>Interactive>Object States panel. Now the image stack has been converted into a so called Multi State Object.
- 5) Select the Multi State Object and go to the eDockers Tools panel to select how you wish the slideshow to function in the final publication.

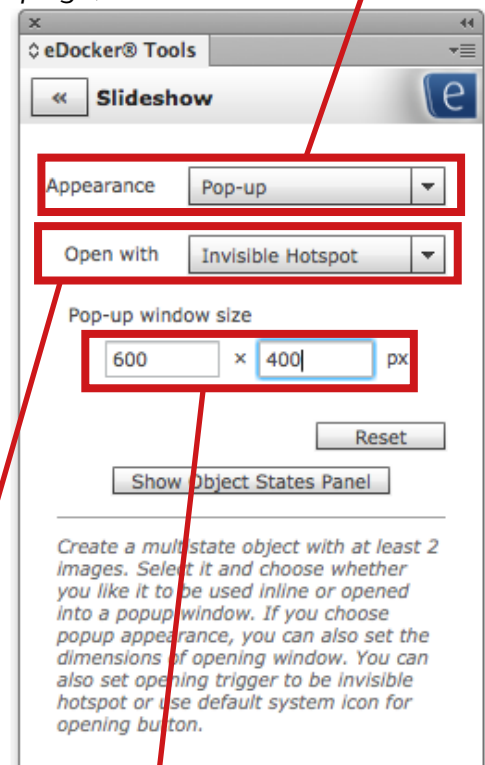
*The Appearance can be Inline (on the page within the layout) or as a pop-up (opens into a new window on top of the page)*



*Create a new Multi State Object from the selected images*



*A Multi State Object can be recognized by its thick dotted line border. If you have selected a pop-up, it can be opened via the button or from on top the Multi State Object (Invisible Hotspot)*



*Specifying the size of a pop-up window*

PLEASE NOTE: You can set the hidden slideshow to open from the button by minimizing the Multi State Object to a very small size and placing it behind the button graphic.



# Video

Use the video tool to move H.264 encoded MP4 video you have imported to the layout for the final publication and set it to

- play inline among the layout elements (Appearance:Inline)
- open in a separate pop-up/lightbox window, when the video's poster icon is clicked
- open from the hidden video's button

You may also use e.g. Youtube or Vimeo type streaming videos, but in InDesign these are made with the HTML Window tool. Note that the use of streamed videos always requires an online connection.

## Specifying a video

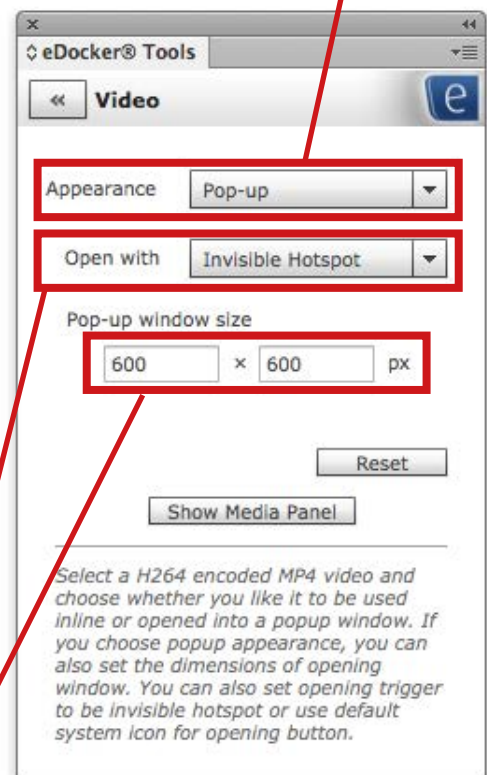
- 1) Prepare the video for use e.g. with the Adobe Media Encoder that comes with InDesign or other similar software. The video must be an H.264 encoded MP4 video.
- 2) Make the video the correct size. Don't make it too large. The size may very quickly prove to be too large for online use. A good width is usually approx. 400-500px.
- 3) Import the video to the layout with the File/Place command.
- 4) Specify the use of the video in the eDockers Tools / Video tab.

*The Appearance can be Inline (on the page within the layout) or as a pop-up (opens into a new window on top of the page)*



*If you have selected pop-up, it can be opened by clicking on a Button or an Invisible Hotspot.*

*Specifying the size of a pop-up window*



PLEASE NOTE: You can set the hidden video to open from the button by minimizing the video to a very small size and placing it behind the button graphic.

# HTML Window

Use the HTML Window tool to set the rectangle to function as a place holder for the URL address you have specified. In the final publication the content for the place the rectangle is located will be imported from the given address, or the rectangle can act as a hotspot, so that by clicking on it a pop-up/lightbox will open and the content found from the URL address will play.

This function can be used to import the following into the publication

- online videos
- additional information pages from the Internet
- shopping cart windows

It is important to make sure the selected space is the size needed for playing the imported content. So-called responsive content is the best functioning option as it conforms to the space available.

## Specifying an HTML Window

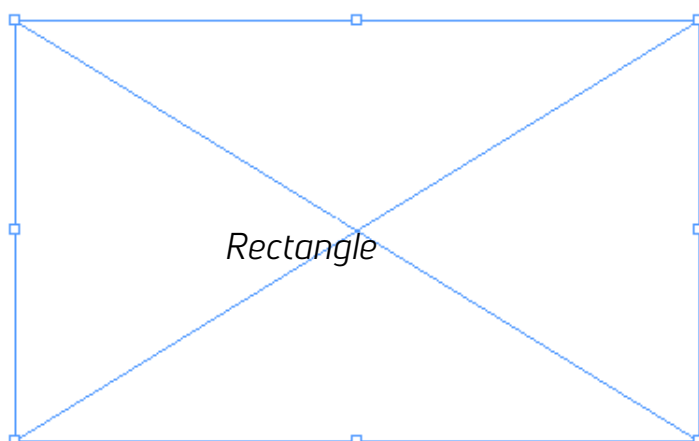
- 1) Draw a rectangle in the part of the layout you want it in.
- 2) Select the rectangle and open the eDocker Tools/HTML Window tab
- 3) Specify Appearance

If you select Inline, the content will appear directly on the page inside the rectangle

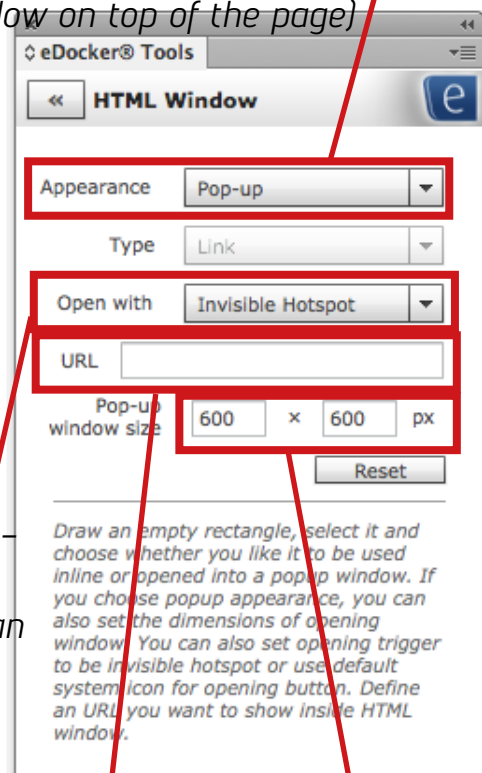
If you select pop-up, the rectangle will become a Hotspot. The HTML Window will then open in a pop-up/lightbox window when the Hotspot is clicked, and the content will be displayed inside it.

- 4) Specify the URL from which the content will be imported

*The Appearance can be Inline (on the page within the layout) or as a pop-up (opens into a new window on top of the page)*



*If you have selected pop-up, it can be opened by clicking on a Button or an Invisible Hotspot.*

