



Share your information

**Online Editor 4.x**

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eZ Publish Extension Manual

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# Contents

<b>1</b>	<b>Requirements</b>	<b>10</b>
<b>2</b>	<b>Installation</b>	<b>11</b>
<b>3</b>	<b>Usage</b>	<b>17</b>
3.1	Getting started . . . . .	18
3.2	The text area . . . . .	22
3.3	The context menu . . . . .	23
3.4	Modal dialogs . . . . .	24
3.5	Formatted text . . . . .	25
3.5.1	Lines and paragraphs . . . . .	26
3.5.2	Block and inline elements . . . . .	27
3.5.3	Element properties . . . . .	29
3.5.4	The class parameter . . . . .	30
3.6	The status bar . . . . .	34
3.7	The toolbar . . . . .	35
3.7.1	Active and inactive buttons . . . . .	36
3.7.2	Tooltips . . . . .	37
3.7.3	Text styles . . . . .	38
3.7.4	”Undo” and ”Redo” buttons . . . . .	42
3.7.5	”Bold” and ”Italic” buttons . . . . .	44
3.7.6	Numbered and bullet lists . . . . .	47
3.7.7	The ”Object” button . . . . .	55
3.7.8	The ”Link” button . . . . .	61
3.7.9	The ”Anchor” button . . . . .	67
3.7.10	The ”Custom tag” button . . . . .	69
3.7.11	The ”Literal text” button . . . . .	75
3.7.12	The ”Special character” button . . . . .	78

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3.7.13	Working with tables . . . . .	79
3.7.14	The "Help" button . . . . .	94
3.7.15	The "Find text" button . . . . .	95
3.8	Keyboard shortcuts . . . . .	96
<b>4</b>	<b>Settings</b>	<b>97</b>

# List of Figures

1	The Online Editor. . . . .	9
2.1	The "Setup" tab in the administration interface. . . . .	12
2.2	The list of available extensions. . . . .	12
2.3	The "Setup" tab in the administration interface. . . . .	13
2.4	The list of class groups. . . . .	13
2.5	The list of classes inside the "Media" group. . . . .	14
2.6	The "Setup" tab in the administration interface. . . . .	14
2.7	The developer toolbar allows to clear caches. . . . .	14
3.1	The "Folder" icon . . . . .	18
3.2	Click on the node's icon to bring up the context menu. . . . .	18
3.3	The object view interface for folders. . . . .	19
3.4	The object edit interface when the OE is enabled. . . . .	19
3.5	The object edit interface when the OE is disabled. . . . .	21
3.6	Online Editor: the context menu. . . . .	23
3.7	The "Insert special character" dialog. . . . .	24
3.8	The appearance of the "pRed" classified paragraph in the OE text area. . . . .	33
3.9	The OE status bar displays information about the element where the cursor is currently located. . . . .	34
3.10	The OE status bar displays link URLs. . . . .	34
3.11	The Online Editor toolbar is divided into seven areas. . . . .	35
3.12	The Online Editor toolbar. . . . .	35
3.13	Online editor: active and inactive buttons. . . . .	36
3.14	Online Editor: the tooltips may change depending on the current editing situation. . . . .	37
3.15	Online Editor: heading 1. . . . .	38
3.16	Accessing the "Text styles" dropdown menu. . . . .	39
3.17	Online Editor: heading 3. . . . .	39

3.18	Creating a new heading from scratch. . . . .	39
3.19	Transforming normal text to heading 1. . . . .	39
3.20	Choosing text styles before writing. . . . .	40
3.21	The text being written will become heading 1. . . . .	40
3.22	Press the "Enter" key to terminate the heading and start writing normal text. . . . .	41
3.23	A normal text paragraph right after a heading. . . . .	41
3.24	The "Undo" button . . . . .	42
3.25	The "Redo" button . . . . .	42
3.26	The "Bold" button . . . . .	44
3.27	The "Italic" button . . . . .	44
3.28	Online Editor: make the selected text bold. . . . .	45
3.29	Online Editor: make the selected text italic. . . . .	45
3.30	Online Editor: put the cursor inside a bold text. . . . .	45
3.31	Online Editor: make the selected text bold and italic. . . . .	46
3.32	Online Editor: create a new text paragraph. . . . .	46
3.33	Online Editor: start a new text paragraph with a bold sentence. . . . .	46
3.34	The "Numbered list" button . . . . .	47
3.35	The "Bullet list" button . . . . .	47
3.36	The "Decrease indent" button . . . . .	47
3.37	The "Increase indent" button . . . . .	47
3.38	The numbered list containing six list items. . . . .	49
3.39	Splitting a numbered list into three independent lists. . . . .	49
3.40	The bullet list containing six list items. . . . .	50
3.41	Insert an empty text line into the second list item. . . . .	50
3.42	Insert a few text lines into the second list item. . . . .	50
3.43	Bold and italic formatting inside a bullet list. . . . .	51
3.44	Transforming a few paragraphs into numbered list items. . . . .	51
3.45	Adding an empty sixth list item at the end of the list. . . . .	52
3.46	Adding an empty seventh list item at the end of the list. . . . .	52
3.47	Starting a new paragraph after the list. . . . .	52
3.48	Using the "Increase indent" button to create a nested list. . . . .	53
3.49	Transforming a numbered list into a bullet list. . . . .	53
3.50	A bullet list inside a numbered list. . . . .	53
3.51	The "Object" button . . . . .	55
3.52	Online Editor: the list of related objects is empty. . . . .	55

3.53	Online Editor: the "Insert object" dialog. . . . .	56
3.54	The "Embedded object" icon . . . . .	56
3.55	Online Editor: accessing the properties of the embedded object. . . . .	58
3.56	Upload related content. . . . .	59
3.57	Browse for related objects. . . . .	59
3.58	The "Up" button . . . . .	60
3.59	The "Related objects" window. . . . .	60
3.60	The "Link" button . . . . .	61
3.61	The "Insert link" dialog. . . . .	61
3.62	Online Editor: make a link from the selected text. . . . .	63
3.63	Online Editor: choosing the "Remove link" item from the context menu. . .	63
3.64	Online Editor: an embedded object can be a hyperlink. . . . .	64
3.65	The "Insert link" dialog for embedded objects. . . . .	64
3.66	An image that is a link is encapsulated by a blue frame. . . . .	65
3.67	Online Editor: choosing the "Link Properties" item from the context menu.	65
3.68	The "Link properties" dialog. . . . .	65
3.69	Online Editor: choosing the "Remove link" item from the context menu. . .	66
3.70	The "Anchor" button . . . . .	67
3.71	The "Insert anchor" dialog. . . . .	67
3.72	The "Anchor" icon . . . . .	67
3.73	The "Custom tag" button . . . . .	69
3.74	The "Insert custom tag" dialog. . . . .	70
3.75	Online Editor: inline custom tag added. . . . .	70
3.76	The "Custom tag" icon . . . . .	70
3.77	Online Editor: block custom tag added. . . . .	71
3.78	Select "Properties" from the context menu to edit an inline custom tag. . . .	71
3.79	Select "Properties" from the context menu to edit a block custom tag. . . .	72
3.80	Online Editor: insert nested custom tag. . . . .	73
3.81	The "Insert custom tag" dialog. . . . .	73
3.82	Online Editor: nested custom tag added. . . . .	74
3.83	The "Literal text" button . . . . .	75
3.84	The "Insert literal text" dialog. . . . .	75
3.85	Online Editor: the content of the purple box will be displayed as literal text.	75
3.86	Online Editor: accessing the literal text properties. . . . .	76
3.87	The "Special character" button . . . . .	78

3.88	The "Insert special character" dialog. . . . .	78
3.89	The "Table" button . . . . .	79
3.90	The "Insert row" button . . . . .	79
3.91	The "Insert column" button . . . . .	79
3.92	The "Delete row" button . . . . .	79
3.93	The "Delete column" button . . . . .	79
3.94	The "Split cell" button . . . . .	80
3.95	The "Merge cells" button . . . . .	80
3.96	The "Insert table" dialog. . . . .	80
3.97	Online Editor: if the table border is 0, the table is displayed using red borders. . . . .	81
3.98	Online Editor: selecting a table. . . . .	81
3.99	The "Table properties" dialog. . . . .	82
3.100	The "Cell properties" window. . . . .	82
3.101	Online Editor: transforming single cells to header cells. . . . .	83
3.102	The table cell that has become a header cell. . . . .	83
3.103	Online Editor: transforming all the cells in the row to header cells (Mozilla). . . . .	84
3.104	The row that has become a table header row. . . . .	84
3.105	Adding a new table inside the existing one. . . . .	85
3.106	Online Editor: insert a new row. . . . .	86
3.107	Online Editor: new row added. . . . .	86
3.108	Online Editor: insert a new column. . . . .	86
3.109	Online Editor: new column added. . . . .	87
3.110	Online Editor: delete table row. . . . .	87
3.111	Online Editor: table row deleted. . . . .	87
3.112	Online Editor: delete table row in Mozilla. . . . .	88
3.113	Online Editor: table row deleted. . . . .	88
3.114	Online Editor: delete table column. . . . .	88
3.115	Online Editor: table column deleted. . . . .	89
3.116	Online Editor: delete table column in Mozilla. . . . .	89
3.117	Online Editor: table column deleted. . . . .	89
3.118	Online Editor: splitting a table cell. . . . .	90
3.119	Online Editor: the result of splitting the table cell. . . . .	90
3.120	Online Editor: select table cells for horizontal merging. . . . .	91
3.121	Online Editor: horizontal merging done. . . . .	91
3.122	Online Editor: use the context menu for vertical merging. . . . .	92

3.123	Online Editor: vertical merging done. . . . .	92
3.124	Online Editor: select empty table cells for merging (Mozilla). . . . .	92
3.125	Online Editor: table cells merged (Mozilla). . . . .	93
3.126	The "Help" button . . . . .	94
3.127	The "Find text" button . . . . .	95

## Introduction

The eZ Publish Online Editor (OE for short) is an extension that allows you to create formatted pages using an intuitive interface. With the Online Editor you can easily format long passages of text for your articles, product descriptions, weblogs, etc. You can put your text into an XML field and then format the contents by using the OE interface which is very similar to the ones found in many word processors. There is no need to know XML or manipulate tags manually. Simply click the necessary buttons and the OE will automatically convert your instructions into valid eZ Publish XML code. After installation (page 11), the Online Editor becomes an integrated part of your administration interface. It will appear every time you edit text that is stored using the XML block datatype. The following screenshot shows the Online Editor in action:

(see figure 1)

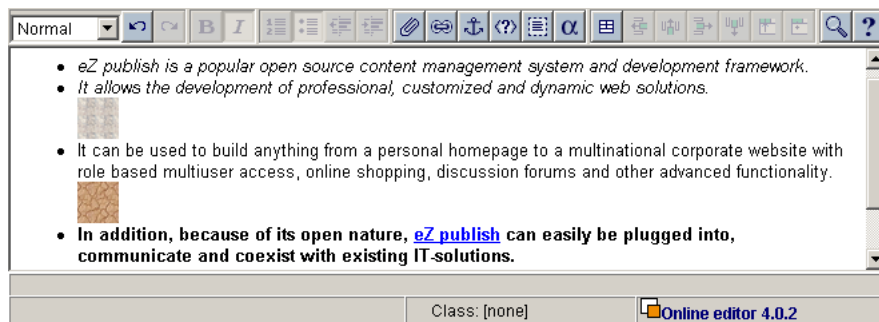


Figure 1: *The Online Editor.*

# Chapter 1

## Requirements

The following list reveals the requirements for using the eZ Publish Online Editor v.4.0.

1. eZ Publish version 3.5 or higher
2. The PHP version indicated in your eZ Publish requirements
3. One of the following web browsers:
  - Internet Explorer 5.5 or higher (except IE 7.0 on Windows Vista)
  - Mozilla 1.3 or higher
  - Firefox 1.0 or higher (note that the OE v.4.2 requires Firefox 1.5 or higher)
  - Netscape 7.x or higher

Please note that the Online Editor makes use of a technology called "Javascript". This means that you must enable "Javascript support" in the web browser that you are planning to use.

## Chapter 2

# Installation

This chapter explains how to install the eZ Publish Online Editor v.4.0.

### 1. Check the requirements

Before doing anything else, please verify that the requirements (page 10) are met.

### 2. Download the OE package

eZ Publish Online Editor, which was licensed under the eZ proprietary license before, is now available under [GPL](#) and included in the eZ Publish distribution for versions 3.8.1 and later. You can download the latest Online Editor version [here](#).

Windows users should download the "zip" package. Linux/UNIX users may download any package format as long as the necessary unpacking tools are available.

### 3. Copy the package

Copy the downloaded package into the "extension" directory of your eZ Publish installation.

### 4. Unpack the files in the distribution

Windows users should unzip the files. The "ezdhtml" directory will be created inside the "extension" directory.

Linux users may use of the following commands depending on the file type:

[tar.gz]:

```
$ tar -zxvf ezoe-extension-[ExtensionVersion].tar.gz
```

[bz2]:

```
$ tar -jxvf ezoe-extension-[ExtensionVersion].bz2
```

[zip]:

```
$ unzip ezoe-extension-[ExtensionVersion].zip
```

At this point, the unpacked files should be available under `"/extension/ezdhtml"`.

## 5. Enable the OE extension in eZ Publish

To enable OE for all of your siteaccesses, log in to your eZ Publish administration interface, click on the "Setup" tab, and then click "Extensions" on the left.

(see figure 2.6)

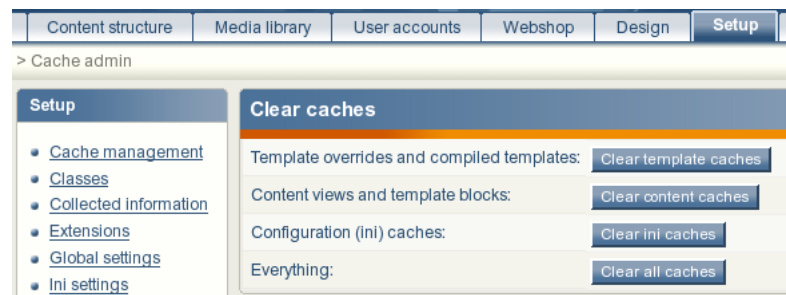


Figure 2.1: The "Setup" tab in the administration interface.

You will see the list of available extensions.

(see figure 2.2)

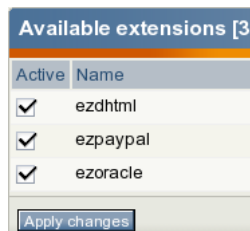


Figure 2.2: The list of available extensions.

Select the "ezdhtml" item and click the "Apply changes" button.

Alternatively, you can also edit the `"site.ini.append.php"` file located in the `"/settings/override"` directory. Add the following line under the `"[ExtensionSettings]"` section:

```
ActiveExtensions []=ezdhtml
```

Create the file and/or the section if they do not exist.

To enable OE for only a single siteaccess called "example", open the `"site.ini.append.php"` file located in the `"/settings/siteaccess/example"` directory. Add the following line under the `"[ExtensionSettings]"` section:

```
ActiveAccessExtensions []=ezdhtml
```

Create the file and/or the section if they do not exist.

## 6. Set the ImageClassID

In eZ Publish, images are usually stored as Image objects. OE allows you to insert various objects into XML fields. OE uses the IDs of the image classes to determine whether the inserted object is an image or not. To check your Image Class ID, log in to your eZ Publish administration interface, access the "Setup" tab, and then click "Classes" on the left.

(see figure 2.6)

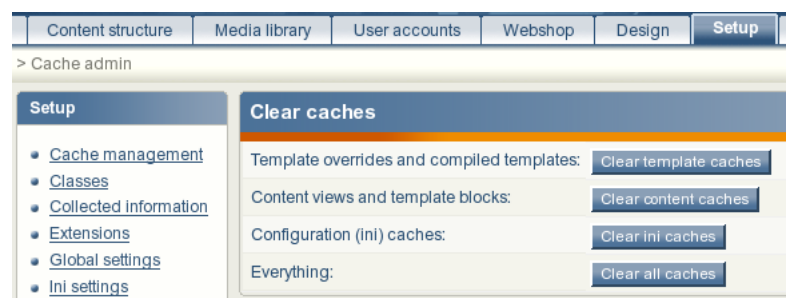


Figure 2.3: The "Setup" tab in the administration interface.

You will see the list of class groups.

(see figure 2.4)

Class groups [5]				
	Name	Modifier	Modified	
<input type="checkbox"/>	Content	Administrator User	06/10/2002 7:35 pm	
<input type="checkbox"/>	Users	Administrator User	06/10/2002 7:35 pm	
<input type="checkbox"/>	Media	Administrator User	06/10/2002 7:35 pm	
<input type="checkbox"/>	Setup	Administrator User	13/04/2004 3:07 pm	

Figure 2.4: The list of class groups.

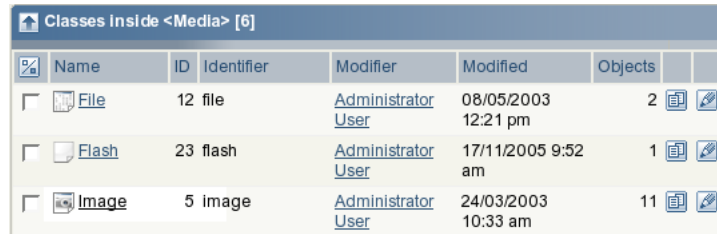
Select the "Media" group and find the image class. The default ID of this class is 5 in a standard eZ Publish installation.

(see figure 2.5)

If your Image class ID is not 5, open the "site.ini.append.php" file located in the "/extension/ezdhtml/settings/" directory. Search for the following line under the "[MediaClassSettings]" section:

```
ImageClassID []=5
```

Replace "5" with the value of the image class that your installation is using.



Name	ID	Identifier	Modifier	Modified	Objects
File	12	file	Administrator User	08/05/2003 12:21 pm	2
Flash	23	flash	Administrator User	17/11/2005 9:52 am	1
Image	5	image	Administrator User	24/03/2003 10:33 am	11

Figure 2.5: The list of classes inside the "Media" group.

If you have created different/additional image class, you can add these by extending the "ImageClassID[]" configuration array. For example, if you have added 2 new classes that you're using for images and their IDs are 13 and 34, you'll have to make sure that the "[MediaClass-Settings]" section contains the following lines:

```
ImageClassID []=13
ImageClassID []=34
```

## 7. Clear all the eZ Publish caches

To do this, log in to your eZ Publish administration interface, select the "Setup" tab, and then click the "Clear all caches" button.

