
Sphinx RTD theme demo Documentation

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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>

Note: Anyone can use IUEditor for personal and non-commercial projects (up to 5 pages).

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.
- Also, 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.
- Furthermore, 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>

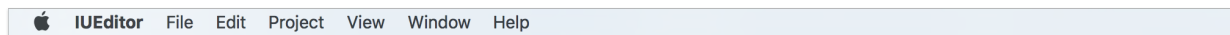
ENVIRONMENT



IUEditor operates only on Mac OS X - Yosemite & El Capitan. (10.10.a +) And you have to install **Git** & **Heroku Toolbelt** (Heroku account also required)

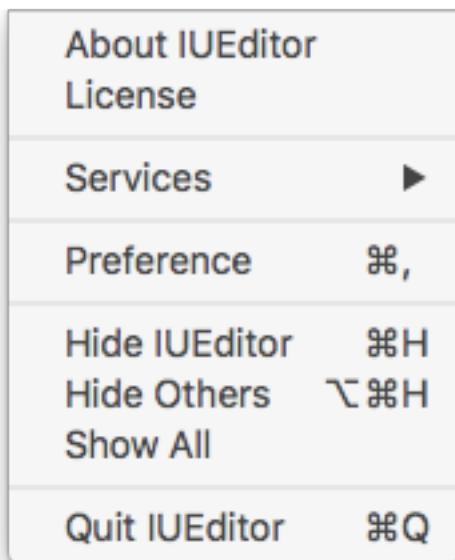
Browser support : Chrome, Safari, Firefox, Opera - current / IE 9+

- Git Download : <http://git-scm.com/downloads>
- Heroku Toolbelt : <https://toolbelt.heroku.com>



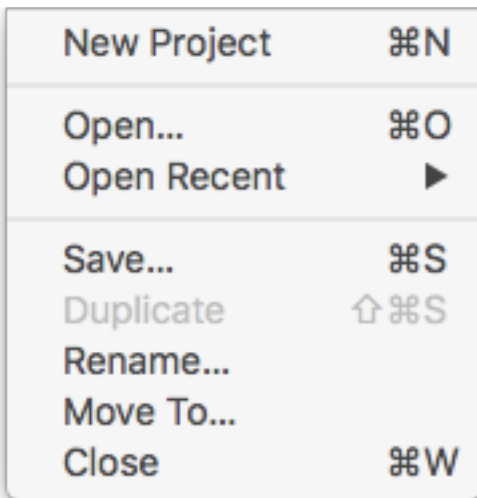
3.1 Description about IUEditor Menu Bar

3.2 IUEditor



- About IUEditor : Show IUEditor's version info.
- License : Show IUEditor's license info. You can enter license key and visit license page.
- Preference : Open IUEditor [Preference](#) window.

3.3 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.
- Duplicate : Duplicate the project's current path.
- Rename : Edit the name of the project.
- Move To : Change current project's path .
- Close : Close current project.

3.4 Project

Build	⌘B
Build Clean	⇧⌘K
Project Setting	⇧⌘P
Upload to Server	⇧⌘U
Upload to Heroku	⇧⌘H
Refresh Page	⇧⌘F

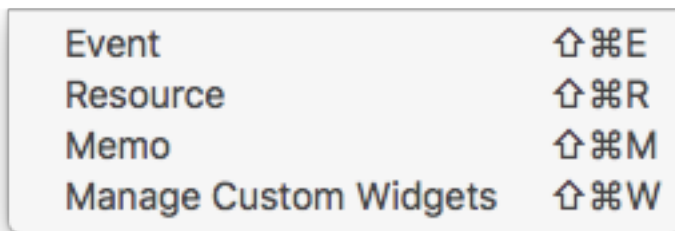
- **Build**: Generates HTML & CSS & JS files based on IU Project.
- **Build Clean**: Clean build data. It can fix program error.
- **Project Setting**: Opens [Project Setting](#) panel.
- **Upload to Server**: Opens [Upload to Server](#) panel.
- **Upload to Heroku**: Opens [Heroku Management](#) panel.
- **Refresh Page**: Refresh current page. It can fix program error.

3.5 View

Zoom Out	⌘-
Zoom In	⌘=
Outline	⌘L
✓ Widget Info	⌘I
✓ Ruler	⌘R
✓ Guide	⌘;
Tracing	⇧⌘T
Enter Full Screen	

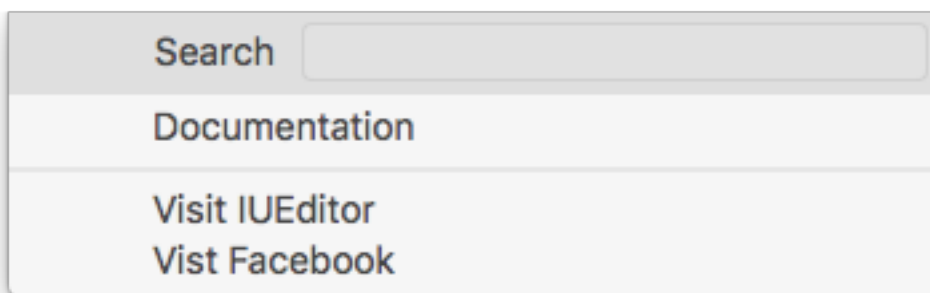
- `ZoomOut` : Zoom Out stage.
 - `ZoomIn` : Zoom In stage.
 - `Outline` : Show or hide outline of widgets in canvas.
 - `Widget Info` : Show or hide information of widgets in canvas.
 - `Ruler` : Show or hide ruler on canvas.
 - `Guide` : Show or hide guide on canvas.
 - `Tracing` : Show or hide tracing image on canvas.
-

3.6 Window



- `Event` : Opens [Event](#) panel .
 - `Resource` : Opens [Resource](#) panel .
 - `Memo` : Opens [Memo](#) panel .
 - `Manage Custom Widgets` : Opens [Manage Custom Widgets Panel](#) .
-

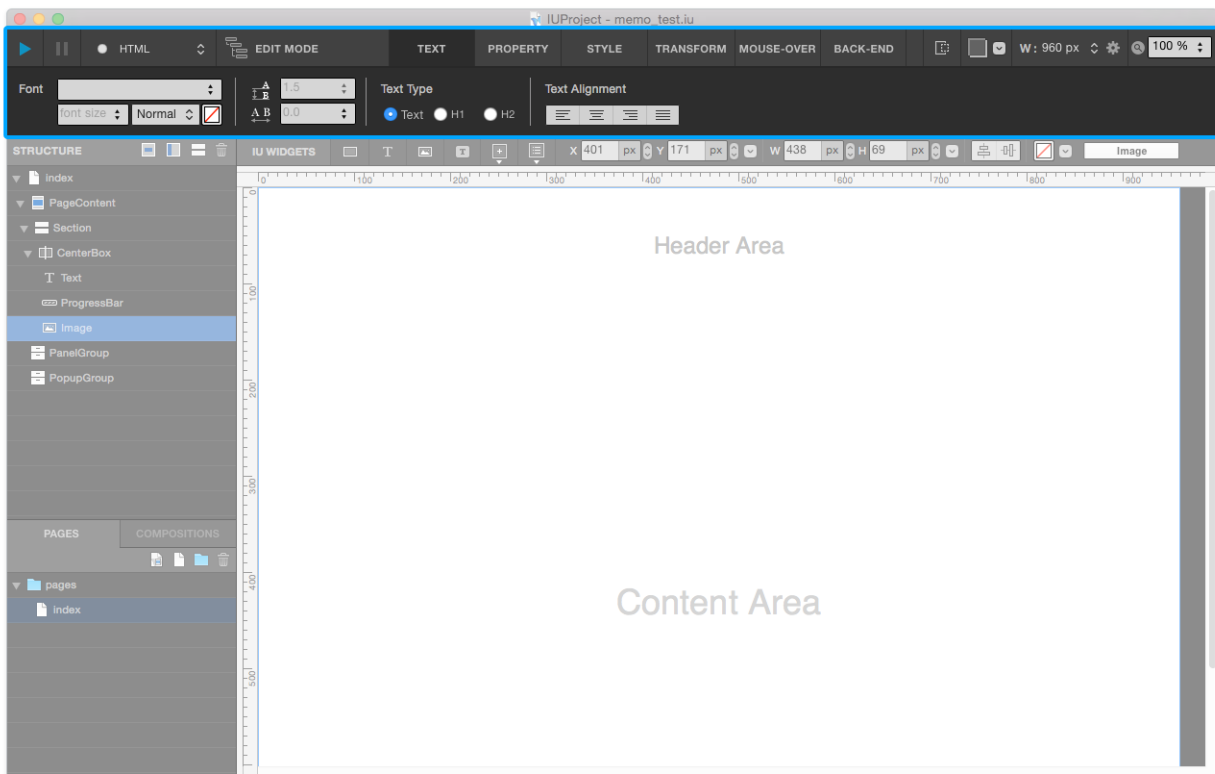
3.7 Help



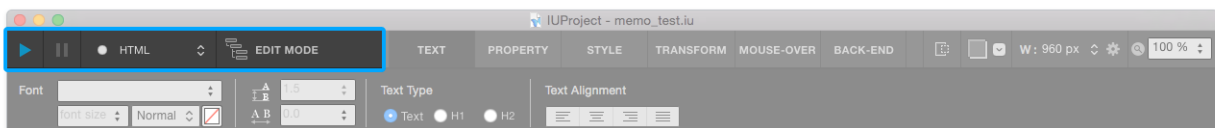
- `Search` : Search IUEditor function.
- `Documentation` : Open IUEditor Manual page in the brower.