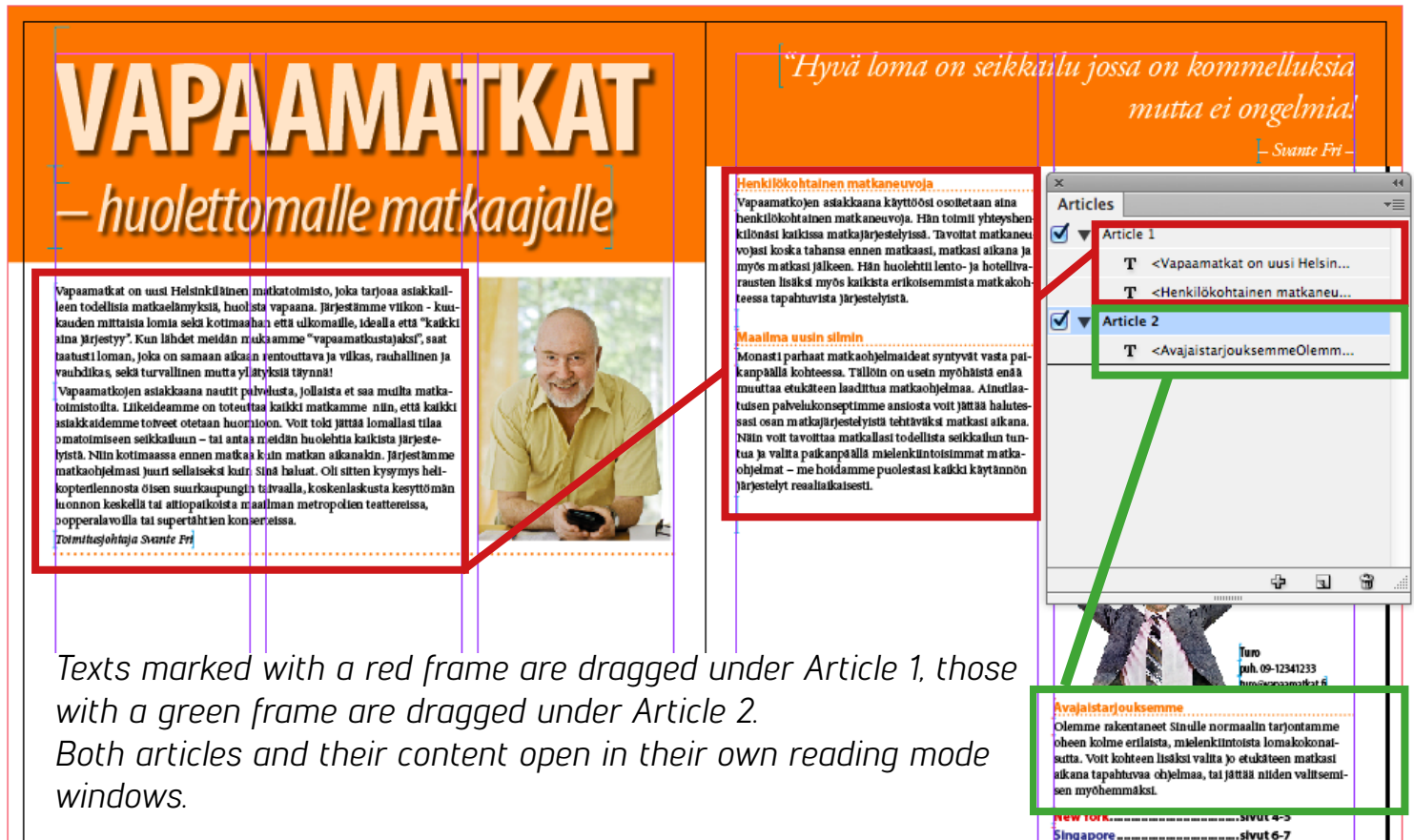


*Specifying a URL*

*Specifying the size of a pop-up window*

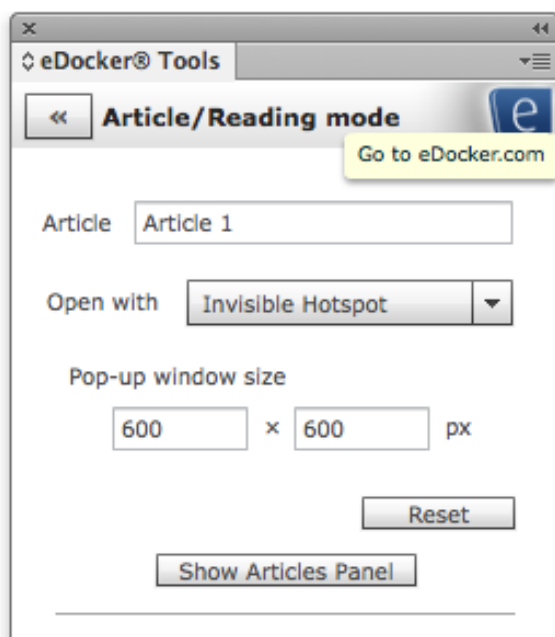
## Article / Reading Mode

Article / Reading mode is an entirely new tool in eDock. It can be used to specify the texts of your choice as so called InDesign Articles. These articles move with the publication as text documents all the way to end users, who can open each article in a pop-up/lightbox, which opens on top of the page. This makes the text easier to read.



Texts marked with a red frame are dragged under Article 1, those with a green frame are dragged under Article 2.

Both articles and their content open in their own reading mode windows.



- 1) Select the text frame for Article 1.
- 2) Open the eDock Tools in Article/Reading mode tab and specify whether the reading mode for Article 1 will open when the text frame is clicked (Invisible Hotspot) or a Button will be generated for opening the reading mode.
- 3) Specify the size of the reading mode window (pop-up window size)

*It is possible to specify whether the text's reading mode is activated by clicking Article 1's text frame (Appearance:Invisible) or by using a separately generated Button (Appearance:Button)*

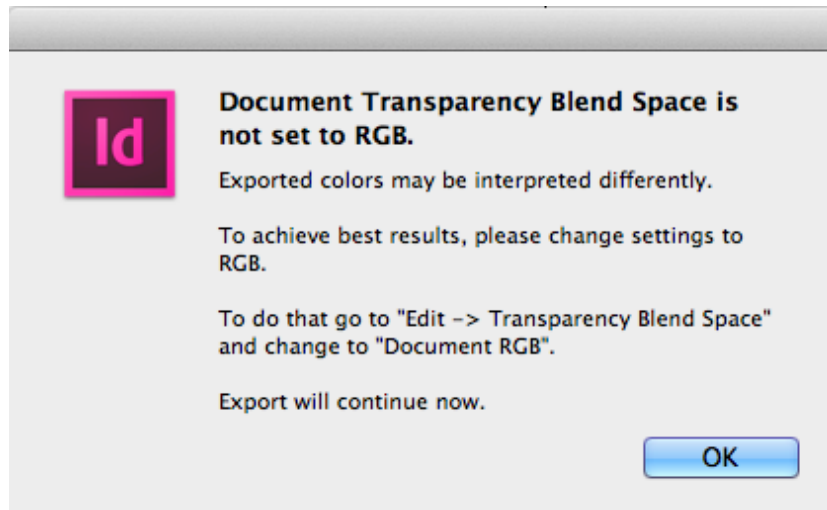


## Exporting a publication into eDockeR CREATE!

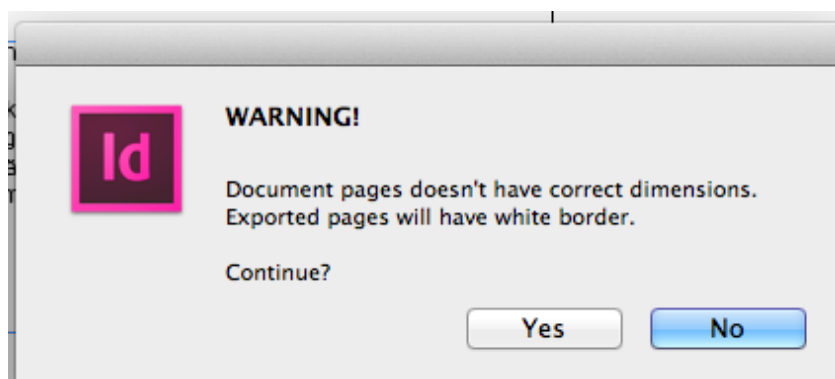
When you have completed all the actions you wish in InDesign, it is time to export the project into eDockeR CREATE!, where you can continue to work on the material.

- 1) Save the document, as you cannot export an unsaved project.
- 2) Select the Export to CREATE! tab from the eDockeR Tools panel.

At this point, you may see a couple of different warnings.



*You will see these notifications, if your document uses the CMYK transparency blend space. Usually, you need not worry about these notifications, but if your publication contains many elements with transparency, you can change the blend space with Edit>Transparency Blend space*



*You will see this notification if your document is not the same shape as the iPad screen. In such cases, eDockeR Tools forms white margins along the document's edges, so that the shape of the page will be correct.*