(see figure 2.6)

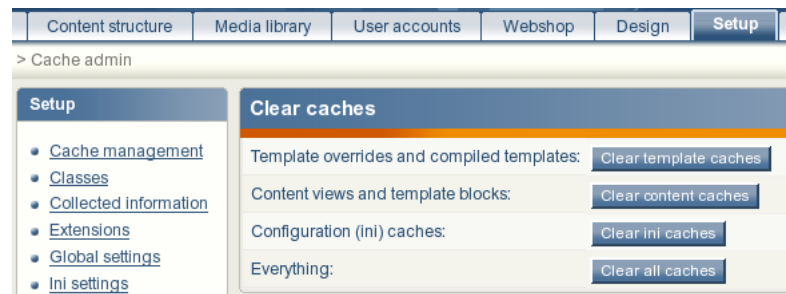


Figure 2.6: The "Setup" tab in the administration interface.

If you use eZ Publish 3.6 or higher, you can also use the developer toolbar (if enabled) located on the right hand side. Simply select "All caches" from the drop-down list and click the "Clear" button.

(see figure 2.7)

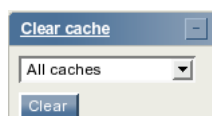


Figure 2.7: The developer toolbar allows to clear caches.

The other way to clear all caches is to remove the contents of `"/var/cache/"` and/or `"/var/example/cache"` directory (where "example" is the name of your siteaccess). This can either be done manually or by making use of a script.

Linux users may launch the following script:

```
$ ./bin/shell/clearcache.sh --clear-all
```

If you have [PHP CLI](#) installed, you can also do the following (this script should also work on Windows):

```
$ ./bin/php/ezcache.php --clear-all
```

From 3.10, the "clearcache.sh" script will be disabled. You will have to use "ezcache.php" instead.

## 8. Clear the browser caches

Browsers usually cache visited pages in a folder somewhere. The next time the same pages are visited, they are loaded faster because some of the information already exists on the local storage device. This is a wonderful feature, but sometimes it may cause problems when you're upgrading the Online Editor. If you already have OE installed and you're upgrading it then you will have to clear the browser's cache. The following text reveals how to clear the caches on different types of browsers.

### Internet explorer

1. Select "Tools" from the main menu and access the "Internet Options" item.
2. Select the "General" tab if it isn't already selected.
3. Locate the "Temporary Internet Files" section and click the "Delete Files" button.
4. A dialog will appear, simply answer "OK".
5. Click "OK" once again in order to close the options dialog.

### Mozilla

1. Select "Edit" from the main menu and access the "Preferences" item.
2. In the left column, click on the arrow beside "Advanced".
3. In the "Advanced" category, click on "Cache".
4. Click the "Clear Cache" button.
5. Click "OK" in order to exit the options.

### Firefox

1. Select "Tools" from the main menu and access the "Options" item.
2. Click the "Privacy" icon on the left to open "Privacy Properties".
3. Click the "Clear" button near the "Cache" option.
4. Click "OK" to exit the configuration panel/dialog.

Please note that there are some menu differences between the versions for different operating systems. In Windows ("Tools" -> "Options"), Linux ("Edit" -> "Preferences"), and Mac ("Firefox" -> "Preferences").

### Netscape

1. Select "Edit" from the main menu and access the "Preferences" item.
2. In the left column, click on the arrow beside "Advanced".
3. In the "Advanced" category, access the "Cache" option.
4. Click the "Clear Disk Cache" button.
5. Click "OK" to exit the configuration panel/dialog.

## Chapter 3

# Usage

The purpose of this chapter is to introduce and describe the functionality of the Online Editor. People previously unfamiliar with the Online Editor should be able to collect enough information in order to understand the following issues:

- How to enable/disable the Online Editor
- What the OE text area is
- How to use the OE context menu
- How to work with the different dialogs/windows
- The information that is displayed in the OE status bar
- Available types of elements inside the structured text (lines, paragraphs, headings, lists, tables, links, special characters etc.)
- The concept of block and inline elements
- How to work with classified elements
- How to create/edit/delete various elements
- The OE stylesheets
- Settings for copy and paste from Word

### 3.1 Getting started

After installation (page 11), the Online Editor becomes an integrated part of your administration interface. It will appear every time you edit text that is stored in an XML field. By "XML field" we mean an attribute/field that is using the "XML block" datatype. For example, a "Folder" object has two XML fields/blocks: "Short description" and "Description".

Please note that the "XML block" is the only datatype that allows you to store multiple lines of formatted text. In previous versions of eZ Publish this datatype was called "XML field" but from 3.5.0 it has been renamed to "XML block".

Let's open a folder object for editing and take a closer look at how the Online Editor works. Log in to the administration interface. You should see the "Content structure" tree on the left. The nodes containing folder objects are displayed using an icon that resembles the following image:

(see figure 3.1)



Figure 3.1: The "Folder" icon

You can easily view/edit an object by left-clicking on its node in the "Content structure" tree and selecting either the "View" or the "Edit" item from the context menu. The following screenshot shows a context menu for "News" (this node references a folder object).

(see figure 3.2)

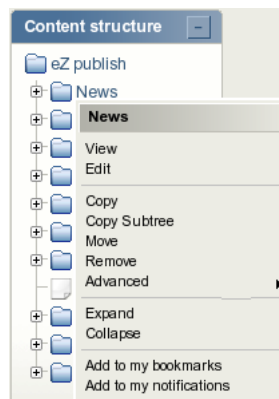


Figure 3.2: Click on the node's icon to bring up the context menu.

Let's look at the top node in the "Content structure" tree. The identification number for this node is 2 and it usually references a folder object called "eZ Publish".

Please note that if your top level node is not a folder (perhaps it was swapped) then you should select another node which references a folder object.

(see figure 3.3)

The screenshot above shows how the system will display the contents of the selected node. Click the "Edit" button in order to edit the contents of the object that is encapsulated by the selected node. You will be taken to the edit interface as shown in the screenshot below.

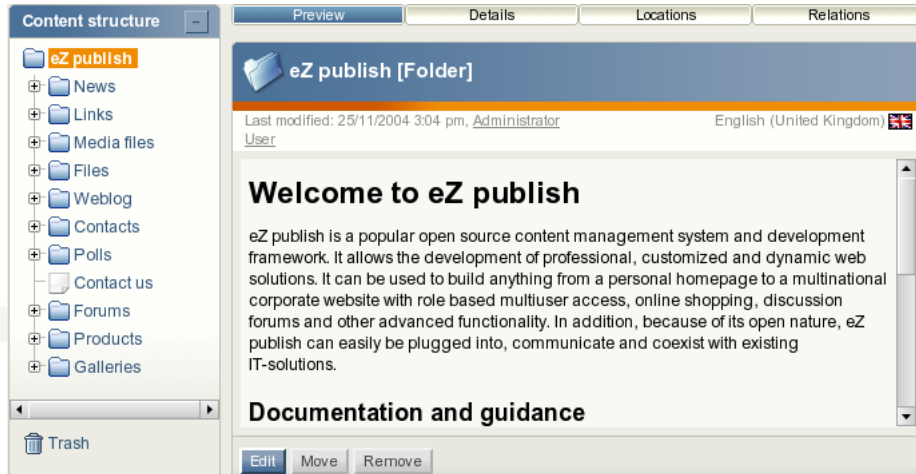


Figure 3.3: The object view interface for folders.

(see figure 3.4)

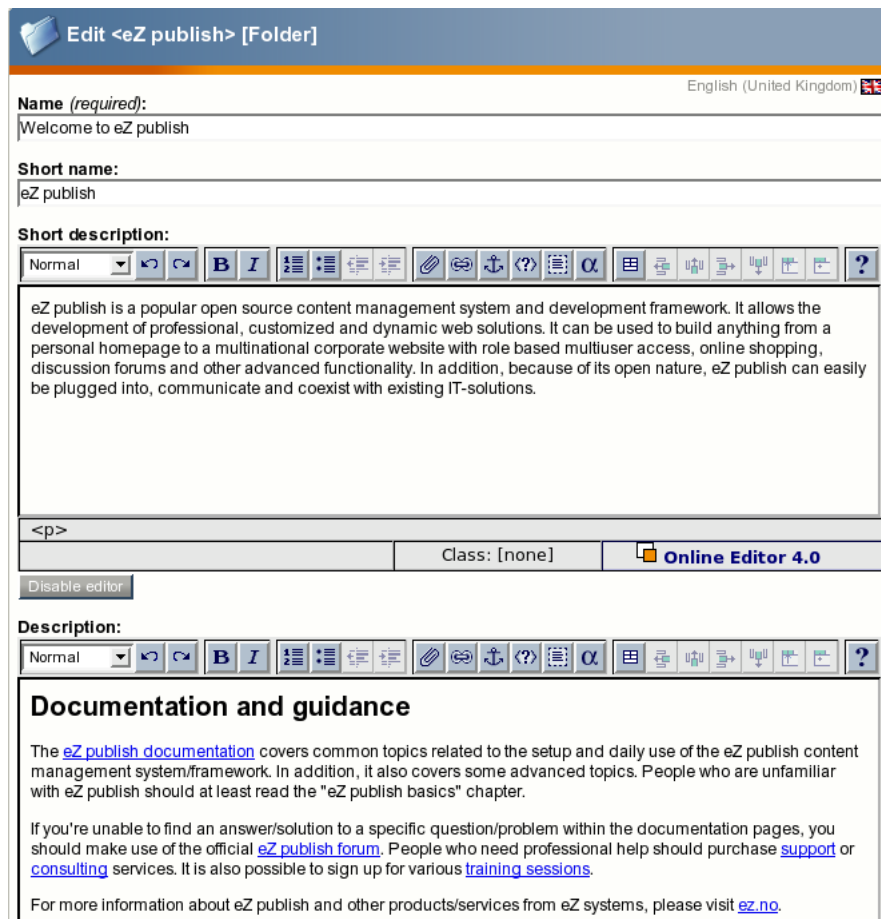


Figure 3.4: The object edit interface when the OE is enabled.

The screenshot shows a part of the edit interface which allows you to edit the actual contents of an object. Take a closer look at the two XML fields "Short description" and "Description".

When OE is enabled, these fields would have special interfaces attached to them. Above the text-areas you should be able to see the OE toolbar (page 35) containing a lot of buttons. Some of the buttons will open modal dialogs (page 24) when clicked. The OE status bar (page 34) is located under the text area. These components are described in the upcoming sections.

XML fields store your text together with the information regarding internal structure (headings, tables, lists etc.) in the form of XML code. The OE interprets this XML code and creates a structured text in accordance with XML tags instructions. In other words, the Online Editor converts the XML code into a visual representation of the same data. For example, images will be shown as images, tables will be shown as tables, and so on.

The OE formats your text at a logical level. It allows you to organize the structure of your content easily but it does not care about the way the structured data is visually presented. In other words, you can create links/headings/tables/lists etc. but you can not specify their colors, justification and other layout-related issues directly. (You should use classes (page 30), templates and stylesheets for these purposes.)

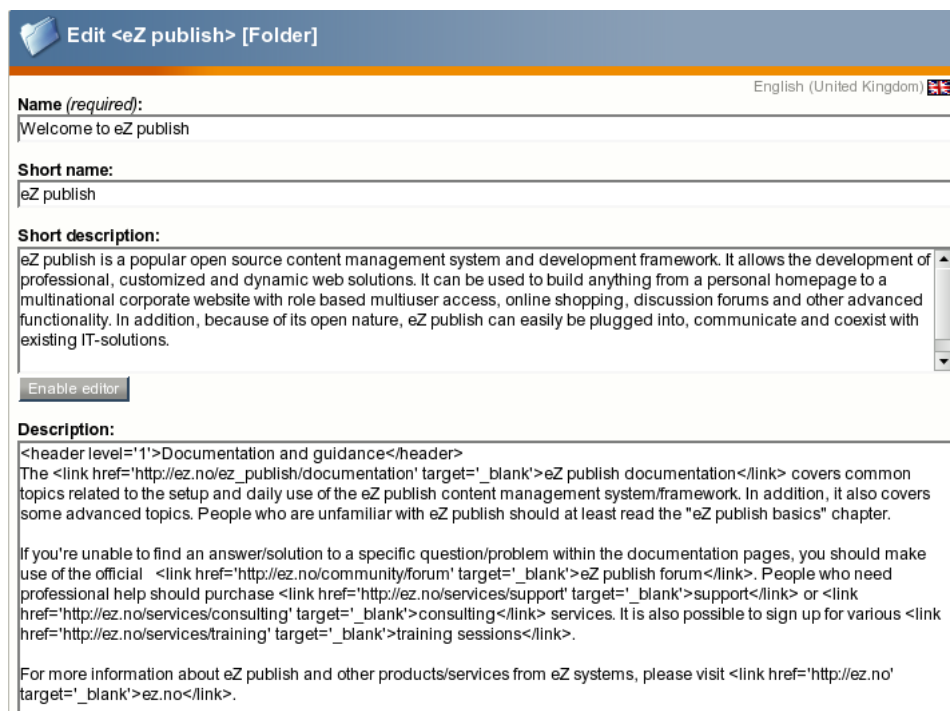
### Disabling the Online Editor

Sometimes you may need to view/edit the actual XML code instead of using the interpreted format. This can be done by clicking the "Disable editor" button, which will turn off the Online Editor for all XML blocks/fields.


When the Online Editor is disabled, you will be able to view/edit the XML code directly (see the screenshot below). Please note that the system will not display the actual XML code that is stored in the database, only a simplified version will be shown. Lines and non-classified paragraphs will be displayed in a natural way (without tags) for the purpose of convenience. To start a new line, press the "Enter" key. To start a new paragraph, press the "Enter" key twice.

(see figure 3.5)

The screenshot above shows the appearance of XML fields when the OE is disabled. You can turn it back on by clicking the "Enable editor" button located under an XML field.



**Edit <eZ publish> [Folder]**

English (United Kingdom) 

**Name (required):**  
Welcome to eZ publish

**Short name:**  
eZ publish

**Short description:**  
eZ publish is a popular open source content management system and development framework. It allows the development of professional, customized and dynamic web solutions. It can be used to build anything from a personal homepage to a multinational corporate website with role based multiuser access, online shopping, discussion forums and other advanced functionality. In addition, because of its open nature, eZ publish can easily be plugged into, communicate and coexist with existing IT-solutions.

**Description:**  
<header level='1'>Documentation and guidance</header>  
The <link href='http://ez.no/ez\_publish/documentation' target='\_blank'>eZ publish documentation</link> covers common topics related to the setup and daily use of the eZ publish content management system/framework. In addition, it also covers some advanced topics. People who are unfamiliar with eZ publish should at least read the "eZ publish basics" chapter.  
  
If you're unable to find an answer/solution to a specific question/problem within the documentation pages, you should make use of the official <link href='http://ez.no/community/forum' target='\_blank'>eZ publish forum</link>. People who need professional help should purchase <link href='http://ez.no/services/support' target='\_blank'>support</link> or <link href='http://ez.no/services/consulting' target='\_blank'>consulting</link> services. It is also possible to sign up for various <link href='http://ez.no/services/training' target='\_blank'>training sessions</link>.  
  
For more information about eZ publish and other products/services from eZ systems, please visit <link href='http://ez.no' target='\_blank'>ez.no</link>.

Figure 3.5: The object edit interface when the OE is disabled.

## 3.2 The text area

A formatted text is placed into an editable multiline text area, hereinafter referred to as the "OE text area".

Your text and all the information about its internal structure (headings, tables, lists etc.) are stored in the form of XML code. The OE text area interprets this XML code and displays a structured text in accordance with XML tags instructions.

In other words, the OE text area contains an editable visualization of XML code as a formatted text (page [25](#)).

### 3.3 The context menu

The context menu can be accessed by right clicking anywhere in the OE text area. The following screenshot shows the context menu in action.

(see figure 3.6)

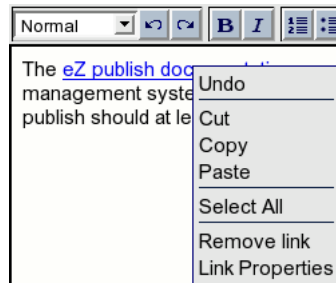


Figure 3.6: Online Editor: the context menu.

This particular screenshot shows the context menu for a link called "eZ Publish documentation". In addition to classic commands like "Undo", "Cut", "Copy", etc. it contains specific items that can be used to manipulate the selected/current element. In this case (when working with a link) the "Remove link" and "Link Properties" are displayed.

### 3.4 Modal dialogs

When some of the toolbar buttons or context menu items are clicked, modal dialogs/windows will appear.

A *modal dialog* will take total control and thus not allow the user to access the parent/main window. When a modal dialog appears, you must always close it before continuing work in the parent/main window. The following screenshot shows one of the modal dialogs.

(see figure 3.7)

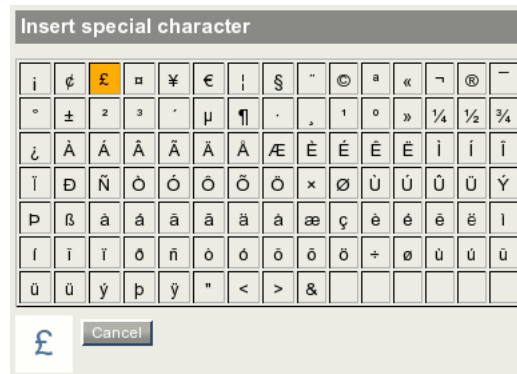


Figure 3.7: The "Insert special character" dialog.

Please note that Mozilla based browsers may not support modal dialogs in the correct way. You might be able to work with the parent/main window even if a dialog is being displayed. This should never be done! Whenever a modal dialog appears it must be closed before the parent/main window is used.

## 3.5 Formatted text

An XML block (structured text) consists of various elements that are defined by the eZ Publish XML tags. The following elements are supported:

- Headings
- Bold text
- Italic text
- Numbered/ordered lists
- Bullet/unordered lists
- List items
- Embedded objects
- Hyperlinks
- Anchors
- Custom tags
- Literal text
- Tables
- Table rows
- Table header cells
- Table cells
- Lines and paragraphs

Please note that many of the items may include some of the other items.

The OE allows you to specify the properties (page 29) of the elements (this can be done for all elements except for lines, list items and table rows). Most of the elements can be classified (page 30). This means that you can assign some value to the "class" attribute of their XML tags.

Please note that special characters can be also used. They can be inserted "as is" without the need of using XML tags.

