
Sphinx RTD theme demo Documentation

Release 2.1.2

Dave Snider

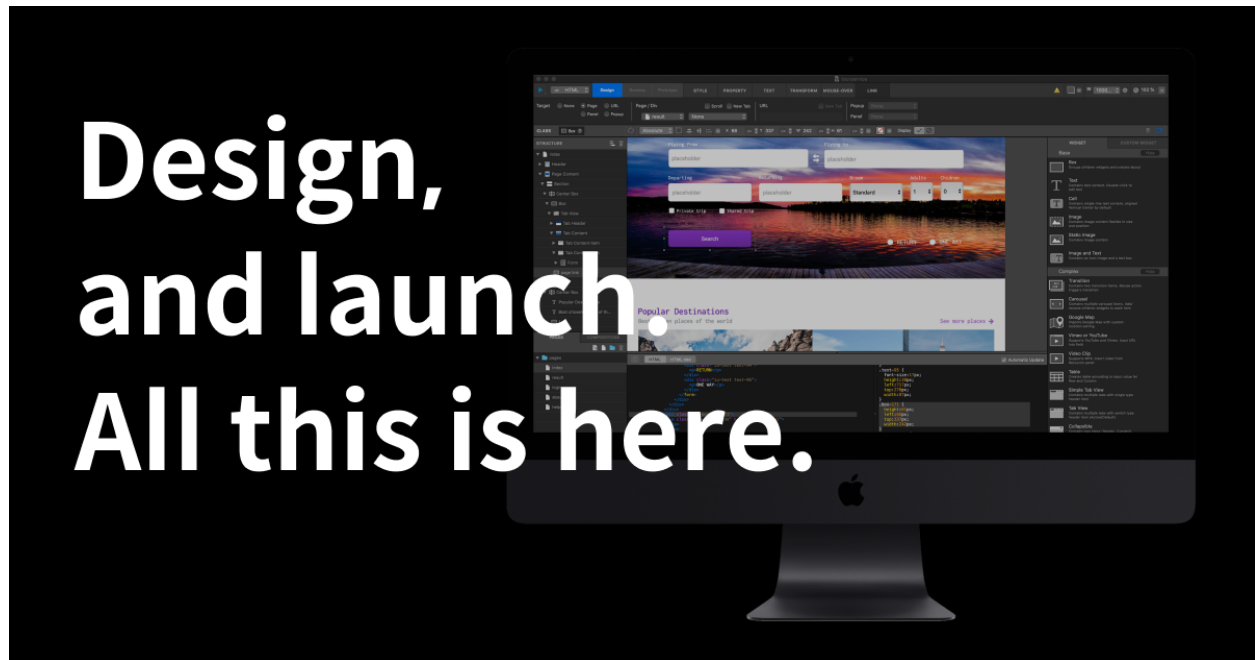
Sep 25, 2019

1	What is IUEditor?	3
1.1	Advantages	3
1.2	Values	3
1.3	More	3
2	Environment	5
3	Menu	7
3.1	IUEditor	7
3.2	File	8
3.3	Project	8
3.4	View	9
3.5	Window	10
3.6	Help	10
4	Top Toolbar	11
4.1	Command	12
4.2	Tab Menu	12
4.3	Stage	13
5	Middle Toolbar	15
5.1	Refresh	16
5.2	Position	16
5.3	Frame	16
5.4	Background Color	16
5.5	Show/Hide Widget Button	16
6	Widget Panel	17
6.1	IU Widget	17
6.2	Custom Widget	18
7	Navigation	19
7.1	Structure	19
7.2	Page	20
7.3	Composition	20
7.4	References	20

8	Canvas	21
8.1	Context Menu - Single Widget	22
8.2	Context Menu - Multiple Widgets	23
9	Developer Mode	25
9.1	HTML ID	26
9.2	Custom Code	26
10	Prototype Mode	27
10.1	Revision History	28
10.2	Project Workflow	28
10.3	Node Description	29
11	Project Setting	31
11.1	Default	31
11.2	Meta	32
11.3	Build	33
11.4	Django	34
12	Project Code	35
12.1	HTML	35
12.2	Back-end	36
13	Resource Panel	37
13.1	Resource Management Tips	38
14	Event Panel	39
14.1	Scroll Animator	40
14.2	Variable	41
14.3	Receiver	43
15	Memo Panel	45
16	Manage Custom Widget Panel	47
16.1	Top Bar	48
16.2	Widget Group List	48
16.3	Custom Widget List	48
16.4	Custom Widget Information	48
17	Export Widget Panel	49
17.1	Export Widget (.iuw)	50
17.2	Export Page (.iup)	50
17.3	Export Composition (.iuc)	51
18	Project Type	53
18.1	Default Project	53
18.2	Django Project	54
18.3	AngularJS Project	55
19	Page	57
19.1	Page Setting	57
19.2	Page Custom Code	59
19.3	Page Default Widget	59
20	Composition	63

21 Basic Widget	65
21.1 Box	65
21.2 Text	65
21.3 Image	66
21.4 Static Image	66
21.5 Cell	67
21.6 Image and Text	67
22 Complex Widget	69
22.1 Transition	69
22.2 Carousel	69
22.3 Google Map	70
22.4 Web Movie	70
22.5 Video Clip	71
22.6 Table	71
22.7 Simple Tab View	72
22.8 Tab View	72
22.9 Collapsible	73
22.10 Import	73
22.11 Tweet Share Button	74
22.12 Facebook Like Button	74
22.13 Centered Box	74
22.14 Progress Bar	75
22.15 SVG (Scalable Vector Graphics)	75
23 Programming Widget	77
23.1 Form	77
23.2 Input Text	77
23.3 Input Paragraph Text	78
23.4 Select	78
23.5 HTML (Hyper Text Markup Language)	79
23.6 Collection	79
23.7 Page Number Set	80
23.8 Checkbox	80
23.9 Radio Button	80
23.10 Button	81
23.11 File Upload	81
23.12 Switch	82
23.13 Flip Switch	82
23.14 Slider	83
23.15 Range Slider	83
24 Known Bug List	85
24.1 Scroll Animator (Event Panel)	85
24.2 Unsupported variable name (Event Panel)	85
24.3 '#' or '@' character in File Path	85
25 Preference	87
25.1 General	88
25.2 Project	89
25.3 Fonts	89
26 Templates	91
27 Shortcut	93

27.1	Project Management	93
27.2	Mode Switch	93
27.3	Add Widget	93
27.4	Widget Control	94
27.5	View Management	94
27.6	Canvas View Management	94
28	Dictionary	95
28.1	Build	95
28.2	Django	95
28.3	Python	95
28.4	Widget	95
29	Tutorials	97



Welcome to **IUEditor** Manual.

You can download **IUEditor** from website below.

- IUEditor Homepage : <http://iueditor.org>
- IUEditor Facebook Page (Korean): <https://www.facebook.com/iueditor>

What is IUEditor?

IUEditor is optimized to simplify the complex process of design and development.

1.1 Advantages

- IUEditor is a GUI-based program which allows users to design a prototype without any coding.
- IUEditor allows users to develop a product or a website that supports multi-screen devices with just one IU project file.
- IUEditor is integrated via backend layers such as python.

1.2 Values

- IUEditor enables designers to work together with developers without publishers so that your team or company can save cost and time.
- IUEditor enables your team or company to ship products early, so you can adopt a lean process and iterate to build a better product or website.

1.3 More ...

- You can check javascript manual on <http://cdn.iueditor.org/js/readme.html>

CHAPTER 2

Environment

IUEditor operates only on Mac OS X - Mojave. (10.14 +)

Browser support : Chrome, Safari, Firefox, Opera - current / IE 9+

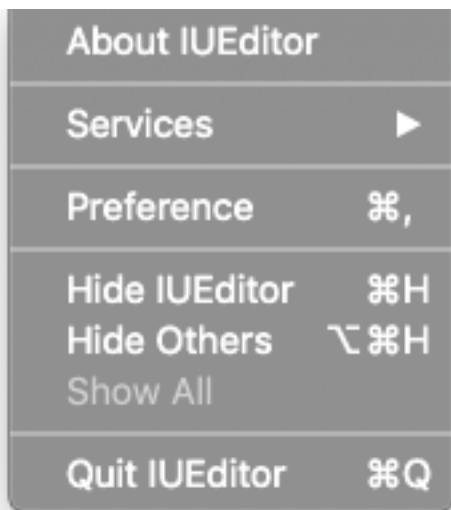
CHAPTER 3

Menu



Description about IUEditor Menu Bar

3.1 IUEditor



- About IUEditor : Show IUEditor's version info.
- Preference : Open IUEditor *Preference* window.

3.2 File



- New Project : Open New Project window.
- Open : Open Finder to find IU Project file to open.
- Open Recent : Open recent IU Project file.
- Save : Save the current project.
- Save As : Save the current project under a different name.
- Close : Close current project.

3.3 Project



- Build : Generate HTML & CSS & JS files based on IU Project.
- Build Clean : Clean build data. It can fix program error.
- Stop : Stop the build.
- Project Setting : Open *Project Setting* panel.
- Project Code : Open *Project Code* panel.

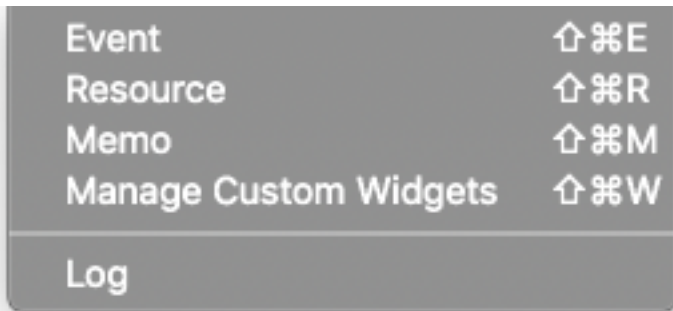
- Refresh Page : Refresh current page. It can fix program error.

3.4 View



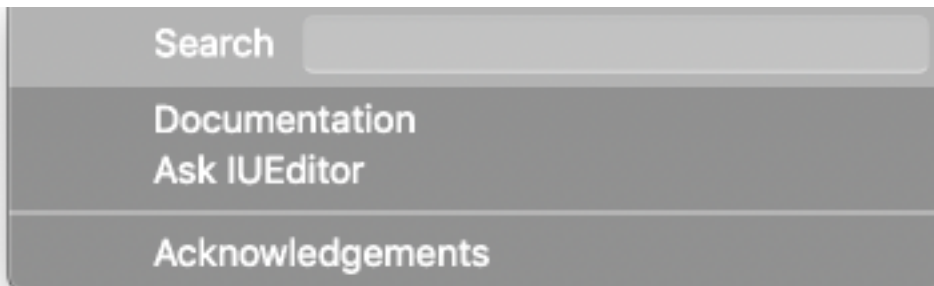
- Show Tab Bar : Show the tab bar.
- Show All Tabs : Show the entire tab.
- ZoomOut : Zoom Out stage.
- ZoomIn : Zoom In stage.
- Outline : Show or hide outline of widgets in canvas.
- Ruler : Show or hide ruler on canvas.
- Guide : Show or hide guide on canvas.
- Tracing : Show or hide tracing image on canvas.
- Enter Full Screen : Switch to full screen.

3.5 Window



- Event : Open *Event panel*.
- Resource : Open *Resource panel*.
- Memo : Open *Memo panel*.
- Manage Custom Widgets : Open *Manage Custom Widgets Panel*.
- Log : Open log panel.

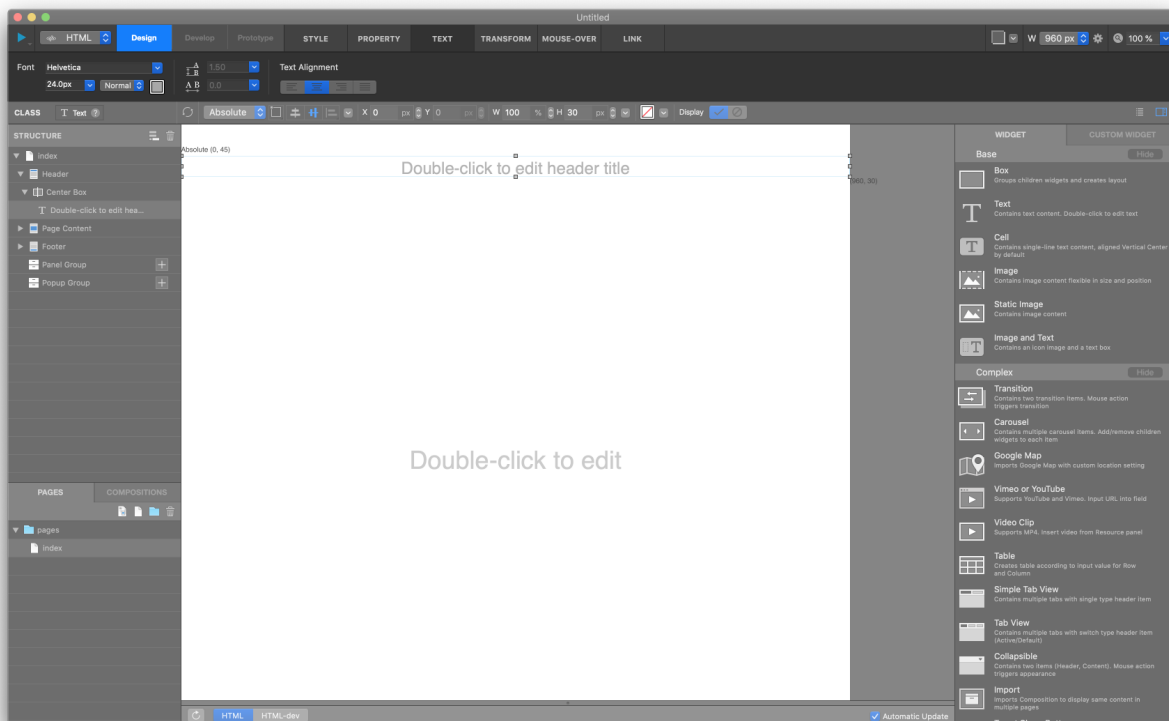
3.6 Help



- Search : Search IUEditor function.
- Documentation : Open IUEditor Manual page in the browser.
- Ask IUEditor : Go to the webpage to ask questions about the program.
- Acknowledgements : Show information about the APIs used in the program.

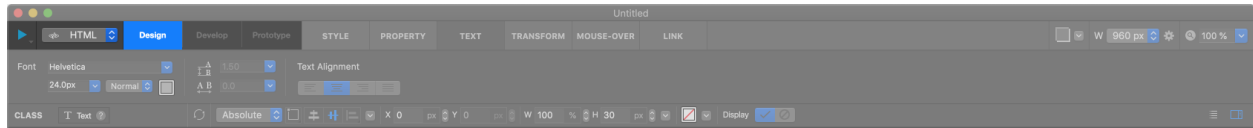
CHAPTER 4

Top Toolbar



Top Toolbar contains *Command / Tab Menu / Stage* area.

4.1 Command

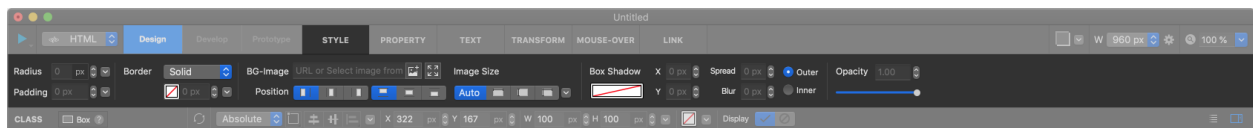


Command Area consists of project-level features.

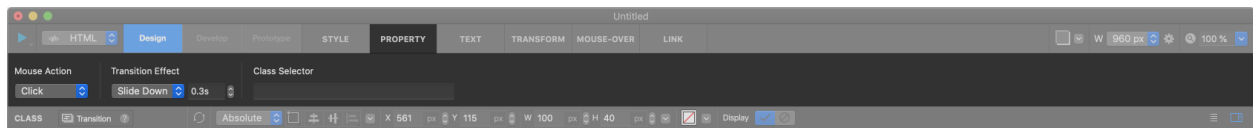
- **Build Button** : Generate HTML & CSS & JS files based on IU Project.
- **Server Stop Button** : Stop the local host server.
- **Select Build-Type Button** : Select Build-Type to Build. (HTML or Django)
- **Design / Develop / Prototype** : Select Design Mode, *Develop Mode* or *Prototype Mode*.

4.2 Tab Menu

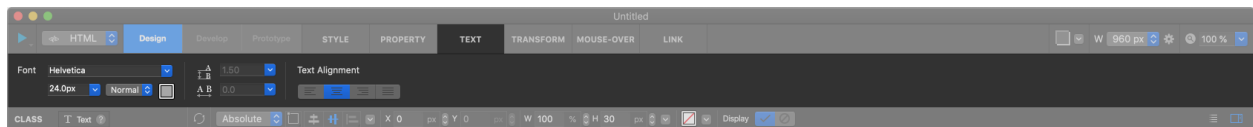
Tab Menu area consists of 6 tabs - **Style/ Property/ Text/ Transform/ Mouse-Over/ and Link.**



- **Style Tab** : In Style Tab, you can modify **Radius / Border / Background-Image / Box-Shadow / Opacity.**



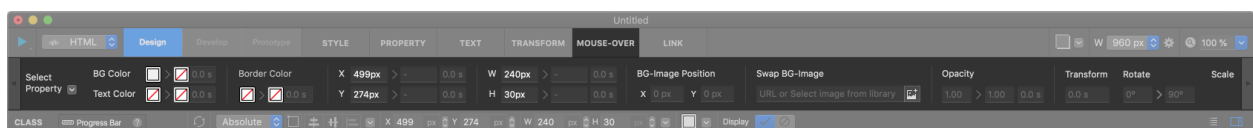
- **Property Tab** : In Property Tab, you can set & change properties of each widget. Each widget has individual property options.



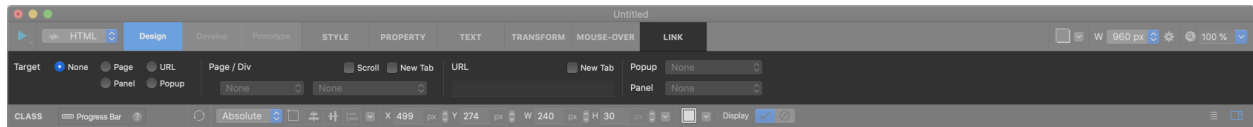
- **Text Tab** : In Text Tab, you can modify **Font-family / Font-size / Font-weight (thickness) / Font-color / Line-height / Heading / Font-alignment.**



- **Transform Tab** : In Transform Tab, you can modify **Rotation** property.

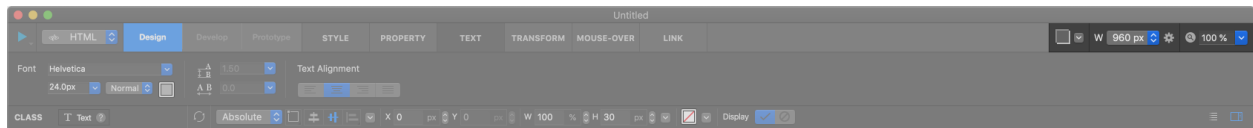


- **Mouse-Over Tab** : In Mouse-Over Tab, you can add Mouse-Over actions to each widget. (e.g. **BG-color, Text-color, X-position, Y-position, width, height, BG-image position, ...**)



- **Link Tab** : In Link Tab, you can add **Hyperlink** to a certain widget.