- Visit `IUEditor`: Open IUEditor Homepage page in the brower.
- Visit `Facebook`: Open IUEditor Facebook page in the brower.

TOP TOOLBAR



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



4.1 Command

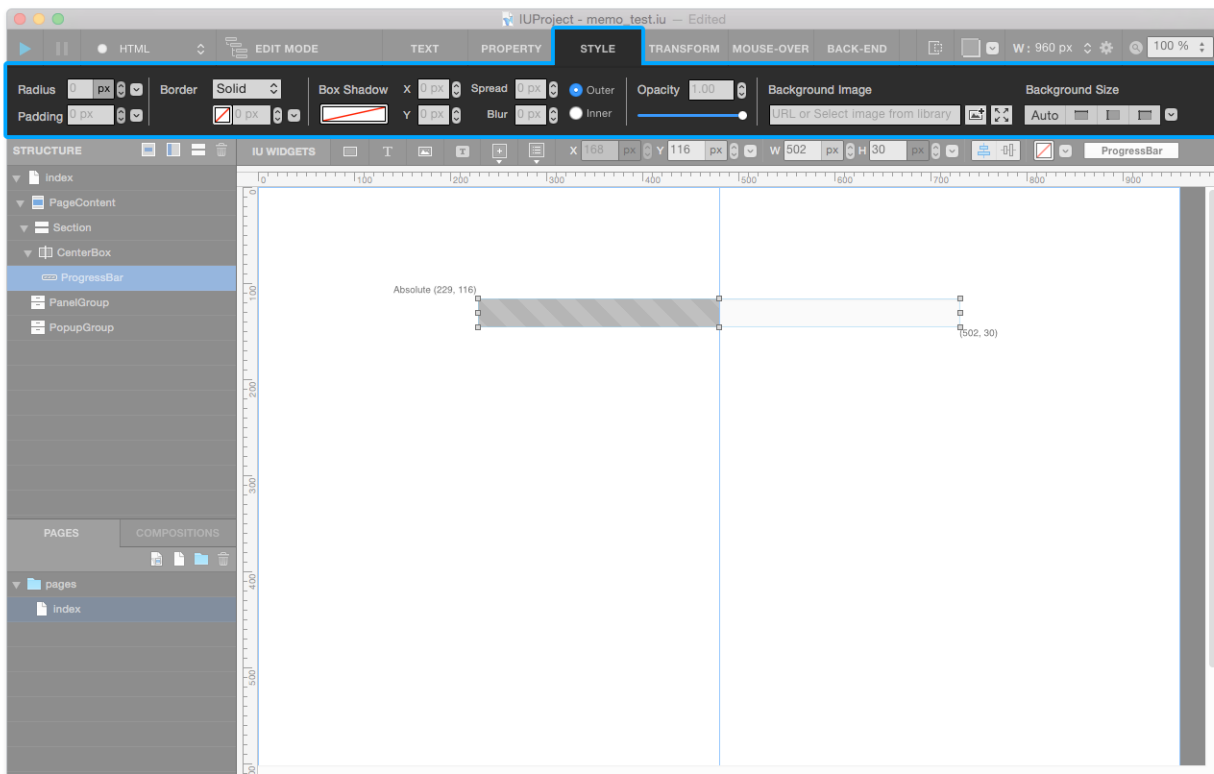
Command Area consists of project-level features.

- **Build Button**: Generates HTML & CSS & JS files based on IU Project.

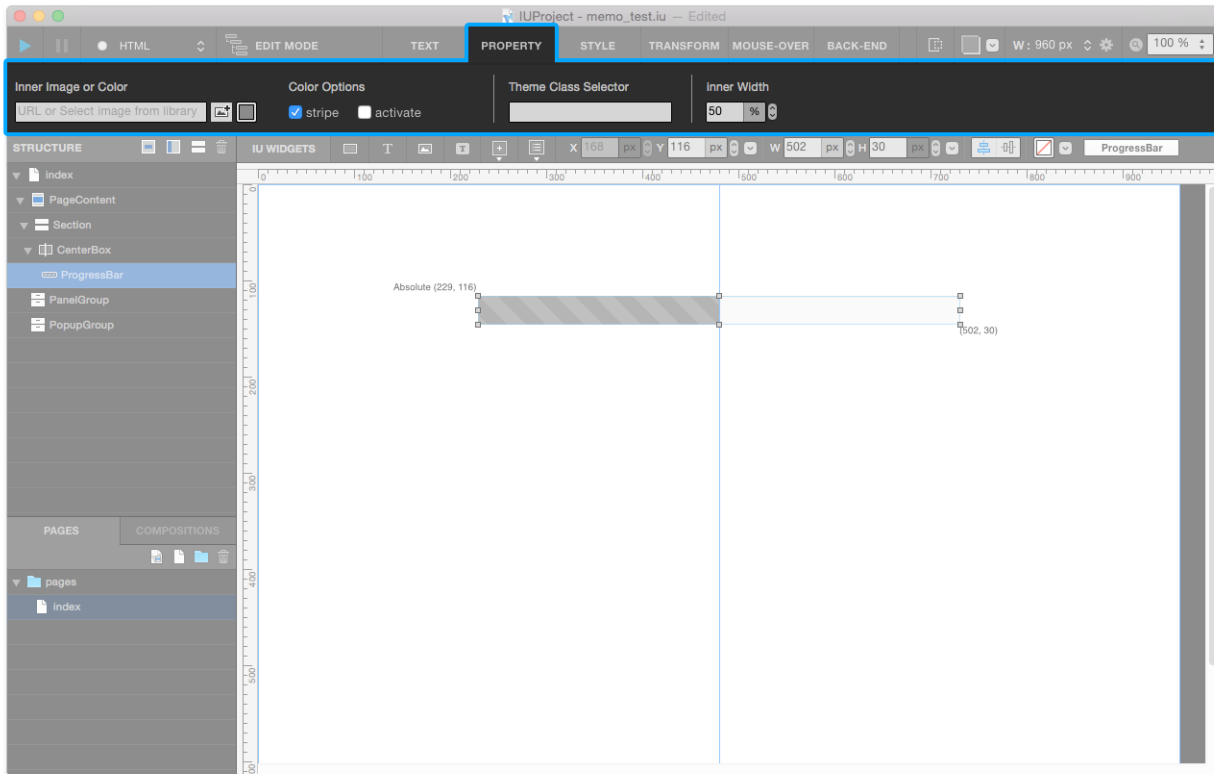
- **Server Stop Button** : Stops the local host server.
 - **Select Build-Type Button** : Select Build-Type to Build. (HTML or Django)
 - **Scenario / Edit Mode Toggle Button** : Switches Edit Mode to **Scenario Mode** and vice versa.
-