The *current element* is determined by the text cursor position. The *selected elements* appear when you select a piece of the content. To perform an operation on the current or selected element you can use the OE toolbar (page 35) and the context menu (page 23).

### 3.5.1 Lines and paragraphs

In the OE text area you can create new lines and paragraphs. While the paragraphs can be classified, the lines can not be classified.

Please note that both lines and non-classified paragraphs are displayed in a natural way (without tags) when the OE is disabled. For classified paragraphs the XML tag "paragraph" is displayed.

When the system is generating XHTML code (converting the contents of an XML block datatype into XHTML), it will use "br" and "p" tags for lines and paragraphs. This is the default behavior and it is controlled by the following templates:

- design/standard/templates/content/datatype/view/ezxmltags/line.tpl
- design/standard/templates/content/datatype/view/ezxmltags/paragraph.tpl

#### Creating a new paragraph

Position the cursor at a location where you wish to add a new text paragraph and press the "Enter" key. A new empty paragraph will be created.

#### Classified paragraphs

The OE allows you to set the "class" parameter for paragraphs. To do this, find some non-formatted text inside the paragraph, click your right/secondary mouse button and choose the "Properties" command from the context menu. A modal dialog (page 24) will appear. Select the class (page 30) name from the drop-down list and click the "OK" button.

Please note that the "Properties" menu item will not be available if you first select/mark a part of the text and/or if you right-click on bold text, links and so on.

#### Creating a new line

Hold the "Shift" key down and press the "Enter" key. A new empty line will be created. Please note that you cannot use empty lines for spacing content (the system will remove them automatically when storing your drafts and publishing your objects).

### 3.5.2 Block and inline elements

A *block element* always begins on a new line when displayed. It exists in its own virtual box and is always followed by a carriage return (like if someone hit the "Enter" key after typing in some text). There are 12 types of block elements:

- Headings
- Numbered lists
- Bullet lists
- List items
- Embedded objects
- Literal text
- Tables
- Table rows
- Table header cells
- Table cells
- Paragraphs
- Block custom tags

An *inline element* becomes the part of other text in a natural way. There is no box around inline elements and it doesn't look like if someone hit the "Enter" key after typing it in. There are 6 types of inline elements:

- Bold text
- Italic text
- Hyperlinks
- Anchors
- Lines
- Inline custom tags

Block elements are represented by block-level tags in the resulting XHTML code, inline elements are represented by inline tags. Because of this there are two main rules for block and inline elements.

XHTML	eZ Publish XML (Online Editor)
Placing text or other inline tags directly within the "body" tag is not allowed. They should be surrounded by a block level tag.	Text and/or inline elements are always encapsulated by a paragraph (you can see the tag "p" in the OE status bar, but note that the paragraph tags are not shown in the sim-

	plified XML). Please note that text or inline elements inside table cells are encapsulated by paragraphs both in eZ Publish XML and resulting XHTML. Text or inline elements inside block custom tags are also encapsulated by paragraphs.
Block-level tags may contain inline tags inside but not the other way around. For example, a paragraph tag can not be placed inside a bold tag.	Block elements may contain inline elements but not the other way around. For example, if you select two paragraphs and click the "Bold" button, the OE will create two bold elements (one inside each paragraph).

Please note that a single "p" tag inside a table cell will be omitted in the resulting XHTML code if you add the following line into the "[ezxhtml]" section of an override for the "settings/ezxml.ini" configuration file:

```
RenderParagraphInTableCells=disabled
```

### 3.5.3 Element properties

The Online Editor allows you to modify the properties/attributes of the different elements. The attributes generally correspond to the parameters of the element's XML tag. For example, if a tag supports some kind of a parameter, then you'll most likely be able to modify that parameter through the Online Editor. Please note that lines, list items and special characters do not have any properties.

To view/edit an element's properties, right click on the element itself and choose the "Properties" item from the context menu. The element's properties will be displayed using a modal dialog (page [24](#)).

Please note that you shouldn't select any text before right clicking, it may result in the "Properties" menu item being unavailable.

To learn more about the properties of a particular element please refer to the section that describes it.

### 3.5.4 The class parameter

Most of the elements can be classified meaning that you can assign some value to the "class" attribute of their XML tags. This allows you to tweak the appearance and/or behavior of the different elements. Elements of the same type can be classified in different ways. For example, if you want some of your paragraphs to look different from others, you can define custom stylesheets and use the "class" parameter as a style selector (to determine which CSS class that should be used).

The "class" parameter can be set for the following elements:

- Headings
- Bold text
- Italic text
- Numbered lists
- Bullet lists
- Embedded objects
- Hyperlinks
- Literals
- Tables
- Table headers
- Table cells
- Paragraphs

To set the "class" parameter for a particular element, you'll have to access the element's properties (page 29). Choose the necessary class from the drop-down list and click the "OK" button. If there are no available classes specified for the selected item then the drop-down list will be empty.

#### Available classes

Use the "AvailableClasses[]" array from within an override for the "content.ini" configuration file to specify the available classes for the different tags.

For example, the following lines will allow the "html" class to be selected for literal text.

```
[literal]
AvailableClasses []=html
```

The following lines define "pRed", "pBlue" and "apple" classes for paragraphs.

```
[paragraph]
AvailableClasses []=pRed
AvailableClasses []=pBlue
AvailableClasses []=apple
```

### Using alternate/custom templates

The default templates in the directory "design/standard/templates/content/datatype/view/ezxmltags/" determine how the content of XML tags should be rendered.

#### Example

When the XML code is rendered, the system will replace the XML code

```
<emphasize>Emphasized text.</emphasize>
```

by the following XHTML code:

```
<i>Emphasized text.</i>
```

so that it will be displayed on the site as follows:

*Emphasized text.*

This behavior is dictated by the following instruction:

```
<i{section show=ne($classification|trim,')} class="{ $classification|wash}"{/
section}>{$content}</i>
```

that is specified in the default template "emphasize.tpl" located in the "design/standard/templates/content/datatype/view/ezxmltags/" directory.

The templates are written using the eZ Publish template language. In the template, the tag contents is available in the "\$content" variable.

All the XML tags can be fully customized by changing the templates.

If you need to specify custom rendering for your tags, you can use custom templates in your design directory. For example, you can create a template called "paragraph.tpl" inside the "templates/content/datatype/view/ezxmltags/" subdirectory of your design. The system will then use this template whenever it is about to render the contents of a paragraph. The value of the "class" parameter will be available in the \$classification variable.

It is also possible to use the template override system. This approach allows you to trigger custom templates based on a set of conditions. For example, if some of your paragraphs are classified as "apple", you can create a new template called "apple\_paragraph.tpl" in the "override/templates/" directory of your design. In order to trigger the new template, you'll have to make sure that the "override.ini.append.php" file that belongs to the siteaccess contains the following lines:

```
[apple_paragraph]
Source=content/datatype/view/ezxmltags/paragraph.tpl
MatchFile=apple_paragraph.tpl
Subdir=templates
Match[classification]=apple
```

After the caches are cleared, all paragraphs classified as "apple" will be rendered using your custom template. Other paragraphs using none or alternative classes will be rendered using the default paragraph template.

### Appearance of classified elements on the site

It is possible to control how the different elements should look like on the site pages. In other words, it is possible to tweak the final look/output that will be seen when the site is being browsed by visitors. The following text explains how this can be done.

1. Create a custom CSS file, for example "abc.css" inside the "stylesheets" directory of your design.
2. Add some CSS code. The following example will set a blue background and center the text for the paragraphs of "apple" class:

```
p.apple
{
    background-color: blue;
    text-align: center;
}
```

In this example, CSS settings are specified for XHTML tag "p", not for XML tag "paragraph". Please note that it is impossible to specify CSS settings directly for original XML tags. To learn which XHTML tag that corresponds to a particular element please refer to the section that describes it (this is usually defined by templates).

3. Specify the custom CSS file using the "CSSFileList[]" array within an override for the "design.ini" configuration file:

```
CSSFileList []=abc.css
```

The main template "pagelayout.tpl" will now use the custom CSS file "abc.css".

Please note that you can also specify the custom CSS file by including it directly in the page-layout. To do this, add the following code after the already existing stylesheet-related lines in the head section:

```
<link rel="stylesheet" type="text/css" href={'stylesheets/
abc.css'|ezdesign} />
```

### Appearance of classified elements inside OE

It is possible to control how the different elements should look like inside the Online Editor. To set the different styles edit the "editor\_classes.css" file located in the "extension/ezdhtml/design/standard/stylesheets/ezdhtml/" directory. Please note that the CSS files will only control the appearance in the OE but will not affect the actual site itself.

The files "editor\_classes.css" and "editor.css" are determined by the "EditorCSSFileList[]" array in the "[StylesheetSettings]" section of the configuration file "extension/ezdhtml/settings/design.ini.append".

In the beginning of the "editor\_classes.css" file the CSS rules for visualization of eZXML elements are listed. We strongly recommend that you follow these instructions. Please note that no templates are used to define the XML tags appearance and/or behavior inside OE.

The following example shows how you can set a red background and center the text for "pRed" classified paragraphs.

```
p.pRed
{
    background-color: red;
    text-align: center;
}
```

The following screenshot shows the appearance of the "pRed" classified paragraph and another (non-classified one) in the OE text area.

(see figure 3.8)

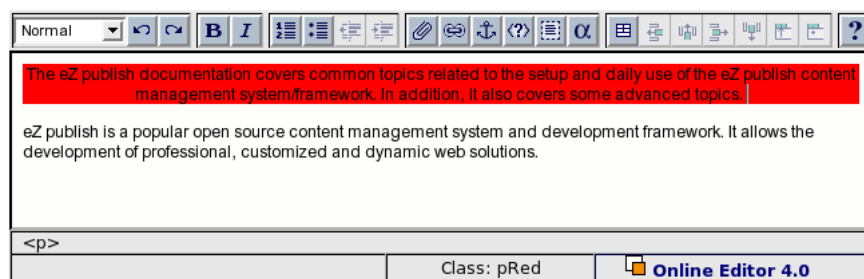


Figure 3.8: The appearance of the "pRed" classified paragraph in the OE text area.

### 3.6 The status bar

The OE status bar is located directly below the OE text area. It displays useful information about the element where the cursor is currently located. The following screenshots demonstrate typical scenarios. Please read the explanations that are provided below the screenshots.

(see figure 3.9)

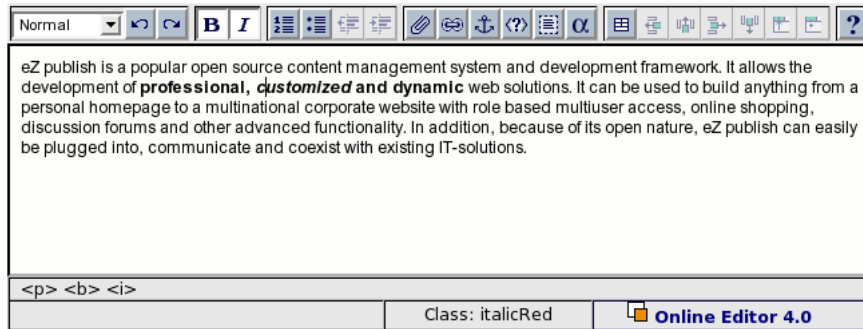


Figure 3.9: The OE status bar displays information about the element where the cursor is currently located.

In the screenshot above the cursor is placed inside an italic word "customized" (current element). This word is also bold since it is a part of a bold phrase "professional, customized and dynamic" (its parent element). This phrase is a part of a text paragraph (parent element for both). The hierarchical structure is indicated in the OE status bar. A set of XHTML tags (in this example "p" "b" "i") describe the current element together with its parent elements.

The line "Class: italicRed" shows the class (page 30) name of the current element. If the current element is a custom tag, this line will display the name of the custom tag. The status bar can also show some additional information, for example the URL that a link points to.

(see figure 3.10)

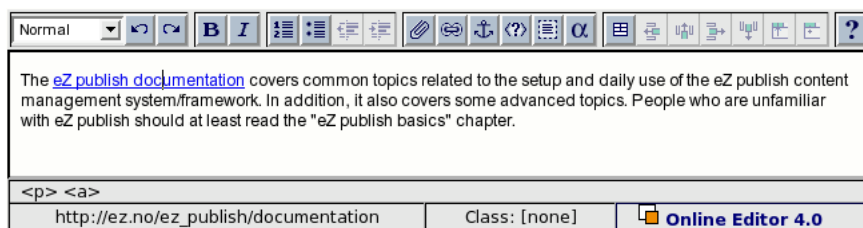


Figure 3.10: The OE status bar displays link URLs.

In the screenshot above the cursor is placed inside a link "eZ Publish documentation" (current element). It is located inside a paragraph (parent element). The tags "p" and "a" describe the current element and its parent. The link does not have a class attribute. The line "http://ez.no/ez\_publish/documentation" reveals the URL that the link points to.

### 3.7 The toolbar

The OE toolbar contains tools for editing the content that is being displayed in the text area. The buttons are very similar to those found in many word processors. For example, if you select a part of the text and click the "Bold" button, the selected text will become bold (the OE will take care of inserting the corresponding XML tag in the background). The following screenshot shows the different buttons.

(see figure 3.11)



Figure 3.11: The Online Editor toolbar is divided into seven areas.

The OE toolbar is located above the OE text area. It is divided into seven areas:

- Text Style (page 38)
- Actions (page 42) (Undo and Redo)
- Format (page 44) (Bold and Italic)
- Lists (page 47)
- Special Tools ( Object (page 55), Link (page 61), Anchor (page 67), Custom tag (page 69), Literal text (page 75), Special character (page 78))
- Tables (page 79)
- Help (page 94)

Please note that when using Internet Explorer you will see an additional button labelled "Find text (page 95)". The following illustration provides a better overview of the different tools/buttons.

(see figure 3.12)

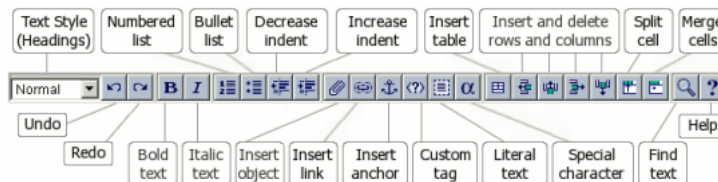


Figure 3.12: The Online Editor toolbar.

Please refer to the following sections for detailed explanations of the different tools/buttons.

### 3.7.1 Active and inactive buttons

The toolbar buttons may be *active* or *inactive*.

Active buttons allow you to perform an operation at the current location / on the current item. An active button changes its border and background colors, a tooltip will be displayed when the mouse pointer is hovering over the button.

A button is usually inactive if its operation is not allowed at the moment (for the current element). Inactive buttons have a greyed out background and do not respond when clicked. For example, the list buttons are inactive when you work with headings. The reason for this is that a heading can never contain a list item.

(see figure 3.13)

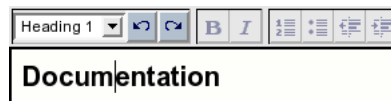


Figure 3.13: Online editor: active and inactive buttons.

The screenshot above shows a heading which is being edited (the cursor is placed inside the word "Documentation", which is a heading). Note that the buttons used for creating lists are inactive because these operations can not be used with headings. The "Bold" and "Italic" buttons are also inactive because bold and italic formatting is not allowed for headings.

### 3.7.2 Tooltips

Each button has a tooltip that will be displayed when the mouse pointer is hovering over the button itself. Tooltips are used to give further information about the action that the button will perform when clicked.

Please note that some of the buttons can have several tooltips because the button may be used to perform different actions. In other words, the tooltips may change depending on the current editing situation. For example, if the cursor is just blinking somewhere, the tooltip for the "Link" button will be "Insert link" - which means that the button will trigger an action that allows you to create a new link at the current position. However, if you have selected some text, the button will convert the selected text into a link and hence the tooltip will read "Make link". This situation is shown in the screenshot below.

(see figure 3.14)



Figure 3.14: Online Editor: the tooltips may change depending on the current editing situation.

### 3.7.3 Text styles

The "Text style" tool is a dropdown menu that allows you to create headings. The list of choices contains different text styles. While "Normal" means simple/normal text, the other six styles are headings ranging from level 1 to level 6. Headings are incompatible with all other XML tags. This means that a heading can not be a link, it can not be bold, italic, etc. In fact, the only thing that headings are compatible with is special characters.

Please note that when generating XHTML code, the system will produce "h2" tags for headings of level 1, "h3" tags for headings of level 2 and so on. This is done because the "h1" tag is usually used to display the name of the node which is being viewed and hence it is "reserved" / not available from within the Online Editor. This behavior can be changed by providing a custom version of the "header.tpl" template which is located in the "templates/content/datatype/view/ezxmltags" directory of the standard design.

#### Changing the text style

The following example demonstrates how the text style of the current element can be changed. We will change the style for "Documentation and guidance" from heading 1 to 3.

1. Put the cursor somewhere inside the target text, which then will become the current element. Alternatively you can also select the text so that it will become a selected element. The "h1" tag will appear in the status bar and "Heading 1" will appear in the "Text Style" dropdown.

(see figure 3.15)

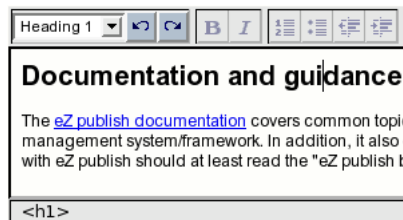


Figure 3.15: Online Editor: heading 1.

2. Access the dropdown menu, you will see the available headings. The one which is currently selected will be displayed using a darker background.

(see figure 3.16)

3. Change the text style by selecting "Heading 3" from the list. You should be able to see the result immediately.

(see figure 3.17)

#### Creating a new heading from scratch

The following example demonstrates how to create a new heading called "Chapter 2" from scratch.

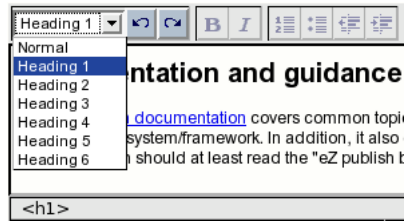


Figure 3.16: Accessing the "Text styles" dropdown menu.

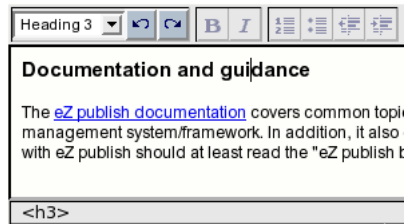


Figure 3.17: Online Editor: heading 3.

1. Type in "Chapter 2" as normal text.  
(see figure 3.18)

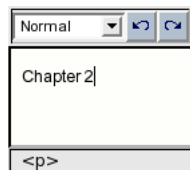


Figure 3.18: Creating a new heading from scratch.