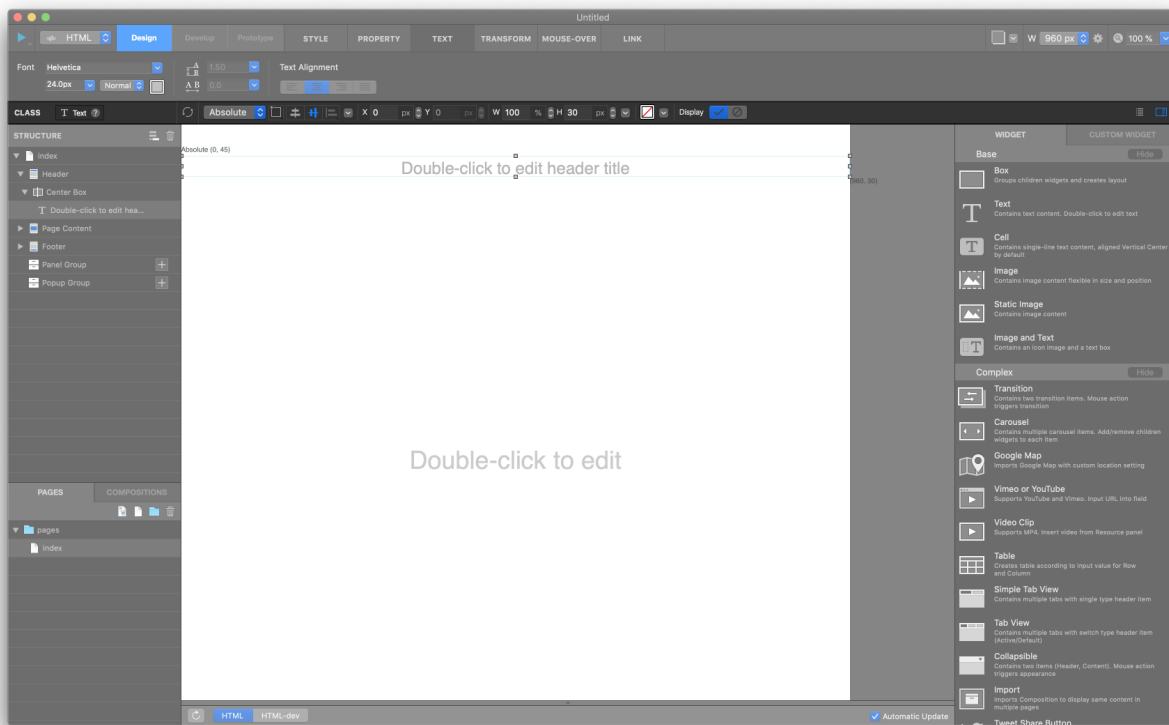
4.3 Stage



- **Tracing** : Add virtual background image into your canvas, so that you can create design quickly.
- **Page Setting** : Modify current page's **Page Width** and **Media Query**.
- **Zoom** : Apply Zoom-In / Zoom-Out to IUEditor's canvas.

CHAPTER 5

Middle Toolbar



Middle Toolbar is placed at the top of canvas and contains *Refresh / Position / Frame / Background Color / Show/Hide Widget Button* area.

5.1 Refresh

Refresh current canvas.

5.2 Position

Position area consists of **Position/ Align options/ Input fields/ Stepper for X & Y position.**

- **Position** : Select position from select - **Absolute/ Relative/ Fixed.**
- **Sub Position** : Select sub position from select.
- **Align Button** : Consist of **align vertical center** and **align horizontal center** buttons and **align multiple element** button.
- **Position Setting Popup (Down Arrow)** : You can change **fixed center position, overflow, z-index** properties.
- **X position input field & stepper** : You can change **X** value by typing value into text field or clicking stepper. (px or %)
- **Y position input field & stepper** : You can change **Y** value by typing value into text field or clicking stepper. (px or %)

5.3 Frame

Frame area consists of **Input fields/ stepper for width & height value.**

- **Width input field & stepper** : You can change **Width** value by typing value into text field or clicking stepper. (px or %)
- **Height input field & stepper** : You can change **Height** value by typing value into text field or clicking stepper. (px or %)
- **Frame Setting Popup (Down Arrow)** : You can change **min-width , max-width , min-height , max-height , calc-width , calc-height** properties.

5.4 Background Color

Background Color area consists of **set background color button/ set gradient popup.** You can change the background color and the color gradient of the selected widget.

5.5 Show/Hide Widget Button

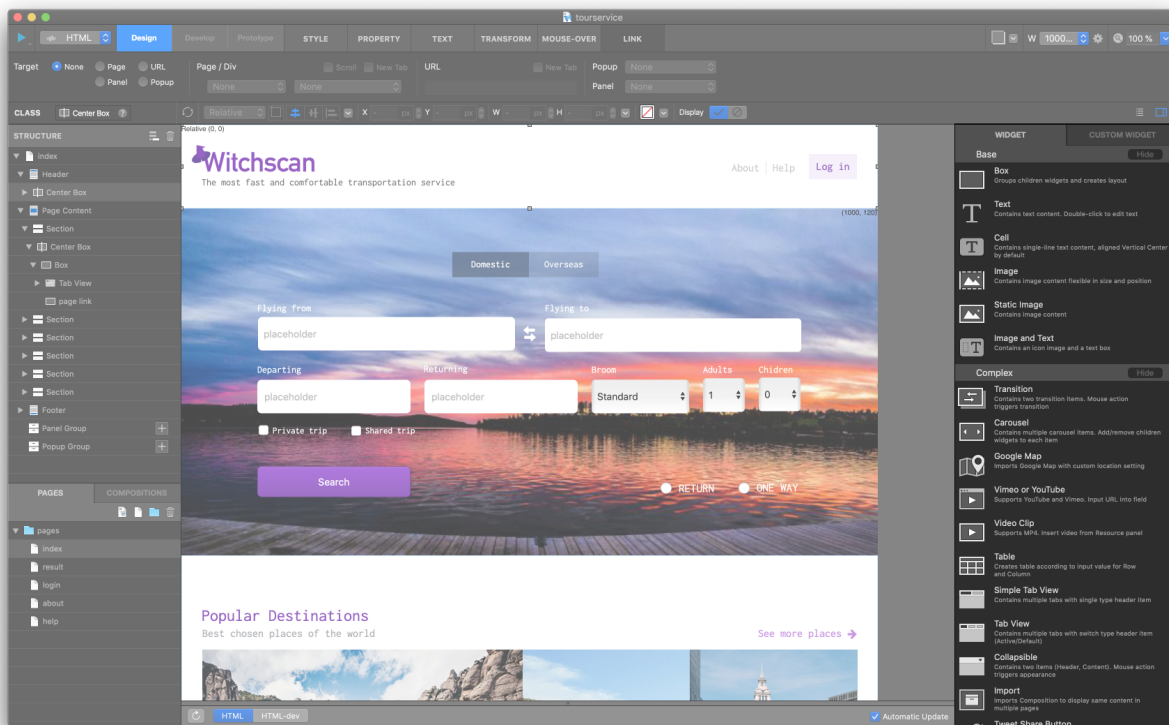
Show and Hide widget list.

CHAPTER 6

Widget Panel

Widget toolbar is at the right side of canvas. Open and close **Widget Panel** with **Show/Hide Widget Button** in the middle tool bar. Widget panel consists of *IU Widget / Custom Widget* tab.

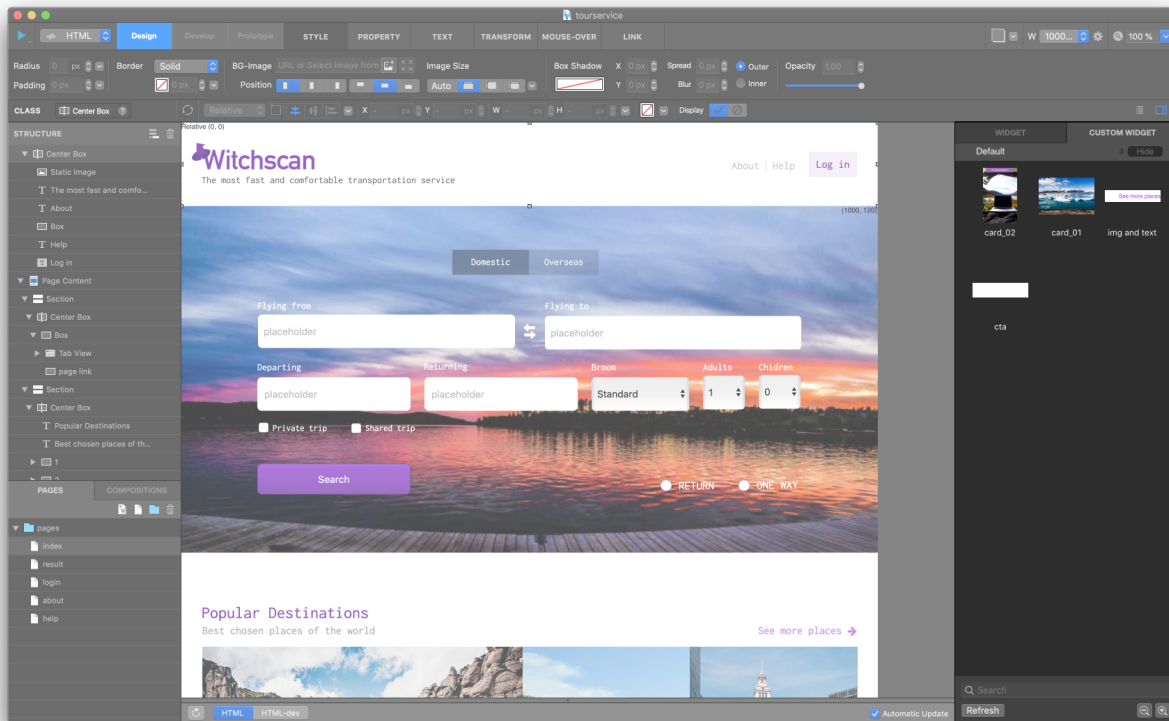
6.1 IU Widget



In IU WIDGET tab, all available widgets in IUEditor will be shown. Fundamental elements including **Box / Text / Image / Static Image / Cell** widgets and other various widgets used in a web page are offered. All the provided widgets are divided into Base, Complex, Programming groups. You can see the detailed information of each widget by **right-clicking** the widget.

Go To Widget Property.

6.2 Custom Widget



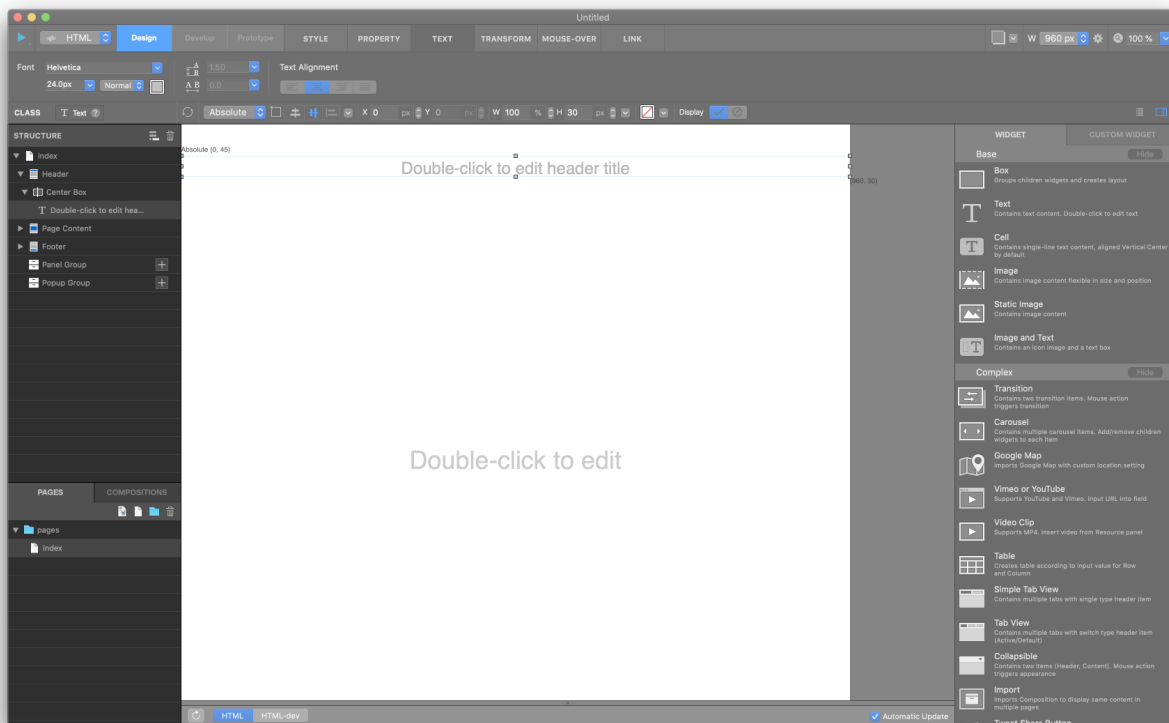
In CUSTOM WIDGETS tab, custom widgets imported by **Import Button** (Window> Manage Custom Widgets) will be shown. The widgets can be divided into customized widget groups. You can add custom widgets on canvas by **drag and drop** or **double clicking** the widget. You can check the detailed information of a widget by **right-clicking** it. All the information of custom widgets can be edited at Manage Custom Widget window.

- Refresh Button : Update custom widget library.
- Search Field : Search custom widget library by name or tag.
- Zoom in/Zoom out Button : Zoom in or out custom widget library.

Go To Manage Custom Widgets Panel .

CHAPTER 7

Navigation



Navigation area is at the left side of canvas. Three key elements are *Structure* , *Page* ,and *Composition*.

7.1 Structure

The components of the current page (**section, header, footer, page content, widget, ...**) can be seen in this area.

You can **rearrange, remove, rename, and hide** widgets from the structure.

- Add New Popup : Add a popup widget into the current page.
- Add New Panel : Add a panel widget into the current page.
- Add New Section : Add a section to the page content.
- Delete : Delete the selected element.

7.2 Page

Page tab shows the list of pages/groups included in the current project. You can **add, remove, and rename** pages/groups.

- Add New Custom Page Button : Add a new custom page.
- Add New Page Button : Add a new page.
- Add New Group Button : Add a new group.
- Delete Button : Delete the selected page or group.

7.3 Composition

Composition tab shows the design compositions of the current project. You can **add, remove, and rename** composition & group.

- Add New Custom Composition Button : Add a new custom composition.
- Add New Composition Button : Add a new composition.
- Add New Group Button : Add a new group.
- Delete Button : Delete the selected composition or group.

7.4 References

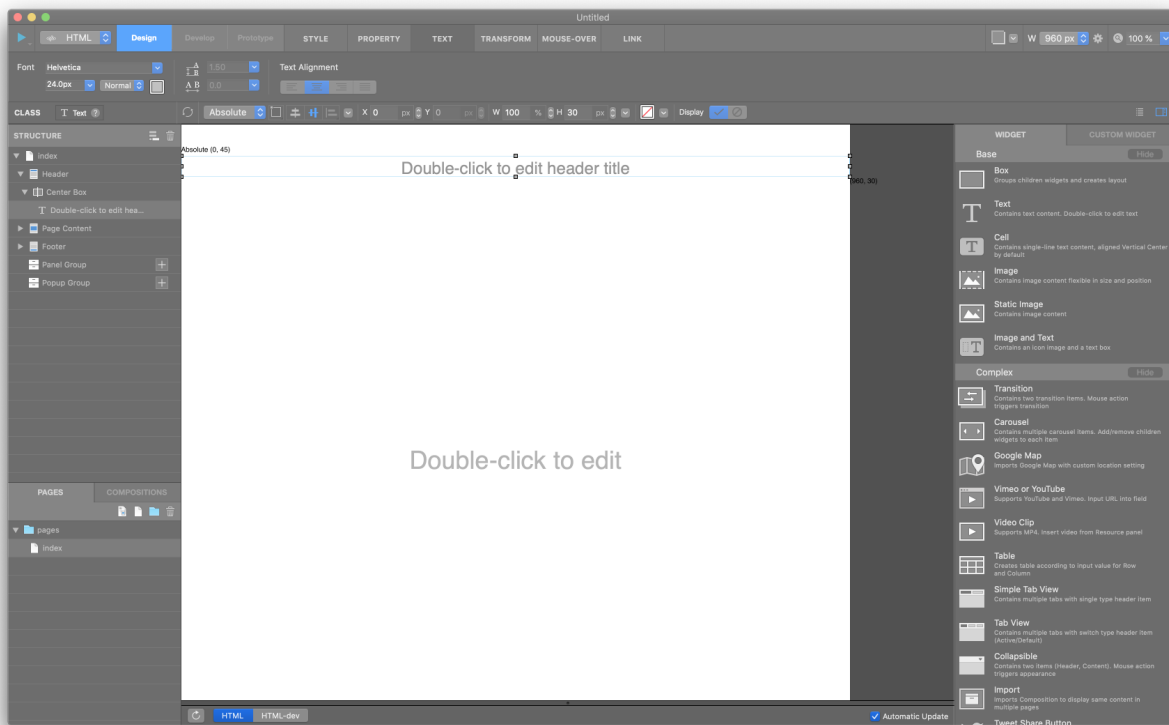
How to rename widget, page, and group

1. Select the item (widget, page, or group) you want to rename
2. Press **Enter** or **Tab** key
3. Type new name as you want
4. Press **Enter** Key

Note: You can not use these names : **id** / **ifdef** / **default**

CHAPTER 8

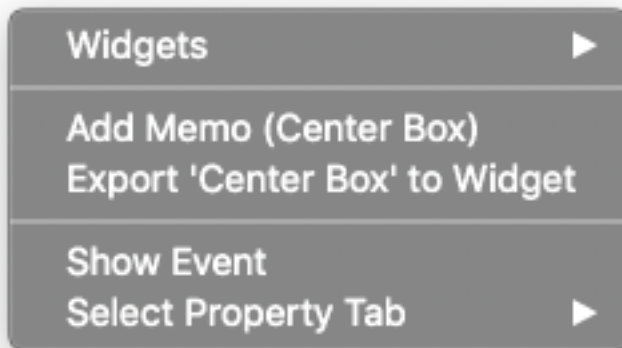
Canvas



Canvas is the preview of the website. The structure designed on the canvas by **adding widgets** will be shown in the web page.