4.2 Tab Menu

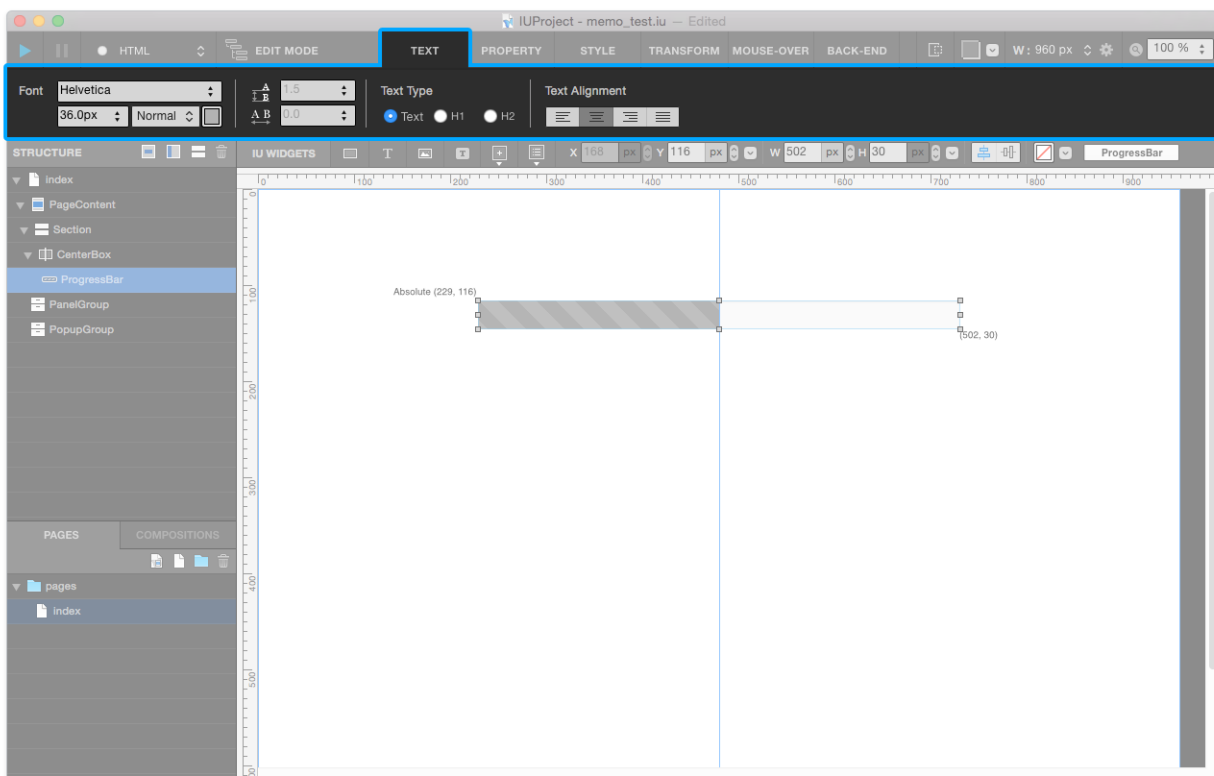
Tab Menu area consists of 6 tabs - **Style/ Property/ Text/ Transform/ Mouse-Over/ and Link**.



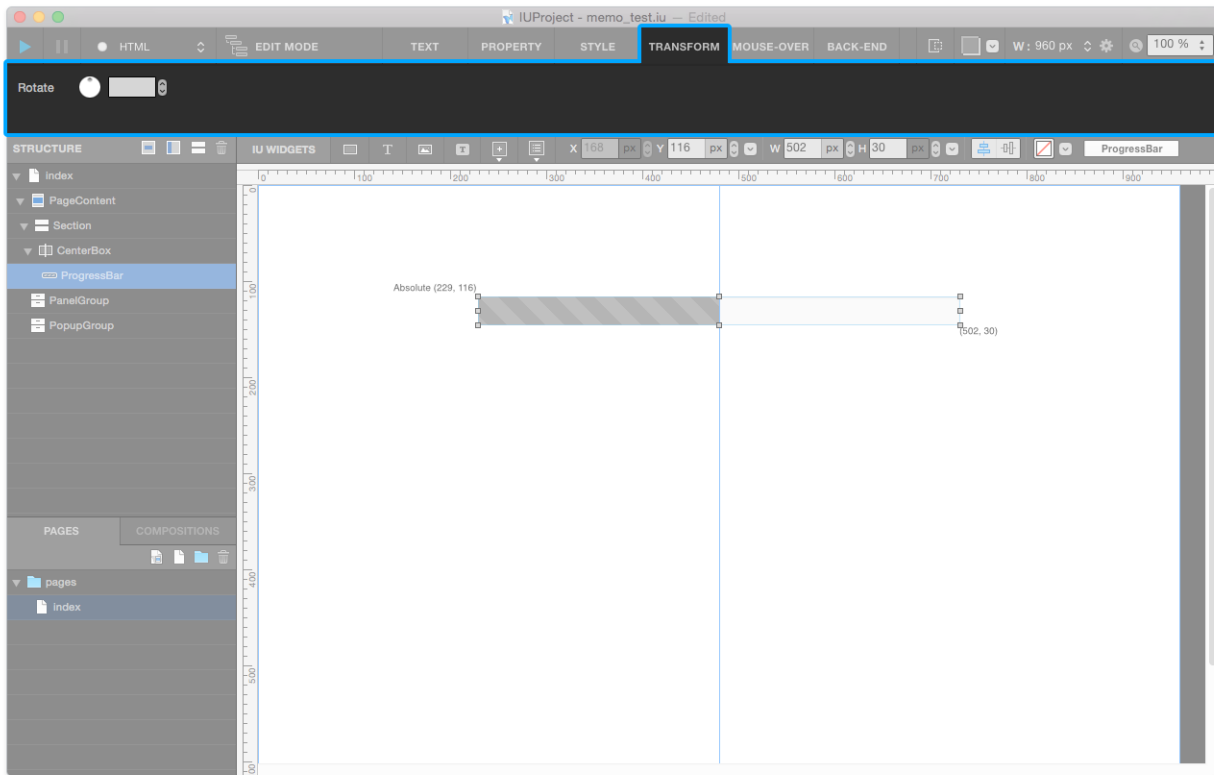
- **Style Tab** : In Style Tab, you can modify **Radius / Border / Background-Image / Box-Shadow / Opacity**.



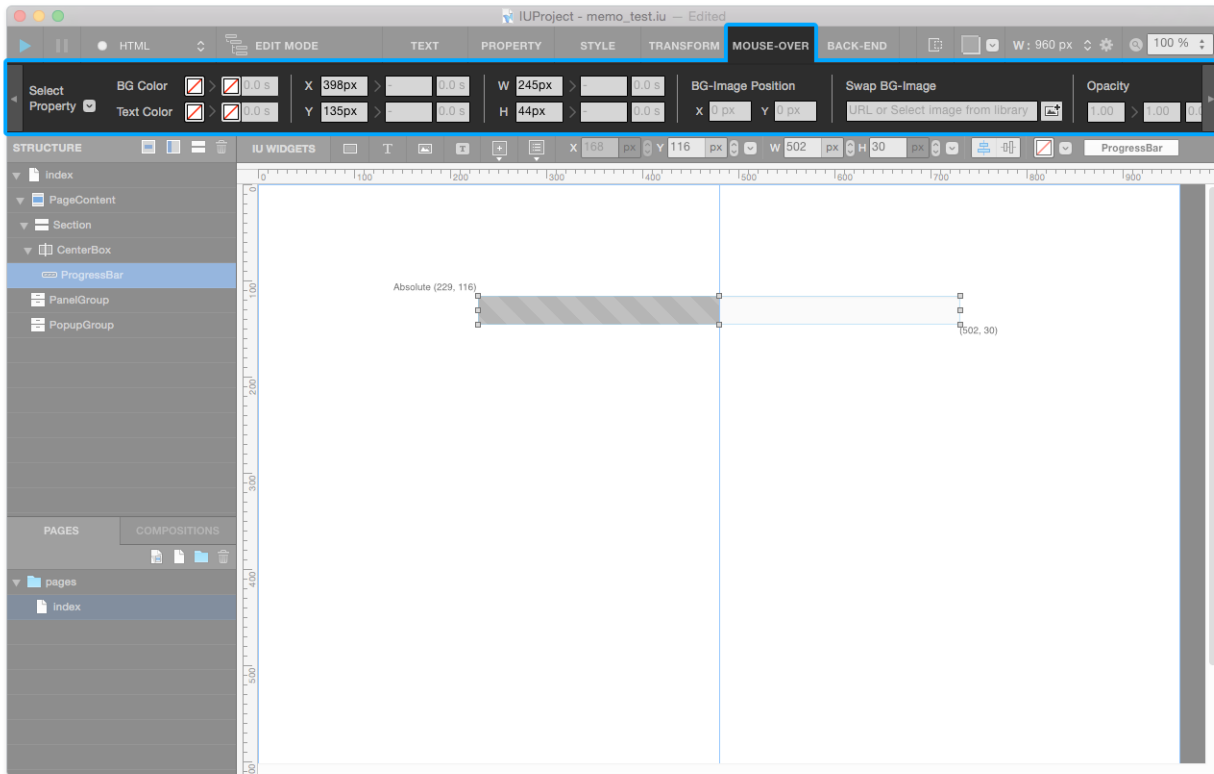
- **Property Tab** : In Property Tab, you can set & change properties of each widget. Each widget has individual property options.