2. Access the dropdown list and select "Heading 1". You should be able to see the result immediately, "Chapter 2" will be displayed as a heading.  
(see figure 3.19)

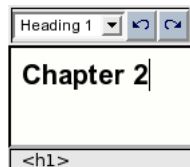


Figure 3.19: Transforming normal text to heading 1.

### Choosing text styles before writing

The following example demonstrates how to set the text style before typing in something. Let's say that we want to write "Chapter 3" and then type up a small paragraph of text.

1. Create a new paragraph (page 26) at the location where you wish to add the new chapter.
2. Open the dropdown list of text styles and choose "Heading 1". The empty paragraph will be transformed into a heading.  
When using Internet Explorer, please note that you will have to make sure that the cursor is placed inside the new/empty heading. The "h1" tag will appear in the status bar.

(see figure 3.20)

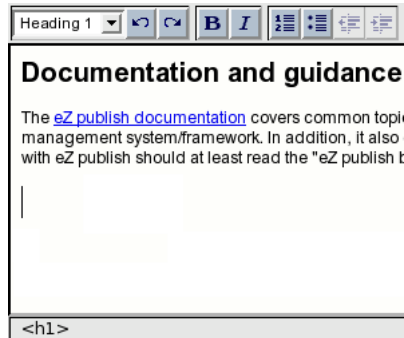


Figure 3.20: *Choosing text styles before writing.*

3. Type in "Chapter 3". It will appear in accordance with the selected text style.  
(see figure 3.21)

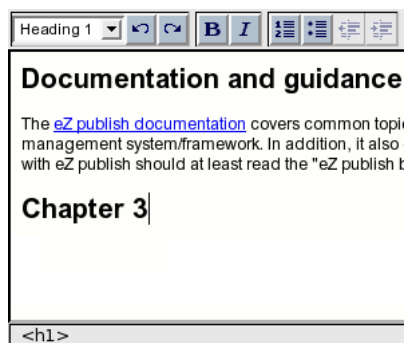


Figure 3.21: *The text being written will become heading 1.*

4. Press the "Enter" key to terminate the heading. At this point, the text style will be automatically set to "Normal" so that you can continue with writing simple/normal text. The "p" tag will appear in the status bar.  
(see figure 3.22)
5. Type in the paragraph for this chapter.  
(see figure 3.23)

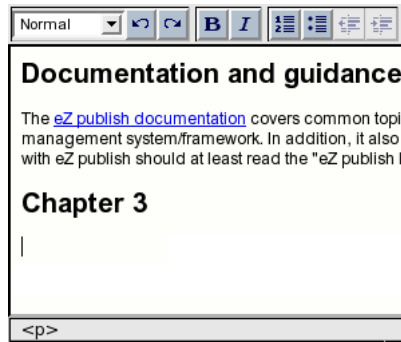


Figure 3.22: Press the "Enter" key to terminate the heading and start writing normal text.

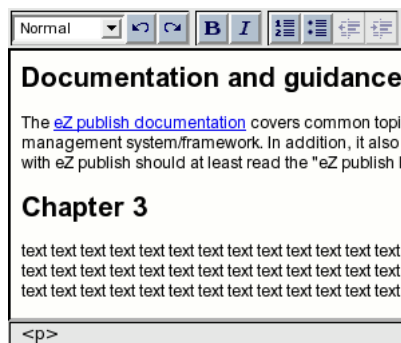


Figure 3.23: A normal text paragraph right after a heading.

### Classified headings

To set a "class" parameter for heading, right click somewhere inside it and select the "Properties" item from the context menu. A modal dialog (page 24) will appear. Select the desired class (page 30) from the dropdown list and click the "OK" button.

Please note that the "Properties" item will not be available if you select some text and then right click.

### 3.7.4 "Undo" and "Redo" buttons

The "Actions" area of the OE toolbar contains two buttons which can be used to "Undo" or "Redo" the last operations. These buttons work in a similar way as in popular word processing applications. The following screenshot shows the "Undo" button. It can be used to reverse the last operation and/or remove the last entry that was typed in. Keep clicking this button in order to reverse more than just the last operation.

(see figure 3.24)



Figure 3.24: The "Undo" button

The following screenshot shows the "Redo" button. It can be used to reverse the last "Undo" operation. Keep clicking this button in order to reverse more than just the last operation.

(see figure 3.25)



Figure 3.25: The "Redo" button

#### Undo support and browser differences

Please note that some operations can not be reversed. In addition, the undo/redo functions work differently in Internet Explorer and Mozilla based browsers. The following table reveals the possibilities and the differences.

Operation	Internet Explorer	Mozilla
Text writing	Undo button	Undo button
Create a new paragraph	Undo button	Can not be reversed
Create a new line	Undo button	Can not be reversed
Set class for a paragraph	Undo button	Can not be reversed
Set text style	Undo button	Undo button
Bold formatting	Undo button	Undo button
Italic formatting	Undo button	Undo button
Set class for a bold/italic element	Undo button	Undo button
Click the "Numbered list" button	Undo button	Undo button
Click the "Bullet list" button	Undo button	Undo button
Click the "Decrease indent" button	Undo button	Undo button
Click the "Increase indent" button	Undo button	Undo button
Set class for a numbered/	Undo button	Can not be reversed

bullet list		
Insert an object	Undo button	Can not be reversed
Change the object's properties	Can not be reversed	Can not be reversed
Insert a link	Undo button	Can not be reversed
Change the link's properties	Undo button	Can not be reversed
Remove a link	Undo button	Can not be reversed
Insert an anchor	Undo button	Can not be reversed
Change the anchor's name	Can not be reversed	Can not be reversed
Insert an inline custom tag	Undo button	Can not be reversed
Change properties of an inline custom tag	Undo button	Can not be reversed
Remove an inline custom tag	Undo button	Undo button
Insert a block custom tag	Undo button	Can not be reversed
Change properties of a block custom tag	Undo button	Can not be reversed
Remove a block custom tag	Undo button	Undo button
Insert a literal text	Undo button	Can not be reversed
Set class for a literal text	Undo button	Can not be reversed
Remove a literal text	Undo button	Undo button
Insert a special character	Undo button	Can not be reversed
Create a table	Undo button	Can not be reversed
Change the table properties	Undo button	Can not be reversed
Change the cell properties	Undo button	Can not be reversed
Create table headers	Can not be reversed	Can not be reversed
Set class for a table header cell	-	Can not be reversed
Remove the entire table	Undo button	-
Insert a table row	Undo button	Can not be reversed
Click the "Delete row" button	Undo button	Can not be reversed
Remove a table row without using the OE toolbar and context menu	-	Undo button
Insert a table column	Undo button	Can not be reversed
Click the "Delete column" button	Undo button	Can not be reversed
Remove a table column without using the OE toolbar and context menu	-	Undo button
Split a table cell	Undo button	Can not be reversed
Merge the table cells	Undo button	Can not be reversed

### 3.7.5 "Bold" and "Italic" buttons

The "Format" area of the toolbar contains two buttons used for bold and italic text formatting. When generating XHTML code, the system will use "b" and "i" tags for bold and italic elements. This behavior is dictated by the following templates:

- /design/standard/templates/content/datatype/view/ezxmltags/strong.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/emphasize.tpl

#### Bold and italic text

The "Bold" button will make the selected text bold. If the selected text is already bold, this button will do the opposite and thus the bold formatting will be removed.

(see figure 3.26)



Figure 3.26: The "Bold" button

The "Italic" button will make the selected text italic. If the selected text is already italic, this button will do the opposite and thus the italic formatting will be removed.

(see figure 3.27)



Figure 3.27: The "Italic" button

It is possible to set the text style (bold/italic) before typing in the actual text that should be bold and/or italic.

Please note that if no text is selected, the "Bold" and the "Italic" buttons will change the word where the cursor is currently positioned. However, this feature is only available in Internet Explorer. In addition, Internet Explorer passes the formatting settings to the next line/paragraph. For example, if you are writing bold text and then press the "Enter" key, the new paragraph that is started will be bold.

#### Example of usage

The following example demonstrates how you can use the "Bold" and the "Italic" buttons.

1. Select some text inside a paragraph and click the "Bold" button.

(see figure 3.28)

The selected text fragment will become bold.

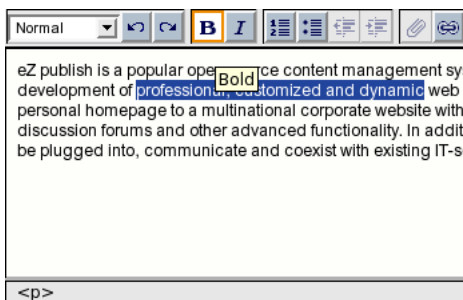


Figure 3.28: Online Editor: make the selected text bold.

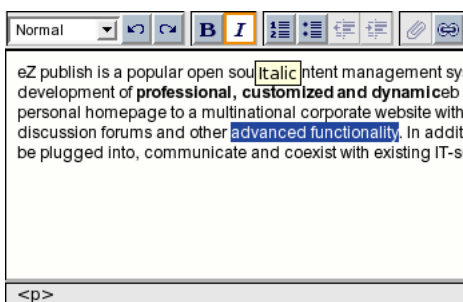


Figure 3.29: Online Editor: make the selected text italic.

2. Select another part of the text and click the "Italic" button.

(see figure 3.29)

The selected text fragment will become italic.

3. Put the cursor inside a bold text. The "Bold" button will change its appearance indicating that the text at the current position is bold. The "p" and "b" tags will appear in the status bar. If you put the cursor inside an italic text, the "Italic" button will indicate that the text at the current position is italic. The "p" and "i" tags will appear on the status bar.

(see figure 3.30)

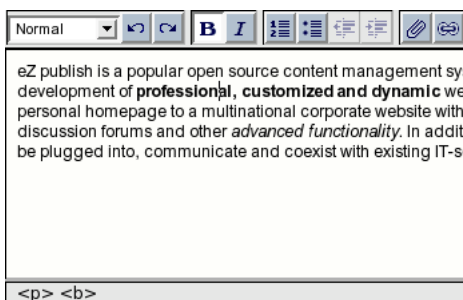


Figure 3.30: Online Editor: put the cursor inside a bold text.

4. Select a piece of the bold text and click the "Italic" button.  
(see figure 3.31)

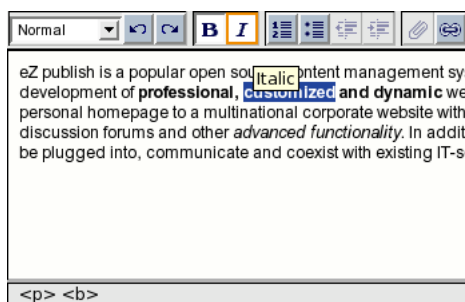


Figure 3.31: Online Editor: make the selected text bold and italic.

The selected text will become both bold and italic.

5. Create a new text paragraph starting with a bold sentence. Press the "Enter" key to create a new empty paragraph and then click the "Bold" button. The "Bold" button will change its appearance because the bold formatting is currently switched on. (see figure 3.32)

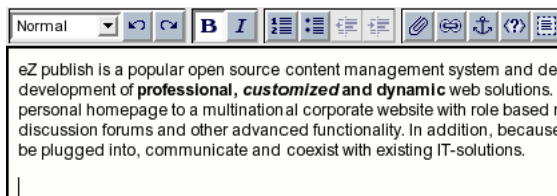


Figure 3.32: Online Editor: create a new text paragraph.

6. Type in a sentence and click the "Bold" button once again to switch the bold formatting off. Now you can continue typing in non-formatted text. (see figure 3.33)

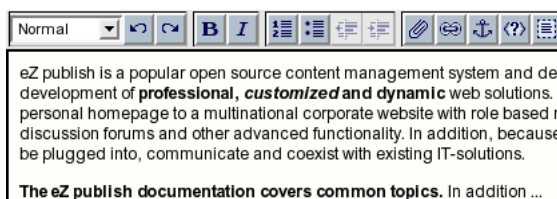


Figure 3.33: Online Editor: start a new text paragraph with a bold sentence.

### Classified headings

To set a "class" parameter for bold/italic text, right click somewhere inside the text and select the "Properties" item from the context menu. A modal dialog will appear. Select the desired class from the dropdown list and click the "OK" button.

Please note that the "Properties" item will not be available if you select some text and then right click.

### 3.7.6 Numbered and bullet lists

The "Numbered list" button allows you to create numbered (ordered) lists.

(see figure 3.34)



Figure 3.34: The "Numbered list" button

The "Bullet list" button allows you to create bullet (unordered) lists.

(see figure 3.35)



Figure 3.35: The "Bullet list" button

The "Decrease indent" button allows you to decrease the level of indentation for list items.

(see figure 3.36)



Figure 3.36: The "Decrease indent" button

The "Increase indent" button allows you to increase the level of indentation for list items.

(see figure 3.37)



Figure 3.37: The "Increase indent" button

Please note that it is possible to classify the lists, but not the list items themselves.

When generating XHTML code, the system will use the "ol" tag for numbered lists, "ul" tag for bullet lists and the "li" tag for list items. The output is controlled by the following templates:

- /design/standard/templates/content/datatype/view/ezxmltags/ol.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/ul.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/li.tpl

#### Creating a numbered list

Create a new empty paragraph (page 26) and click the "Numbered list" button. The empty paragraph will be transformed to an empty numbered list item. Write a text for the list item and press the "Enter" to create another empty list item. Continue adding new list items in this way. To end a numbered list, press the "Enter" inside an empty list item.

### **Creating a bullet list**

Create a new empty paragraph (page 26) and click the "Bullet list" button. The empty paragraph will be transformed to an empty bullet list item. Write a text for this list item and press the "Enter" key to create another empty list item. Continue adding new list items in this way. To end a bullet list, press the "Enter" inside an empty list item.

### **Transforming a numbered list into a bullet list**

Select all the list items and click the "Bullet list" button. The numbered list will be transformed into a bullet list. Please note that when using Internet Explorer, you may also put the cursor somewhere inside the list (or select only a part of the list) and then click the "Bullet list" button.

### **Transforming a bullet list into a numbered list**

Select all the list items and click the "Numbered list" button. The bullet list will be transformed into a numbered list. Please note that when using Internet Explorer, you may also put the cursor somewhere inside the list (or select only a part of the list) and then click the "Numbered list" button.

### **Transforming paragraphs into list items**

To transform a paragraph (page 26) into a numbered list item, position the cursor inside the paragraph (or select multiple paragraphs) and click the "Numbered list" button.

To transform a paragraph (page 26) into a bullet list item, position the cursor inside the paragraph (or select multiple paragraphs) and click the "Bullet list" button.

### **Transforming list items into paragraphs**

To transform a numbered list item into a paragraph (page 26), position the cursor inside the list item (or select multiple list items) and click the "Numbered list" button.

To transform a bullet list item into a paragraph (page 26), position the cursor inside the list item (or select multiple list items) and click the "Bullet list" button.

### **Transforming a numbered list item into a bullet list item**

Please note that this feature only works in Mozilla based browsers and thus it does not work in Internet Explorer.

To transform a numbered list item into a bullet list item, position the cursor inside the list item (or select multiple list items) and click the "Bullet list" button. Please refer to the example below.

### Example

The following screenshot shows the numbered list containing six list items.

(see figure 3.38)

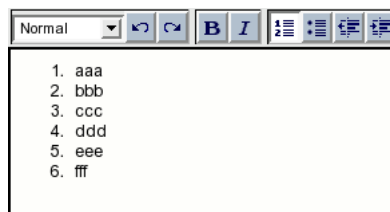


Figure 3.38: *The numbered list containing six list items.*

Let's transform the third list item into a bullet list item. To do this, position the cursor inside the third list item and click the "Bullet list" button. The following three lists will be created:

- A numbered list containing two list items.
- A bullet list containing only one list item.
- A numbered list containing three list items.

Please note that these lists will be independent and not nested (see the screenshot below).

(see figure 3.39)

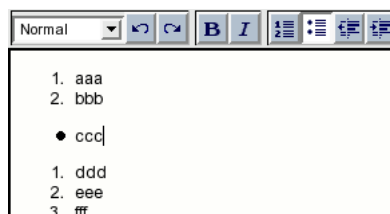


Figure 3.39: *Splitting a numbered list into three independent lists.*

### Transforming a bullet list item into a numbered list item

Please note that this feature only works in Mozilla based browsers and thus it does not work in Internet Explorer.

To transform a bullet list item into a numbered list item, position the cursor inside the list item (or select multiple list items) and click the "Numbered list" button.

### List items containing multiple lines

To create a new text line inside a list item (without creating a new list item) hold down the "SHIFT" key and press the "ENTER" key. The next example demonstrates how this can be done.

1. The following screenshot shows the bullet list containing six list items.  
(see figure 3.40)

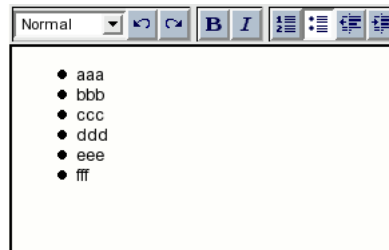


Figure 3.40: *The bullet list containing six list items.*

2. Let's insert a few text lines into the second list item. To do this, position the cursor at the end of the second list item, hold the "Shift" key down and press the "Enter" key. A new empty line will be created inside the second list item.  
(see figure 3.41)

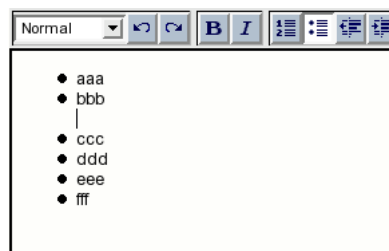


Figure 3.41: *Insert an empty text line into the second list item.*

3. Type in some text and continue adding new lines in the same way.  
(see figure 3.42)

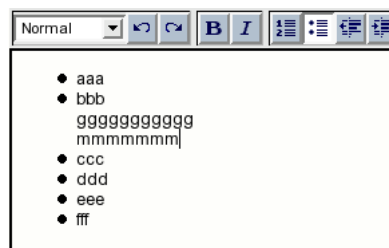


Figure 3.42: *Insert a few text lines into the second list item.*

4. Although headings are not allowed inside lists, you can use bold and italic formatting. For example you can create a structure with mixed text styles.  
(see figure 3.43)

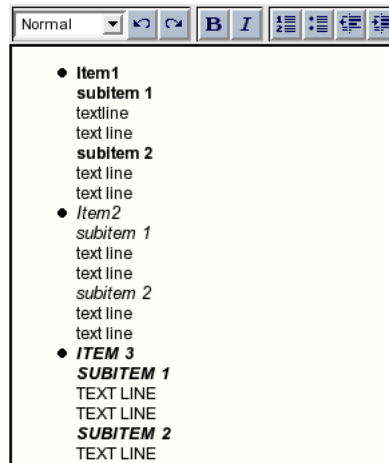


Figure 3.43: Bold and italic formatting inside a bullet list.