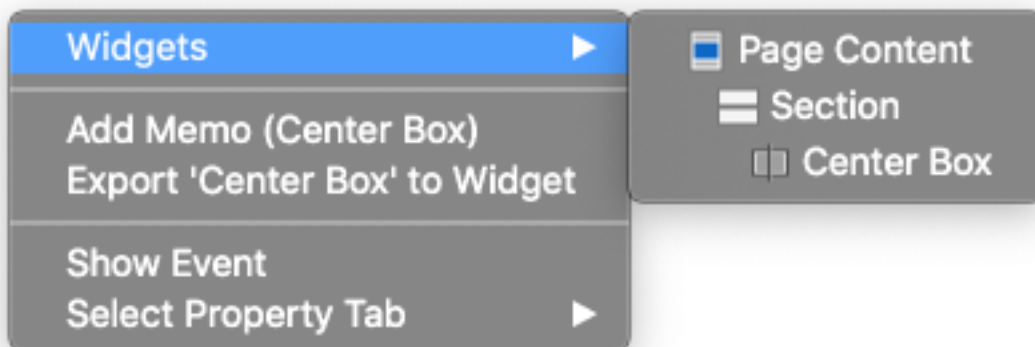
How to add widgets to canvas

8.1 Context Menu - Single Widget



After selecting a single widget in canvas, right-click to open the **Context Menu**. Below are information and functions in the Context Menu.

- **Widgets** : Shows the whole widgets placed at the current position of the mouse pointer.



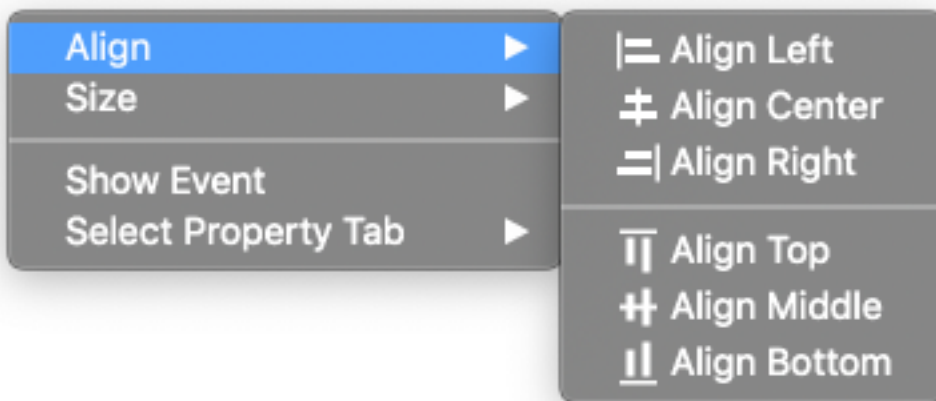
- **Add Memo** : Open [Memo Panel](#) where you can add memo about the selected widget.
- **Export to Widget** : Open [Export Widget Panel](#) that is used to export **Custom Widget** .
- **Show Event** : Open [Event Panel](#) that allows us to add an event to the selected widget and later make adjustments on events
- **Select Tab** : Switch Property panel on the top to the selected [Tab](#).

8.2 Context Menu - Multiple Widgets



After selecting multiple widgets in canvas, right-click to open the **Context Menu**.

- **Align** : Align the selected widgets according to the option chosen : **Align Left / Align Center / Align Right / Align Top / Align Middle / Align Bottom**

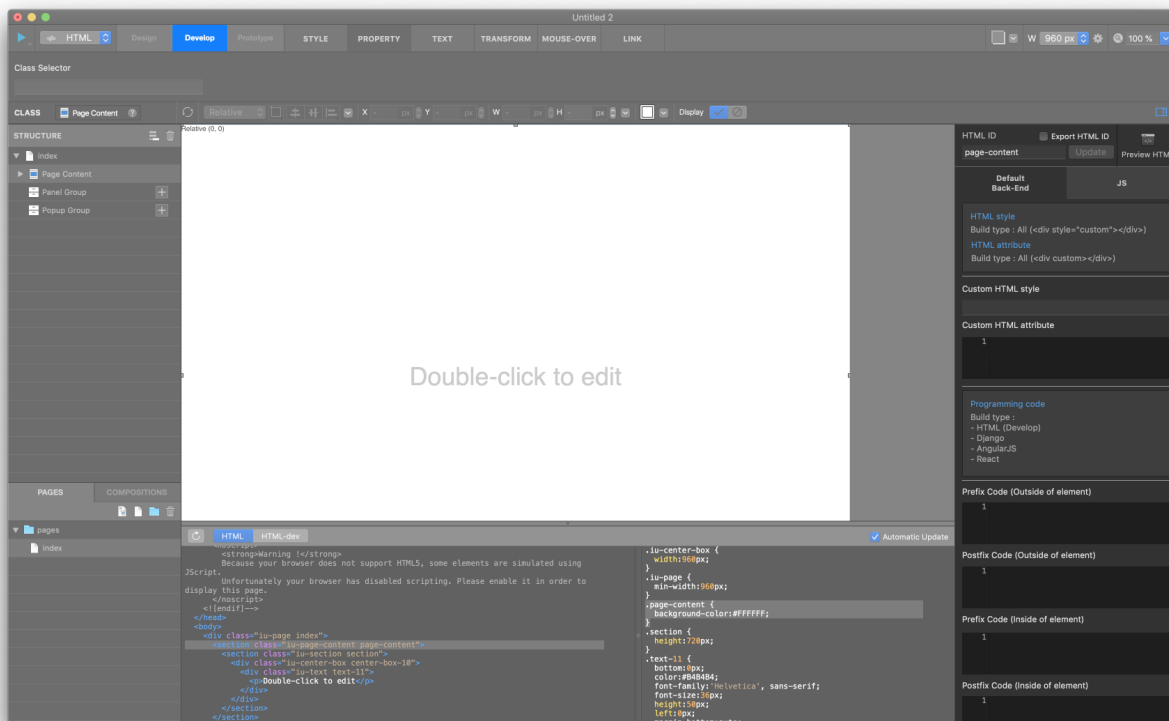


- **Size** : Fix the size of the selected widgets according to the option chosen : **Match Width / Match Height**



CHAPTER 9

Developer Mode



From the toolbar at the top, you can switch to **Developer Mode** by clicking Mode Switching Button.

In Developer mode, **Code Panel** will be shown. It consists of *HTML ID / Custom Code* .

9.1 HTML ID

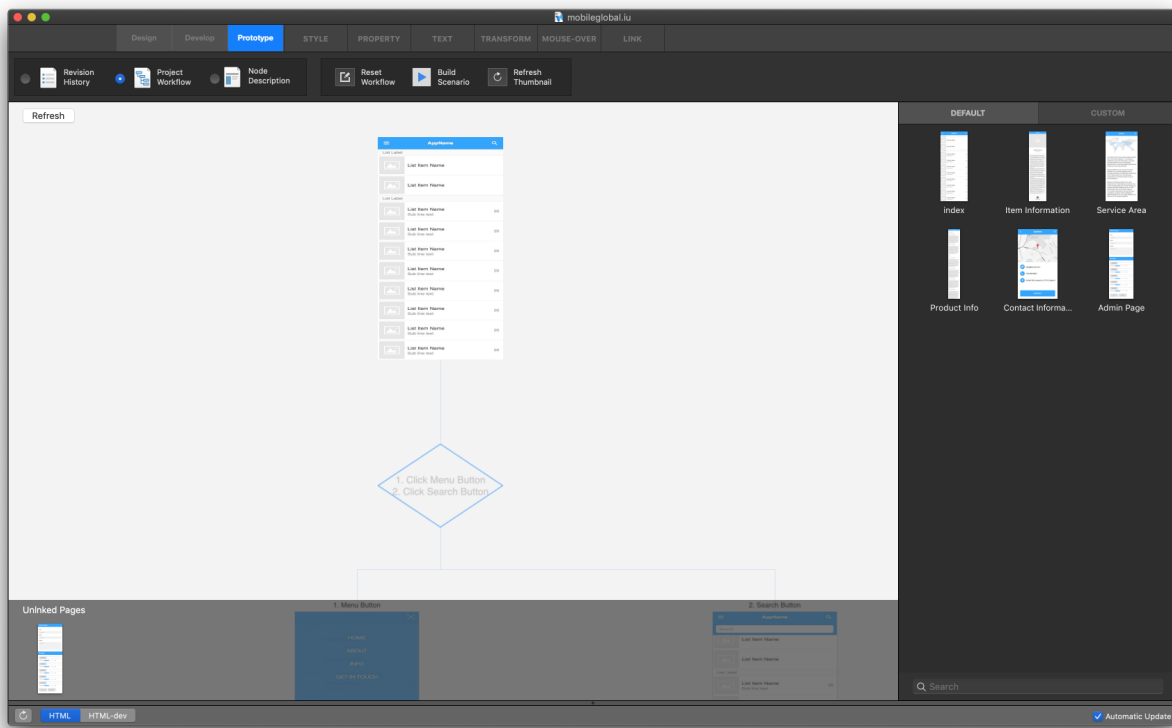
You can check and change HTML ID here. There is a check box for **Export HTML ID**. At the `Project` panel (IUEditor Menu Bar > Preference), you can set the options from **Export HTML ID Option**. (Offered options: Always include/ Optimization & customization)

9.2 Custom Code

You can write back-end, custom css, script code. The tab composition differs between widget and project type.

CHAPTER 10

Prototype Mode



From the toolbar at the top, you can switch to **Prototype Mode** by clicking Mode Switch Button.

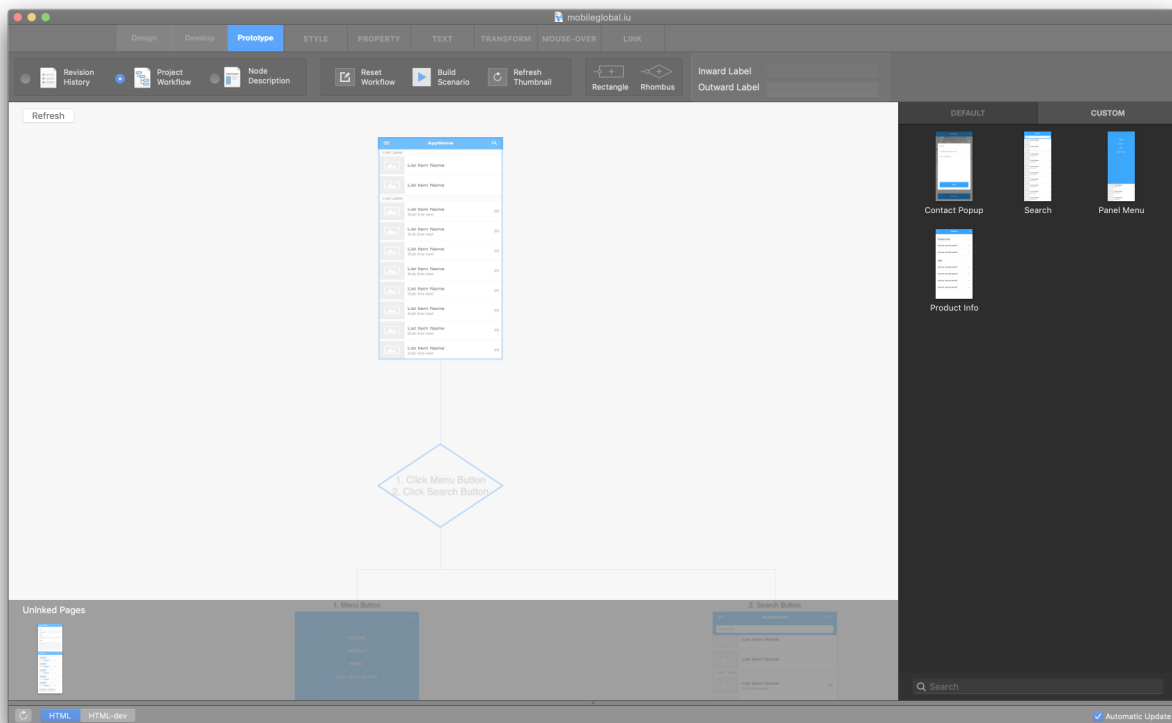
Prototype Mode offers *Revision History* / *Project Workflow* / *Node Description* page. You can refresh scenario by clicking Reset Workflow and can build **HTML Scenario** by clicking Build Scenario. And Refresh Thumbnail updates the page thumbnails that are included in the workflow and the page list.

10.1 Revision History

Display **the history of revision** made in the current project. You can add or change the history.

- Add New Date : Create a new editable row field in the table.
- Remove Date : Delete the selected row from table.

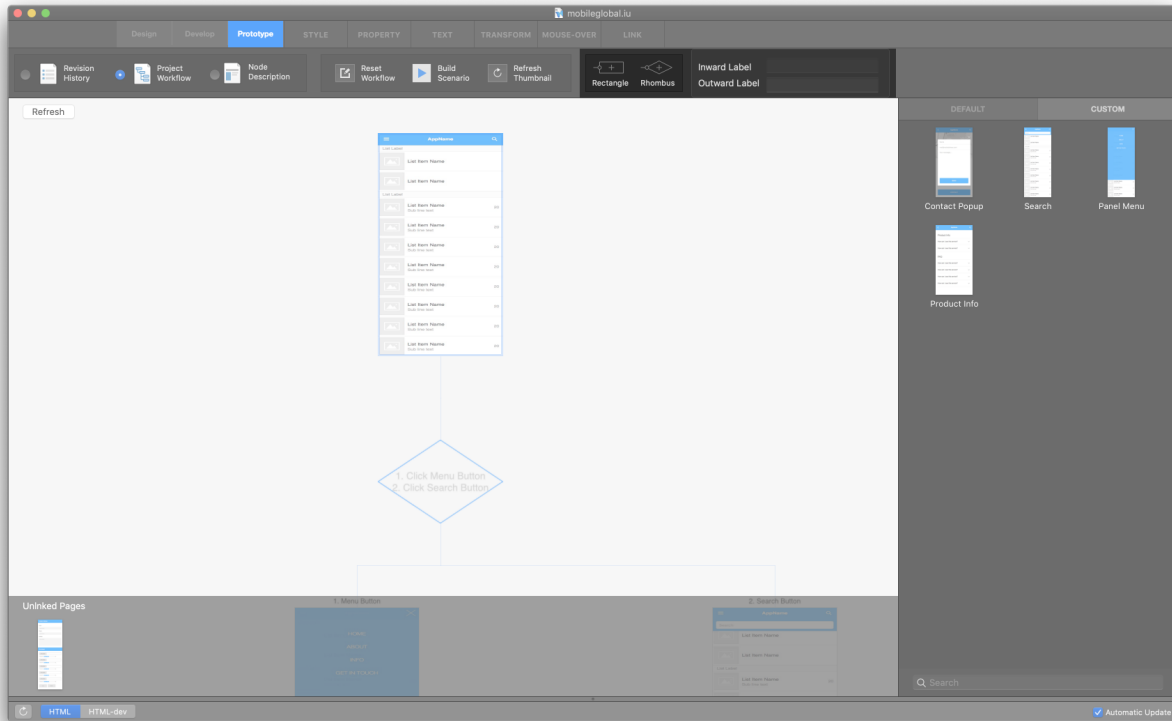
10.2 Project Workflow



Display **Workflow** of the current project. Users can add nodes by drag and drop of page's thumbnail. Press delete key to delete the selected node.

- Default thumbnails : A list of page thumbnails included in the project.
- Custom thumbnails : A list of page thumbnails captured by using **Page Capture Button** on the toolbar in editor mode.

Note: Thumbnails can be added by using **Page Capture Button** in **Editor Mode**.



- **Rectangle Button** : Add a square dialog below the selected node.
- **Rhombus Button** : Add a diamond dialog below the selected node.
- **Inward Label** : Add a label on top of the selected node.
- **Outward Label** : Add a label below the selected node.

10.3 Node Description



Display the **Node Description** of the selected page. By adding memos to the node, you can send orders to partners of your collaborative project. You can also add or change content in the **Screen Description** or **Exception** area. Double-clicking the thumbnails on canvas also displays the node description.

- **Memo image area** : Select an image from the resource panel to replace the numbering in the screenshot area.
- **Add Memo Button** : Create a new editable row field in the table.
- **Delete Button** : Delete the selected memo in the table.

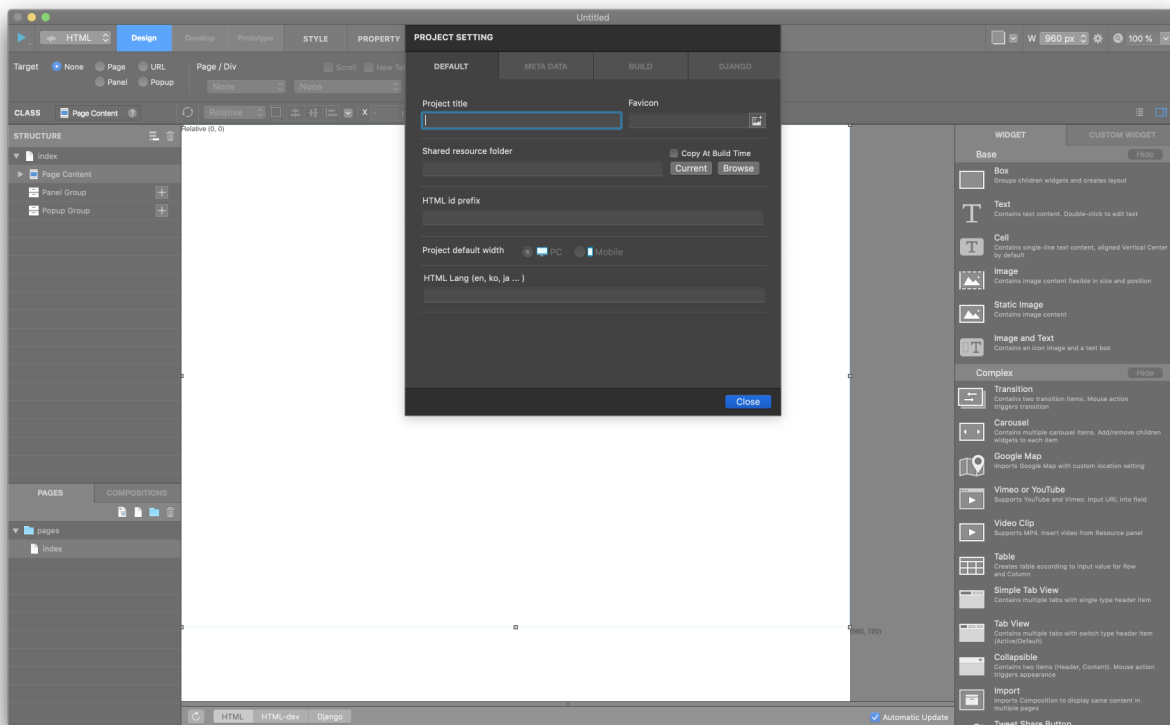
When you click the screenshot area, the number of the selected memo will appear.

CHAPTER 11

Project Setting

When you run **Project > Project Setting (P)** menu, **Project Setting** will be shown. You can modify settings from *Default*, *Meta*, *Build*, *Django* Tab menu.