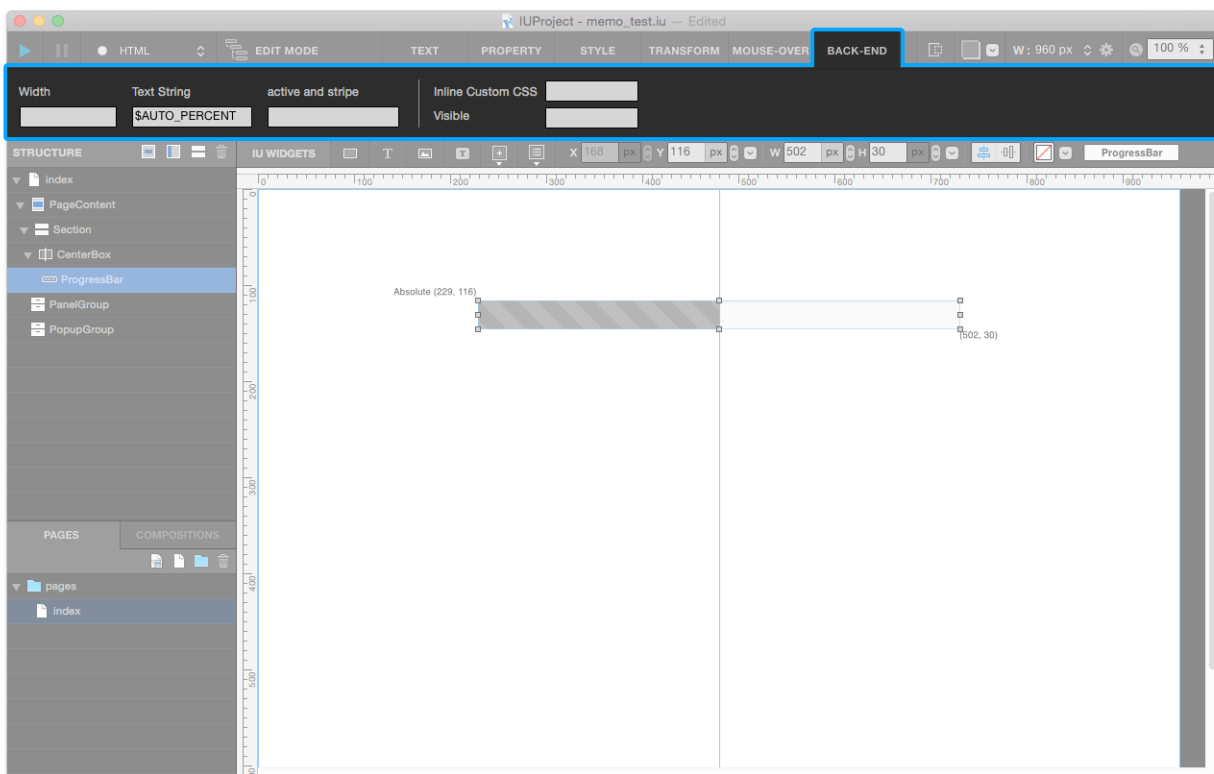
- **Text Tab** : In Text Tab, you can modify **Font-family** / **Font-size** / **Font-weight (thickness)** / **Font-color** / **Line-height** / **Heading** / **Font-alignment**.



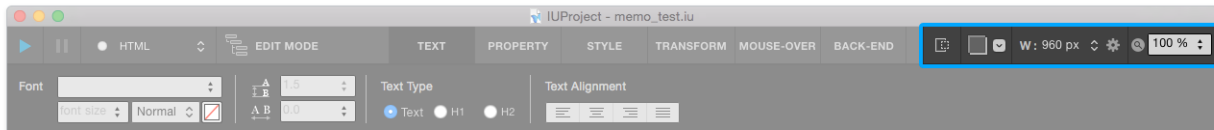
- **Transform Tab** : In Transform Tab, you can modify **Rotation** property.



- **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**, ...)



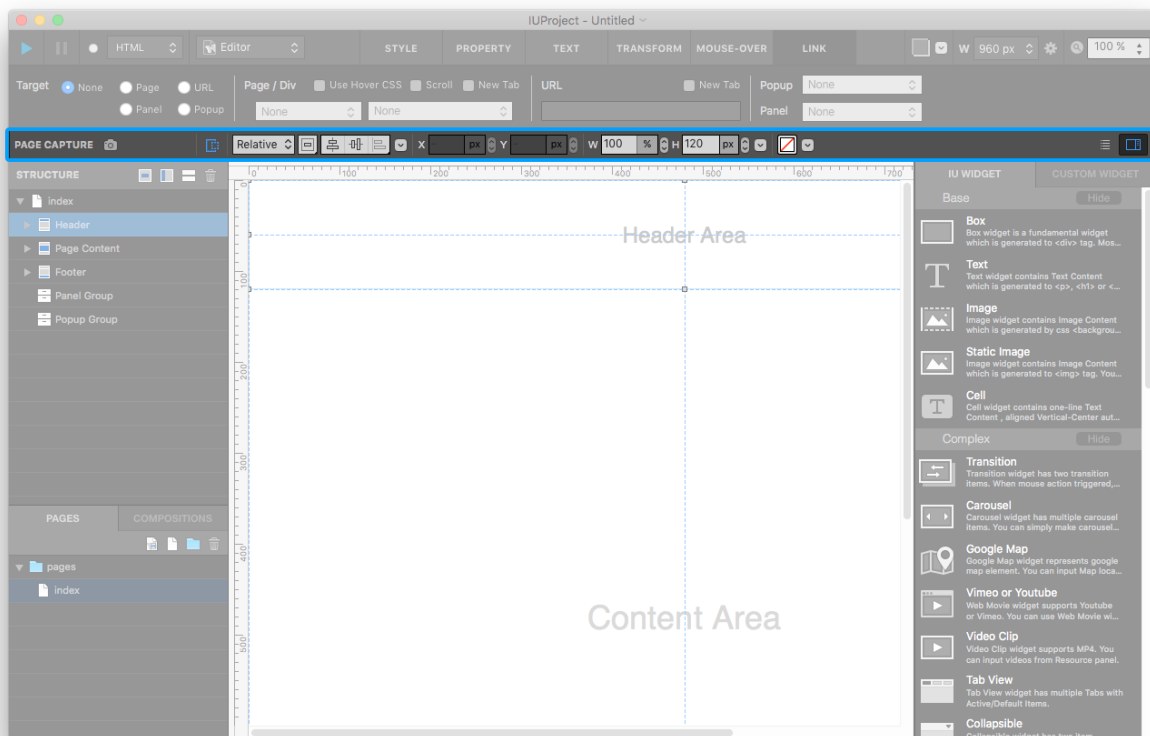
- **Link Tab** : In Link Tab, you can add **Hyperlink** to a certain widget.
-



4.3 Stage

- **Fixed Widget Show / Hide Button** : Switches show to hide **Fixed Widgets**.
- **Tracing** : Adds virtual background image into your canvas, so that you can create design quickly.
- **Page Setting** : Modifies current page's **Page Width** and **Media Query**.
- **Zoom** : Applies Zoom-In / Out to IUEditor's canvas.

MIDDLE TOOLBAR



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

5.1 Page Capture

Captures the current page and adds custom thumbnail in **Prototype Mode**.

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** : Consists 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.

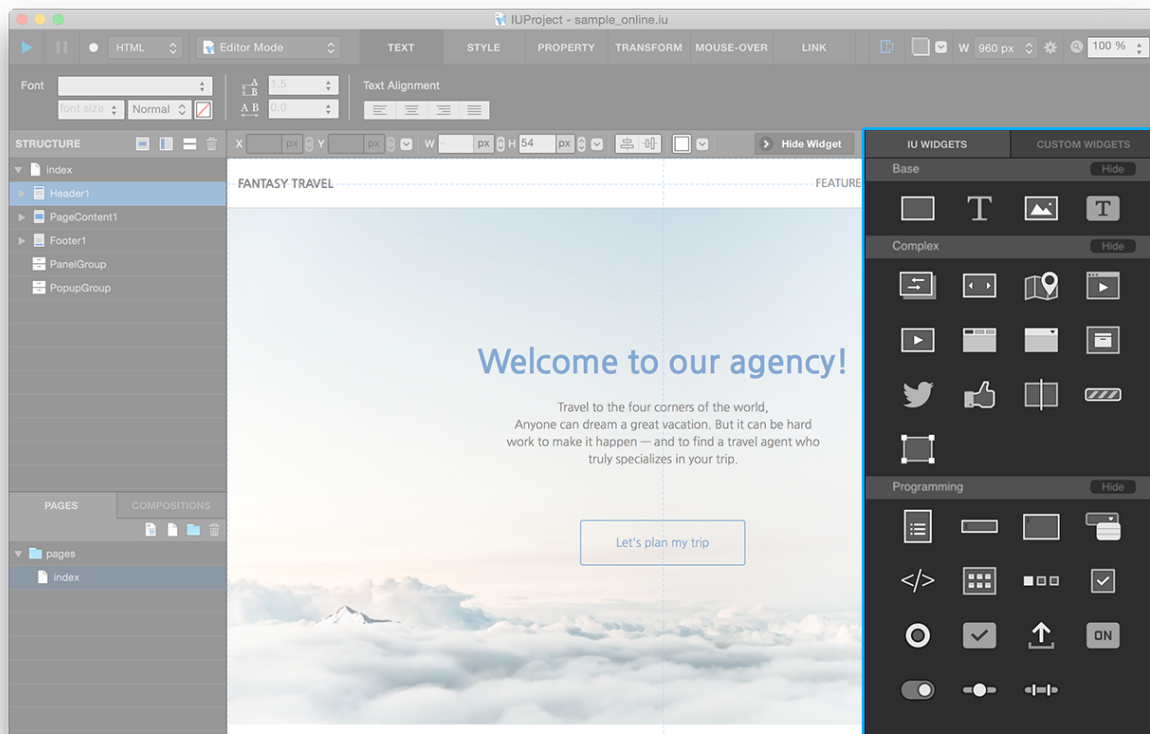
5.5 Show/Hide Widget Button

Show and Hide widget list.