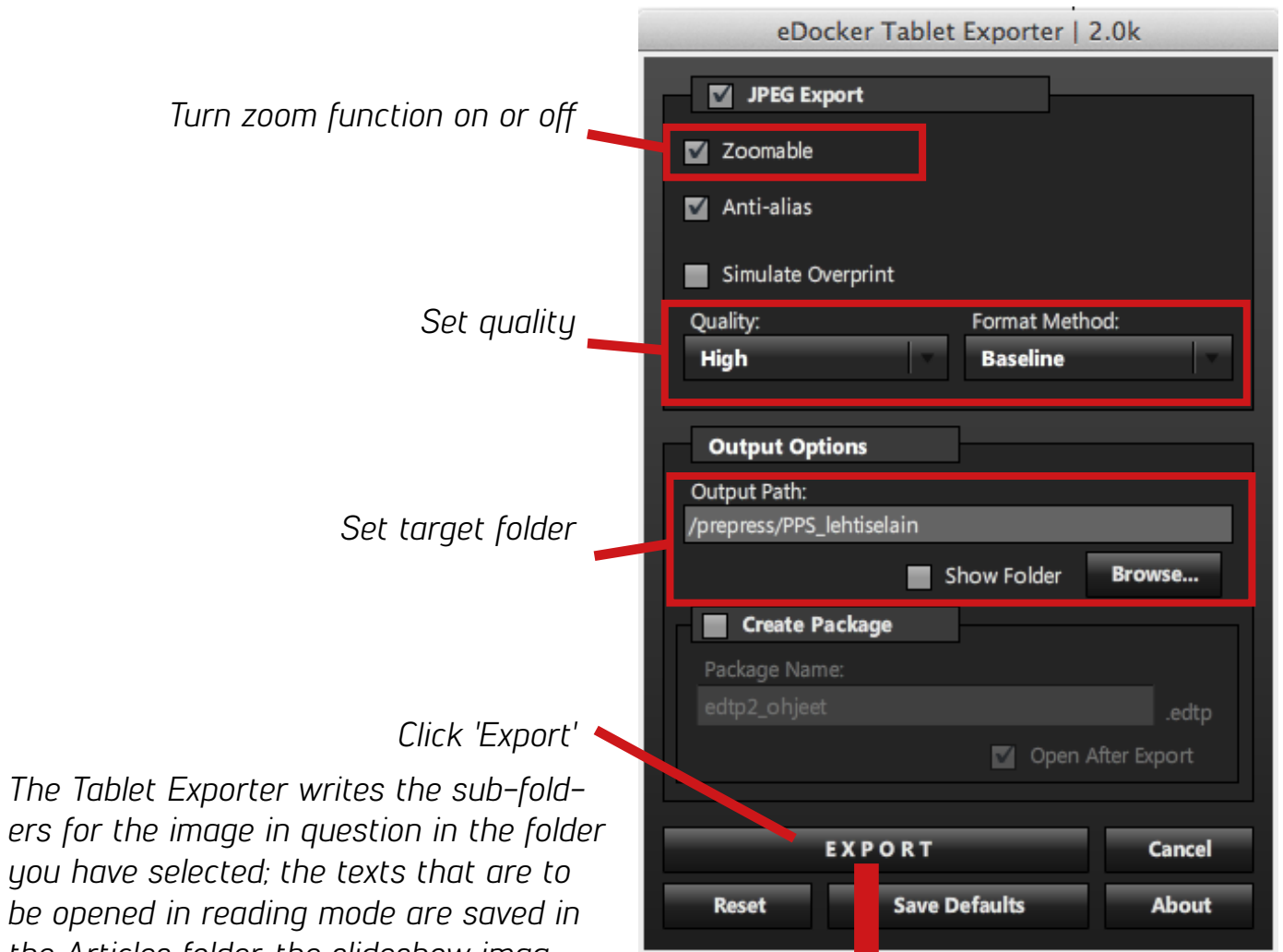


3) After this the actual export settings window will open, and from there you must

- turn the zoom function on, if you want it to be possible for users to zoom in on your document and see it in high definition (expand the size of the publication package)
- set the page image saving quality (we recommend medium or high)
- specify the location for your project files to be saved (this must be an empty folder)

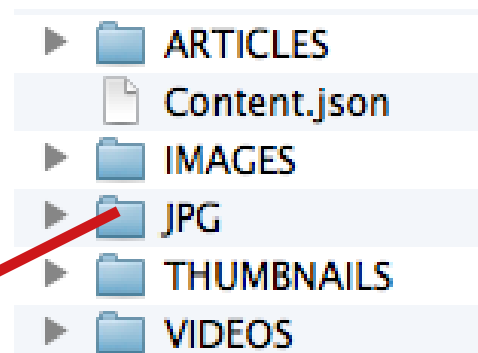
er)

4) Finally, click Export The Tablet Exporter will now begin to create page images and to collect images, videos, texts, etc. related to interactive elements.



The Tablet Exporter writes the sub-folders for the image in question in the folder you have selected; the texts that are to be opened in reading mode are saved in the Articles folder, the slideshow images and expandable images in the Images folder and video files in the Videos folder. The JPG folder contains the pages and the Thumbnails folder for the image thumbnails. Content.json contains all metadata (element sizes and locations, page structure, page names, etc.)

PLEASE NOTE: Check again to make sure that all the page images in the JPG folder are 1536x2008/2048x1496 (vertical/horizontal, zoom on) or 768x1004/1024x748 (vertical/horizontal, zoom off)



# eDocker CREATE!

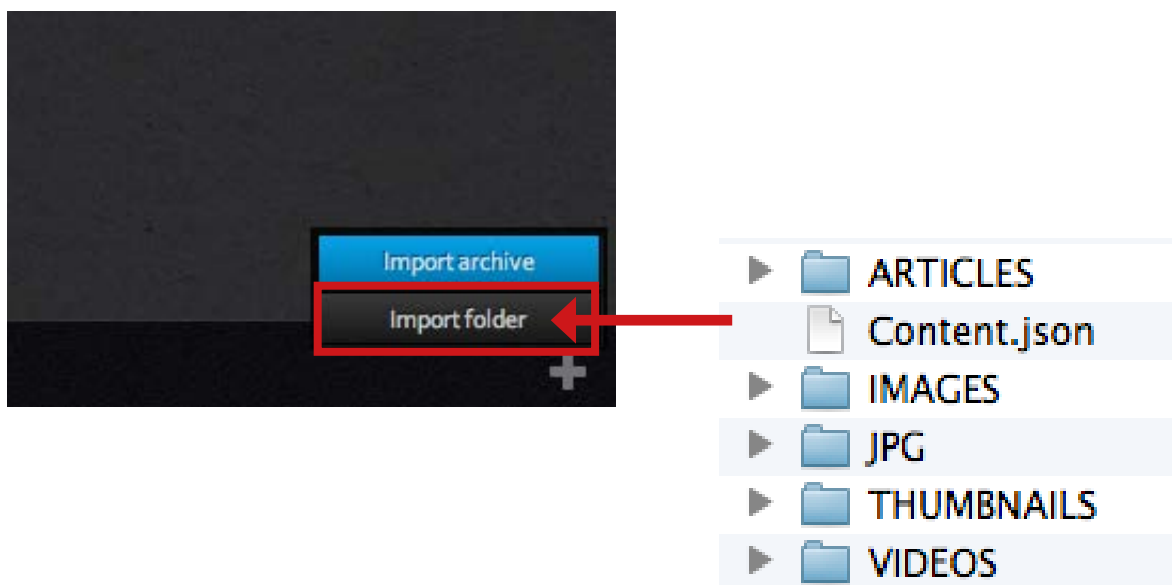
Next, we will have a look at eDocker CREATE!'s new functions and uses.

The program's new workflow means that users can select the settings of their choice in many areas either in InDesign or in CREATE!. An element created in InDesign can also be altered, added to or removed in CREATE!.

## Importing a project to eDocker CREATE!

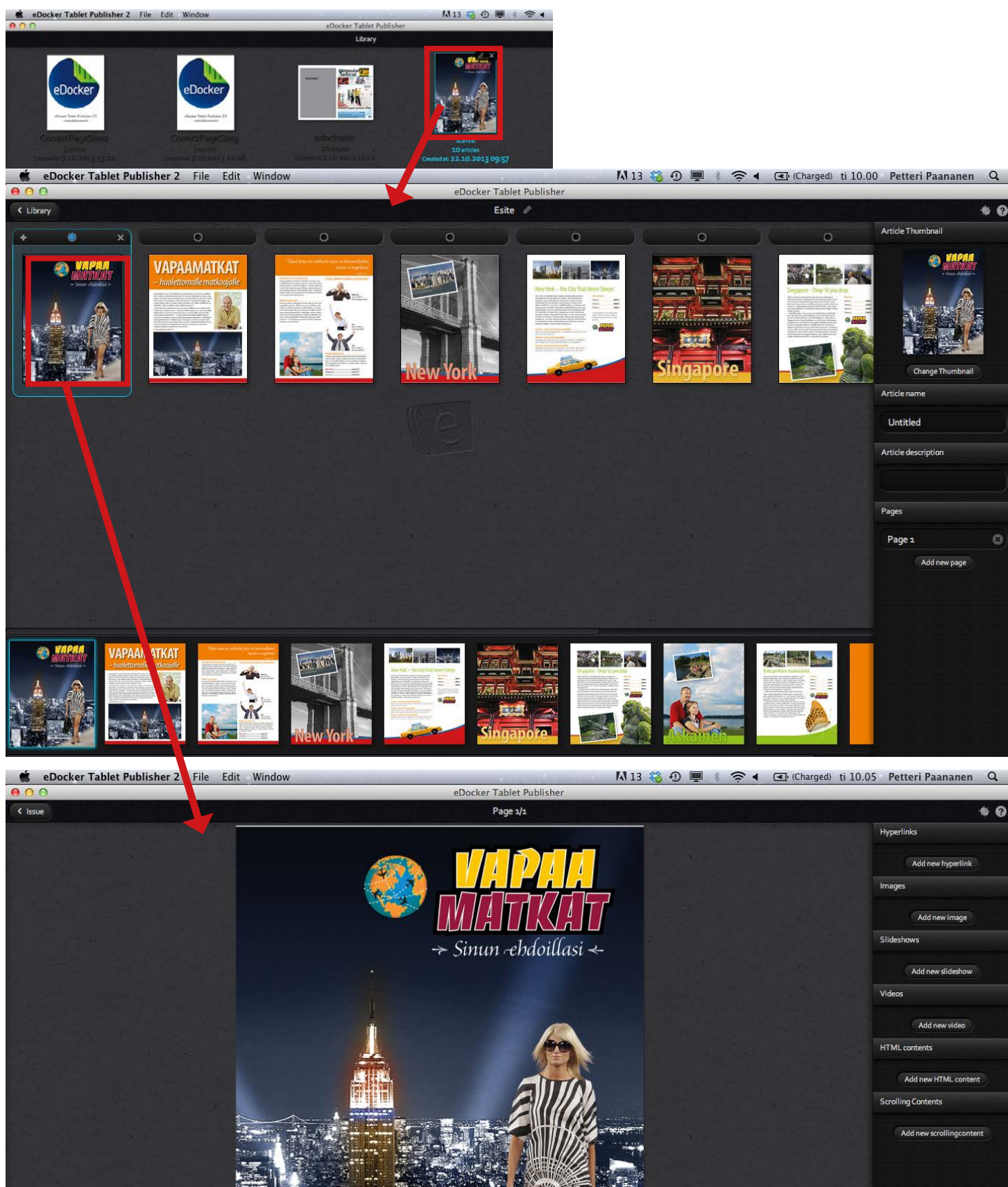
This function has not significantly changed from previous versions. The import function is still visible at the bottom right of CREATE!'s main page (+ symbol)