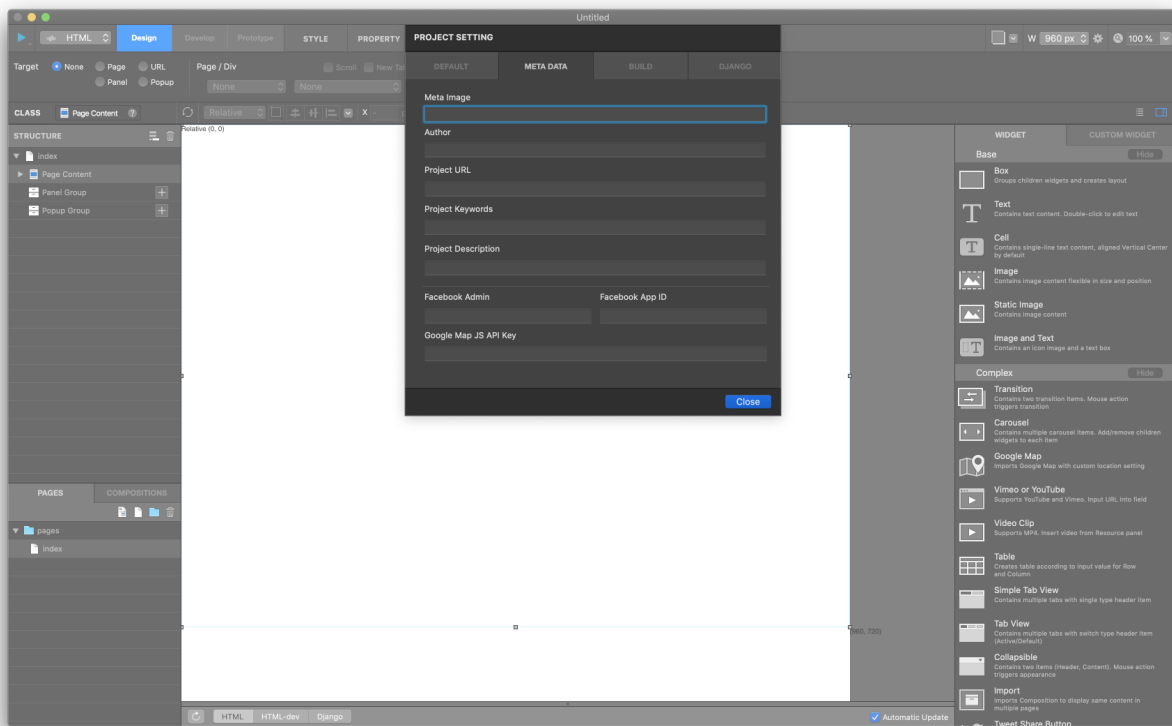
11.1 Default



- **Project Title** : Add the title of the project.
- **Favicon** : Add favicon image (Favicon image resource is required).
- **Custom Header Code** : Add custom code which will be applied to each page of the current project.

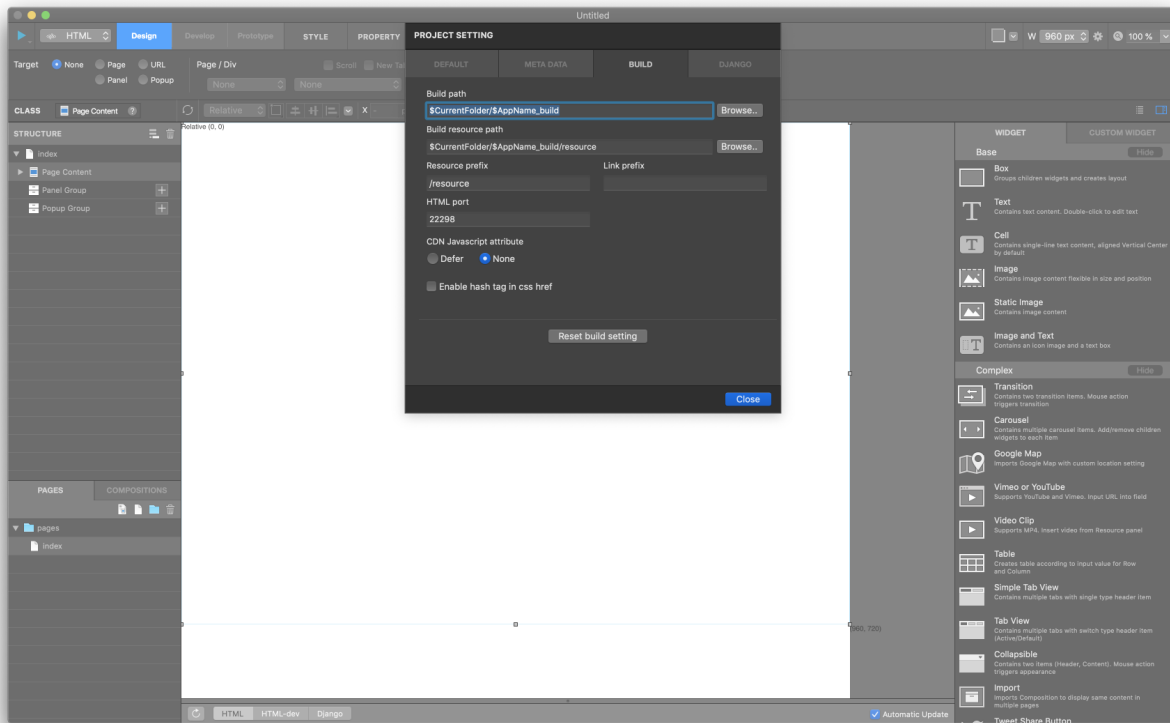
Note: After creation of a new project, Project Default Width cannot be changed.

11.2 Meta



- **Meta Image** : Add Meta Image for meta-data. (URL)
- **Author** : Add Author name for meta-data.
- **Project URL** : Add Project URL for meta-data.
- **Project Keywords** : Add Project Keywords for meta-data. (Multiple keywords are available)
- **Project Description** : Add Project Description for meta-data.
- **Facebook Admin** : Add Facebook Admin ID for meta-data.
- **Facebook App ID** : Add Facebook App ID for meta-data.

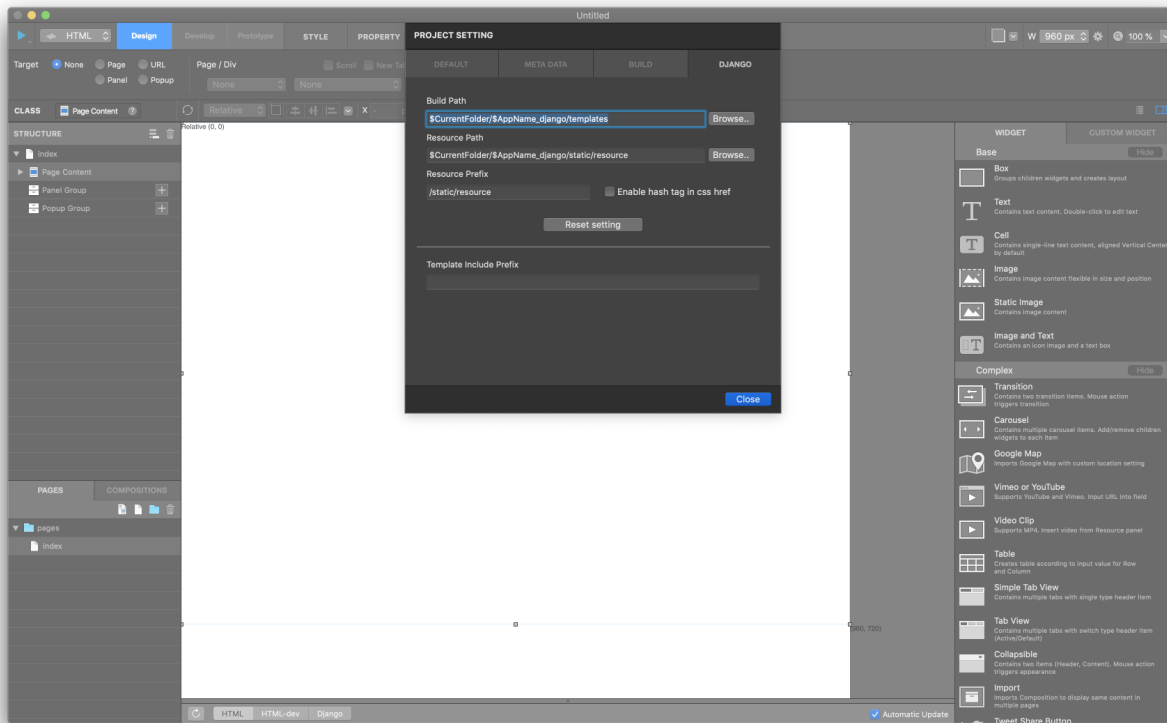
11.3 Build



- Build Path : Set Build path for built files.
- Build Resource Path : Set Build Resource Path for built resource files.
- Resource Prefix : Set Resource Prefix.
- Link Prefix : Set Link Prefix.
- HTML Port : Set HTML Port for build.

Note: If your project's domain isn't the same as the root path, you have to modify Resource & Link Prefix.

11.4 Django



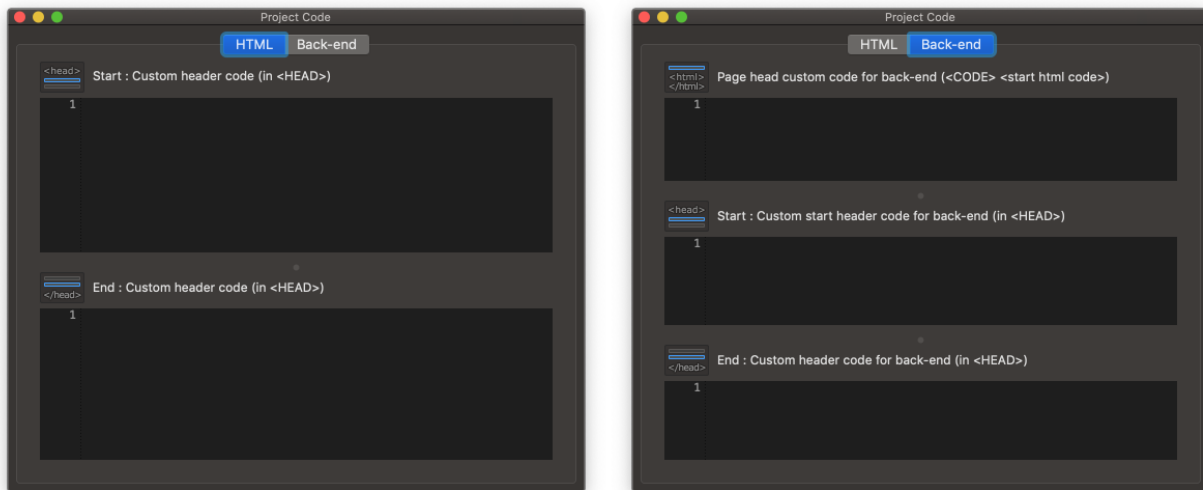
Note: Django tab is available on *Django Project*.

- Django Build Path : Set Django Build path for Django build files.
- Django Resource Path : Set Django Resource Path for Django resource files.
- Django Resource Prefix : Set Django Resource Prefix.
- Run server after build : Set Run Server option.
- Django Port : Set Django Port for Django build.
- Python Interpreter Path : Set Python Interpreter Path for Django build.
- Django Manage.py Path : Set Manage.py path for Django build.

CHAPTER 12

Project Code

When you click the **Project > Project Code** button, Project Code panel will be shown.



You can add your code to all pages.

12.1 HTML

```
1 <head>
2   <!-- start : your code -->
3   <!-- auto generated code by IUEditor -->
4   <!-- end : your code -->
5 </head>
```

12.2 Back-end

```
1 <!-- page head custom code for back-end : your code -->
2 <!DOCTYPE html>
3 <head>
4   <!-- start : your code -->
5   <!-- auto generated code by IUEditor -->
6   <!-- end : your code -->
7 </head>
```

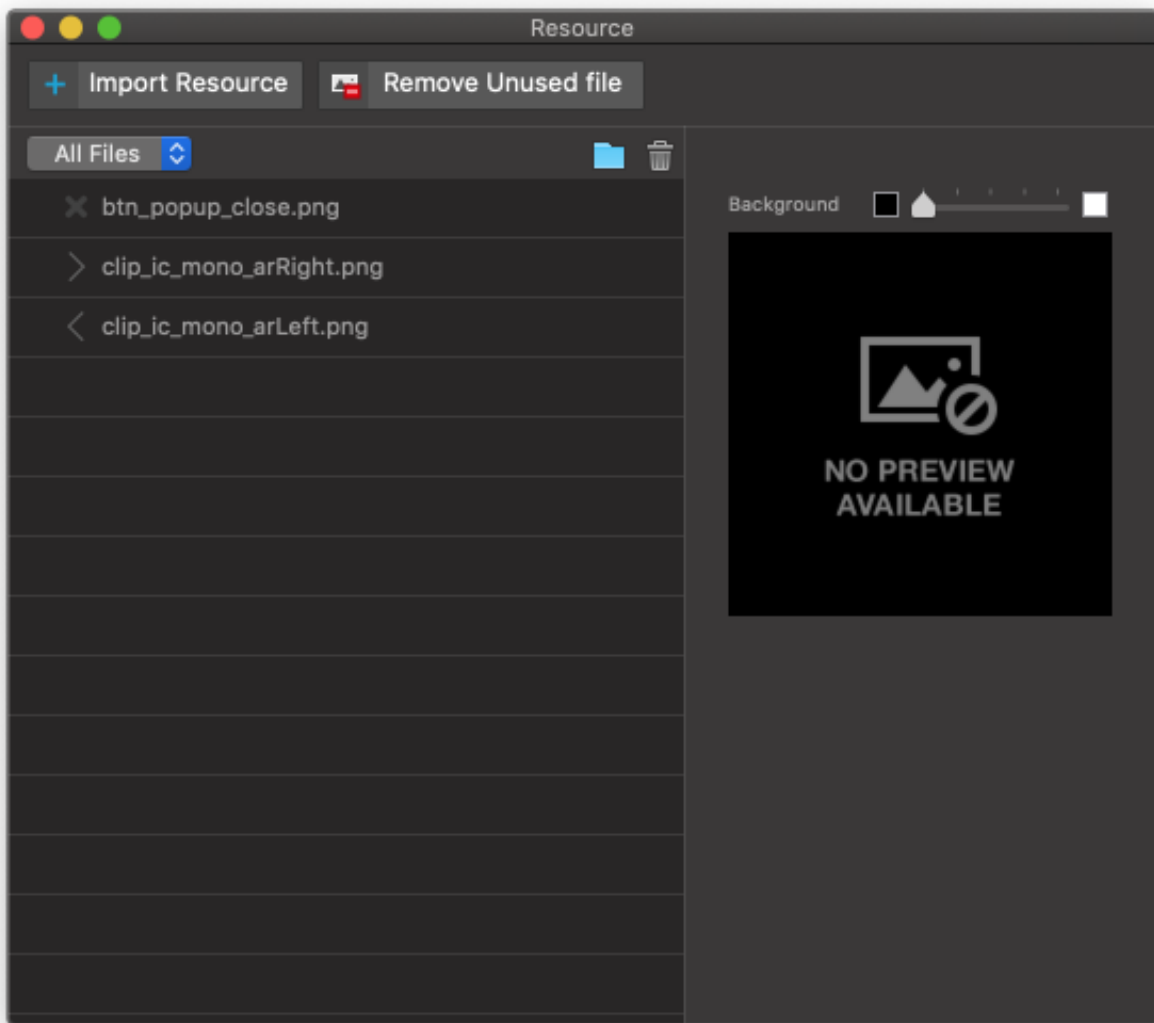
CHAPTER 13

Resource Panel

When you run **Window > Resource (R)** menu, Resource Panel will be shown. You can import resources (images, videos, js, css, json) into Resource Panel.

Note: Supported Image File Types : gif, jpg, jpeg, png, ico, icns, svg, bmp

Note: Supported Video File Types : mp4, ogg, webm



- `Import Resource Button` : Import resources from the local disk.
- `Resource Type Select Button` : Sort out files in Resource Panel by file type.
- `Add New Folder Button` : Add a new folder.
- `Delete Button` : Delete the selected file(s) or folder(s).

13.1 Resource Management Tips

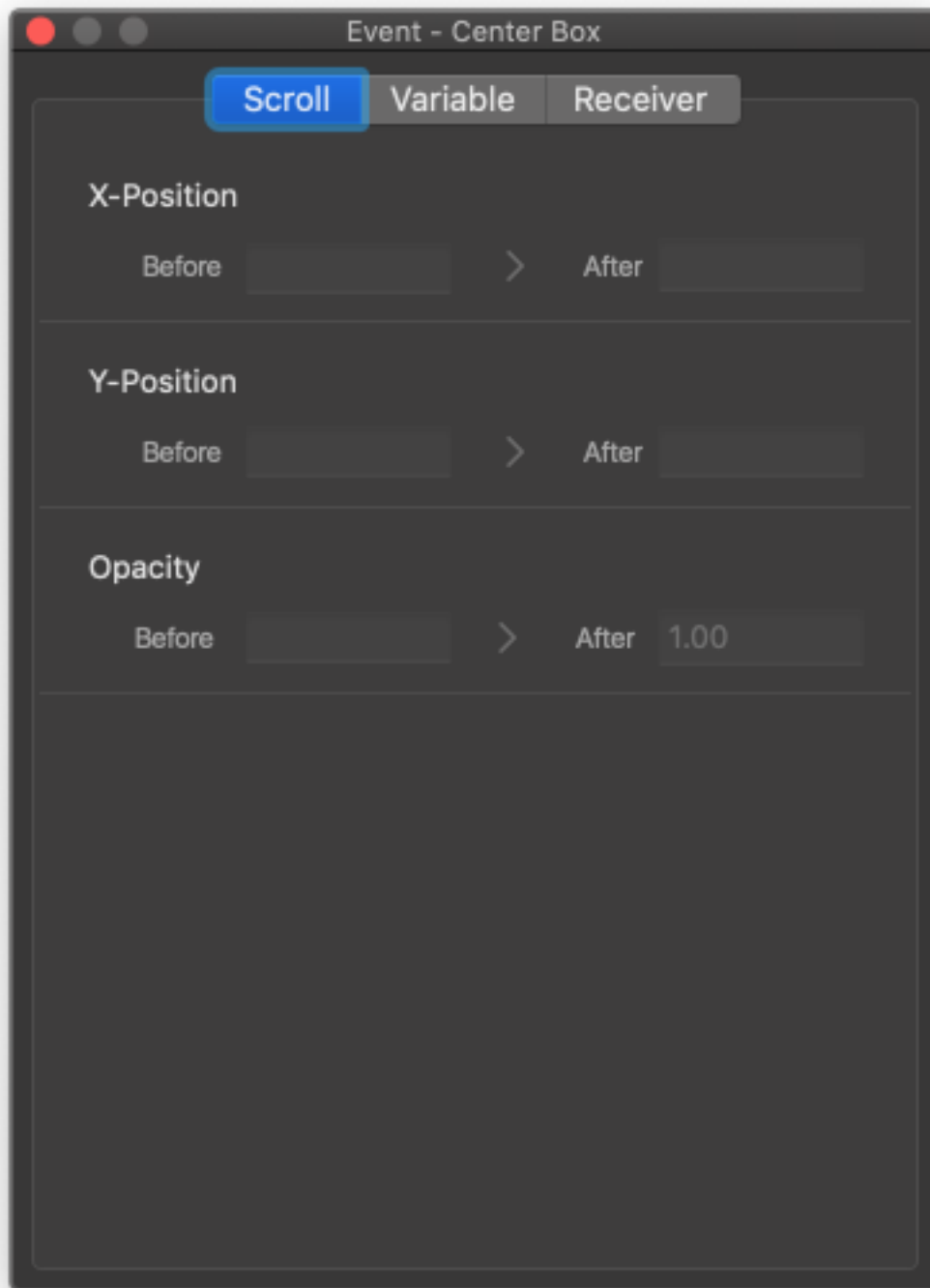
- You can create groups and reorder files in resources.
- You can insert an image to widget by drag & drop into *Image Widget*.