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.

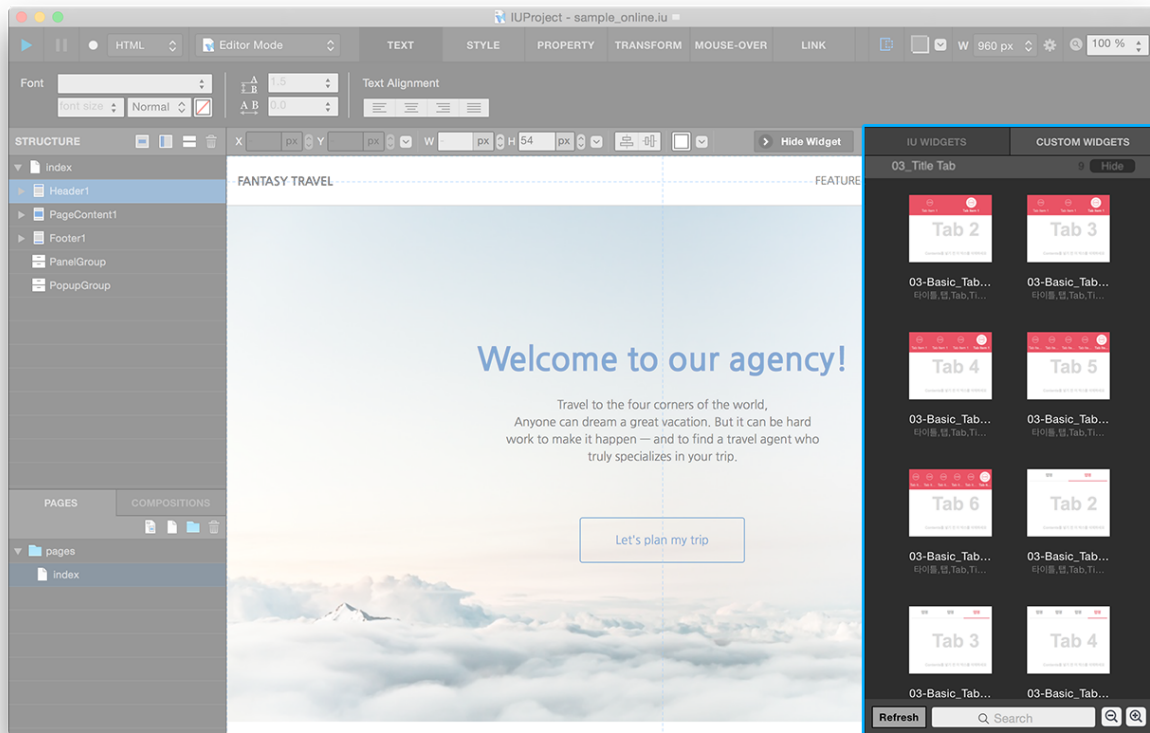
6.1 IU Widget



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

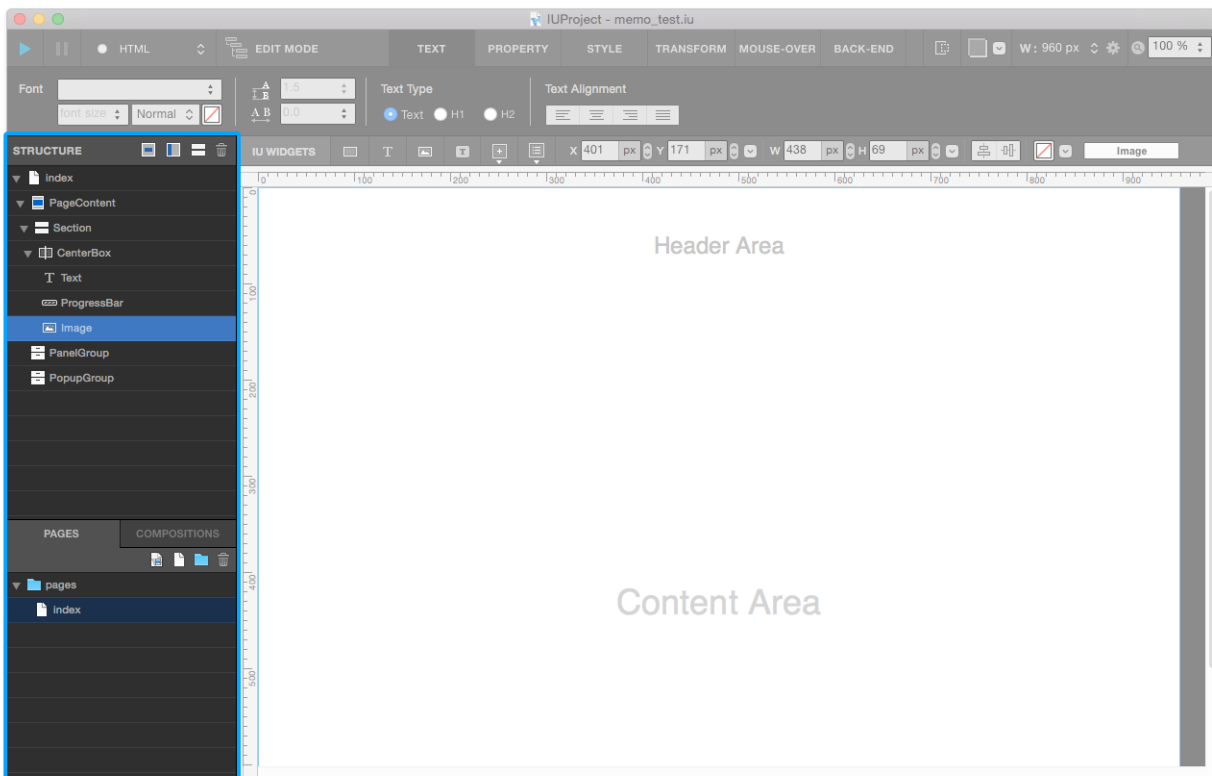


In CUSTOM WIDGETS tab, custom widgets imported by **Import Button** (Window> Manage Custom Widgets) will be shown. The widgets can be divided into customized widget groups. You can add custom widgets on canvas by **drag and drop** or **double clicking** the widget. You can check the detailed information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

- Refresh Button : Updates 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](#)

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` : Adds a new custom page.
 - `Add New Page Button` : Adds a new page.
 - `Add New Group Button` : Adds 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` : Adds a new custom composition.
 - `Add New Composition Button` : Adds a new composition.
 - `Add New Group Button` : Adds a new group.
 - `Delete Button` : Delete the selected composition or group.
-