If you have created a project in InDesign and saved it as an open folder-based project, use the import folder function, go to the folder that the Tablet Exporter InDesign plug-in has created and click OK.



If you have used the eDocker PDF2TABLET converter or the Package function in the Tablet Exporter InDesign plug-in, use the Import Archive function and go to the project's EDTP file (some operating systems carry out the Import Archive action automatically at the end of conversion/export)

After successful import, a miniature icon of the publication's first page will be generated on CREATE!'s main page. You can enter the publication mode by double-clicking the icon; this function works exactly as it has in previous versions of CREATE!.





Any page within the publication can be opened in publication mode by double-clicking on the icon for the page in question on the light table (not the thumbnail panel)

Add new page to article      Return to library view      Remove article

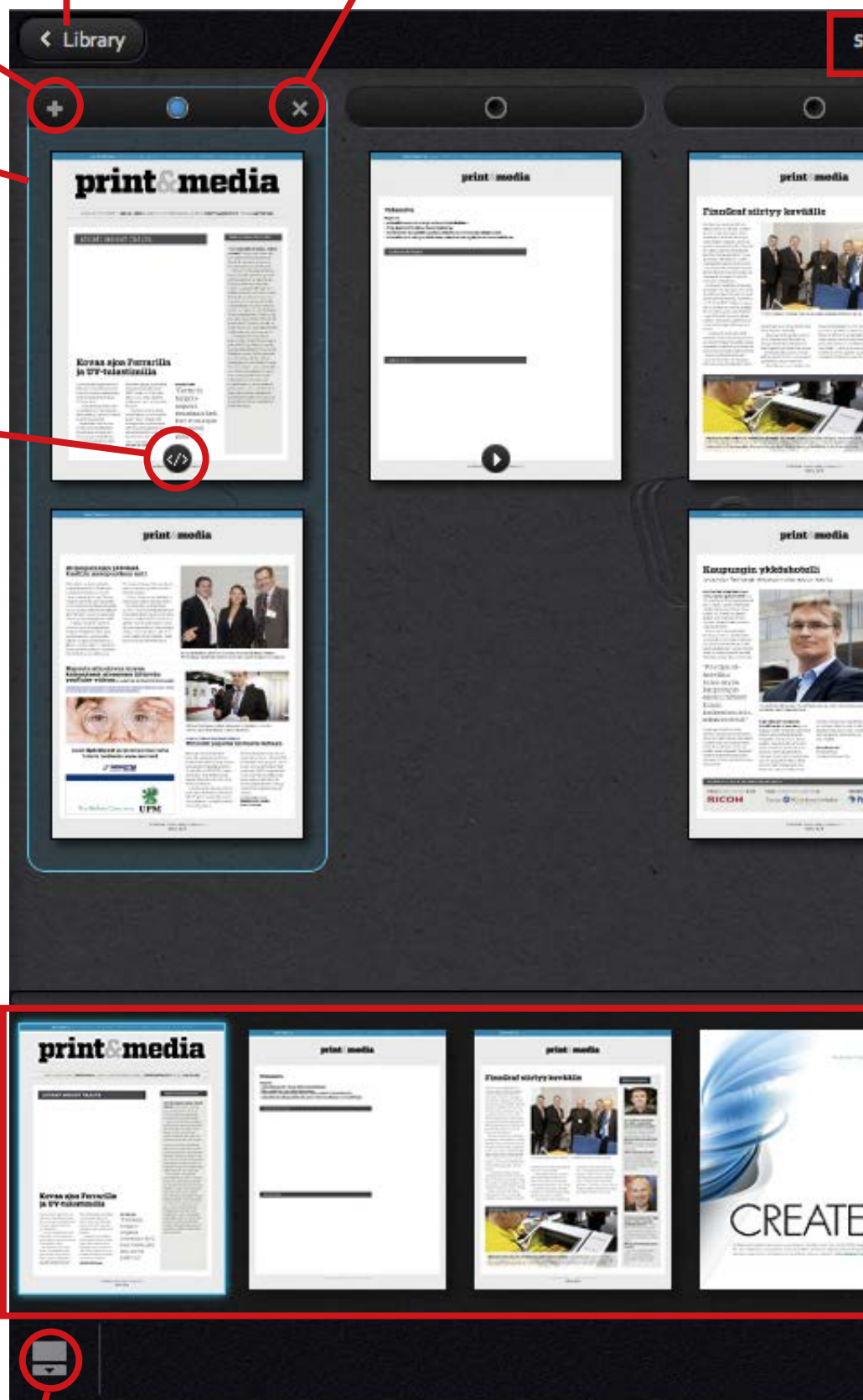
Click on the article to activate it; the blue border indicates that the article has been selected

The symbol indicates that interactive indicators have been used on the page

-  Video
-  Hyperlink
-  HTML window
-  Slideshow
-  pop-up image
-  Scrolling content

Miniature images

Hide miniature images





Change article name (click on pen)

Help

Article Thumbnail

Change the miniature image on the page

Article name

Article name. Names can be viewed in the publication's navigation panel.

Article description

Article description

Pages

Add Remove pages

Preview

Publish

Drag pages, if you wish to change their order.

ovelto

CREATE

print&media

Kansi

Page 1

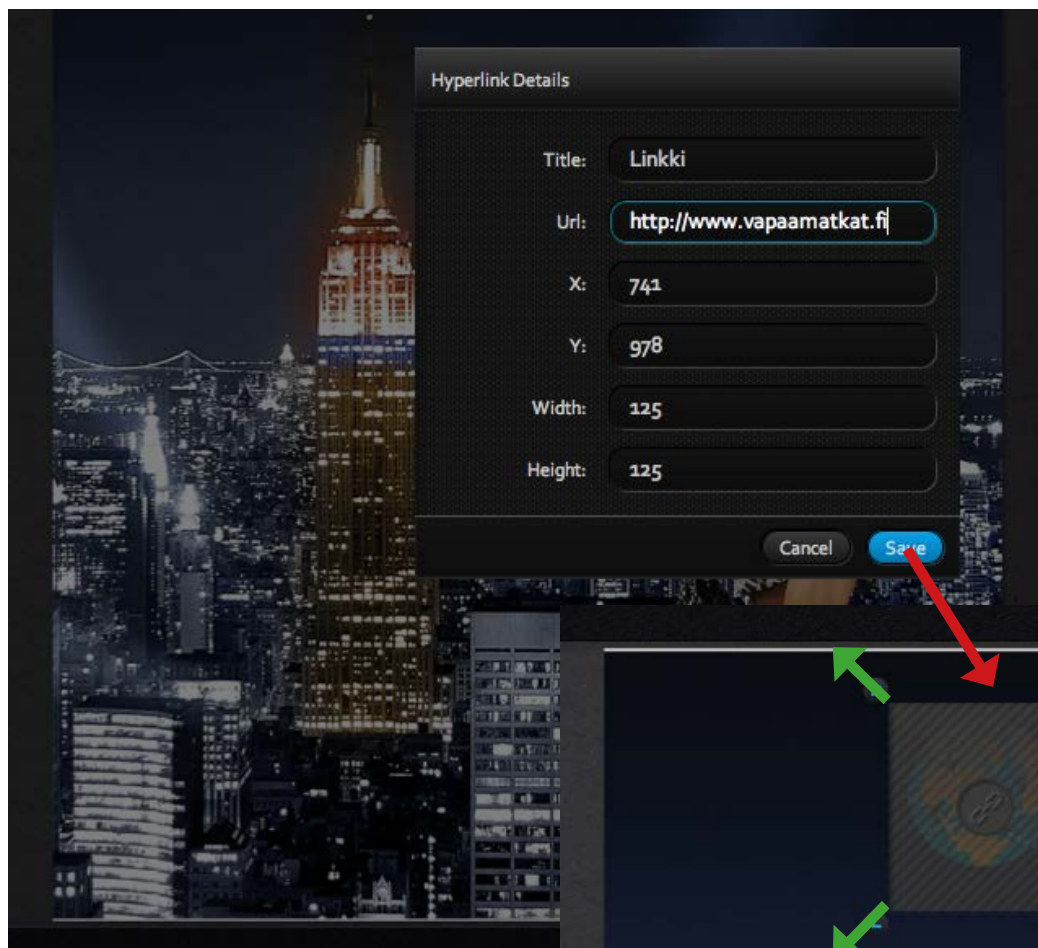
Page 2

Add new page



## Adding hyperlinks

This function has remained nearly the same as in previous versions. A new feature is that users can specify the size and location of a hyperlink's Hotspot area already during the creation phase, while previously the project had to be created first and the user edited the work after which the X/Y/Width/Height fields were activated.