### Nested lists

The "Decrease indent" and "Increase indent" buttons allow you to decrease/increase the indentation for the current list item. This makes it possible to create nested lists and further modify their structure. These buttons are inactive until you position the cursor inside a list item or select one of the list items (or just select a part of a list item). Please refer to the next example for details.

### Example

1. Type up five short paragraphs. Select all of them and click the "Numbered list" button. (see figure 3.44)

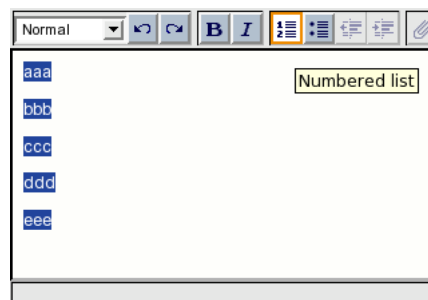


Figure 3.44: Transforming a few paragraphs into numbered list items.

2. The paragraphs will be transformed into numbered list items. Position the cursor inside the end of the fifth list item and press the "Enter" key. An empty sixth list item will be created.

(see figure 3.45)

3. Type in some text for this new item and press the "Enter" key to add an empty (the seventh) list item.

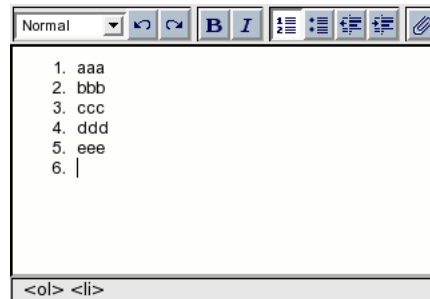


Figure 3.45: Adding an empty sixth list item at the end of the list.

(see figure 3.46)

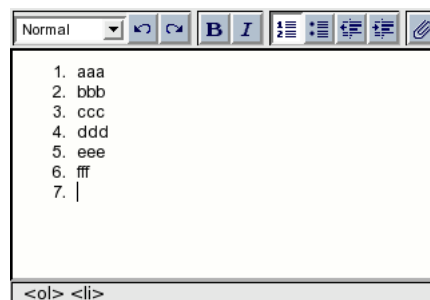


Figure 3.46: Adding an empty seventh list item at the end of the list.

4. Press the "Enter" key inside an empty list item to end the numbered list. Type in a short paragraph.

(see figure 3.47)

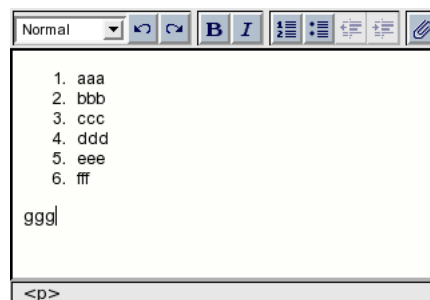


Figure 3.47: Starting a new paragraph after the list.

5. Put the text cursor on the third list item and click the "Increase indent" button. A new numbered list will be created inside the existing one.  
(see figure 3.48)
6. The inner list contains only one list item. Add a new item to this list by pressing the "Enter" key. Type in something.
7. Select both items of the inner list and click the "Bullet list" button.

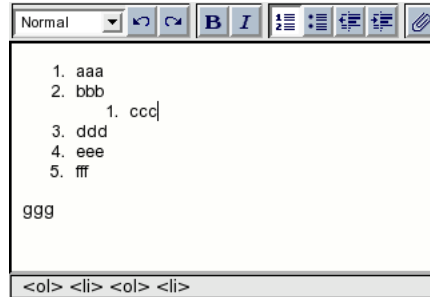


Figure 3.48: Using the "Increase indent" button to create a nested list.

(see figure 3.49)

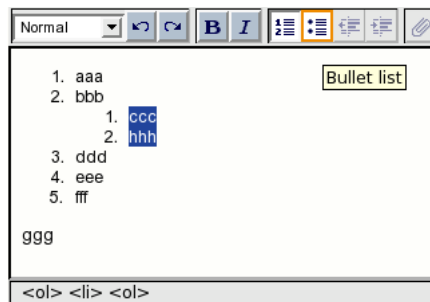


Figure 3.49: Transforming a numbered list into a bullet list.

The inner list will become a bullet list.  
(see figure 3.50)

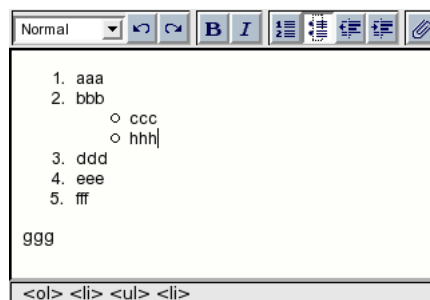


Figure 3.50: A bullet list inside a numbered list.

### Classified lists

It is possible to set the "class" parameter for numbered/bullet lists. To do this, position your cursor somewhere inside an unformatted chunk of text and right click in order to bring up the context sensitive menu. Choose the "Properties" item, a modal dialog (page 24) will appear. Select the desired class (page 30) name from the dropdown list and click the "OK" button.

Please note that the "Properties" item will not be available if you select some text and then

right click.

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### 3.7.7 The "Object" button

The content engine of eZ Publish allows you to create relations between different objects. For example, it is possible to relate an image object to an article. The Online Editor makes it possible to insert related objects into the XML structure so that they become *embedded objects*. This functionality can be used to embed any type of object in the XML.

The "Object" button allows you to insert new and edit existing embedded objects. This button is located in the "Special Tools" area of the OE toolbar (look at the following screenshot).

(see figure 3.51)



Figure 3.51: The "Object" button

Embedded objects are inserted as block elements (page 27). A block element always begins on a new line when it is displayed. It exists in its own virtual box and is always followed by a carriage return (like if someone hit the "Enter" key after inserting the object). Even though the OE sometimes displays images as if they were inline elements (page 27), the images will become block elements in the resulting XHTML.

Please note that the system will use the "embed" XML tag for embedded objects.

#### Inserting an object

1. Position the cursor at a location where you wish to add an object. Click the "Object" button. You can also right click and choose the "Insert object" item from the context menu.

Please note that it is not possible to insert an image directly inside the text without breaking it. An image can not be inserted in the same line as heading. It is recommended to create a new paragraph (page 26) before inserting an image.

2. You will see a modal dialog (page 24) showing a list of related objects. If there are no relations, the list will be empty. This is shown in the screenshot below.

(see figure 3.52)

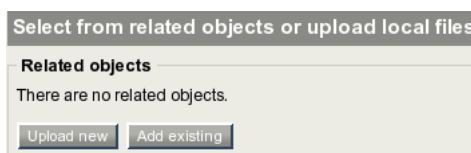


Figure 3.52: Online Editor: the list of related objects is empty.

If the necessary object is not in the list of related objects, perform the instructions of the subsection "Adding a related object to the list", otherwise select the desired object from the list and specify its embedding properties (look at the next screenshot).

(see figure 3.53)

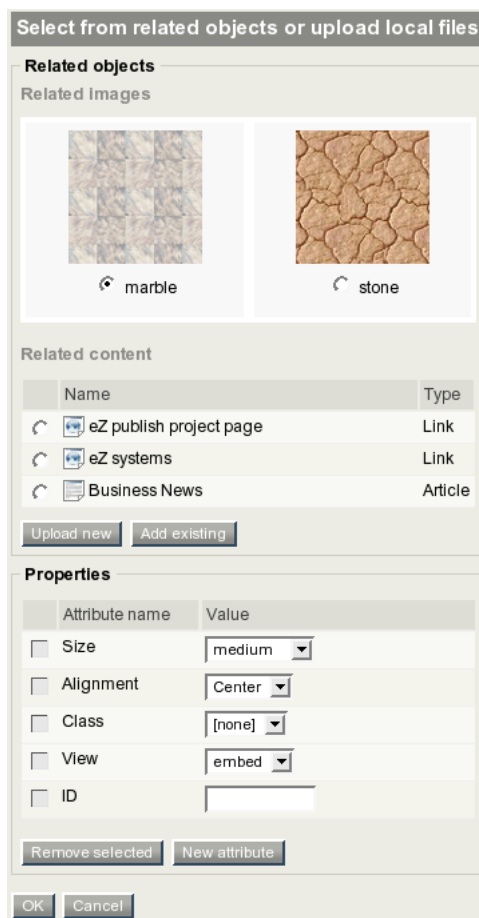


Figure 3.53: Online Editor: the "Insert object" dialog.

The screenshot shows a modal dialog (page 24) with a list of related objects at the top and a table of attributes at the bottom. The related objects are arranged in two sections: "Related images" and "Related content". The related image "marble" is selected. The attribute table shows the default properties for embedding this Image object. These attributes generally correspond to the parameters of the "embed" tag. There are five built-in attributes (Size, Alignment, Class, View, and ID). These are described below.

3. Set the desired properties and click the "OK" button. The inserted object will appear in the OE text area. Image objects will appear as images, all other objects will appear as special icons (as shown below).

(see figure 3.54)



Figure 3.54: The "Embedded object" icon

### Size

Available for image objects only. You can choose a size for the embedded image. The default sizes are:

- reference (600x600 px)
- small (100x100 px)
- medium (200x200 px)
- large (300x300 px)
- rss (88x31 px)
- original

Note that "reference", "small", "medium", "large", "rss" may decrease the size of the image but they will not increase it. "Original" will keep the original image size. These default sizes are specified in the "image.ini" configuration file. These can be re-configured from within a configuration override for this file. More information about image variations can be found in the reference documentation of the "Image" datatype.

### Alignment

You can choose "center", "left" or "right" positioning of the embedded object. The selection will result in a CSS class that will be used in the resulting XHTML.

### Class

This parameter allows you to specify a custom stylesheet that will be used for the embedded object.

### View

You can choose the view that should be used to render the embedded object. For example, if you insert an image object, the "embed" view will show the image along with its caption, the full view will display additional information such as the object name, current version, etc.

### ID

It is possible to assign a unique identifier to the embedded object (it will become the ID attribute in the resulting XHTML code).

You can add custom attributes by clicking the "New attribute" button. To remove custom attributes, select one or more attributes using the checkboxes and click the "Remove selected" button.

### Classified objects

To set the "class (page 30)" parameter for an object, edit its properties. This is described in following text.

### Embedded object properties

You can edit the properties of the embedded objects. To do this, click on an embedded object so that it will become a selected element (you will see that it will be encapsulated in a rectangular frame). Click the "Object" button. The dialog that was described earlier will appear. The currently selected object will be highlighted in the list of related objects. You can make changes in the property table. You can also select another related object for inserting instead of the current one. The changes will take effect after clicking the "OK" button.

Please note that you can also edit the embedded object by right clicking on it and choosing the "Properties" item from the context menu (this is shown in the screenshot below).

(see figure 3.55)

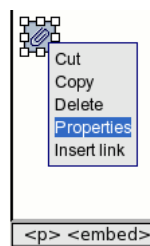


Figure 3.55: Online Editor: accessing the properties of the embedded object.

### Adding a related object to the list

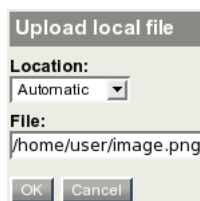
If the needed/desired object is not in the list of related objects, you should add it by using one of the two buttons located below the list itself. It is possible to either add/relate an already existing object or upload a new file and use that as a related object.

### Uploading new objects

The "Upload new" button makes it possible to create a new related object from a local file. Click this button and choose a file (for example an image). The dropdown list allows you to choose where the newly created object should be placed. This is shown in the screenshot below.

(see figure 3.56)

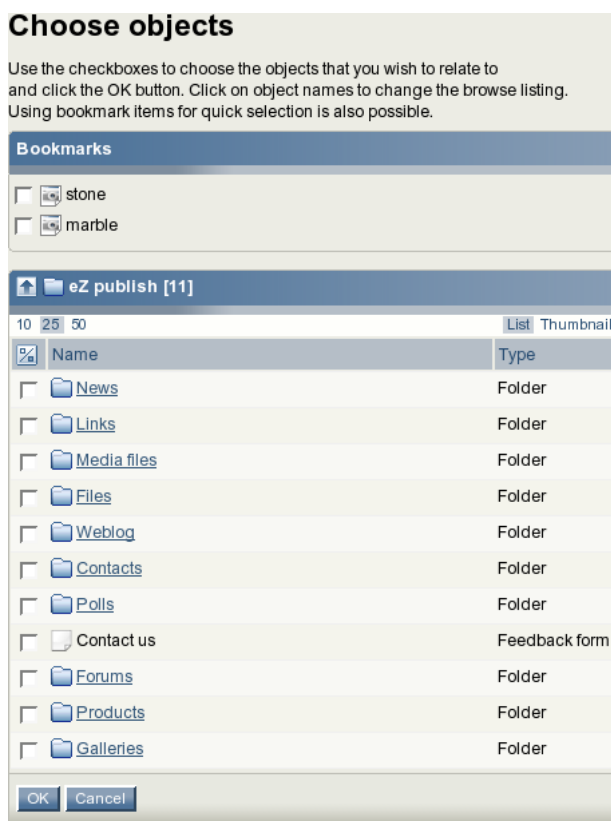
After clicking the "OK" button the system will upload your file, place it at the selected location and relate it to the object that is currently being edited. Once this is done, the object (the uploaded file) is ready for use. Please refer to the "Inserting an object" section for details.

Figure 3.56: *Upload related content.*

### Adding existing objects

The "Add existing" button makes it possible to relate existing objects to the one which is currently being edited. When you click this button, you will see a modal dialog (page 24) called "Choose objects". This dialog will display the nodes that are located inside the "Content structure" tree. The dialog is shown in the following screenshot.

(see figure 3.57)

Figure 3.57: *Browse for related objects.*

Use the list to select the node which encapsulates the object that you want to use. Please note that it is possible to select multiple nodes/objects at the same time. You can navigate the list by clicking on the names of the nodes. If the desired node is located outside the "Content structure" tree then simply click the up arrow icon/button until it brings you to the root of the tree. This operation will allow you to for example switch to the "Media library" tree and

select images that are located there. The following illustration shows the up-arrow.

(see figure 3.58)



Figure 3.58: The "Up" button

It is possible to reconfigure how the list is displayed. For example, you can set the quantity of objects per page by clicking the "10" / "25" and "50" links. If you wish to browse image objects as thumbnails, simply click the "Thumbnail" button.

Please note that your bookmarked objects will also be displayed and thus they can also be selected. When you're finished selecting the desired object(s) (simply use the checkboxes to do this) click the "OK" button. The system will then relate the selected object(s) to the one that is currently being edited. Once this is done, you can insert the related objects as described in the "Inserting an object" section.

It is not necessary to use the Online Editor every time you wish to add related objects. The "Related objects" window located towards the bottom of the object edit interface can also be used to manage the object relations. This interface is shown in the screenshot below.

(see figure 3.59)



Figure 3.59: The "Related objects" window.

### 3.7.8 The "Link" button

The "Link" button allows you to create new and edit existing hyperlinks. This button is located in the "Special Tools" area of the OE toolbar. The following screenshot shows this button.

(see figure 3.60)



Figure 3.60: The "Link" button

When generating XHTML code, the system will use the "a" tag for hyperlinks. This behavior is dictated by the "/design/standard/templates/content/datatype/view/eZxmltags/link.tpl" template.

#### Creating a hyperlink

1. Position the cursor at a location where you wish to add a hyperlink and click the "Link" button. Please note that you can also right click and select the "Insert link" item from the context menu. You will see a modal dialog (page 24) called "Insert link" with the link properties (Text, Type, URL, Class, Open in new window, Title, and ID). The following screenshot shows this dialog. The different properties are described below.
2. Specify the link properties and click the "OK" button. The inserted link will appear in the OE text area.  
(see figure 3.61)

Figure 3.61: The "Insert link" dialog.

#### Text

This parameter is required, you need to use it in order to provide a text for the link itself.

### Type

There are five common types for external links (http:, mailto:, file:, ftp:, and https:) and two special types for internal links (ezobject:, eznode:). The internal links make it possible to create links to objects and nodes that are in the system. After choosing a link type, the type will appear in the URL field (for example "http://"). If you have chosen "ezobject:" or "eznode:", a button labelled "Browse" will appear above the URL field.

Clicking the "Browse" button will open a modal dialog (page 24) that will allow the selection of objects which already exist in the system. It is very similar to the "Choose objects" window described in the subsection "Adding a related object to the list" except that it does not allow the selection of multiple items. Select the necessary object and click the "OK" button. The address will appear in the URL field, for example, "eznode://114".

Please note that the type dropdown is optional, you do not need to use it, you can type in the link address directly into the URL field.

### URL

You have to specify a valid external or internal URL address (this is a required parameter). Javascript is not allowed here for security reasons.

### Class

You can specify a CSS class (page 30) that should be used when the link is rendered. For example, a custom class can be used to display the link using a specific color.

### Open in new window

By default, the linked page will be opened in the current browser window / tab. You can check this box in order to have the link be opened in a new browser window / tab.

### Title

You can specify a short title text. It will appear as a tooltip when the mouse pointer is hovering above the link. The tooltips will be displayed on the site pages. Users of Mozilla based browsers will also be able to see the tooltips inside the OE text area.

### ID

You can assign a unique identifier to a link (it will become the ID attribute in the resulting XHTML code).

Please note that you can also select some text and click the "Link" button. It is also possible to right click on the selected fragment and choose the "Insert link" item from the context menu (this is shown in the screenshot below).

(see figure 3.62)

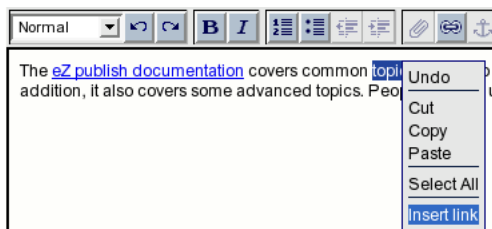


Figure 3.62: *Online Editor: make a link from the selected text.*

The dialog that was described above will appear and the "Text" field will contain the selected text fragment.

### Classified links

To set the "class (page 30)" parameter for a link, simply edit its properties - this is described in the next section.