7.4 References

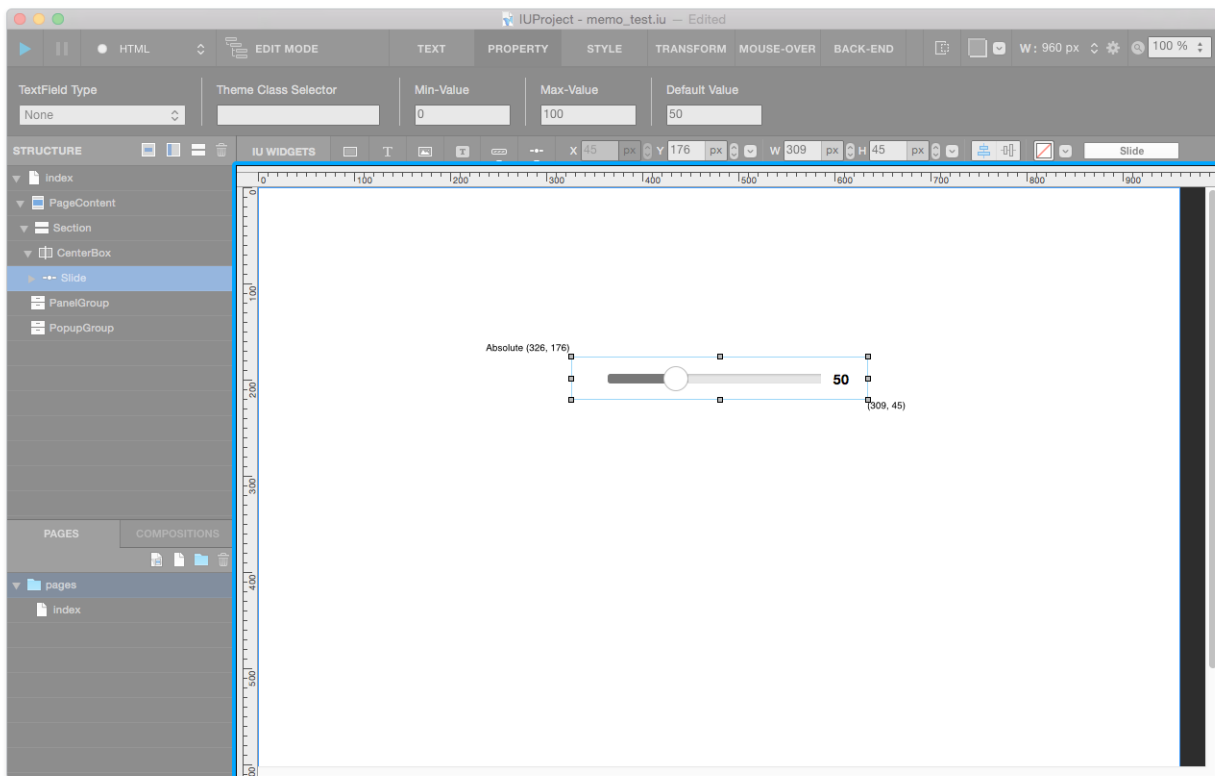
How to rename widget, page, and group

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 EIGHT

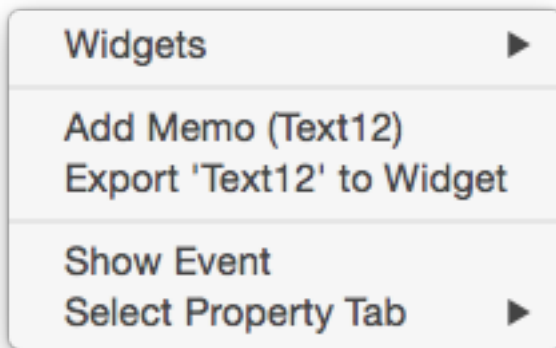
CANVAS



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

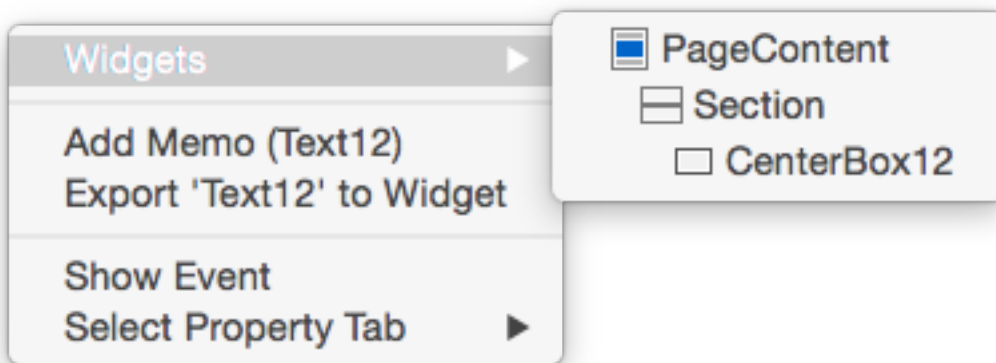
‘How to add widgets to canvas’_

8.1 Context Menu - Single Widget



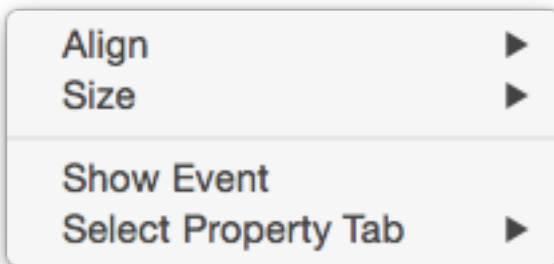
After selecting a single widget in canvas, right-click to open the **Context Menu**. Below are information and functions in the Context Menu.

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



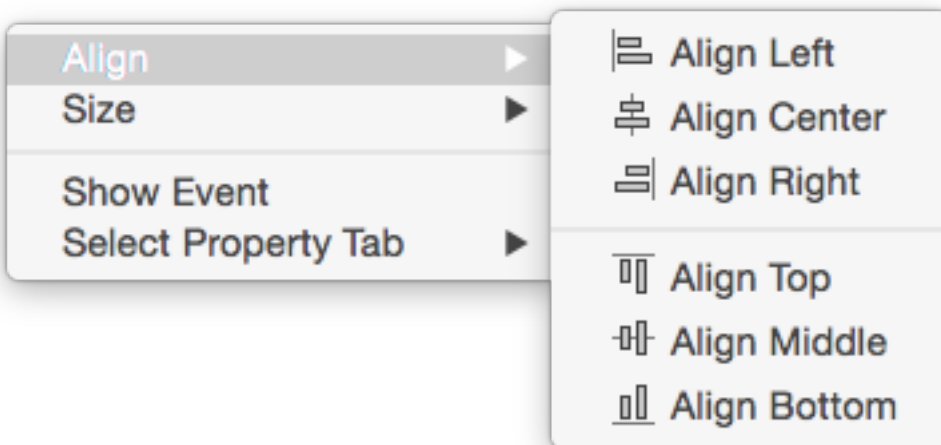
- **Add Memo** : Opens [Memo Panel](#) where you can add memo about the selected widget.
- **Export to Widget** : Opens [Export Widget Panel](#) that is used to export **Custom Widget** .
- **Show Event** : Opens [Event Panel](#) that allows us to add an event to the selected widget and later make adjustments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

8.2 Context Menu - Multiple Widgets

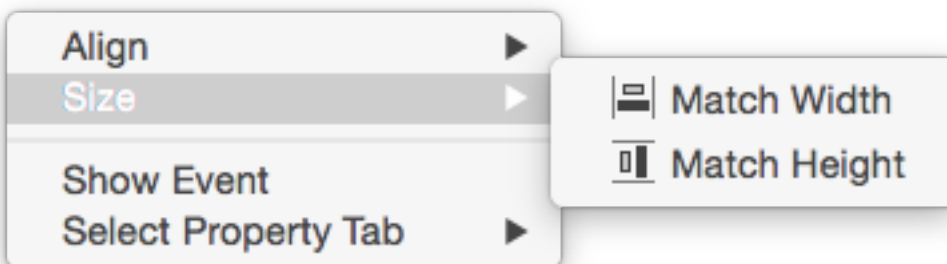


After selecting multiple widgets in canvas, right-click to open the **Context Menu**.

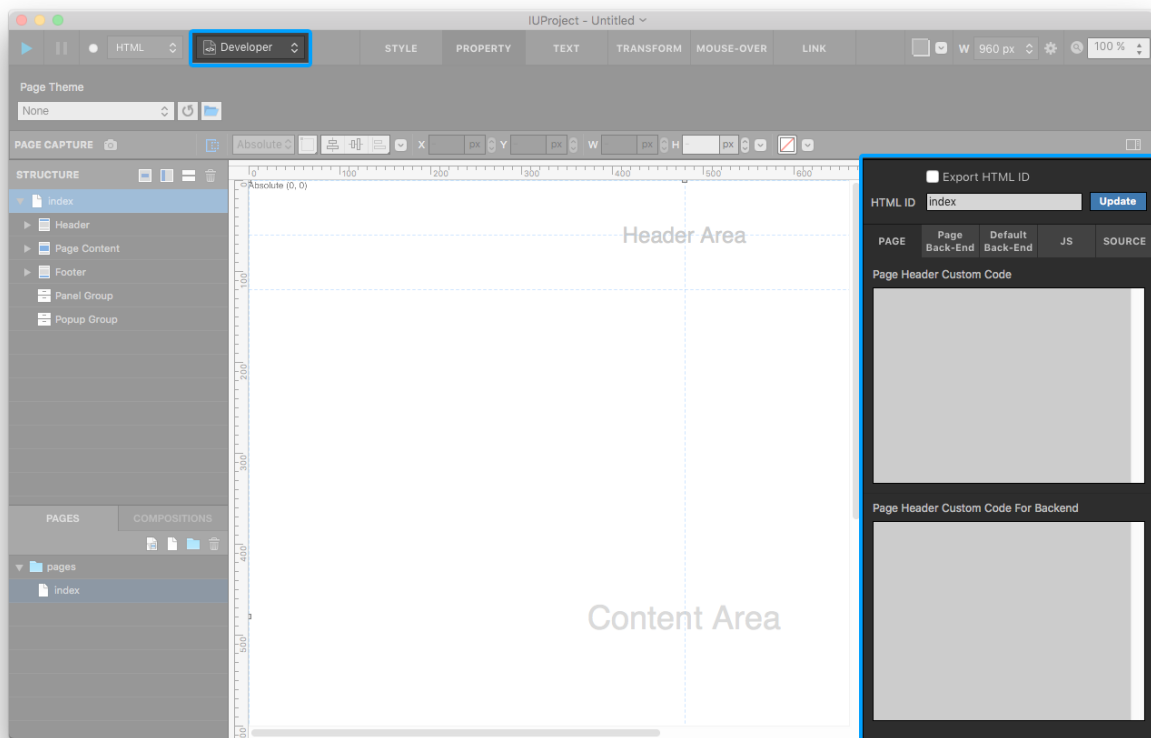
- **Align** : Aligns the selected widgets according to the option chosen : **Align Left** / **Align Center** / **Align Right** / **Align Top** / **Align Middle** / **Align Bottom**



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



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* .