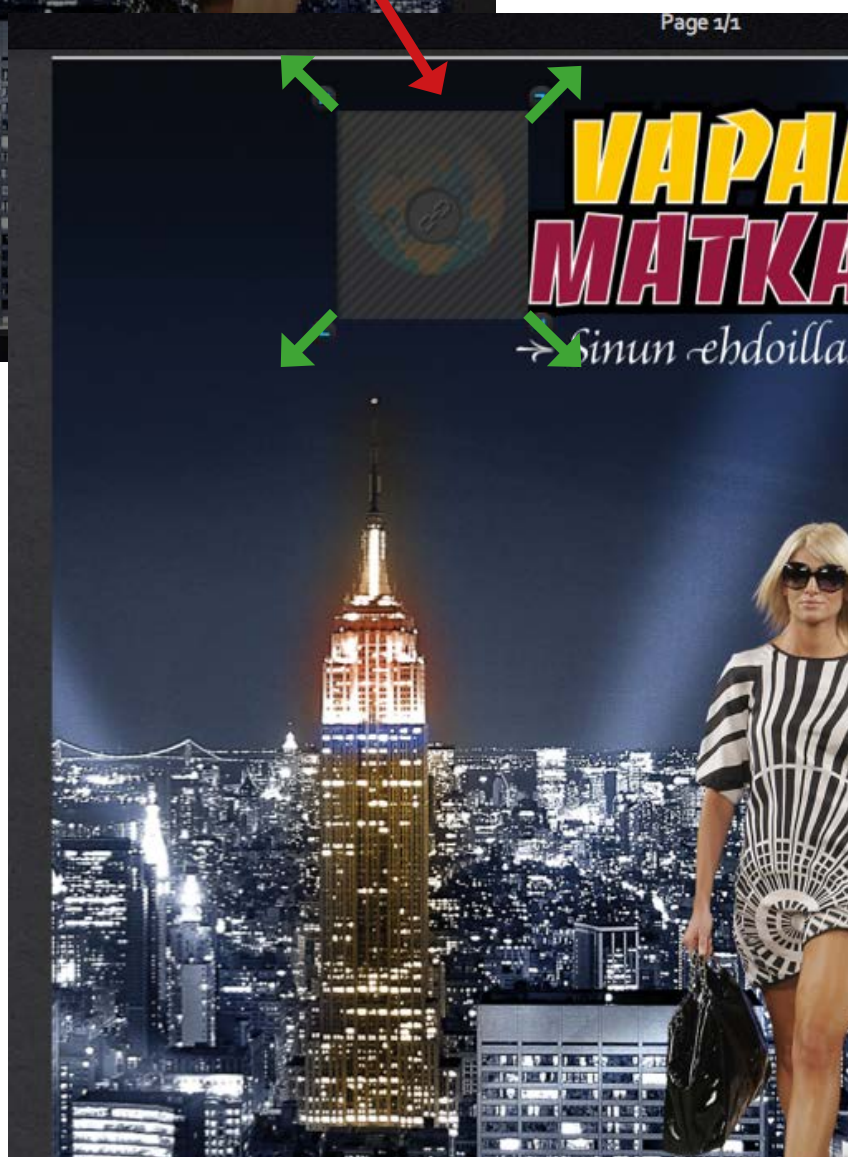


You can use the "#article\_number" and "mailto:e-mail address" type links as well

All the added elements can be moved and scaled with your mouse just as in previous versions.

To return to the edit space place the mouse cursor on top of an element and click the pen icon that appears...

Remove an element with the x in the same space.



## Adding images

You can use the image function to add the following to the publication

- a hidden image that the end user can open by clicking on the specified hotspot or button
- an image on the page, if the image is larger than the space assigned for it, you can use a scrollable image in the area (this is not possible yet, and currently the image is scaled down to fit in the designated area)

1) Find the image you want in the Search Image section. If you want to open the image in a pop-up window size it correctly.

2) Add an address to the Link section, if you want the user to be able to open a certain webpage by clicking on the image (does not work yet in this version) Click Save.

*Link (optional) – add the link to the page that will show up when clicking on the image*

*Title – only visible in CREATE!*

*Image – browse for an image file*

The screenshot shows the 'Image Details' dialog box with several fields and buttons. Red lines and boxes highlight specific areas: a red box around the 'Image Preview' area; a red box around the 'Title', 'Link', and 'Image' fields; a red box around the 'Open in popup' checkbox and the 'Popup width' and 'Popup height' fields; and a red box around the 'Trigger icon' field. Red lines point from the annotations to the corresponding fields in the dialog box.

*Preview*

*Size & location*

*Open in pop-up window  
If this is on, the user can specify the size of the window in the field below the cross.*

*If the Trigger Icon section is left empty, the area defined with X/Y/Width/Height values will function as an invisible hotspot, and by clicking on this the pop-up will open. If a button has been placed here, the button will function as the opening trigger.*

**TIP!**

You can draw an I-button, for example, into the layout in InDesign and then add an image in CREATE!, set it to open in a pop-up window and draw an invisible hotspot on top of the I-button.

**TIP!** If you place an inline image in a space that is smaller than the image, it will automatically become a scrollable image

*If the Open in pop-up window checkbox is not checked, the element will be placed directly on the page inline according to the X/Y/Width/Height values for its location and size.*

The screenshot shows the 'Open in popup' checkbox, which is currently unchecked. Below the checkbox are 'Cancel' and 'Save' buttons.

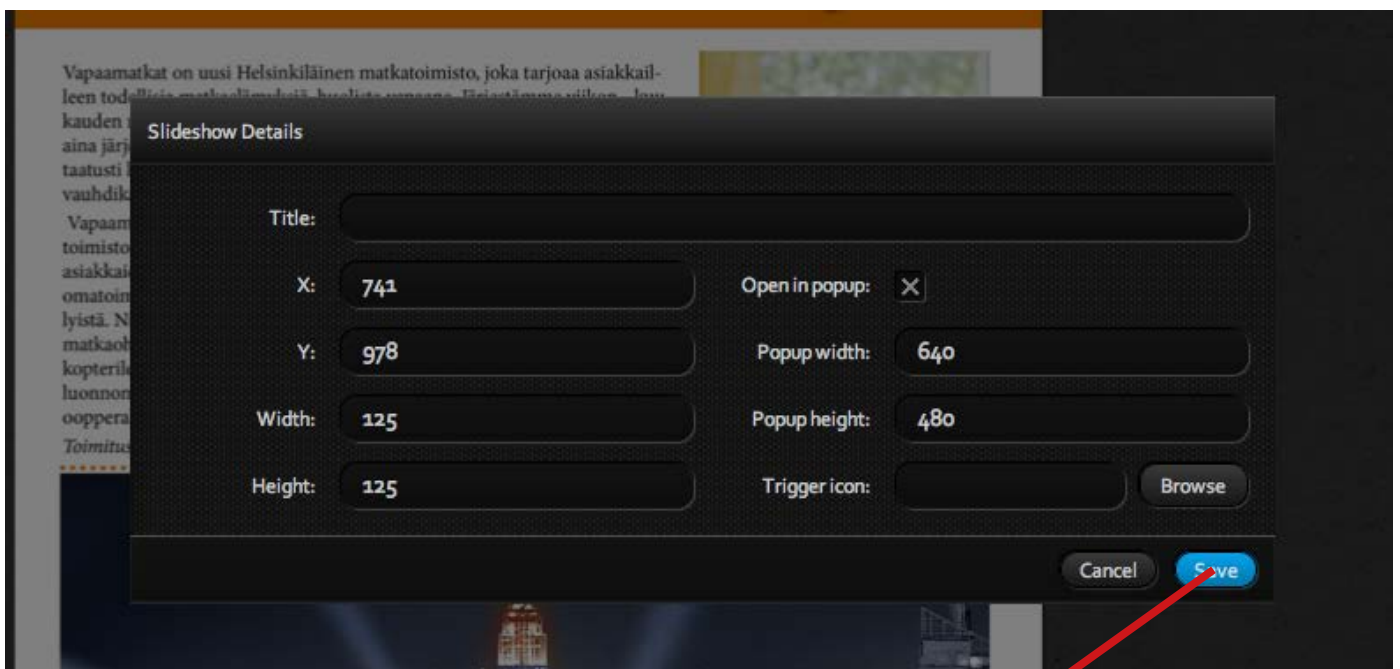
## Adding a slideshow

The slideshow tool allows you to add a slideshow consisting of 2 or more images to a page of your publication. The slideshow can be directly on the page or set to open in a pop-up window (Add or remove the x next to 'Open in pop-up')

The end user will see the first image of the slideshow, while the other images can be made visible with the mouse or a swipe of the finger if you are on a tablet.