CHAPTER 14

Event Panel

When you run **Window > Event (E)** menu, Event Panel will be shown. You can add events like *Scroll Animator* or *Variable* .

14.1 Scroll Animator

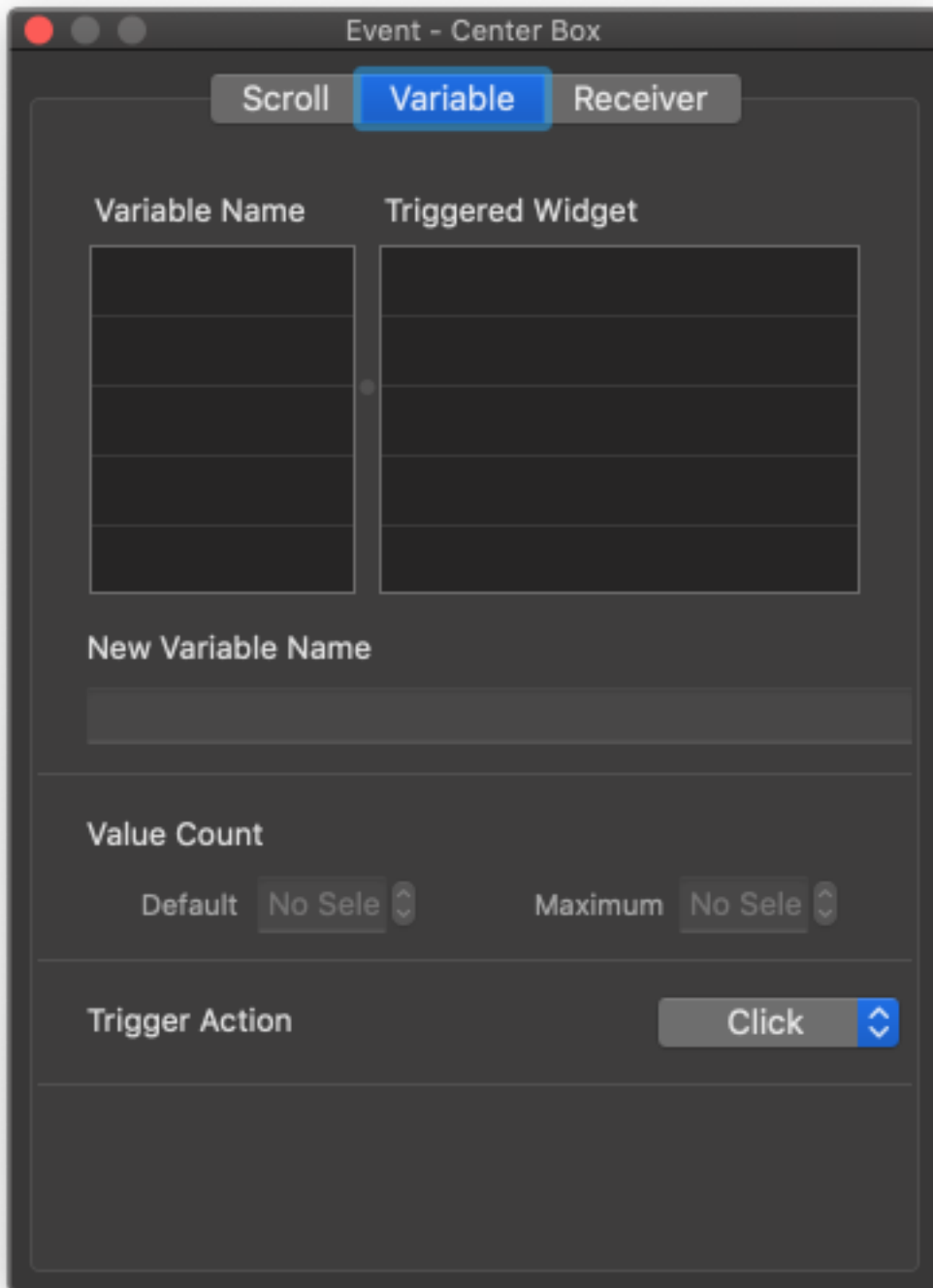


Add Scroll Animator to animate widget by scrolling. When the target widget appear in the middle of browser, the selected value will transform from before to after.

- X-Position : Add Scroll Animator to X-Position.
- Y-Position : Add Scroll Animator to Y-Position.

- `Opacity` : Add Scroll Animator to Opacity.

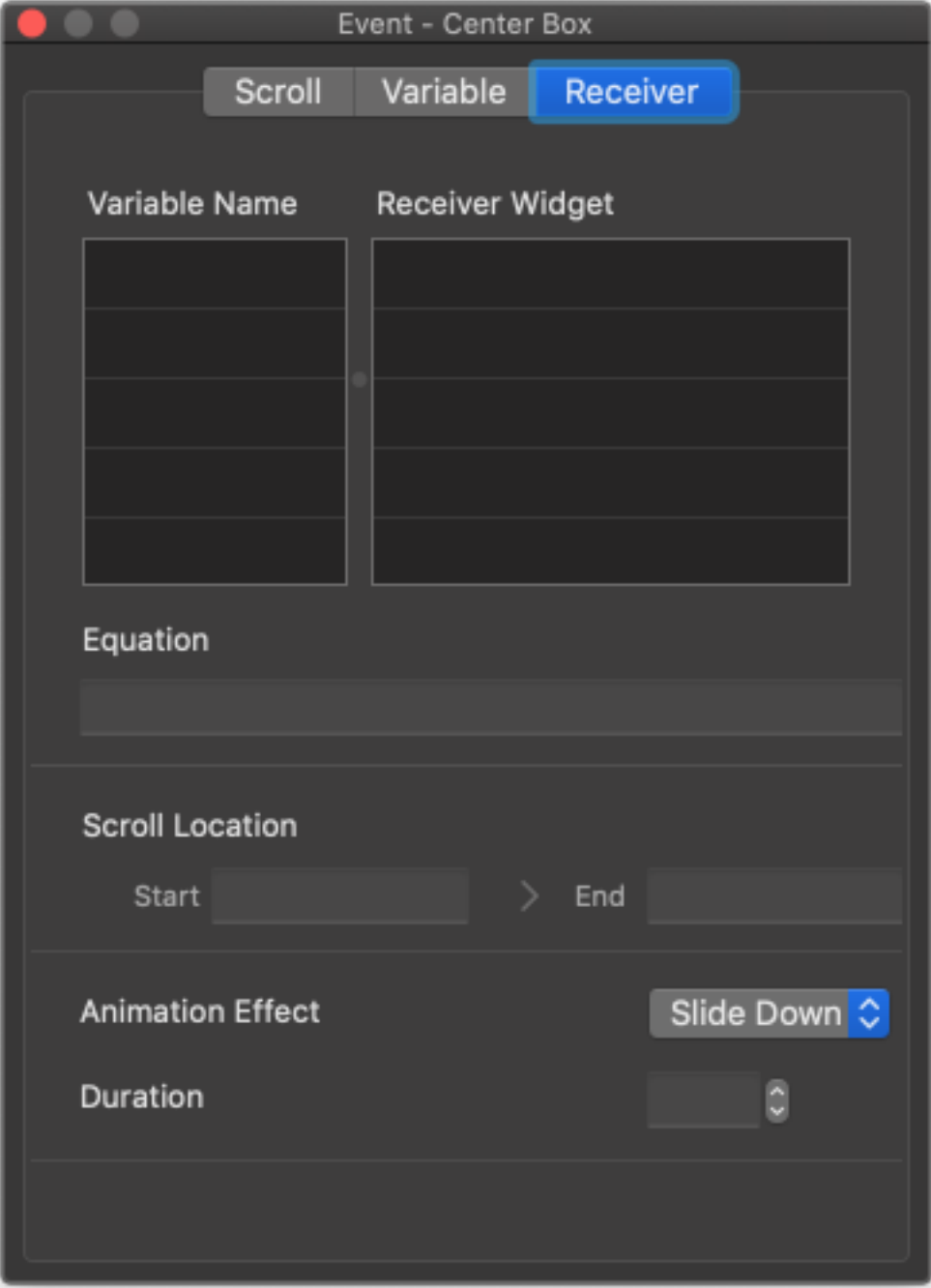
14.2 Variable



Add Variable to the selected widget.

- Variable Name : Show Variable list in your project.
- Triggered Widget : Show Triggered widget list according to the selected variable.
- New Variable Name : Add a new variable name.
- Value Count : Set Default & Maximum value to the variable.
- Trigger Action : Set Trigger Action to the selected widget.

14.3 Receiver



Event - Center Box

Scroll Variable **Receiver**

Variable Name	Receiver Widget

Equation

Scroll Location

Start > End

Animation Effect Slide Down ▾

Duration ▴ ▾

Add Receiver Event to the selected widget. When **Equation** returns True, Receiver Event will be shown.

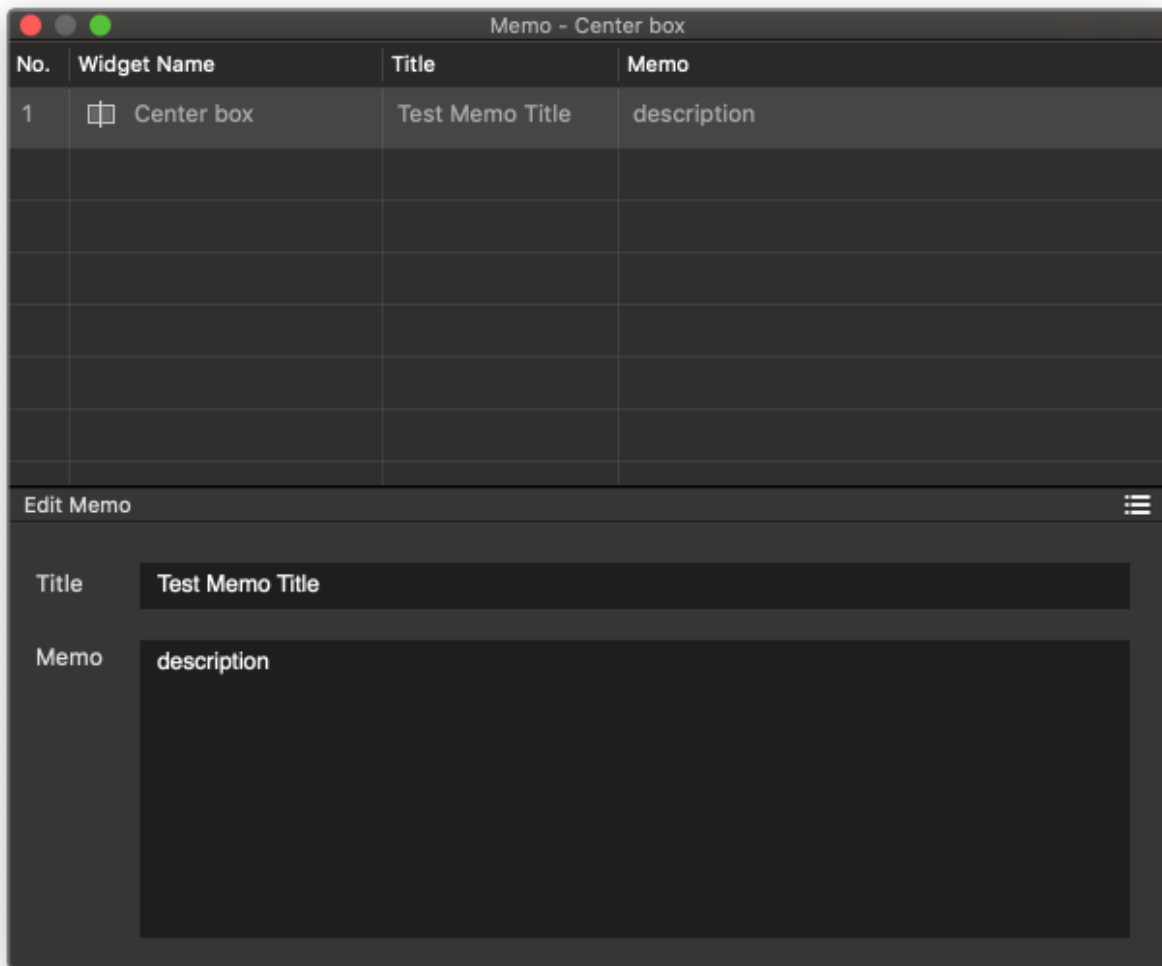
- Variable Name : Show the list of variables that have Receiver Event.
- Receiver Widget : Show the list of Receiver Widget according to the selected variable.

- `Equation` : Set Equation case. (e.g. Sample Variable = 1)
- `Scroll Location` : Set Equation range of the scroll position.
- `Animation Effect` : Set Animation Effect when Receiver Event is run.
- `Duration` : Set Duration for the Receiver Event.

CHAPTER 15

Memo Panel

When you run **Window > Memo (M)** menu, Memo Panel will be shown. You can add a memo to the selected widget.



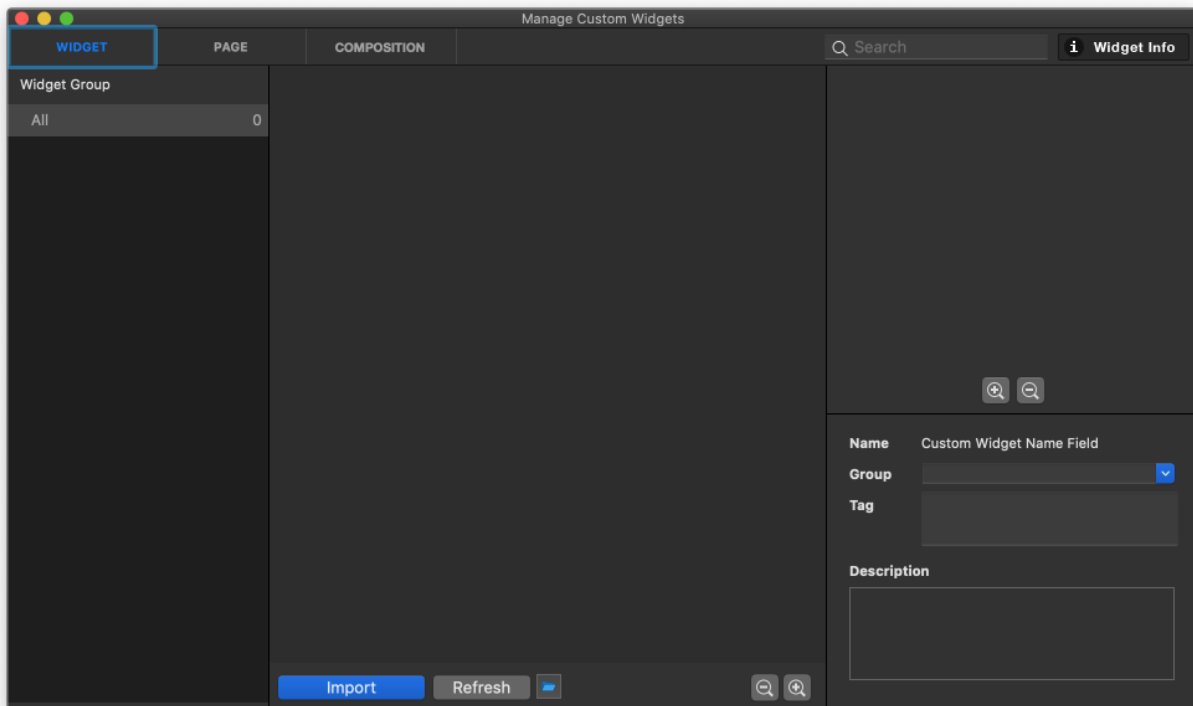
- Show / Hide Table Toggle Button : Open or Close Memo List area.
- Title : Add title to the selected memo.
- Memo : Add memo to the selected widget.

Note: In the Memo List, you can modify Memo's **Number** / **Title** / **Content** .

CHAPTER 16

Manage Custom Widget Panel

When you run **Window > Manage Custom Widgets (W)** menu, Manage Custom Widgets Panel will be shown. You can import Custom Widgets, Compositions and Pages into this panel. This panel supports Grid / Table view in Widget list. You can open and close widget information area with toggle button next to the search box.



16.1 Top Bar

- **Widget Tab** : Manage imported custom widgets. Import custom widget with **import button**.
- **Page Tab** : Manage imported custom page. Import custom page with **import button**.
- **Composition Tab** : Manage imported custom composition. Import custom composition with **import button**.
- **Widget Information Toggle Button** : Show or hide *Custom Widget Information* area.
- **Search Bar** : Search by custom widget name.

16.2 Widget Group List

Widget Group List is placed at the left side of the panel. You can browse *Custom Widget List* by selecting the group name.

16.3 Custom Widget List

Custom Widget List is placed at the center of the panel.

- **Import** : Import custom widget file. (iuw)
- **Refresh** : Refresh current widget list.
- **Open Folder** : Open custom widget folder.

16.4 Custom Widget Information

Custom Widget Info is placed at the right side of the panel.