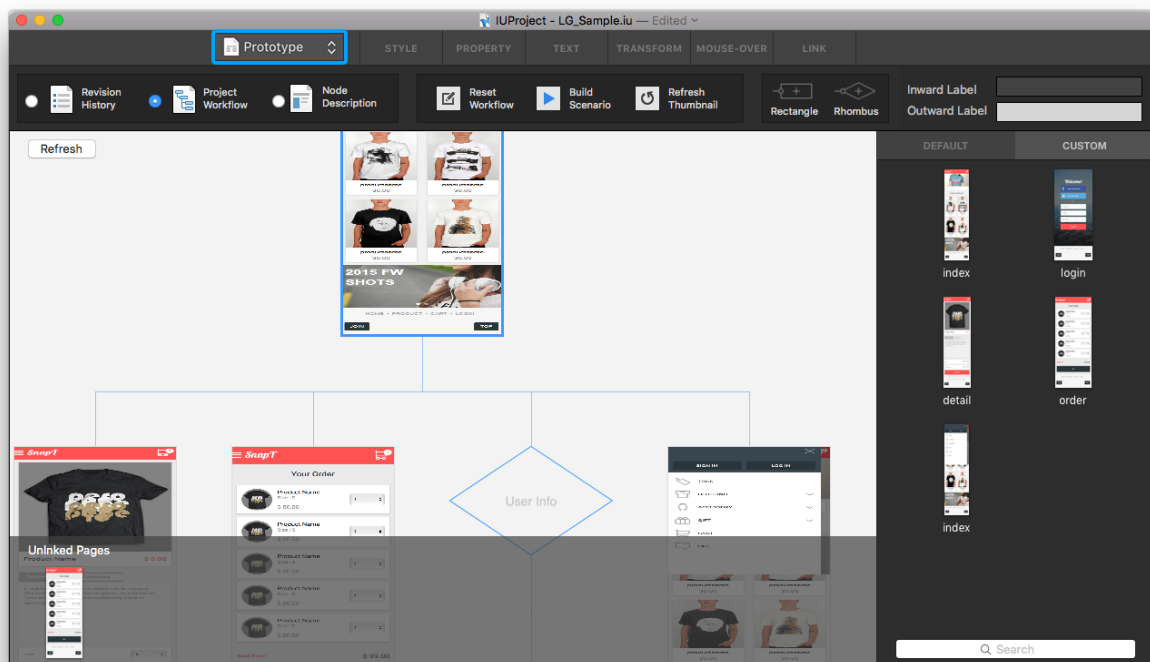
9.1 HTML ID

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.

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



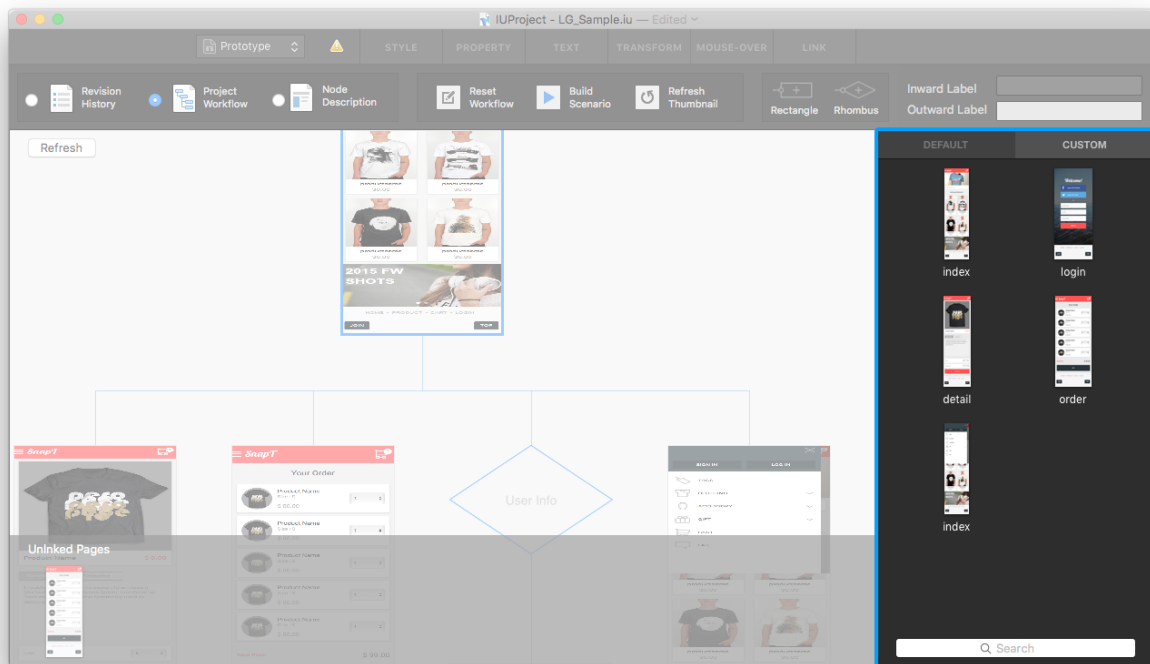
Displays **the history of revision** made in the current project. You can add or change the history.

- Add New Date : Creates a new editable row field in the table.
 - “Remove Date “ : Deletes the selected row from table.
-

10.2 Project Workflow

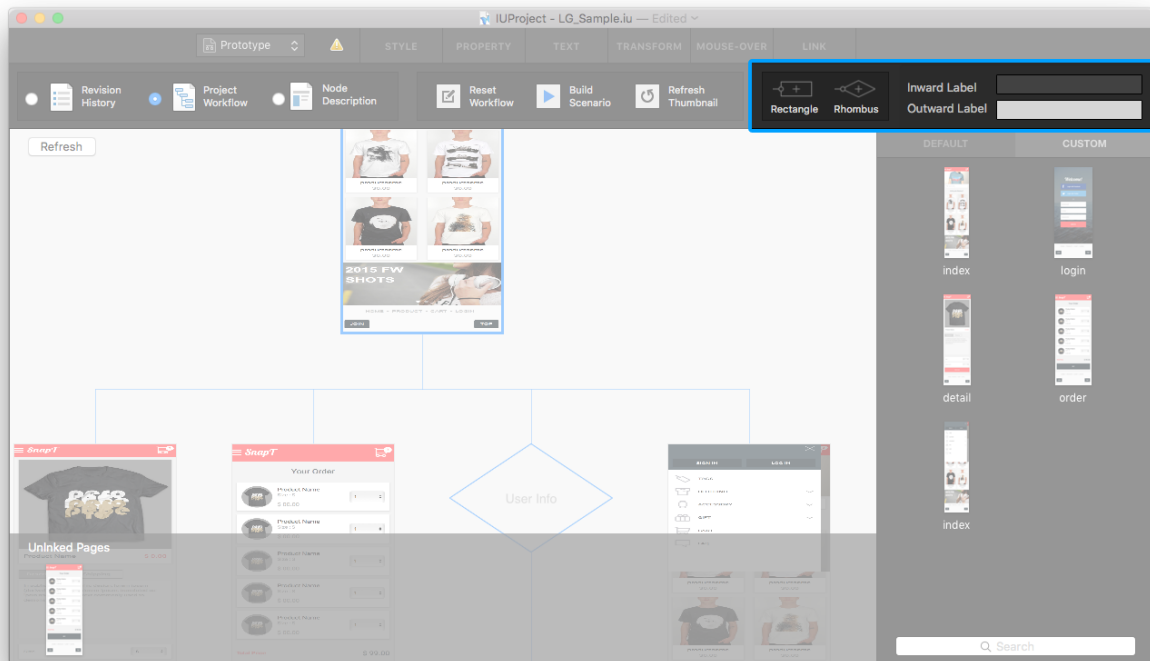


Displays **Workflow** of the current project. Users can add nodes by drag and drop of page thumbnails. Press delete key to delete the selected node.