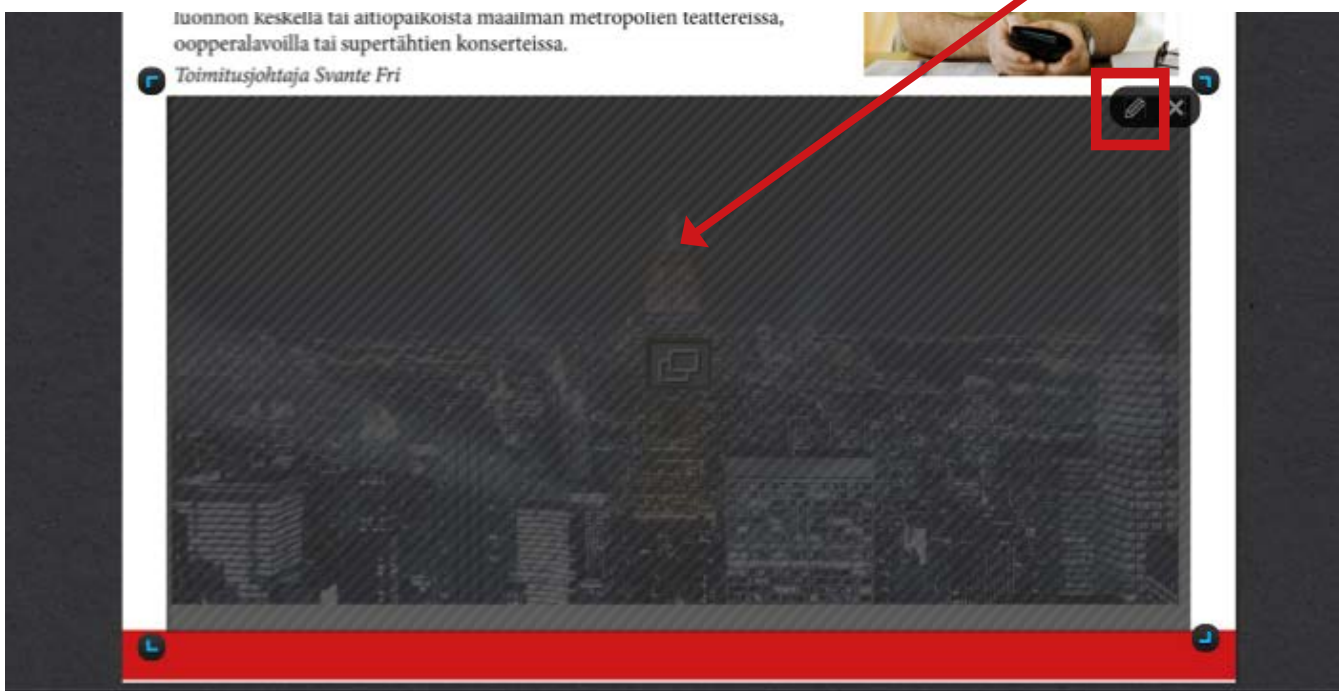
## Adding a slideshow

1) Click on 'Add New Slideshow' and give the slideshow a name, enter the size and location information, then click Save. You may specify at this point whether the slideshow will open in a pop-up window or be played directly on the page in the location of your choice.



The screenshot shows a 'Slideshow Details' dialog box with the following fields and options:

- Title: [Empty text field]
- X: 741
- Y: 978
- Width: 125
- Height: 125
- Open in popup: ☒ X
- Popup width: 640
- Popup height: 480
- Trigger icon: [Empty text field] [Browse button]
- [Cancel button] [Save button]





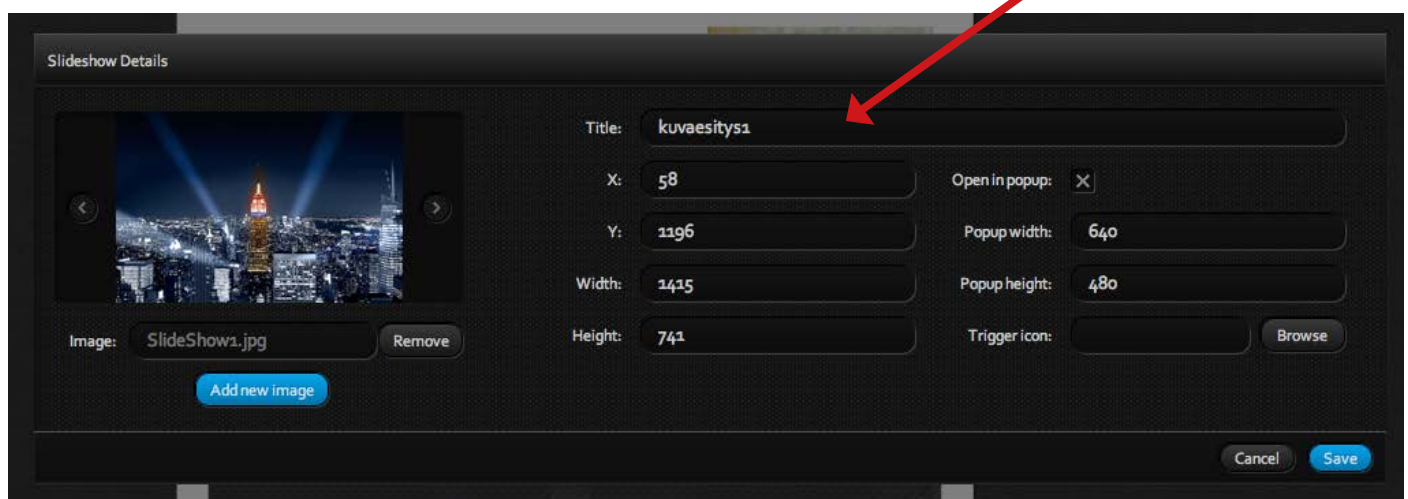
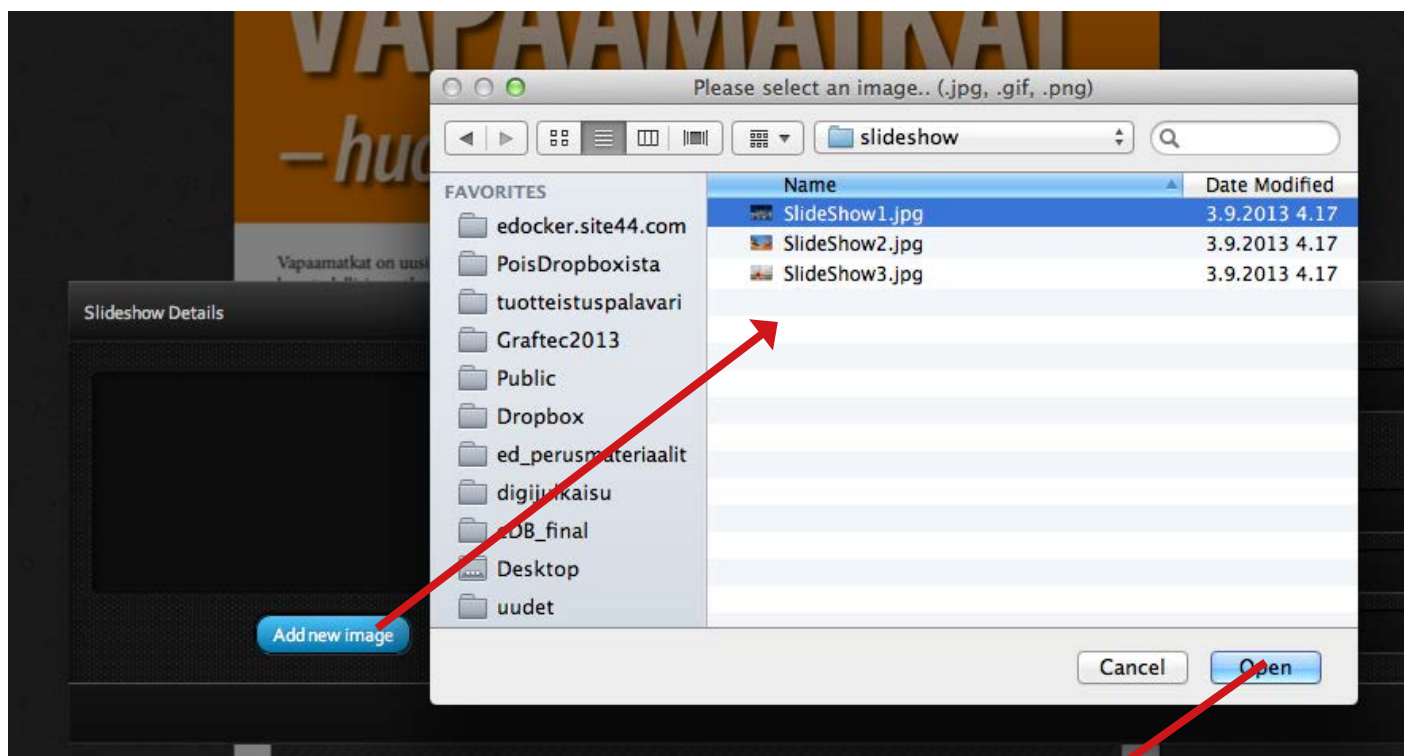
- 2) Scale the gray square that appears on the page to the size and location of your choice.
- 3) Click on the small pen icon, which will appear when you place the mouse cursor on top of the gray rectangle.
- 4) Browse through the images in the slideshow one by one. We recommend that you prepare the images to be included in the slideshow in the correct size in Photoshop, for example, before importing them.
- 5) Finally, click on Save

#### TIP!

You can draw a 'view images here' button, into the layout with InDesign, add a slideshow in CREATE!, set it to open in a pop-up and draw an invisible hotspot on top of the View images here button.