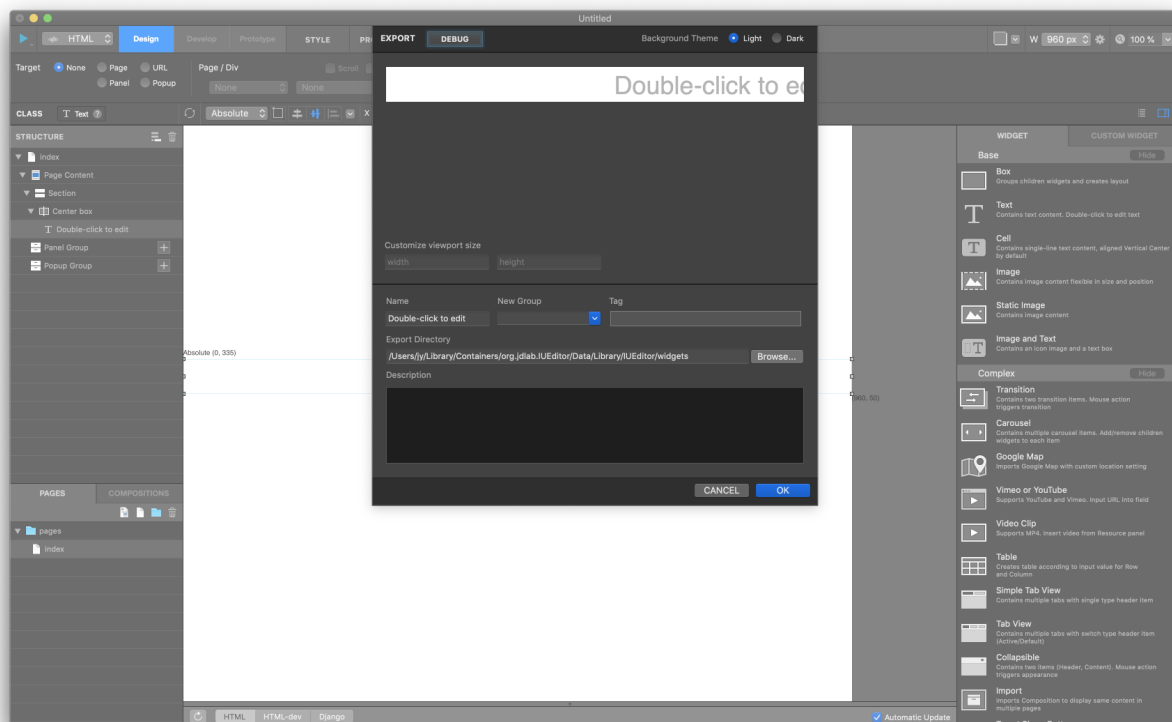
- **Preview** : Show the preview of the selected custom widget.
- **Zoom In / Out** : Zoom In or Out on the preview.
- **Name** : Display the name of the selected custom widget.
- **Group** : Display the group of the selected custom widget.
- **Tag** : Display the list of tags added to custom widgets.
- **Description** : Display the description of the selected custom widget.

CHAPTER 17

Export Widget Panel

You can open Export Widget Panel from the left side of the canvas:

- Right-click the widget in structure section
- Right-click the page in pages
- Right-click composition in compositions



- **Customize Viewport Size** : Resize viewport size of the custom widget.
- **Name** : Set name of custom widget.
- **New Group** : Set the group of the custom widget.
- **Export Directory** : Set the export directory of the custom widget.
- **Description** : Add descriptions to the custom widget.

17.1 Export Widget (.iuw)



When you export **Widget** , IUEditor generates `CustomWidgetName.iuw` file.

17.2 Export Page (.iup)



When you export **Page** , IUEditor generates `CustomPageName.iup` file.

17.3 Export Composition (.iuc)



When you export **Composition** , IUEditor generates `CustomCompositionName.iuc` file.

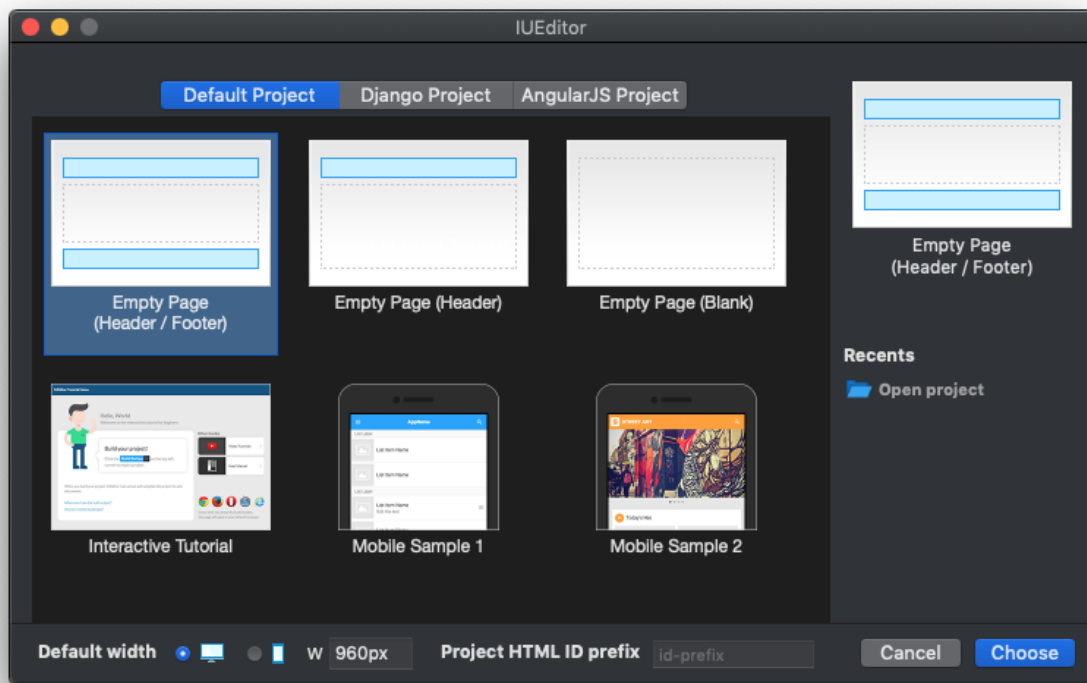
CHAPTER 18

Project Type



18.1 Default Project

Default Project is a Static Project which is not connected with any back-end framework. You can select Default Project in **New Project Popup** (which pops up when you run **File > New Project (N)** menu)

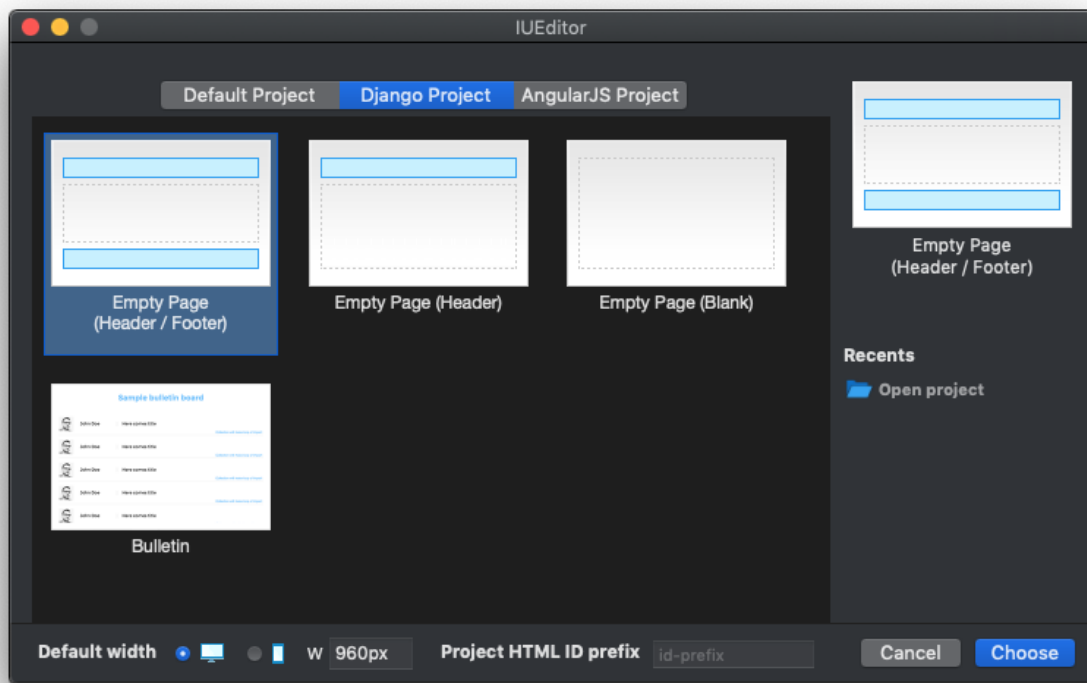


- Empty Page (Header / Footer) : Create new project with **Empty Page (Header / Page Content / Footer)**
- Empty Page (Header) : Create new project with **Empty Page (Header / Footer)**
- Empty Page (Blank) : Create new project with **Empty Page (Page Content)**
- IUPro : Create new project with **IUPro** Template.
- Paper : Create new project with **IUPaper** Template.
- IUAcademy : Create new project with **IUAcademy** Template.
- Recent Project : Show last 5 projects that recently have been updated.
- Open Project : Open existing IU project.

Note: When you select Empty Page, you can set default width value of new project.

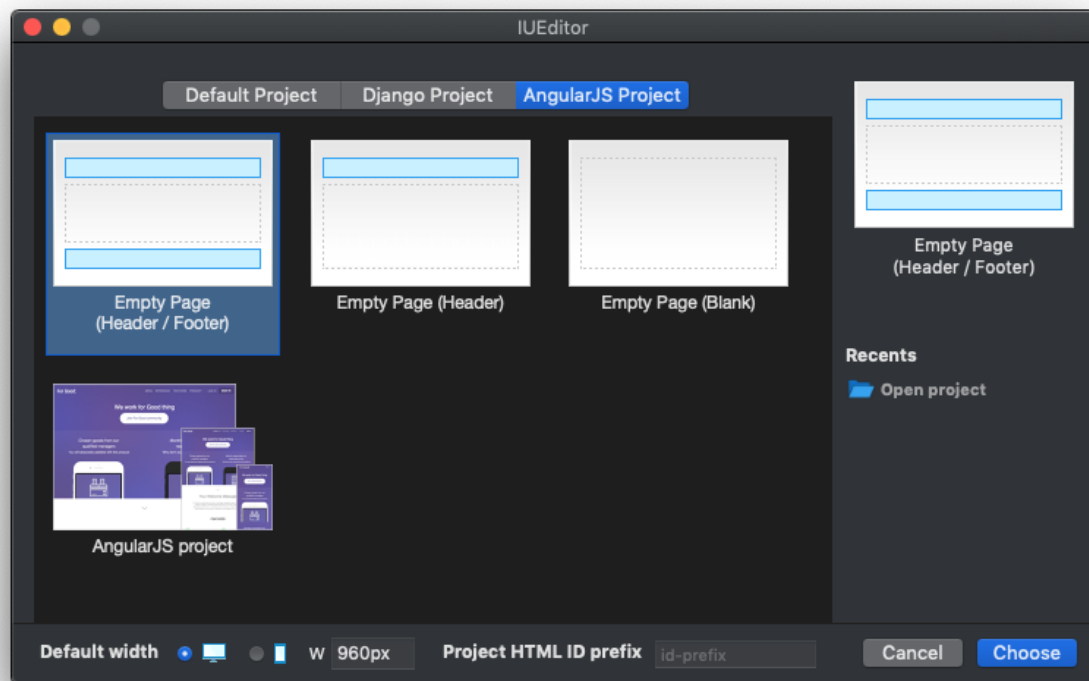
18.2 Django Project

Django Project is a Dynamic Project which can be connected with Django as back-end framework. You can select Django Project in **New Project Popup** (which pops up when you run **File > New Project (N)** menu)



18.3 AngularJS Project

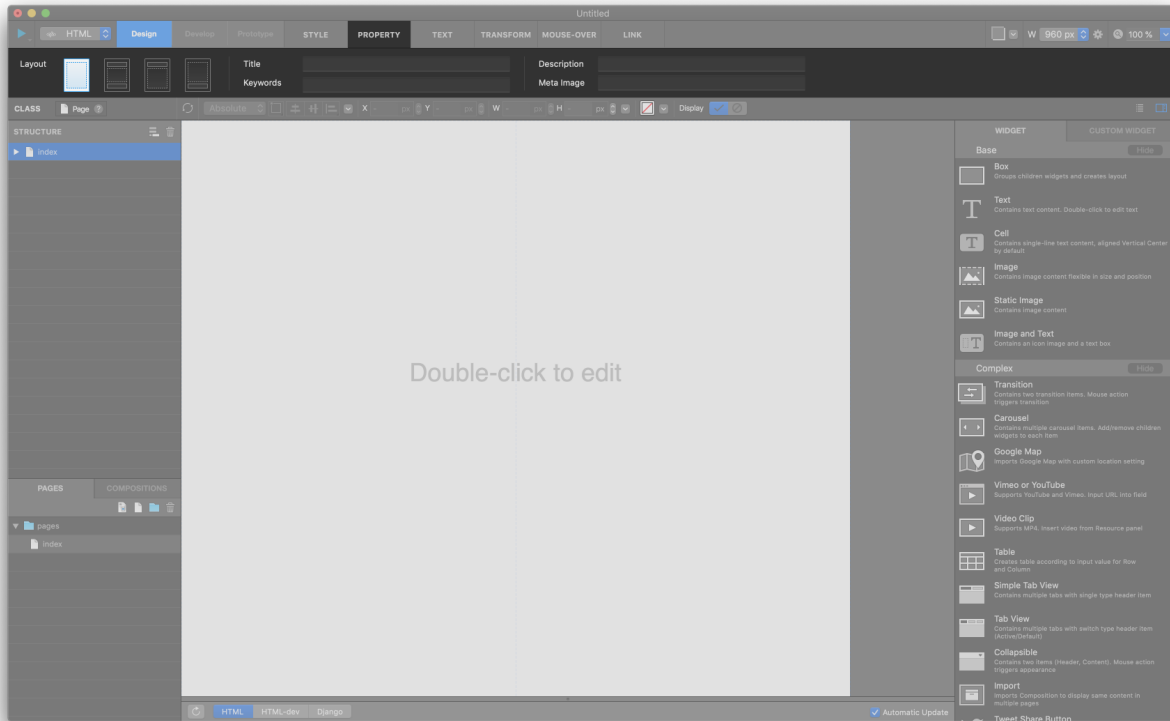
AngularJS Project is a Dynamic Project which can be connected with AngularJS as back-end framework. You can select AngularJS Project in **New Project Popup** (which pops up when you run **File > New Project (N)** menu)





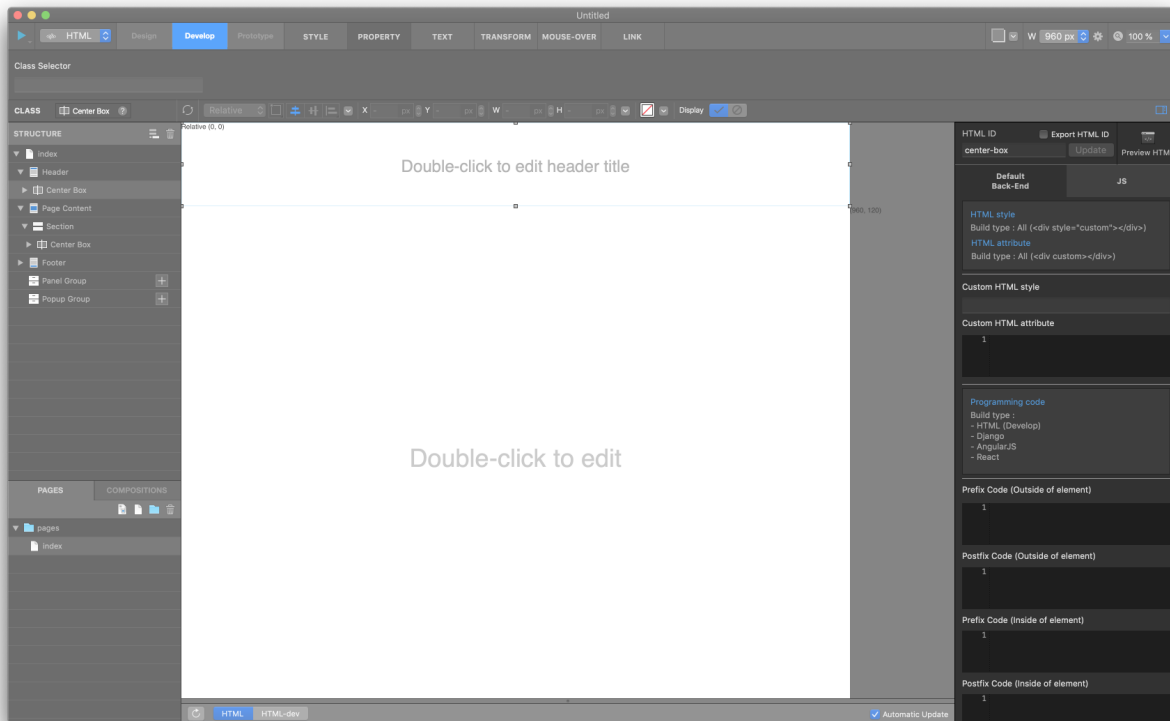
19.1 Page Setting

When you select the index page and click the **Property** button, Page Setting properties will be shown.



- **Empty Layout** : Set **Empty (Page Content) Page Layout** .
- **Header + Footer** : Set **Header + Page Content + Footer Page Layout** .
- **Header** : Set **Header + Page Content Page Layout**
- **Footer** : Set **Footer + Page Content Page Layout**
- **Page Title** : Add Page Title to current page.
- **Page Keyword** : Add Page Keywords to current page. (Multiple keywords available)
- **Page Description** : Add Page Description to current page.
- **Page Meta Image** : Add Meta Image to current page. (URL)

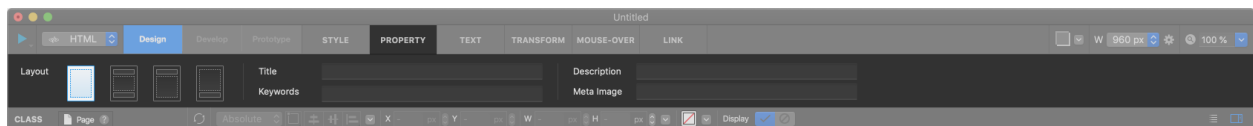
19.2 Page Custom Code



- **Page Header Custom Code** : Add Custom Code in header of current page.
- **Page Header Custom Code for Backend** : Add Custom Code for Backend in header of current page.

19.3 Page Default Widget

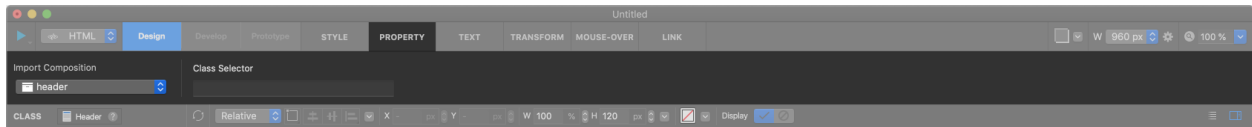
19.3.1 Page



IUPage is same as html document. You can change page structure in property tab.

19.3.2 Header





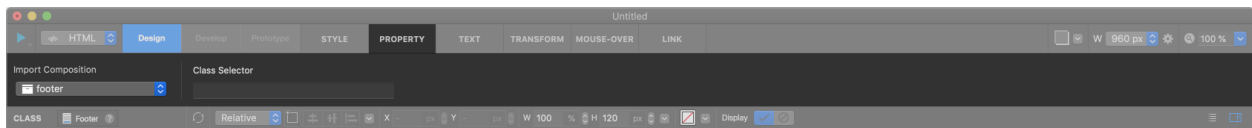
Header is placed top of page. Header can import **Header or another composition** .

19.3.3 Page Content



Page Content is placed middle of page (Page Content cannot be removed). You can add sections in Page Content.

19.3.4 Footer



Footer is placed bottom of page. Footer can import **Footer of another composition** .

19.3.5 Section



Section is placed under Page Content.