### Link properties

To edit a link's properties, position the cursor inside a linked text and click the "Link" button. You can also right click on the linked text and choose the "Link Properties" item from the context menu. When using Internet Explorer, the link will become selected when you right click it.

You will see a modal dialog (page 24) called "Link properties". It is very similar to the "Insert link" window that was described in the previous section. Your changes will take effect after clicking the "OK" button.

### Removing a hyperlink

To remove a link along with its text, simply delete the link text in the OE text area. If you want to keep the text but remove the link, right click the link and select the "Remove Link" item from the context menu. Users of Internet Explorer can also put the cursor at the end of the link and press the "Backspace" key.

(see figure 3.63)

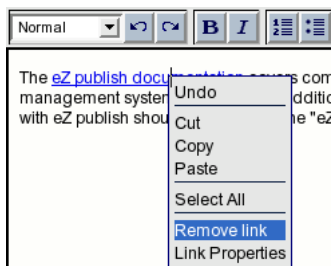


Figure 3.63: *Online Editor: choosing the "Remove link" item from the context menu.*

## Objects as links

An embedded object can also be a hyperlink. In this case and if the object supports this feature, the link will be included in the resulting XHTML. For example, it is possible to link up image objects, manipulate and remove the link(s) - these features are explained in the following example.

### Example

1. Click on the embedded image object. It will become a selected element.
2. Click the "Link" button. (see figure 3.64)

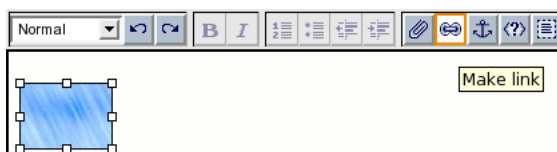


Figure 3.64: Online Editor: an embedded object can be a hyperlink.

Please note that you can also right click on the image and choose the "Insert Link" item from the context menu.

3. The "Insert link" window will be displayed. The "Text" and "Class" properties will be inactive. Choose "http:" from the dropdown list so that the "http://" notation appears in the URL field. Add "www.ez.no" to this notation in order to make a valid link.
4. Type in a tooltip text for example "Link to eZ Systems." in the "Title" field and click the "OK" button. (see figure 3.65)



Figure 3.65: The "Insert link" dialog for embedded objects.

The image will become a link and it will be encapsulated by a blue frame. (see figure 3.66)

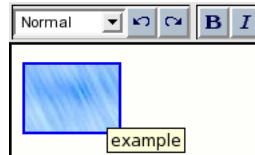


Figure 3.66: An image that is a link is encapsulated by a blue frame.

5. Select the image by clicking on it and then click the "Link" button (or right click on the image and choose the "Link Properties" item from the context menu). (see figure 3.67)

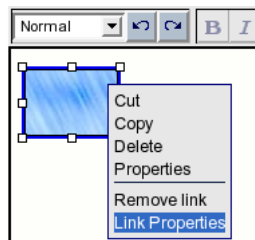


Figure 3.67: Online Editor: choosing the "Link Properties" item from the context menu.

6. You will see a modal dialog (page 24) called "Link properties". It is very similar to the "Insert link" window. This dialog allows you to edit the link properties. For example, you can use it to change the link URL to "http://ez.no/doc" and click the "OK" button to apply the changes. (see figure 3.68)

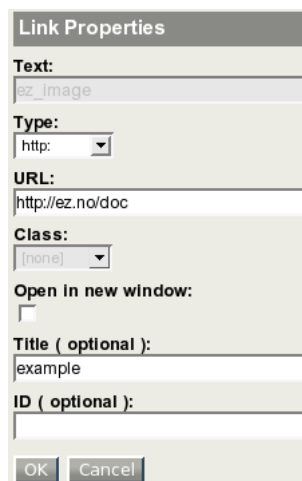


Figure 3.68: The "Link properties" dialog.

7. To remove the link from the image, right click the image and select the "Remove Link" item from the context menu. (see figure 3.69)

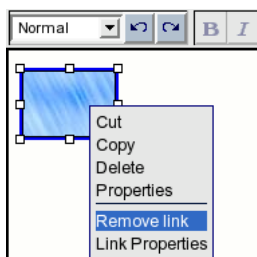


Figure 3.69: Online Editor: choosing the "Remove link" item from the context menu.

### 3.7.9 The "Anchor" button

The "Anchor" button is located in the "Special Tools" area of the OE toolbar. The following image reveals how this button looks like.

(see figure 3.70)



Figure 3.70: The "Anchor" button

A hyperlink may refer not only to a whole document but also to a specific part of the document itself. You need to mark the fragment before you can link to it. To do this, insert an anchor in the beginning of the fragment. When creating a hyperlink referring to this fragment, append the hash character (#) and the anchor name to the URL. Please note that the anchor names must be unique within the same page/document/object. When generating XHTML code, the system will use the "a" tag for anchors. This behavior is dictated by the "/design/standard/templates/content/datatype/view/ezxmltags/anchor.tpl" template.

#### Inserting an anchor

1. Position the cursor at a place where you wish to add an anchor and click the "Anchor" button. You can also right click at this location and choose the "Insert anchor" item from the context menu. You will see a modal dialog (page 24) called "Insert anchor". This dialog is shown in the screenshot below.

(see figure 3.71)

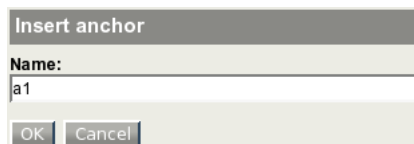


Figure 3.71: The "Insert anchor" dialog.

2. Specify the anchor name and click the "OK" button. The inserted anchor will appear as a special icon in the OE text area. The following image shows how this icon looks like.

(see figure 3.72)



Figure 3.72: The "Anchor" icon

#### Changing the anchor's name

1. Click on the anchor in the OE text area so that it will become a selected element.

2. Click the "Anchor" button. The "Insert anchor" dialog will be displayed. You can change the anchor name using this dialog. Click the "OK" button when done.

Please note that you can also edit the anchor by right clicking on it and choosing the "Properties" item from the context menu.

### Using anchors together with internal links

It is possible to link to a specific part of an object which is referred to by an internal link through either the "eznode://" or the "ezobject://" notation. The following example explains how this can be done.

#### Example

Let's say that you have an anchor called "Steve" inside an article called "Apple", you can insert a link directly to the "Steve" position in the "Apple" article from another article called "Banana":

1. Open the "Banana" article for editing and create a link using either the "Link" button or the context menu.
2. In the "Insert link" dialog choose either "eznode:" or "ezobject:" and click the "Browse" button. Find and select the article called "Apple" and click the "OK" button. The address of the "Apple" article will appear in the URL field, for example like this: "eznode://113".
3. Modify the URL by appending the hash character "#" and the anchor name "Steve" to the address:  
"eznode://113#Steve".
4. Click the "OK" button to exit the dialog, the link will be created. When this is done, your visitor will be able to jump to the "Steve" position inside the "Apple" article from within the "Banana" article.

Please note that you can type the link address directly into the URL field without having to choosing a link type first.

### 3.7.10 The "Custom tag" button

The "Custom tag" button is located in the "Special Tools" area of the OE toolbar. The following image shows how this button looks like.

(see figure 3.73)



Figure 3.73: The "Custom tag" button

It is possible to use custom tags in the XML field. Custom tags allow you to create both block and inline elements (page 27). There are five default custom tags available for use:

- Factbox (block)
- Quote (block)
- Strike (inline)
- Sub (inline)
- Sup (inline)

Custom tags must be specified using the "AvailableCustomTags[]" array in the "[Custom-TagSettings]" block within a configuration override for "content.ini". Whether a custom tag is inline or not can be defined in the same block. Please refer to the "Custom tags" part located in the XML tags section of the "Reference" chapter in the "eZ Publish technical manual".

When generating XHTML code, the system will use the "table" tag for factbox, "strike" for strike, "sub" for sub, "sup" for sup. This behavior is dictated by the following templates:

- /design/standard/templates/content/datatype/view/ezxmltags/factbox.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/strike.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/sub.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/sup.tpl

#### Inserting a custom tag

1. Position your cursor at a location where you wish to add a custom tag.
2. Click the "Custom tag" button. You can also right click and choose the "Insert custom tag" item from the context menu. The following modal dialog (page 24) will appear:  
(see figure 3.74)
3. Select the desired custom tag name from dropdown list and click the "OK" button.

A table of attributes/properties will be displayed at the bottom. This table will most probably be empty. You can add custom attributes by clicking the "New attribute" button. To remove custom attributes select one or more attributes using the checkboxes and click the "Remove selected" button.

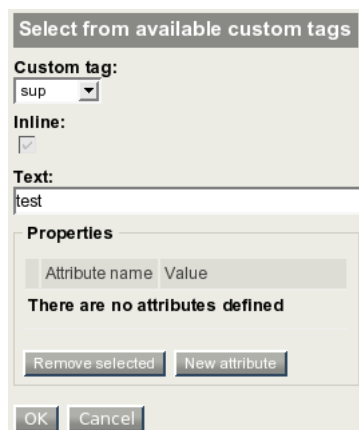


Figure 3.74: The "Insert custom tag" dialog.

### Inline tags

If the selected tag is an inline tag, the "Inline" checkbox will be checked and the "Text" field will be enabled. Write the tag content in the "Text" field and click the "OK" button. A new formatted text fragment will appear in the OE text area:

(see figure 3.75)

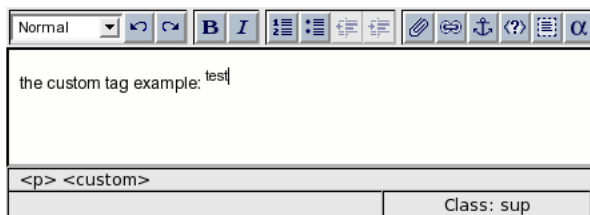


Figure 3.75: Online Editor: inline custom tag added.

After inserting an inline custom tag you can start writing non-formatted text at the current cursor position. When using Internet Explorer you will see a single space inserted after an inline custom tag. You should start writing non-formatted text right after this space.

If you leave the "Text" field empty, this custom tag will appear in the OE text area as a special icon:

(see figure 3.76)



Figure 3.76: The "Custom tag" icon

To insert a text into this tag, right click on the icon and choose the "Properties" item from the context menu. Type in the tag content into the "Text" field and click the "OK" button.

### Block tags

If the selected tag is not an inline tag, the "Inline" check box will not be checked and the "Text" field will be disabled. Click the "OK" button to insert the tag. A single column and single row table with sky-blue background will appear in the OE text area. Users of Mozilla based browsers will see the name of the custom tag as a tooltip:

(see figure 3.77)

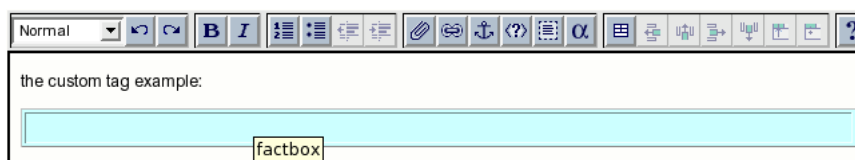


Figure 3.77: Online Editor: block custom tag added.

When you're at this point, you can type in the tag content into the table cell.

Please note that a text / inline element inside a block custom tag will always be encapsulated by a paragraph (you can see the tag "p" in the status bar) - the paragraph tags will not be shown when the OE is disabled (when you're editing the content using simplified XML).

### Editing an inline custom tag

1. Right click on the formatted text fragment and choose the "Properties" item from the context menu. When using a Mozilla based browser, do not make any text selection before right clicking, otherwise the "Properties" item will be unavailable.

(see figure 3.78)

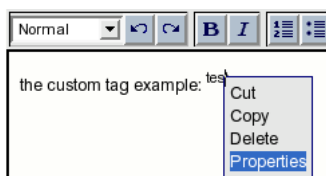


Figure 3.78: Select "Properties" from the context menu to edit an inline custom tag.

You will see a modal dialog (page 24) (already described in "Inserting a custom tag").

2. Make your changes and click the "OK" button.

Please note that if you change the name of a custom tag, you must make sure that the new tag is inline (you are not allowed to transform an inline tag into a block tag.)

### Editing a block custom tag

A block custom tag is visualized as a table. The tag content is located inside a table cell. It is normal text which may contain lists, bold and italic items, custom tags and other elements.

The context menu is not available for these inner elements. Please note that an inline element inside a block custom tag is always encapsulated inside a paragraph. The following text explains how to edit the tag properties.

1. Right click on the table border or somewhere inside the table and choose the "Properties" item from the context menu. (see figure 3.79)

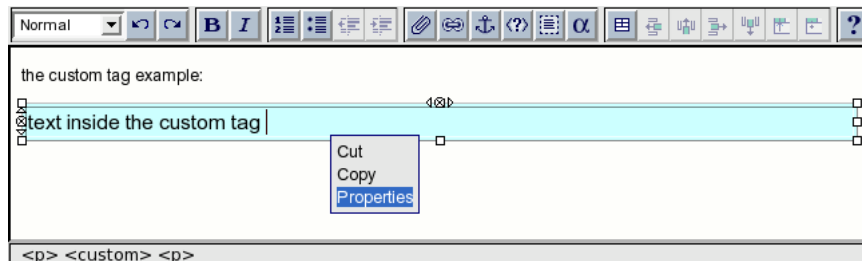


Figure 3.79: Select "Properties" from the context menu to edit a block custom tag.

You will see a modal dialog (already described in "Inserting a custom tag").

2. Make your changes and click the "OK" button.

Please note that if you change the name of a custom tag, you must make sure that the new tag is inline (you are not allowed to transform an inline tag into a block tag.)

### Removing a custom tag

To remove an inline custom tag along with its text, position the cursor there and delete the text by pressing the "Delete" or the "Backspace" key.

A block custom tag is visualized as a table cell. Users of Mozilla based browsers can click somewhere inside the table and they will see two "x" elements in the table border. Clicking on an "x" will remove the table. Users of Internet Explorer can right click on the table and choose the "Delete" item from the context menu.

### Nested custom tags

A block custom tag is visualized as a table. You can easily insert a block or inline custom tag into this table.

1. Position the cursor at a location inside the table where you wish to add a custom tag (or simply click on the table border).
2. Click the "Custom tag" button. You will see a modal dialog (already described in "Inserting a custom tag").
3. Specify the necessary parameters and click the "OK" button.

Please note that an inline custom tag may contain nested inline tags. This feature is demonstrated in the following example.

### Example

Let's insert a "strike" element into a "sup" element. The word "test" is formatted by inline custom tag "sup".

1. Position the cursor inside this word. The "p","custom" and "Class: sup" lines in the status bar will indicate that the current element is custom tag "sup" located inside a paragraph.
2. Click the "Custom tag" button.  
(see figure 3.80)

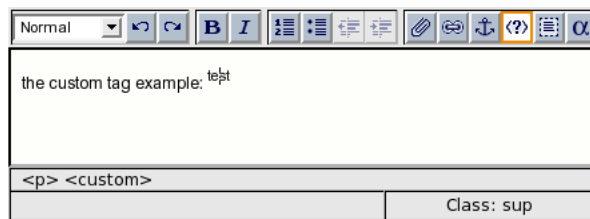


Figure 3.80: Online Editor: insert nested custom tag.

3. You will see a modal dialog (already described in "Inserting a custom tag").
4. Choose "strike" from the dropdown list. The "Inline" checkbox will indicate that "strike" is an inline tag.
5. Type in "aaabbb" in the "Text" field and click the "OK" button.  
(see figure 3.81)

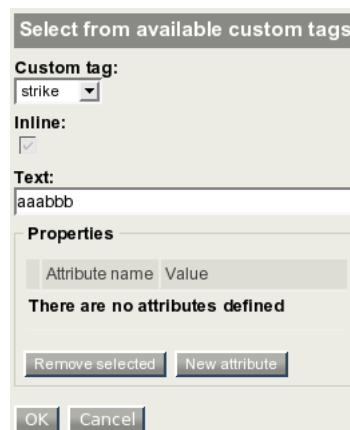


Figure 3.81: The "Insert custom tag" dialog.

You will see the changes immediately:

(see figure 3.82)

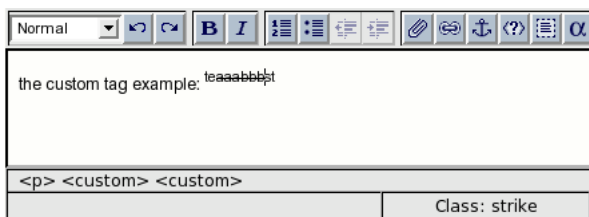


Figure 3.82: Online Editor: nested custom tag added.

### 3.7.11 The "Literal text" button

The "Literal text" button is located in the "Special Tools" area of the OE toolbar, it looks like this:

(see figure 3.83)



Figure 3.83: The "Literal text" button

This button can be used to create an area into which you may input unformatted text, for example program source code, HTML code, XML content, etc. Everything that is inside a literal block will be rendered in the same way (character by character) when the final output (the XHTML code) is generated. The system will use the "pre" tag when rendering literal blocks, this behavior is determined by the "/design/standard/templates/content/datatype/view/ezxmltags/literal.tpl" template.

#### Inserting literal text

1. Position the cursor at a location where you for example want to have a chunk of source code.
2. Click the "Literal text" button. You can also right click at the target location and choose the "Insert literal text" from the context menu. A modal dialog (page 24) will appear (the screenshot is given below). (see figure 3.84)

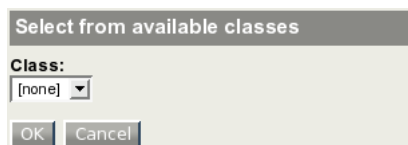


Figure 3.84: The "Insert literal text" dialog.

3. If necessary, choose a class from the dropdown list. Click the "OK" button. A box with purple background will appear in the OE text area.
4. Type in the text inside the purple box as shown in the screenshot below. (see figure 3.85)



Figure 3.85: Online Editor: the content of the purple box will be displayed as literal text.

### Changing the class for a literal box

1. Right click on the table border and select "Properties" from the context menu: (see figure 3.86)

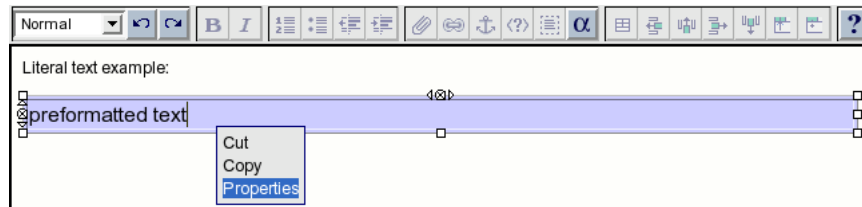


Figure 3.86: Online Editor: accessing the literal text properties.