#### PLEASE NOTE:

If you have already added a slideshow in InDesign, it will now show up on the page in the same way it would had you made it in CREATE!. You can edit a slideshow you have created in InDesign, whilst in CREATE! or remove it.



## Adding a video

Earlier versions of CREATE! have had the option of adding an MP4 video to a publication page. In this new version, the function has been developed and it is now better and more sophisticated. New features allow you to

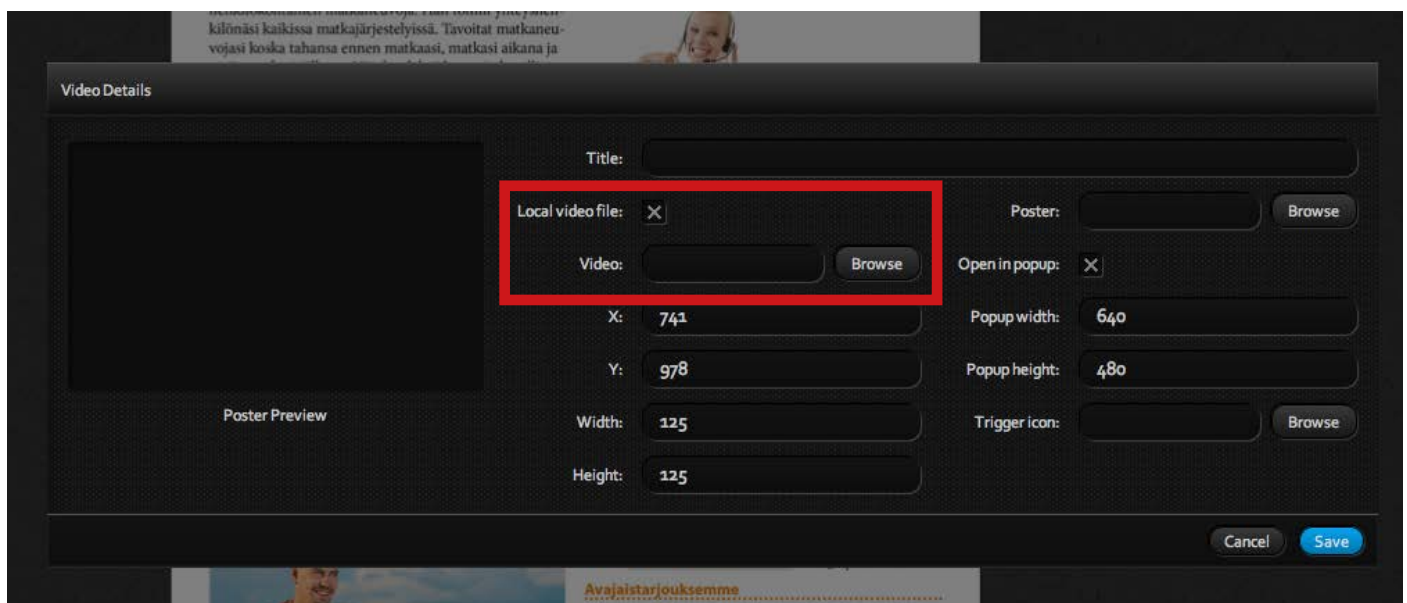
- open a video in a pop-up window that is equipped with a close-button.
- place a video directly on the page, so it can be viewed at the spot it was placed in.
- use videos other than MP4 videos, such as YouTube videos

1) Click on Add New Video

2) Browse to the H.264 encoded MP4 video file (Local video checked) on your hard-drive or provide the link to a YouTube video (Local video unchecked)

3) Specify whether the video will open in a pop-up window or play directly at its place on the page

*If Local Video File has been selected, an H.264 encoded MP4 video must be entered into the Video field. Prepare the video in the correct size with encoding software such as Adobe Media Encoder included with InDesign. The recommended width for a video is approx. 400-500 px.*



### PLEASE NOTE:

*If you remove the x from Local Video File, the Video field will change to a URL field. In this field you can enter the URL for a YouTube video. The URL MUST be formatted as <http://www.youtube.com/embed/videoID> e.g. [www.youtube.com/embed/x\\_3VldrRQVI](http://www.youtube.com/embed/x_3VldrRQVI).*

### PLEASE NOTE:

*Remember that YouTube videos do not work for users who do not have a live Internet connection while reading the publication!*

*MP4 videos also function while the user is offline, if the publication has been published in the eDock Library and is read with the eDock Reader.*



## Adding an HTML window

Previous CREATE! versions have allowed you to add iFrame windows to the page. In these you have been able to present local HTML files or retrieve content from a URL address. In this new version, the function has been developed and it is now better and more sophisticated. New aspects include, the ability to open selected content in a pop-up window that is equipped with a close-button

- 1) Click on Add New HTML Content
- 2) Write a URL in the Link field, from where the content will be retrieved OR browse for zipped local HTML material via the Local content field (index.html must exist in the zip archive's root) These two are alternatives to one another.
- 3) You can also specify a Fallback image, which is shown in place of the URL if the user does not have an Internet connection.

Otherwise (size, location, opening pop-up window, etc.) this functions the same way as previous elements.

*Use one or the other.*

HTML Content Details

Title:

Url:

Local content:

Fallback image:

Open in popup: ☒

X:

Y:

Width:

Height:

Popup width:

Popup height:

Trigger icon:

Fallback image Preview

### PLEASE NOTE:

*Always carefully check to ensure that the content you have chosen fits into the size of your HTML window. So-called responsive HTML files are the best functioning option as they can be shown in different size environments.*

*The HTML window often uses a mobile version of the page in these cases.*

## Adding scrolling content

An entirely new feature in the software is the option of specifying a square within the layout or a hidden window that contains text in the reading mode. This means:

- the text is actual text, not an image.
- if there is more text than can fit into the visible space it will be scrollable.
- in a pop-up, the user can also expand/minimize the font and the text will scroll through the available space according to what font size is in use.
- the text can be formatted with HTML tags
- images can also be added amongst the text using HTML tags.

1) Select Add New Scrolling Content

2) Write or copy/paste text in the text field (an option to import from files is in the works)

3) The text will be visible in the Verdana font (not bold or italics)... If you wish to add e.g. headers, use the h1-h3 tags as shown in the image (a small tool is being designed for formatting text)

Scrolling Content Details

`<h1>This is headline!</h1>`  
There's no need to tag normal txt.  
`<h2>This is subhead</h2>`  
`<b>You can also use bold</b>`  
`<i>...or italic</i>`

Title:

X:  Y:

Width:  Height:

Open in popup: ☒ X

Popup width:  Popup height:

Trigger icon:

*If the 'Open in pop-up' checkbox is checked, the text will open in the size you want in a pop-up window, where the close-button and font size can be adjusted.*

*The values in the X/Y/Width/Height fields will determine the place and size of the opening trigger.*

*If the checkbox is unchecked, the text will be placed directly on the page in a rectangle specified by the X/Y/Width/Height fields.*