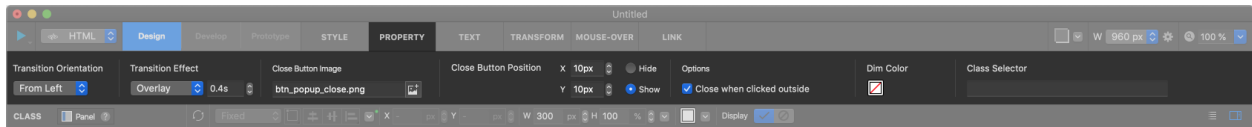
19.3.6 Centered Box



Centered Box is placed under Section (Centered Box can be removed). Centered Box used for horizontal-center layout.

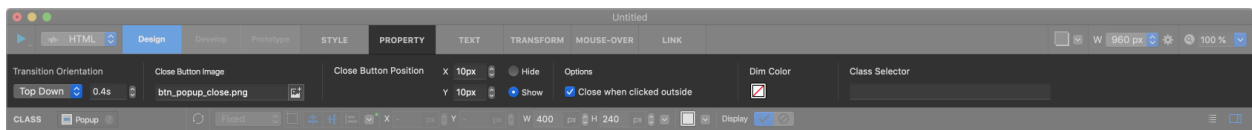
19.3.7 Panel





You can add a panel by press [+] button of panel group. To call panel, create link with any widget and select link target to panel.

19.3.8 Popup



You can add a popup by press [+] button of popup group. To call popup, create link with any widget and select link target to popup.

CHAPTER 20

Composition



You can create repeatable elements by using Compositions. Compositions will be imported to **Import / Header / Footer / Collection** widgets.

CHAPTER 21

Basic Widget

21.1 Box



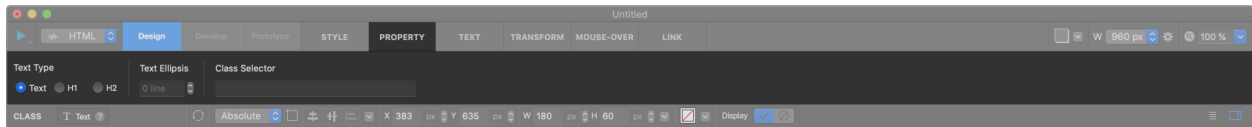
Box widget is a basic widget which is generated to `<div>` tag. Mostly, Box widget is used to set layout and to group children widgets.

Property

- Child : Valid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

21.2 Text

T

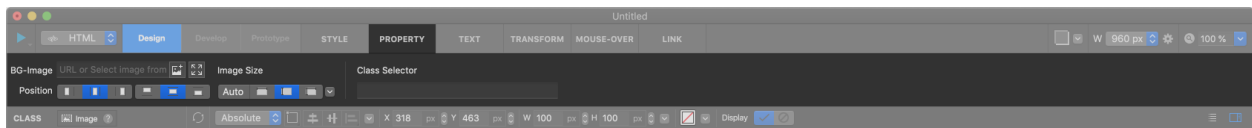


Text widget contains **Text Content** which is generated to `<p>`, `<h1>` or `<h2>` tag. You can edit text after double-click to widget.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Valid

21.3 Image



Static Image widget contains **Image Content** which is generated to `<img>` tag. You can input image resource from Resource panel or Image URL link.

- Fit Widget Size to Image Size : Resize widget according to image resource size.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Valid

21.4 Static Image

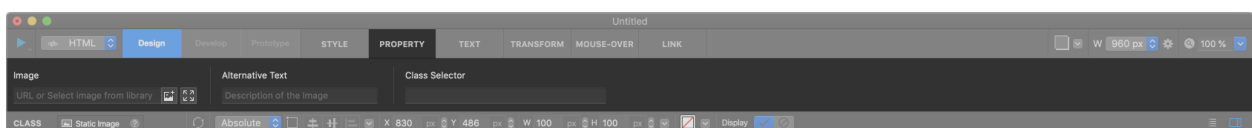


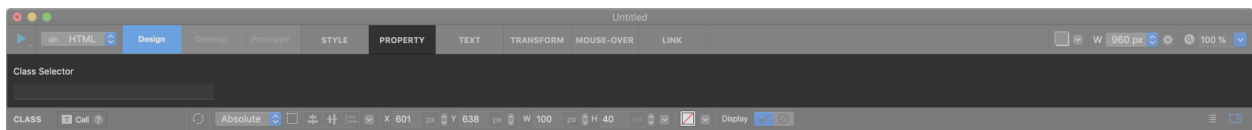
Image widget contains **Image Content** which is generated by css `{background}` tag. You can input image resource from Resource panel or Image URL link and resize or rearrange image in widget area.

- Fit Widget Size to Image Size : Resize widget according to image resource size.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

21.5 Cell



Cell widget contains **Text Content** , aligned Vertical-Center automatically. (PX unit only)

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Valid

21.6 Image and Text

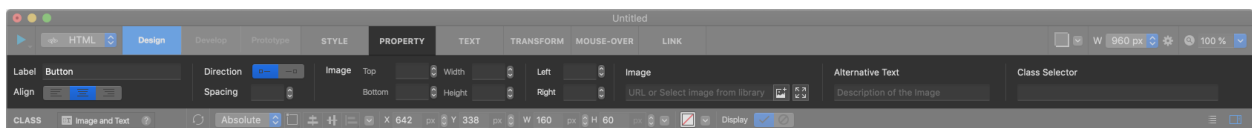


Image and text widget contains **Text Content** and **Image**, aligned Vertical-Center automatically.

Property

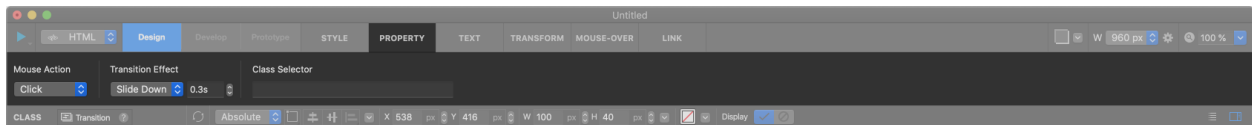
- Child : Invalid
- Link : Valid

- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Valid

CHAPTER 22

Complex Widget

22.1 Transition



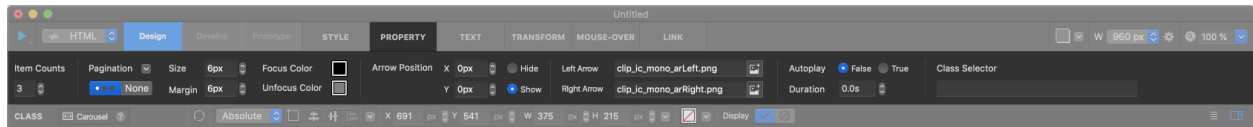
Transition widget has two transition items. When mouse action triggered, transition item will change from item 1 to item 2. You can set **Mouse Action (Mouse Over or Click)**, **Transition Effect**, and **Duration** in property panel.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

22.2 Carousel



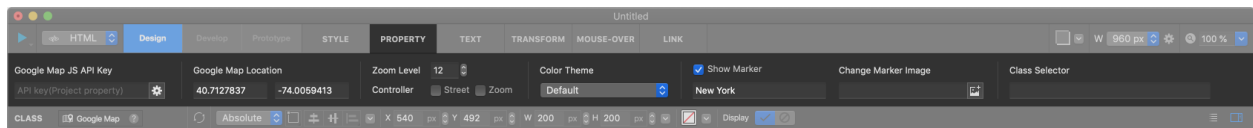


Carousel widget has multiple carousel items. You can simply make carousel interface with carousel widget. Carousel item is the same as Box widget, so you can add or remove child elements to Carousel item.

Property

- Child : Invalid
- Link : Valid(Only for child widget)
- Scroll Animator : Invalid
- Background Image : Invalid
- Backend Ellipsis : Invalid

22.3 Google Map



Google Map widget represents google map element. You can input **Map location** wherever you want.

Note:

- 1) In Editor Mode, Google Map widget offers maximum preview 600 px x 600 px size.
- 2) South Korea's map is not available Color Theme feature.

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

22.4 Web Movie





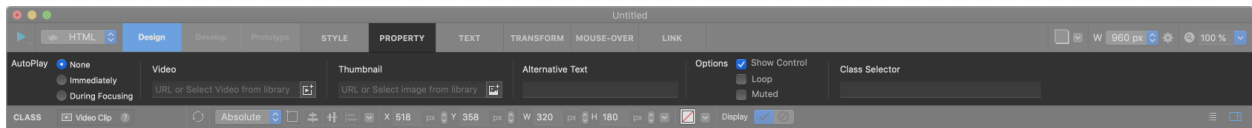
Web Movie widget supports Youtube or Vimeo. You can use Web Movie widget with **Short-Links** :

- Vimeo : <http://vimeo.com/> **videoURL**
- Youtube : <http://youtu.be/> **videoURL**

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.5 Video Clip



Video Clip widget supports MP4. You can input videos from Resource panel.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.6 Table



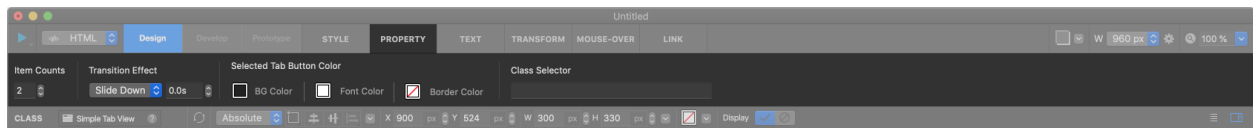
Table widget can add simple table on canvas.

Property

- Child : -
- Link : -
- Scroll Animator : -
- Background Image : -
- Backend Ellipsis : -



22.7 Simple Tab View

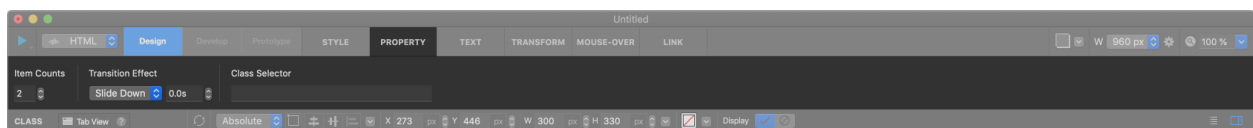


Simple Tab View widget has more simple structure than Tab View widget .

Property

- Child : -
- Link : -
- Scroll Animator : -
- Background Image : -
- Backend Ellipsis : -

22.8 Tab View



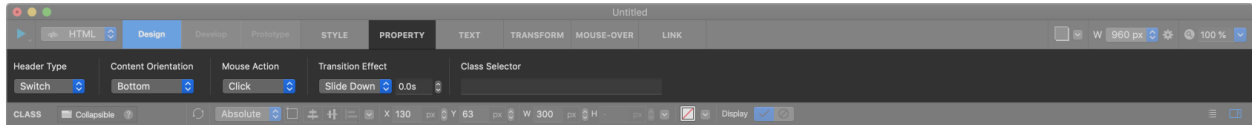
Tab View widget has multiple **Tabs** .

Property

- Child : -
- Link : -
- Scroll Animator : -

- Background Image : -
- Backend Ellipsis : -

22.9 Collapsible



Collapsible widget has two item (Header and Content). When you triggered mouse action on Collapsible widget, Content item will be appeared. You can set **Mouse Action (Mouse Over or Click)** , Transition Effect, and Duration in property panel.

Property

- Child : -
- Link : -
- Scroll Animator : -
- Background Image : -
- Backend Ellipsis : -

22.10 Import

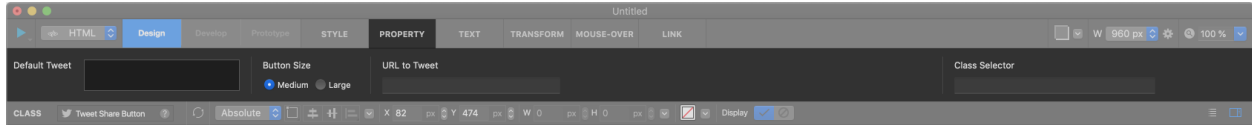


Import widget can import **Composition** . If you want to use Composition, connect target Composition into Import widget.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.11 Tweet Share Button

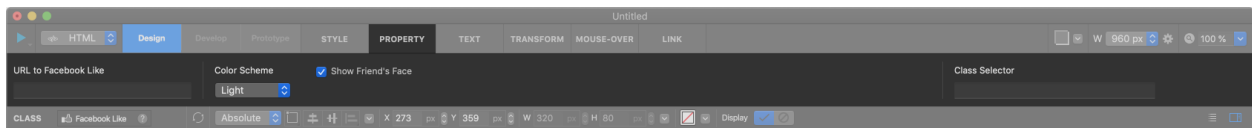


With Tweet Share Button widget, you can add **Share to Tweeter Button** in your project. (No Resize)

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.12 Facebook Like Button



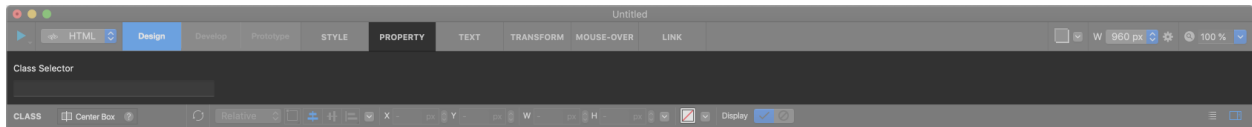
With Facebook Like Button widget, you can add **Share to Facebook Button** in your project. (No Resize)

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.13 Centered Box



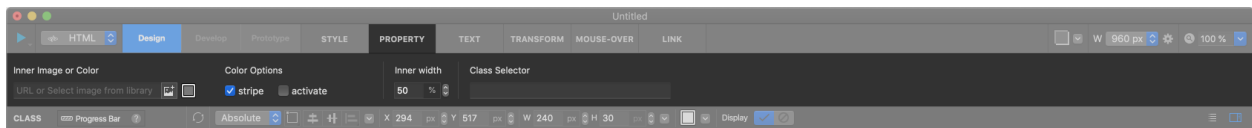


Centered Box widget makes horizontal centered layout to Section. Centered Box widget is added into section automatically, but you can remove this widget. (No resize)

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

22.14 Progress Bar

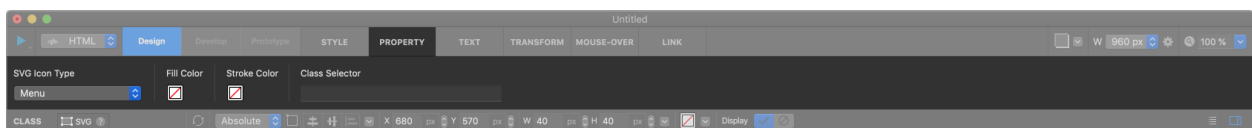


Progress Bar widget displays a progress bar. If you want draw certain status with bar elements, add this widget in your project.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

22.15 SVG (Scalable Vector Graphics)



SVG widget displays Scalable Vector Graphics. You can select simple SVG form, or input custom `<svg>` code whatever you want.

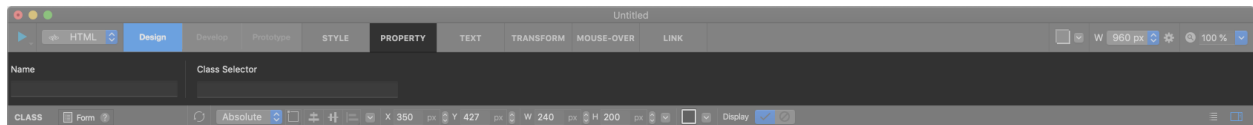
Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

CHAPTER 23

Programming Widget

23.1 Form



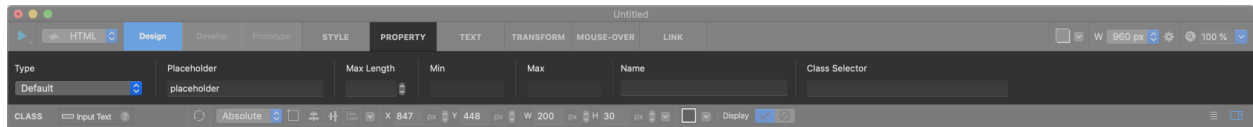
Form widget is a container for programming widgets which is generated to `<form>` tag. If you want to use programming widgets, you must to add Form widget in your project.

Property

- Child : Valid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.2 Input Text



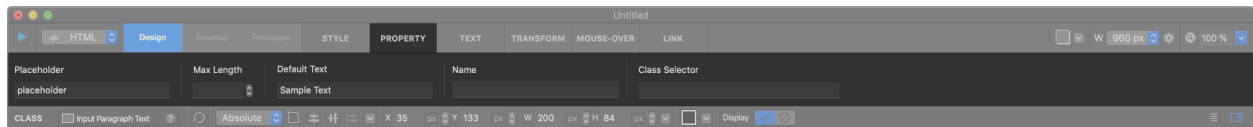


Input Text widget is a textfield which is generated to `<input>` tag (type : text).

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.3 Input Paragraph Text

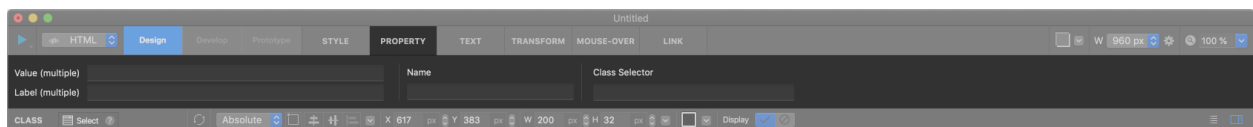


Input Paragraph Text widget is a textfield which is generated to `<textarea>` tag.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.4 Select

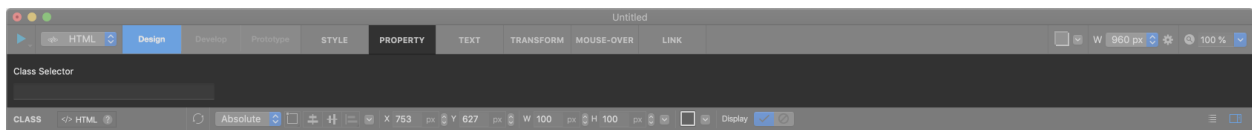


Select widget is a select button which is generated to `<select>` tag. If you want to make select button, add this widget into Form widget.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.5 HTML (Hyper Text Markup Language)

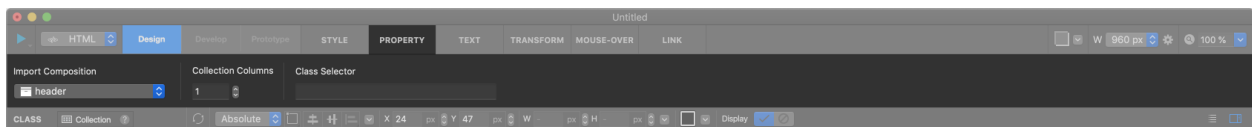


HTML widget is a code container which is generated to **custom html tag** (e.g. `<style>`, `<script>`, etc, ...). You can make custom widget by input custom html code into HTML widget.