You will see a modal dialog (as described in "Inserting a literal text").

2. Select the desired class from the dropdown list and click the "OK" button.

### Removing literal text

Literal text is visualized using a purple box. When using a Mozilla based browser, you can simply click somewhere inside the purple area, you will see two "x" elements near the borders. Click on one of the "x" elements to remove the table. When using Internet Explorer, you can simply right click on the purple box and select "Delete" from the context menu.

### Creating a simple HTML editor using the literal feature

In this example we will create a special literal box that will function as a simple HTML editor. In other words, the solution will allow you to use and publish HTML directly using the Online Editor. This will be done using a custom class and a modified version of the template that is used to render literal text.

1. Add a class called "html" using the "AvailableClasses[]" configuration array within an override for "content.ini".
2. Create a custom/replacement version of the "literal.tpl" template. Simply copy the standard template and place it in the "templates/content/datatype/view/ezxmltags/" directory within your custom design. The system will use this template when rendering literal text.
3. If the "html" class is used, the literal text should be rendered directly as HTML code. If not, it should be rendered using the "pre" tag. You can easily achieve this functionality by replacing the original template code in the custom "literal.tpl" file with the following:

```
{if ne( $classification, 'html' )}
<pre{if ne( $classification|trim, '' )} class="{ $classification|wash}"{/
if}>{ $content|wash( xhtml )}</pre>
{else}
{ $content}
{/if}
```

4. Clear the caches and test the functionality by writing HTML into an "html"-classified literal box. When the page is rendered, the code that you typed into the "html"-classified literal box should be output as HTML. Literal content that is not using the "html" class will be washed and encapsulated by "pre" tags.

Please note that in eZ Publish 3.8.4 and later versions this type of classification will be disabled by default since allowing editors to insert HTML and Javascript code directly into XML blocks is not safe. It is not recommended to enable the "html" class unless you really trust all users who have privileges to edit objects containing XML blocks.

### 3.7.12 The "Special character" button

The "Special character" button is located in the "Special Tools" area of the OE toolbar, it looks like this:

(see figure 3.87)



Figure 3.87: The "Special character" button

This button allows you to insert special characters.

1. Position the cursor at a location where you wish to add a special character.
2. Click the "Special character" button. A modal dialog (page 24) with a table of special characters will appear:

(see figure 3.88)

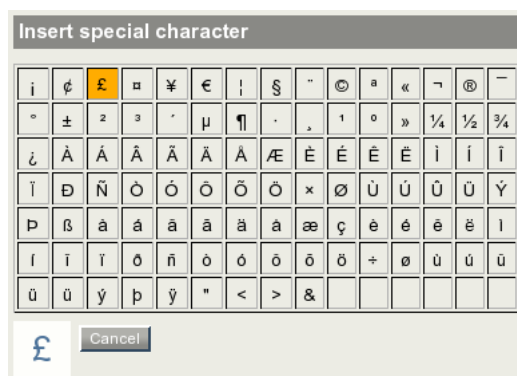


Figure 3.88: The "Insert special character" dialog.

3. To insert a character, simply click on it. To view an larger version of a character, hover the mouse pointer over it and check the lower left corner of the dialog.

Please note that special characters are inserted "as is" without any XML tags and they can not be classified. When the system generates the XHTML output, many of the special characters will be rendered as HTML entities.

### 3.7.13 Working with tables

The "Tables" area of the OE toolbar contains seven buttons which allow you to create and manipulate tables in different ways -

The "Table" button allows you to create tables:

(see figure 3.89)



Figure 3.89: The "Table" button

The "Insert row" button allows you to insert rows into a table. This button will become active when a table cell is selected.

(see figure 3.90)



Figure 3.90: The "Insert row" button

The "Insert column" button allows you to insert columns into a table. This button will become active when a table cell is selected.

(see figure 3.91)



Figure 3.91: The "Insert column" button

The "Delete row" button allows you to remove rows from a table. This button will become active when a table cell is selected.

(see figure 3.92)



Figure 3.92: The "Delete row" button

The "Delete column" button allows you to remove columns from a table. This button will become active when a table cell is selected.

(see figure 3.93)



Figure 3.93: The "Delete column" button

The "Split cell" button allows you to split a single table cell into two cells. This button will become active when a table cell is selected.

(see figure 3.94)



Figure 3.94: The "Split cell" button

The "Merge cell" button allows you to merge several table cells into a single cell. This button will become active when a table cell is selected.

(see figure 3.95)



Figure 3.95: The "Merge cells" button

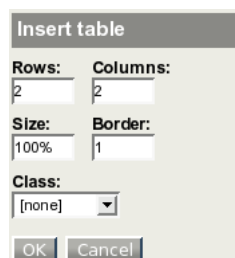
When generating XHTML code, the system will use the "table" tag for tables, "tr" for table rows, "td" for table cells, "th" for table header cells. This behavior is controlled by the following templates:

- /design/standard/templates/content/datatype/view/ezxmltags/table.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/tr.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/td.tpl
- /design/standard/templates/content/datatype/view/ezxmltags/th.tpl

### Creating a table

1. Position the cursor at a location where you wish to insert a table.
2. Click the "Table" button. You can also right click and select "Insert table" from the context menu. You will see a modal dialog (page 24) called "Insert table":

(see figure 3.96)

A modal dialog box titled "Insert table". It contains four input fields: "Rows:" with the value "2", "Columns:" with the value "2", "Size:" with the value "100%", and "Border:" with the value "1". Below these is a "Class:" dropdown menu with "[none]" selected. At the bottom are "OK" and "Cancel" buttons.

Rows:	Columns:
2	2
Size:	Border:
100%	1
Class:	
[none]	

Figure 3.96: The "Insert table" dialog.

- Specify the number of rows and columns, the table width (either 0-100% or number of pixels), the table border (pixels), and optionally choose a class (page 30) using the dropdown list.
- Click the "OK" button. The table will appear in the OE text area. Please note that if the table border is 0 then the table will be displayed using red borders (as shown in the screenshot below).

(see figure 3.97)

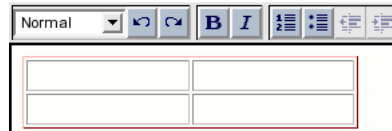


Figure 3.97: Online Editor: if the table border is 0, the table is displayed using red borders.

- Insert the desired content into the table cells.

Please note that text and inline elements inside table cells will always be encapsulated by paragraphs (you'll see the "p" tag in the OE status bar) - however, the paragraph tags will not be shown when the Online Editor is disabled (when you're looking at the simplified XML). A single "p" tag inside a table cell will be omitted in the resulting XHTML code if you add the following line into the "[ezxhtml]" section of an override for the "settings/ezxml.ini" configuration file:

```
RenderParagraphInTableCells=disabled
```

This setting is enabled by default.

### Selecting a table

If you click on the table border, the table will become selected and you will see it in a rectangular frame (as shown in the screenshot below). When using a Mozilla based browser you can also click somewhere inside the table.

(see figure 3.98)

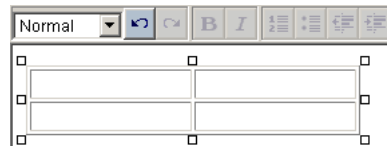


Figure 3.98: Online Editor: selecting a table.

### Table properties

1. To edit the properties of a table, right click somewhere inside the table itself and select "Table Properties" from the context menu. You will see a modal dialog (page 24) called "Table Properties":

(see figure 3.99)

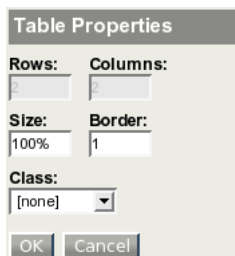


Figure 3.99: The "Table properties" dialog.

You can use this dialog to change the width (either 0-100% or number of pixels), the border (pixels) and the class (page 30). The "Rows" and "Columns" fields are disabled. If you need to change the number of rows and/or columns, you have to use the "Insert row", "Insert column", "Delete row", "Delete column" buttons.

2. Click "OK" when you're finished.

### Cell properties

1. Right click somewhere inside a table cell and select "Cell Properties" from the context menu. You will see a modal dialog (page 24) called "Edit Cell properties":

(see figure 3.100)



Figure 3.100: The "Cell properties" window.

You can use this dialog to specify the width (either 0-100% or number of pixels) and the class (page 30) for the current cell. It is also possible to apply the settings to all the cells in the current row/column.

2. Click "OK" when you're finished.

### Creating a table header cell

You can transform table cells into a table header cells. Please note that this feature works differently in Internet Explorer and Mozilla based browsers.

#### Internet Explorer

Internet Explorer allows you to transform single cells to header cells. Right click somewhere inside the target cell and choose "TH" from the context menu:

(see figure 3.101)

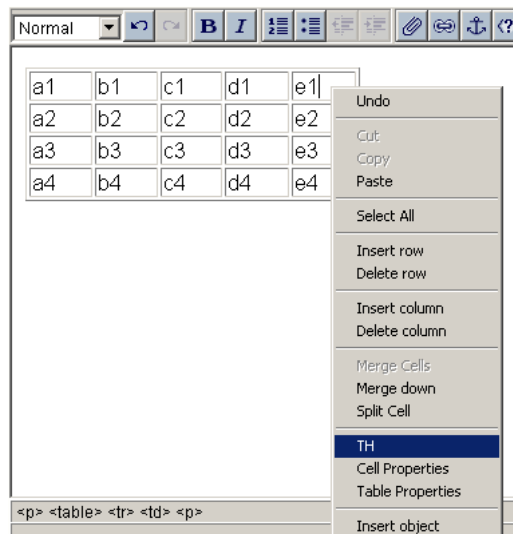


Figure 3.101: Online Editor: transforming single cells to header cells.

The cell will become a header cell:

(see figure 3.102)

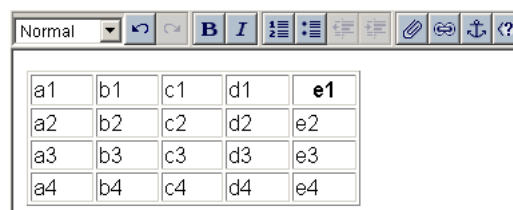


Figure 3.102: The table cell that has become a header cell.

If you want to transform it back, simply right click inside the cell and select "TH" from the context menu.

## Mozilla

You can not transform a single table cell into a table header cell but the transformation is possible for all the cells inside the selected/current row. Right click on the target row and choose "Change To TH" from the context menu:

(see figure 3.103)

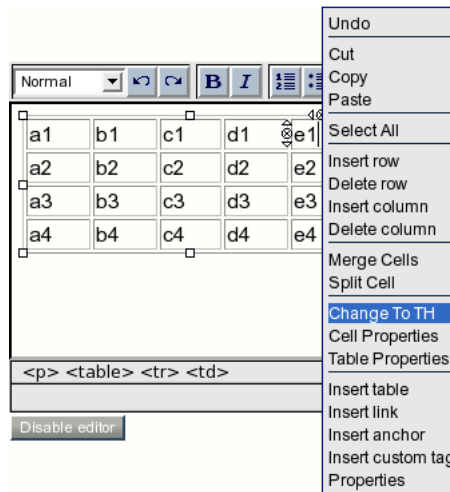


Figure 3.103: Online Editor: transforming all the cells in the row to header cells (Mozilla).

The row will become a table header row (containing only header cells):

(see figure 3.104)

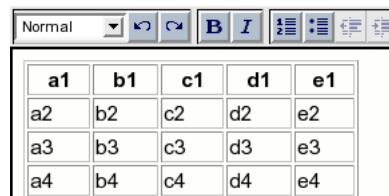


Figure 3.104: The row that has become a table header row.

If you want to change it back, right click on a table header and choose "Change To TD" from the context menu.

## Classified header cells

When using a Mozilla based browser, you can specify a "class" parameter for a header cell. Please note that this functionality is not available when using Internet Explorer.

1. Right click somewhere inside the header cell and choose "Properties" from the context menu. A modal dialog (page 24) will appear.
2. Select the desired class (page 30) name from the dropdown list and click the "OK" button.

### Nested tables

It is possible to have tables inside other tables. This can be done by inserting a table into an existing table cell.

1. Position the cursor inside the cell where you wish to insert a new table.
2. Click the "Table" button. You will see a modal dialog (page 24) called "Insert table".
3. Specify the properties and click the "OK" button. A new table will appear inside the table cell:

(see figure 3.105)

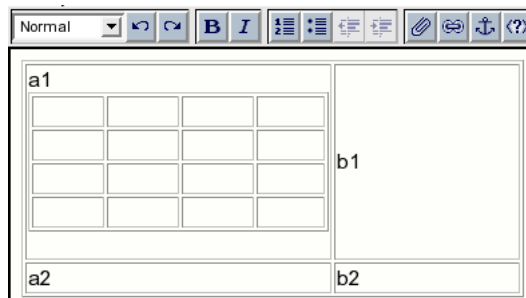


Figure 3.105: Adding a new table inside the existing one.

### Removing a table

When using Internet Explorer, you can remove an entire table by right clicking on a selected table and choosing "Delete" from the context menu. When using a Mozilla based browser, you can remove the entire table by deleting all its rows/columns.

### Inserting a new row

Put your mouse cursor inside one of the table cells (the status bar will show the tags for the current cell) and click the "Insert row" button:

(see figure 3.106)

A row will appear above the current cell:

(see figure 3.107)

You can also insert a row by right clicking on a table cell and choosing "Insert row" from the context menu.

### Inserting a new column

Put the cursor inside a table cell (the status bar will show the tags for the current cell) and click the "Insert column" button.

(see figure 3.108)

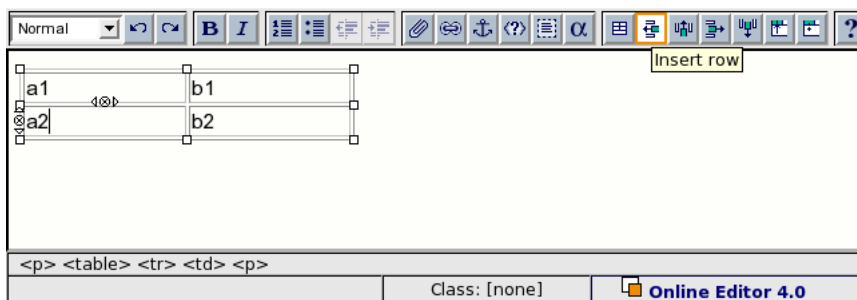


Figure 3.106: Online Editor: insert a new row.

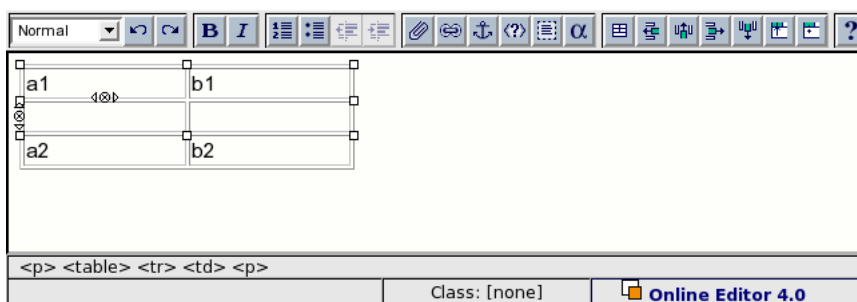


Figure 3.107: Online Editor: new row added.

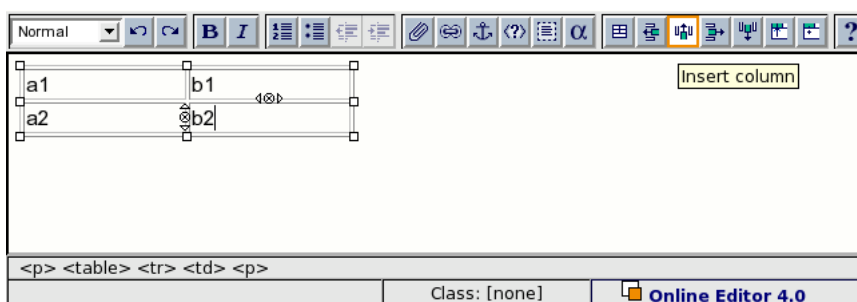


Figure 3.108: Online Editor: insert a new column.

A new column will appear to the left of the current cell:

(see figure 3.109)

You can also insert a new column by right clicking on a cell and choosing "Insert column" from the context menu.

### Removing a table row

1. Put the cursor inside a table cell (the status bar will show the tags for the current cell).
2. Click the "Delete row" button:  
(see figure 3.110)
3. The current row will be deleted: (see figure 3.113)

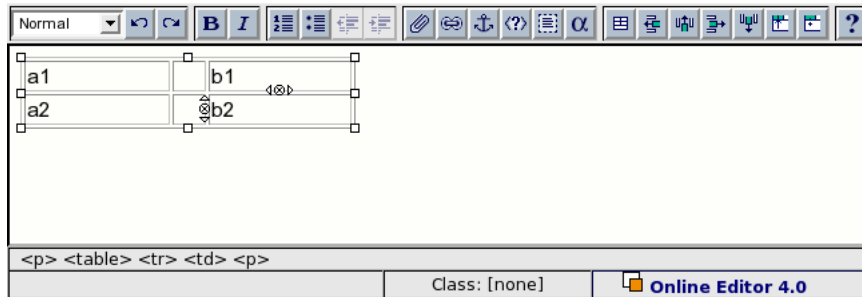


Figure 3.109: Online Editor: new column added.

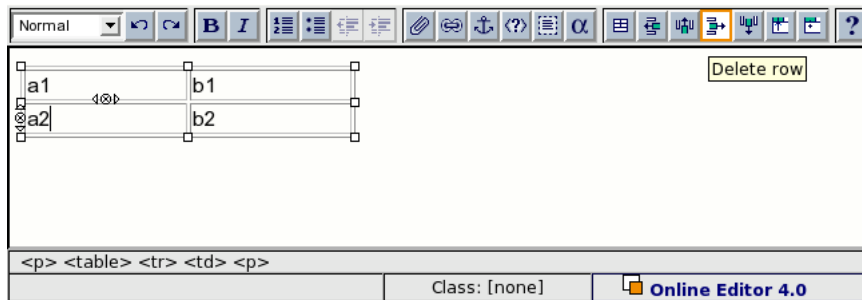


Figure 3.110: Online Editor: delete table row.