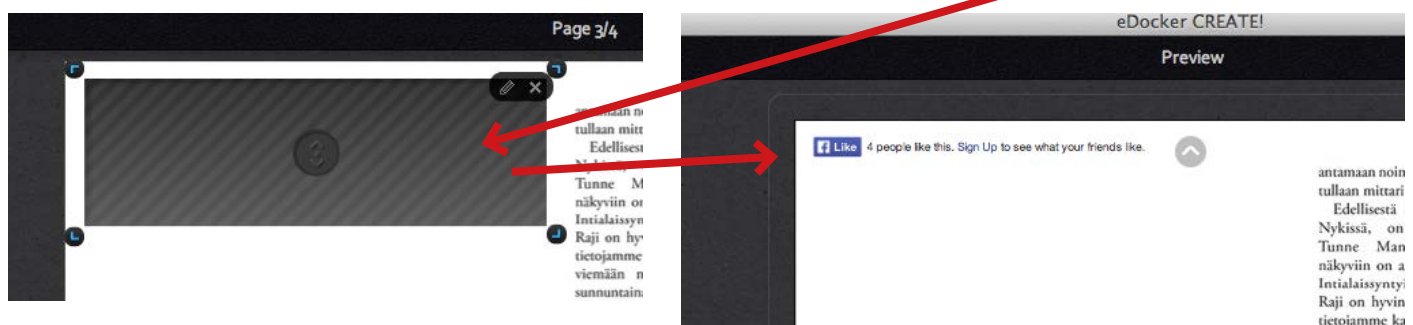
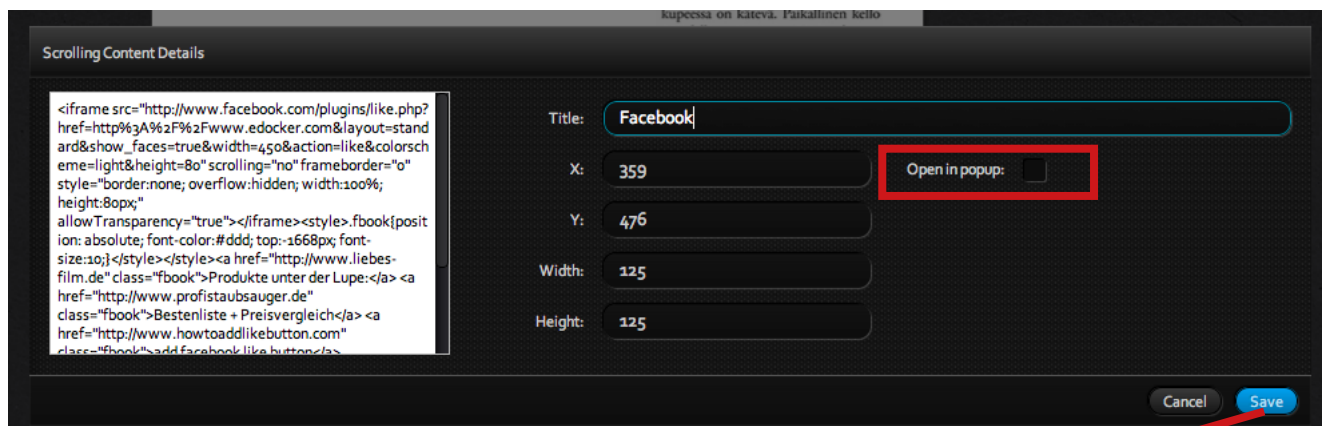
*Tip!*

*With 'Open in pop-up' during layout you can, for example, draw a symbol for the text reading mode on the page and place the gray box depicting the opening hotspot (invisible to end users) on top of the element. In this case, the user can open the pop-up by clicking the spot in question.*

## Adding HTML code segments to the page

Small HTML code segments can be generated from many services, such as social media. These code segments can be used to add a Like or Share button, conversation feeds and other content to a webpage. These same segments can also be added to eDockeR CRE-ATE! project pages by using the Scrolling Text tool in Inline mode (Open in pop-up must be turned off)

- 1) Copy the HTML segment of your choice to the clipboard
- 2) Select Add New Scrolling Content.
- 3) Paste the code segment that you copied in section 1 to the text field.
- 4) Click on Open in pop-up, so that it turns off and click OK.
- 5) Drag the gray placeholder box to the spot and make it the size of the space you want the HTML segment to be executed in.



PLEASE NOTE: This function is still at beta stage, and will not function with all HTML. Please test carefully.

PLEASE NOTE: If there are references to a URL address in the HTML code, the user will need to have an online connection for the content to function.

## Previewing a project

There are two icons at the bottom of the Issues view:

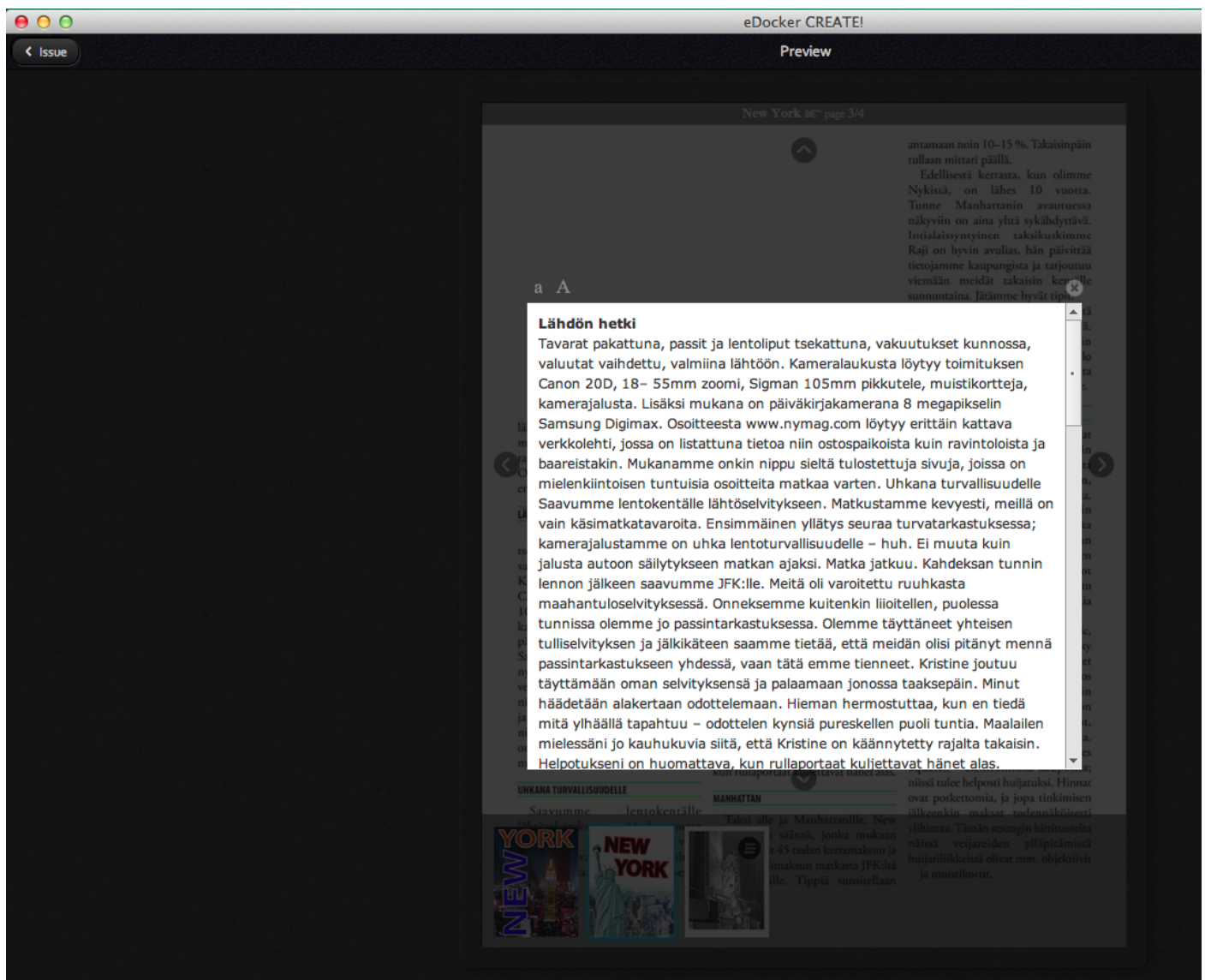


Preview

Publishing

The preview function allows the user to view the publication and its functionality before it is published.

PLEASE NOTE: For reasons related to information security and other limitations videos cannot be viewed in the preview function. If you wish to preview a video on your computer before exporting it to the server, publish the project on your hard drive and open the project's index.html file in your browser. We recommend that you use the Chrome browser for local testing, as it has the fewest limitations.



In this example we will preview the reading mode window attached to one page of the publication.

## Publishing a project

When all the pieces are in place, all that remains is to publish the project. To publish a project, look for the icon in the bottom right corner of the Issue view. Click the icon and the CREATE! Publish window will open. CREATE! offers two different ways of publishing a project

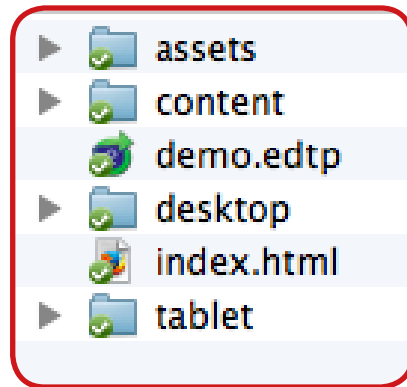
- as a web publication; one for users of PCs and laptops (desktop) and one for iPad users.
- The eDockeR PUBLISH! service, where publications can be made available for a fee, completely privately or subscription only.





## Exporting a web publication to your desktop

eDockeR CREATE! will save the web publication as an open file package.



This package must be moved to a webserver with an FTP client. When the package is on the server, a URL address will be automatically created for it. Everyone who has knowledge of this address can read the publication on the webserver.

The address can be shared via email or social media.

If the eDockeR PUBLISH! service is also selected in the eDockeR CREATE! Publish window, CREATE! will also produce the publication as an edtp file. This file can be published in the eDockeR PUBLISH! service. The final user will see publications that have been imported into the service in the eDockeR READ! environment or in the READ! mobile application.