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.6 Collection



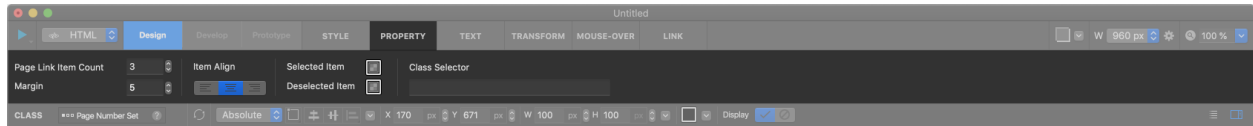
Collection widget can import multiple Composition widgets. If you want to make collection view with compositions, you can create collection view with Collection widget.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid

- Backend Ellipsis : Invalid

23.7 Page Number Set



Page Number Set widget displays page links that usually placed bottom of Collection.

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.8 Checkbox



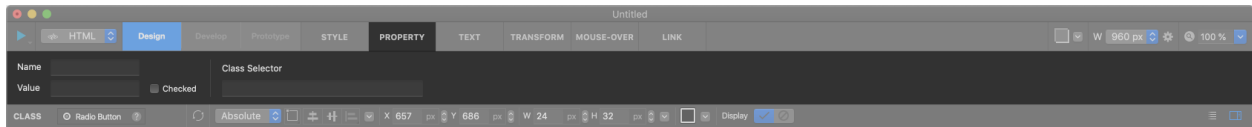
Checkbox widget displays checkbox which is generated to `<input>` tag (type:checkbox).

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.9 Radio Button



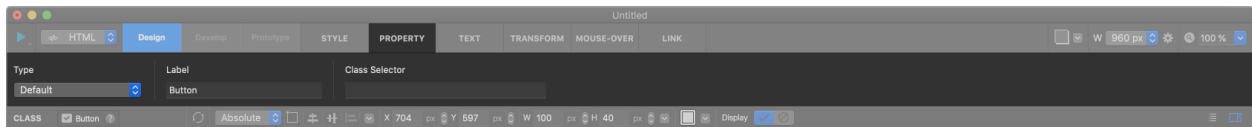


Radio Button widget displays radio button which is generated to `<input>` tag (type:radio).

Property

- Child : Invalid
- Link : Valid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.10 Button

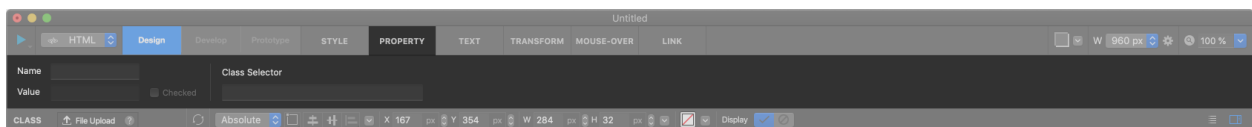


Button widget displays button which is generated to `<input>` tag (type:default / reset / submit).

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Valid
- Backend Ellipsis : Invalid

23.11 File Upload



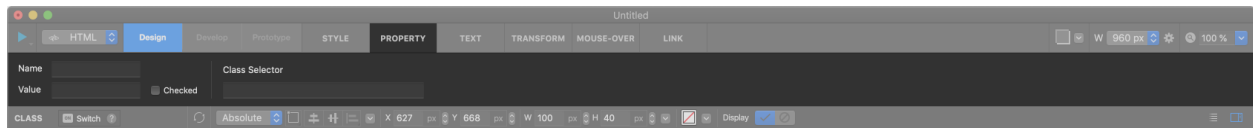
File Upload widget displays file upload interface which is generated `<input>` tag (type:file).

Property

- Child : Invalid

- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.12 Switch

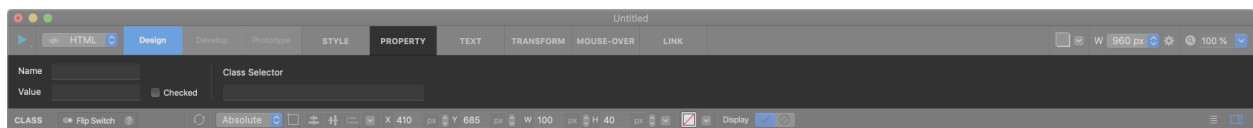


Switch widget displays toggle button which is generated to `<input>` tag (type:checkbox), and contains two switch items.

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.13 Flip Switch

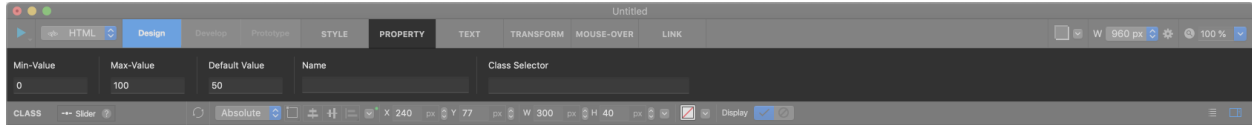


Flip Switch widget displays sliding switch which is generated to `<input>` tag (type:checkbox).

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.14 Slider

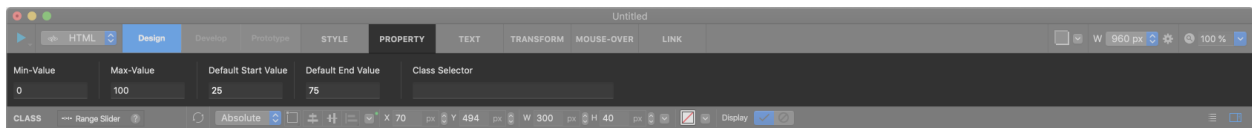


Slider widget displays slider interface. You can change value by dragging slide pointer. (Or type a number to value)

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

23.15 Range Slider



Range Slider widget displays range slider interface. You can change range value by dragging slide pointers. (Or type a number to value)

Property

- Child : Invalid
- Link : Invalid
- Scroll Animator : Valid
- Background Image : Invalid
- Backend Ellipsis : Invalid

Here are bug list for current version.

24.1 Scroll Animator (Event Panel)

Scroll Animator is only available for **Absolute Position widgets** , Sometimes available for Relative Position widgets.

24.2 Unsupported variable name (Event Panel)

Variable name cannot have special characters and numbers, but only can Underbar(_).

24.3 '#' or '@' character in File Path

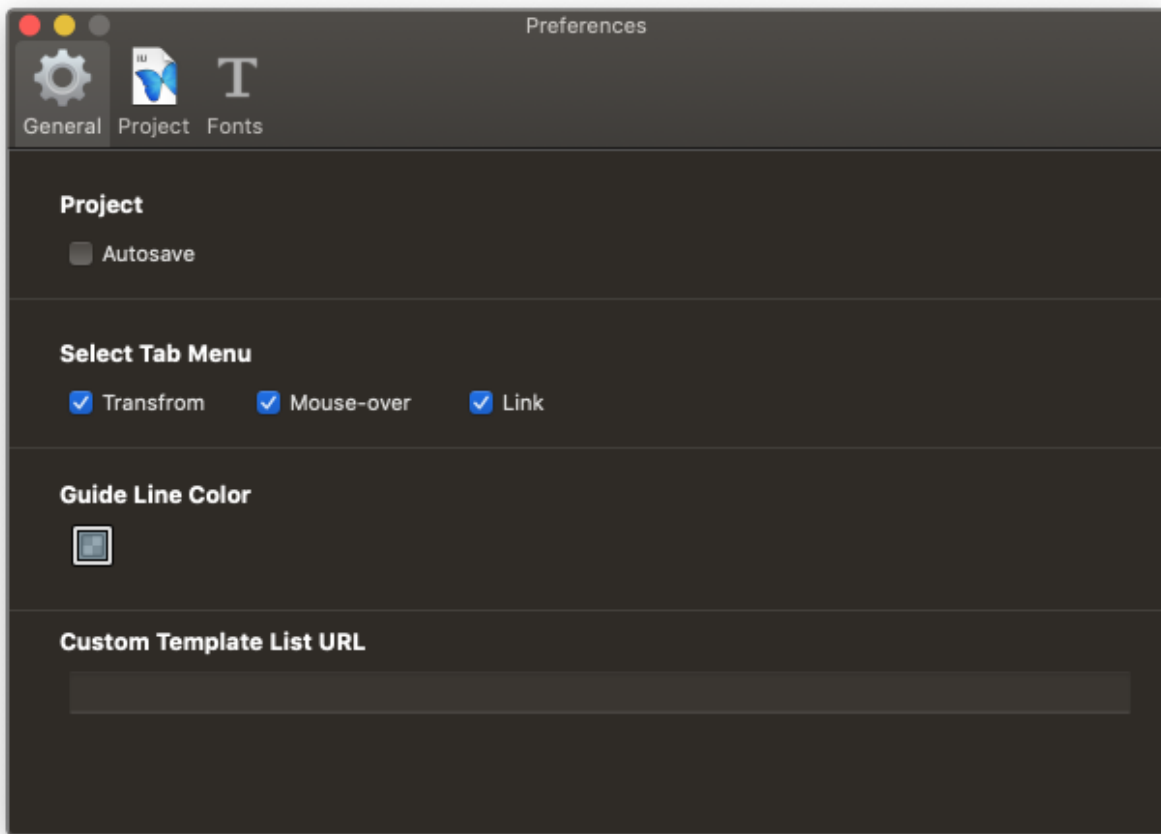
If file path has '#' or '@' character, IUEditor cannot load resource path. Do not use '#' or '@' character in file path.

CHAPTER 25

Preference

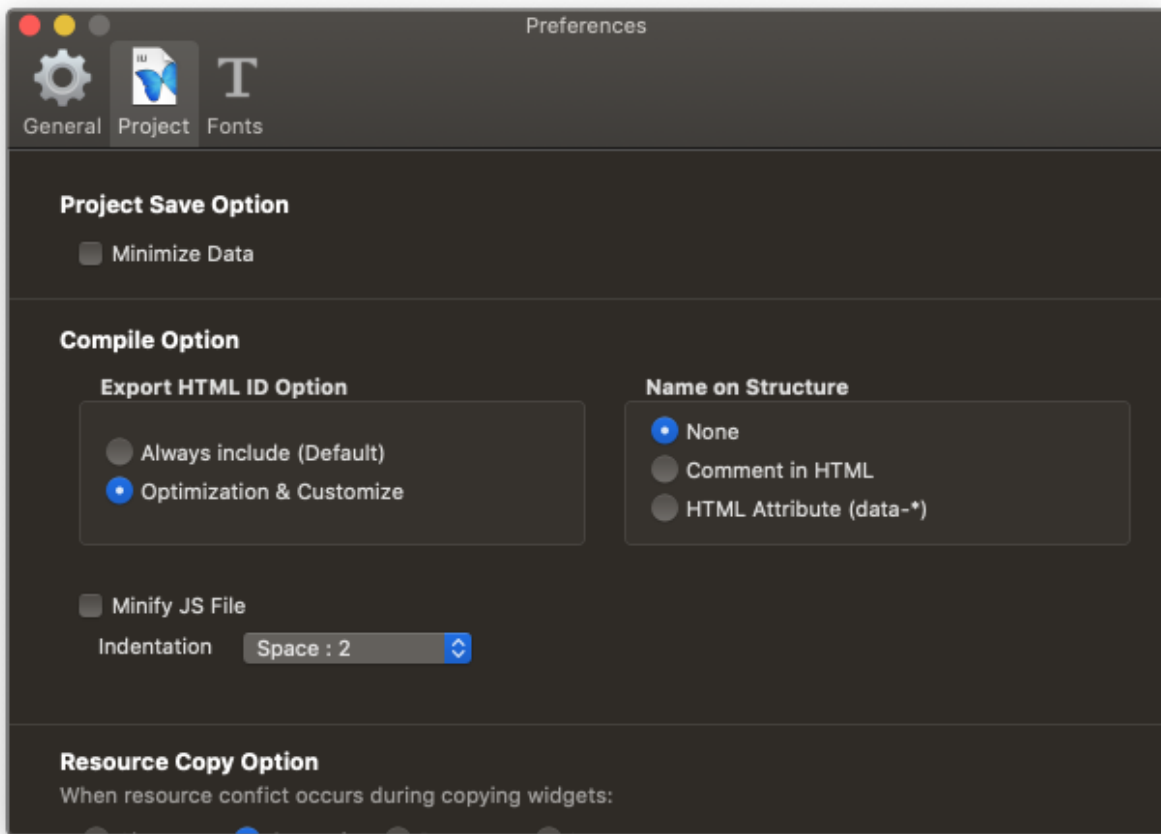
Set IUEditor's service environment.

25.1 General



- **Select Tab Menu** : Show or hide tab menus from top toolbar.
- **Guide Line Color** : Change guide line color. (View guideline : View > Guide ;)
- **Custom Template List URL** : Input plist URL for apply custom template at new project window's template list.

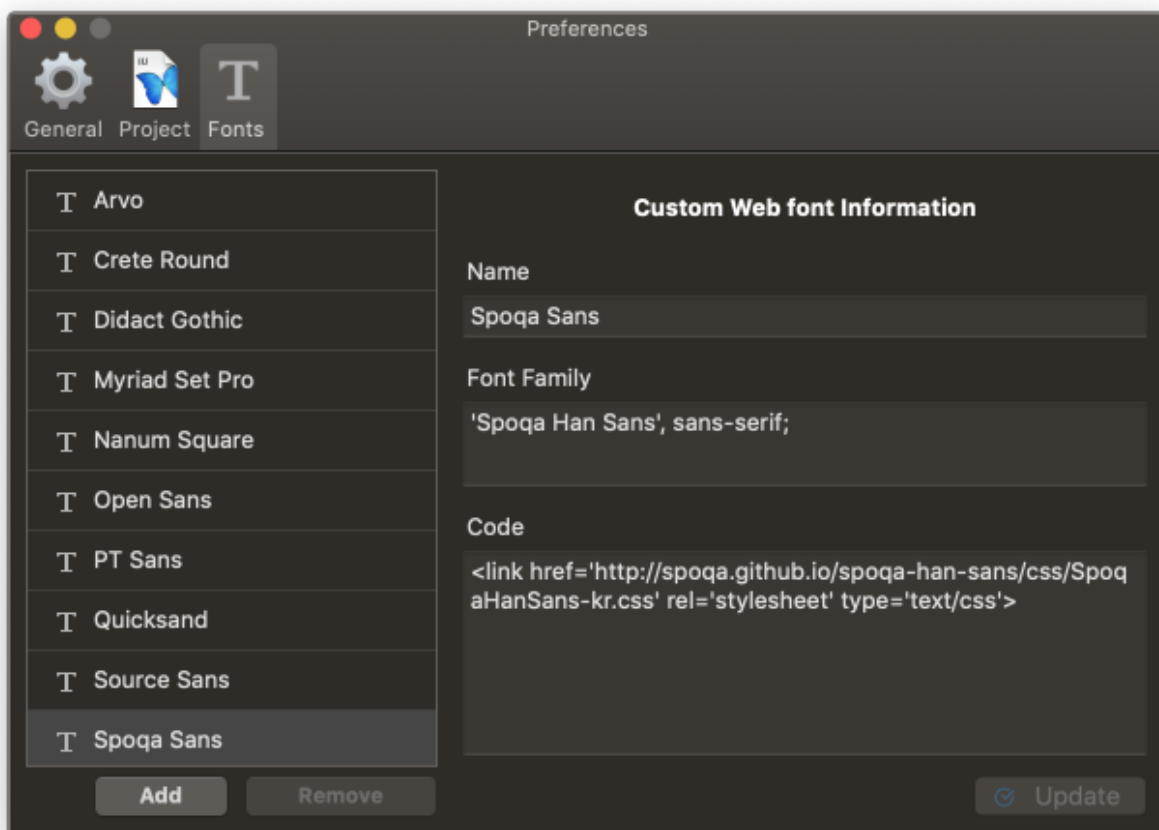
25.2 Project



- **Project Save Option**: Compress project's json file if 'Minimize Data' checkbox checked.
- **Compile Option**
 - **Export HTML ID Option**: Select whether contain HTML ID as default to all widget or customize.
 - **Name on Structure**: Select whether contain widget's name in html document or not.
- **Resource Copy Option**: Select how to do about multiple resources when *Custom Widget* added on canvas.
- **Widget Option**: Select to contain centerbox in section as default .

25.3 Fonts

Add new webfont into font list.



IUEditor offers free templates projects below. You can select template project in New Project panel.

- **IUPro** .. image:: resource/templates/iupro.png
- **IUPaper** .. image:: resource/templates/paper.png
- **IUAcademy** .. image:: resource/templates/academy.png

27.1 Project Management

- `Project Setting Shift+Cmd+P` : Open Project Setting panel.
- `Refresh Shift+Cmd+F` : Refresh current page.
- `Import Custom Widget Shift+Cmd+W` : Open Custom Widget Panel.

27.2 Mode Switch

- `Editor Mode Cmd+[` : Switch to Editor Mode.
- `Developer Mode Cmd+]` : Switch to Developer Mode.
- `Prototype Mode Cmd+\` : Switch to Prototype Mode.

27.3 Add Widget

- `IUBox Cmd+1` : Select IUBox widget to add on canvas.
- `IUText Cmd+2` : Select IUText widget to add on canvas.
- `IUIImage Cmd+3` : Select IUIImage widget to add on canvas.
- `IUStatic Image Cmd+4` : Select IUStatic Image widget to add on canvas.
- `IUCell Cmd+5` : Select IUCell widget to add on canvas.

27.4 Widget Control

- Copy `Cmd+C` : Copy selected widget.
- Paste `Cmd+V` : Paste copied widget.
- Undo `Cmd+Z` : Undo steps.
- Duplicate `Cmd+D` : Duplicate selected widget.
- Redo `Shift+Cmd+Z` : Redo steps.

27.5 View Management

- Zoom In `Cmd+ +` : Zoom In stage.
- Zoom Out `Cmd+ -` : Zoom Out stage.
- Widget Panel `Cmd+Return` : Show and Hide Widget panel.
- Event Panel `Shift+Cmd+E` : Open Event panel.
- Resource Panel `Shift+Cmd+R` : Open Resource panel.
- Memo `Shift+Cmd+M` : Open Memo panel.

27.6 Canvas View Management

- Show Outline `Cmd+L` : Show or hide outline of widgets in canvas.
- Show Widget Info `Cmd+I` : Show or hide information of widgets in canvas.
- Show Ruler `Cmd+R` : Show or hide ruler on canvas.
- Show Guide `Cmd+;` : Show or hide guide on canvas.
- Tracing `Shift+Cmd+T` : Show or hide tracing image on canvas.

Definitions of words which used in this documents.

28.1 Build

Generate HTML & CSS & JS files based on IU Project.

28.2 Django

Python web framework.

28.3 Python

Server-side programming language.

28.4 Widget

Basic elements to create IU Project.

CHAPTER 29

Tutorials

Here are basic tutorials for IUEditor.

Go Tutorial

- [Tutorial 101 - Blog-Style Web page](#)
- [Tutorial 201 - Responsive Magazine View Part1 - Design](#)
- [Tutorial 202 - Responsive Magazine View Part2 - Media Query](#)