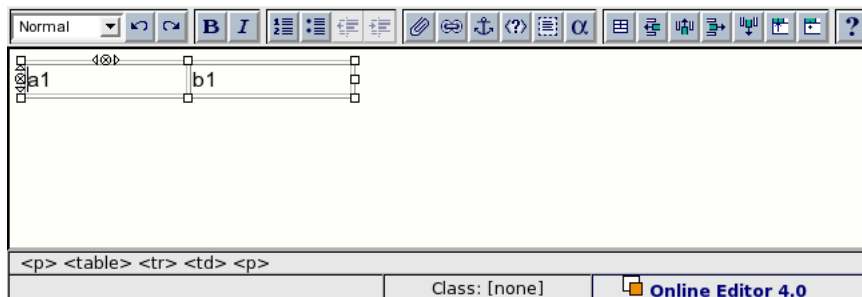


Figure 3.111: Online Editor: table row deleted.

You can also remove a row by right clicking on a cell and choosing "Delete row" from the context menu.

#### Alternate solution for Mozilla users

1. Put the cursor inside one of the table cells, the status bar will show the tags for the current cell. There will be two "x" elements near the top and left borders of the current cell:  
(see figure 3.112)
2. Click on the "x" element in the left border. The current row will be deleted:  
(see figure 3.113)

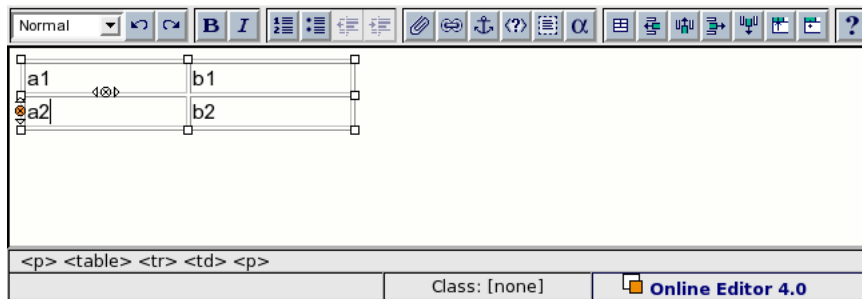


Figure 3.112: Online Editor: delete table row in Mozilla.

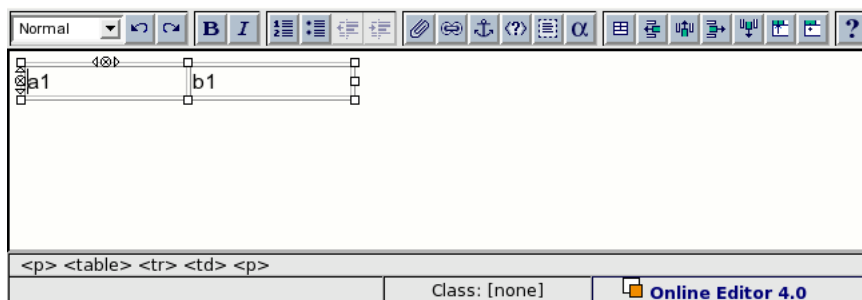


Figure 3.113: Online Editor: table row deleted.

### Removing a table column

1. Put the cursor inside one of the table cells (the status bar will show the tags for the current cell).
2. Click the "Delete column" button:  
(see figure 3.114)

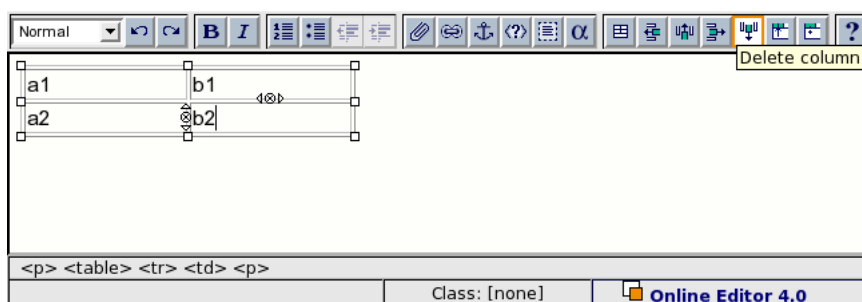


Figure 3.114: Online Editor: delete table column.

The current column will be deleted:  
(see figure 3.117)

You can also delete a column by right clicking on a table cell and choosing "Delete column" from the context menu.

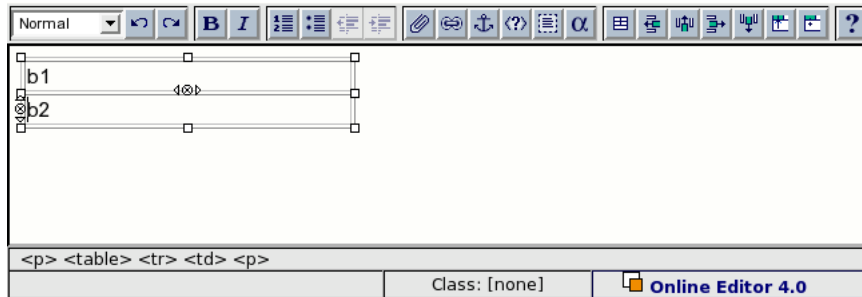


Figure 3.115: Online Editor: table column deleted.

### Alternate solution for Mozilla users

1. Put the cursor inside one of the table cells, the status bar will show the tags for the current cell. There will be two "x" elements near the top and left borders of the current cell:  
(see figure 3.116)

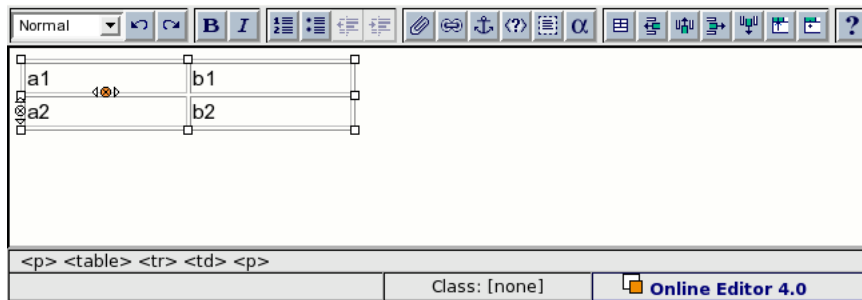


Figure 3.116: Online Editor: delete table column in Mozilla.

2. Click on the "x" element near the top border, the current column will be deleted:  
(see figure 3.117)

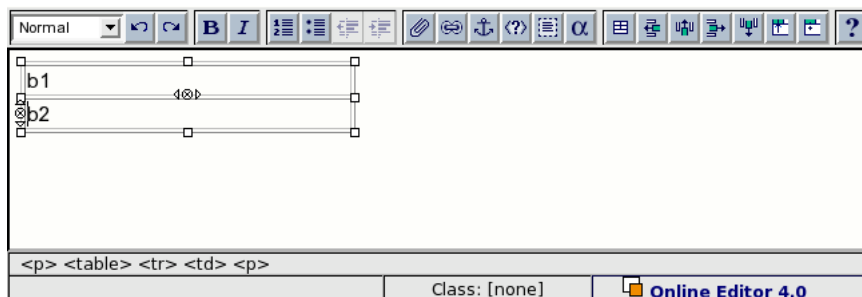


Figure 3.117: Online Editor: table column deleted.

### Splitting a table cell

1. Position the cursor inside the cell you want to split (the status bar will show the tags for the current cell).
2. Click the "Split cell" button:  
(see figure 3.118)

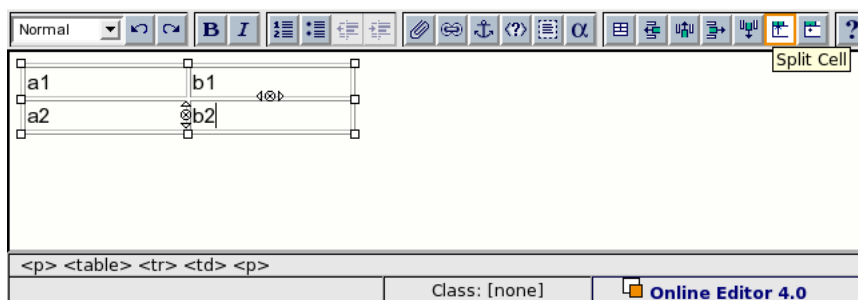


Figure 3.118: Online Editor: splitting a table cell.

The current cell will be divided into two cells (a new cell will appear to the right of the current cell). The contents of the original cell will stay in the original cell:  
(see figure 3.119)

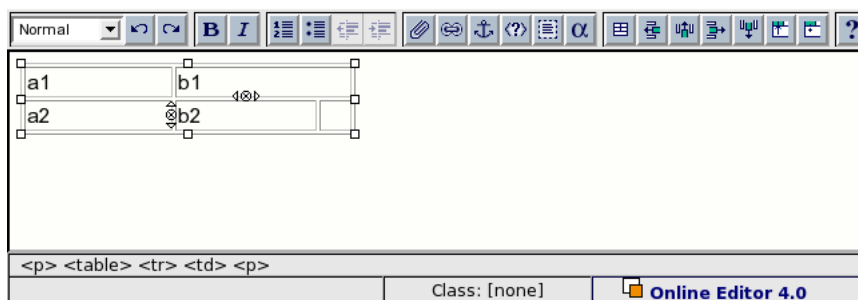


Figure 3.119: Online Editor: the result of splitting the table cell.

### Merging table cells

It is possible to merge multiple table cells into one. Please note that this feature works differently in Internet Explorer and in Mozilla based browsers.

#### Internet Explorer

There are two ways to merge table cells: horizontally or vertically. Horizontal merging allows you to combine several non-empty table cells located in the same row. Vertical merging allows you to merge the current cell with its bottom neighbor. This means that you can merge two empty or non-empty cells located in the same column.

### Horizontal merging

Select two or more non-empty cells in the same row and click the "Merge cell" button:

(see figure 3.120)

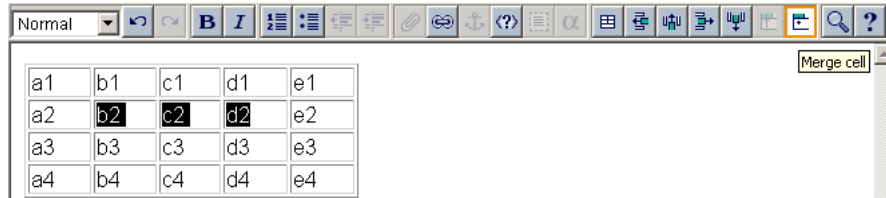


Figure 3.120: Online Editor: select table cells for horizontal merging.

The selected cells will be merged into one cell containing all their content:

(see figure 3.121)

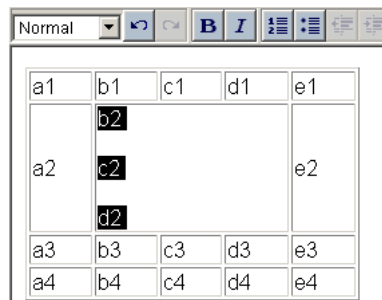


Figure 3.121: Online Editor: horizontal merging done.

You can also right click on the selected cells and choose "Merge Cells" from the context menu.

### Vertical merging

Right click on the cell and select "Merge down" from the context menu:

(see figure 3.122)

The cell will be merged with the next cell in this column. The content of these two cells will be inserted into a new cell:

(see figure 3.123)

### Mozilla

Select the cells you want to merge (the selected cells must be empty):

(see figure 3.124)

Click the "Merge cell" button.

The selected cells will be merged into one cell:

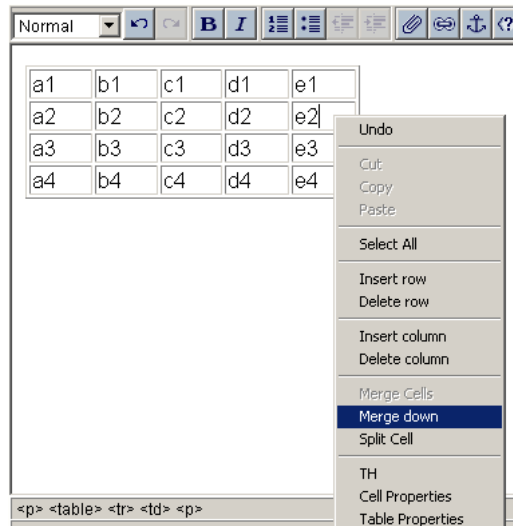


Figure 3.122: Online Editor: use the context menu for vertical merging.

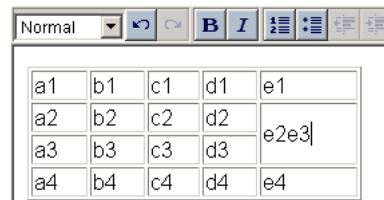


Figure 3.123: Online Editor: vertical merging done.

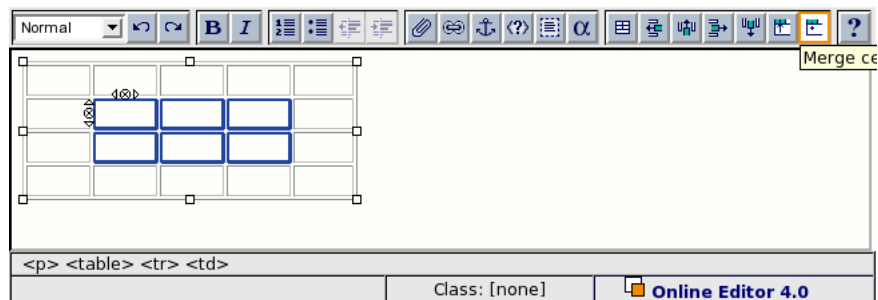


Figure 3.124: Online Editor: select empty table cells for merging (Mozilla).

(see figure 3.125)

You can also right click on the selected cells and choose "Merge Cells" from the context menu.

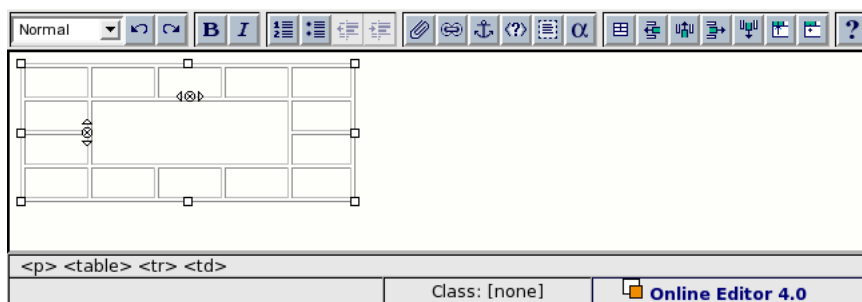


Figure 3.125: *Online Editor: table cells merged (Mozilla).*

### 3.7.14 The "Help" button

The "Help" button is located at the right end of the OE toolbar, it looks like this:

(see figure 3.126)



Figure 3.126: *The "Help" button*

You can use this button in order to bring up the integrated help which comes with the Online Editor. Please note that the integrated help contains only a summary of the topics that are covered in the documentation.

### 3.7.15 The "Find text" button

The "Find text" button is only available when Internet Explorer is used, it looks like this:

(see figure 3.127)



Figure 3.127: *The "Find text" button*

When clicked, a standard search dialog will appear, it can be used to search for a word or a phrase inside the OE text area.

### 3.8 Keyboard shortcuts

Below, please find the keyboard shortcuts for the eZ Online Editor:

Keyboard shortcut	Command executed
ctrl+z	Undo
ctrl+y	Redo
ctrl+b	Bold
ctrl+i	Italic
ctrl+u	Underline
ctrl+1-6	h1-h6

**Note:** On a Mac please use the "cmd" key instead of the "ctrl" key.

## Chapter 4

# Settings

The following text reveals information about visual and other tweakable configuration settings for the Online Editor.

### Stylesheets

The predefined styles for the OE text area and the elements/tags inside it are specified in the following files:

- /extension/ezdhtml/design/standard/stylesheets/ezdhtml/editor.css
- /extension/ezdhtml/design/standard/stylesheets/ezdhtml/editor\_classes.css

You can change the appearance of the OE text area and the elements/tags inside it by editing these files.

The files "editor\_classes.css" and "editor.css" are included by the "EditorCSSFileList[]" array in the "[StylesheetSettings]" section of the configuration file "/extension/ezdhtml/settings/design.ini.append".

The visual appearance of the toolbar, the context menu and the dialog windows is controlled by the following files:

- /extension/ezdhtml/design/standard/stylesheets/ezdhtml/contextmenu.css
- /extension/ezdhtml/design/standard/stylesheets/ezdhtml/popup.css
- /extension/ezdhtml/design/standard/stylesheets/ezdhtml/toolbar.css

The "/extension/ezdhtml/design/standard/templates/content/datatype/edit/ezxmltext\_ezdhtml.tpl" template is the main template for OE.

After making changes in these files, clear all eZ Publish caches and the browser cache.

Please note that changing these files will only change the visual appearance of the Online Editor but not the site or the administration interface.

## Copy & paste from Word settings

The Online Editor has limited support for copy and paste from Word. When you paste something from Word, OE should "translate" all formatting into XML tags. This is done by the automatic creation of tables, paragraphs, lists, headings and so on. The Online Editor will simply attempt to re-create the structures by using the available XML tags. However, the XML representation is somewhat limited and thus it does not support things like fonts styles, colors and other visual settings. While the structure will be more or less kept, the visual settings will most probably be stripped away.

It is strongly recommended that you click the "Store draft" button right after pasting information from Word, OpenOffice Writer, your browser or any other external application.

## Translation rules

Most of the XML tags support the " class (page 30)" parameter/attribute. The value determines which CSS class that will be used. When OE "translates" a Word structure into XML tags, it can automatically assign class names to many of the tags. The translation rules must be specified in the "/extension/ezdhtml/settings/wordmatch.ini" file. Please look at the following example for details.

## Example

When you copy and paste from Word, the Online Editor will detect fragments corresponding to table cells and "translate" them as "td" tags. The style information of these cells will be stripped away. The following example configuration (in "wordmatch.ini") shows how you can set up a couple of rules in order to "translate" the visual styles that were used in Word into classes.

```
[td]
MatchString[tdBlue]=mso-shading: white; mso-pattern: gray-20 black
MatchString[tdRed]=mso-shading: white; mso-pattern: gray-30 black
```

The first rule instructs OE to search for "mso-shading: white; mso-pattern: gray-20 black" when dealing with table cells. If a match is found, the "tdBlue" class will be set for the corresponding/converted "td" tag. The second rule works in the same way, but it will instruct the OE to use the "tdRed" class when the rule matches.

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