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

10.3 Node Description

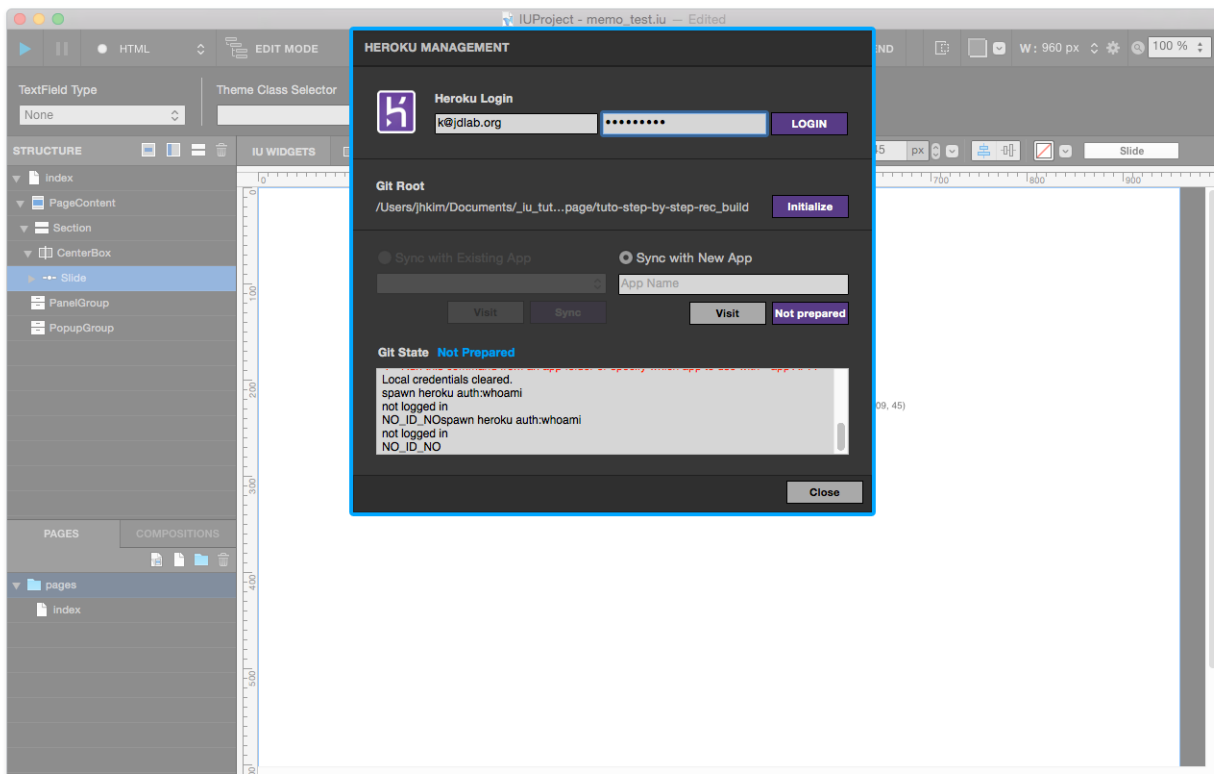


Displays the **Node Description** of the selected page. By adding memos to the node, you can send orders to partners of your collaborative project. You can also add or change content in the **Screen Description** or **Exception** area. Double-clicking the thumbnails on canvas also displays the node description.

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

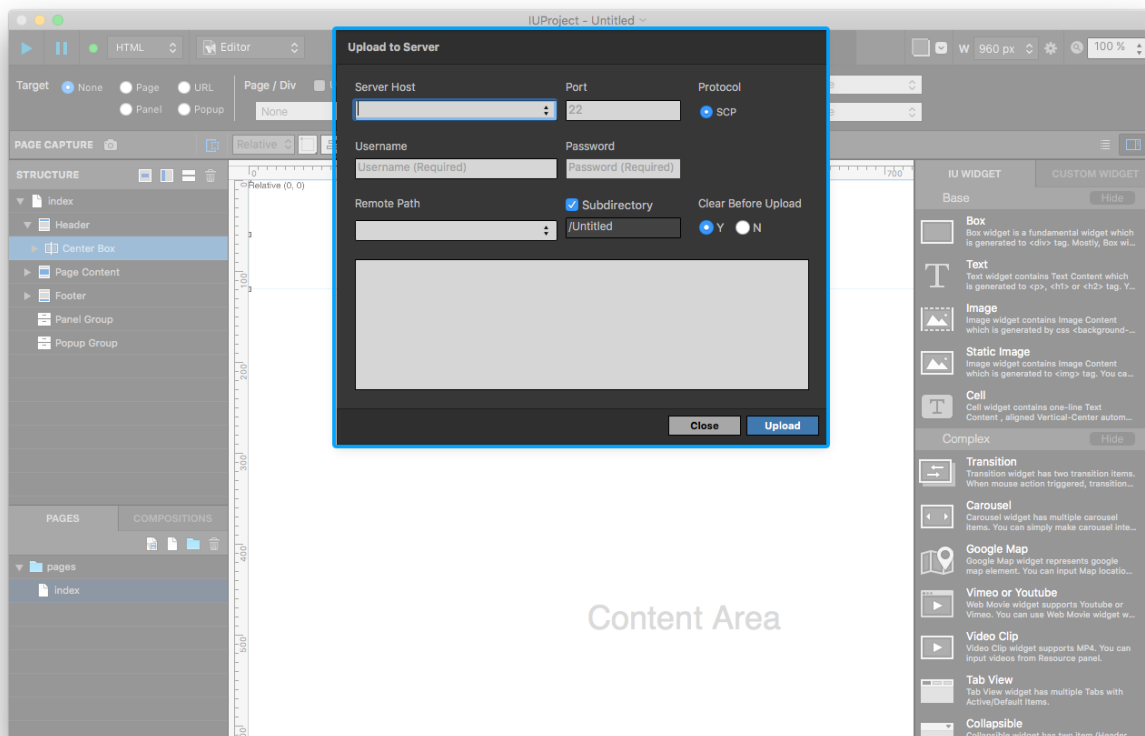
When you click the screenshot area, the number of the selected memo will appear.

HEROKU MANAGEMENT



In order to upload the Built Files to your Heroku Server, open the **Heroku Management Panel** (Project > Upload to Heroku menu). With this panel, you can upload your project to the server.

UPLOAD TO SERVER

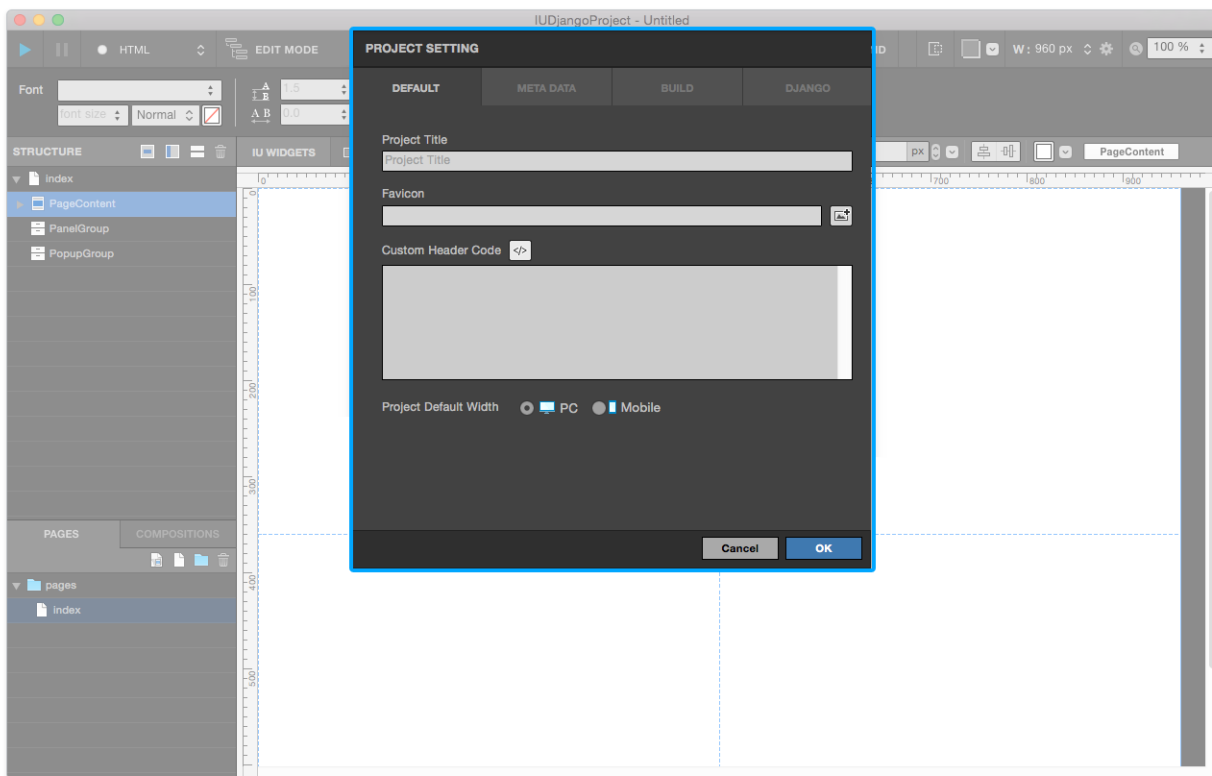


When you run **Project > Upload to Server(U)** menu, **Upload to Server Panel** will be shown.

With this panel, you can upload the **Built Files** to your Server.

PROJECT SETTING

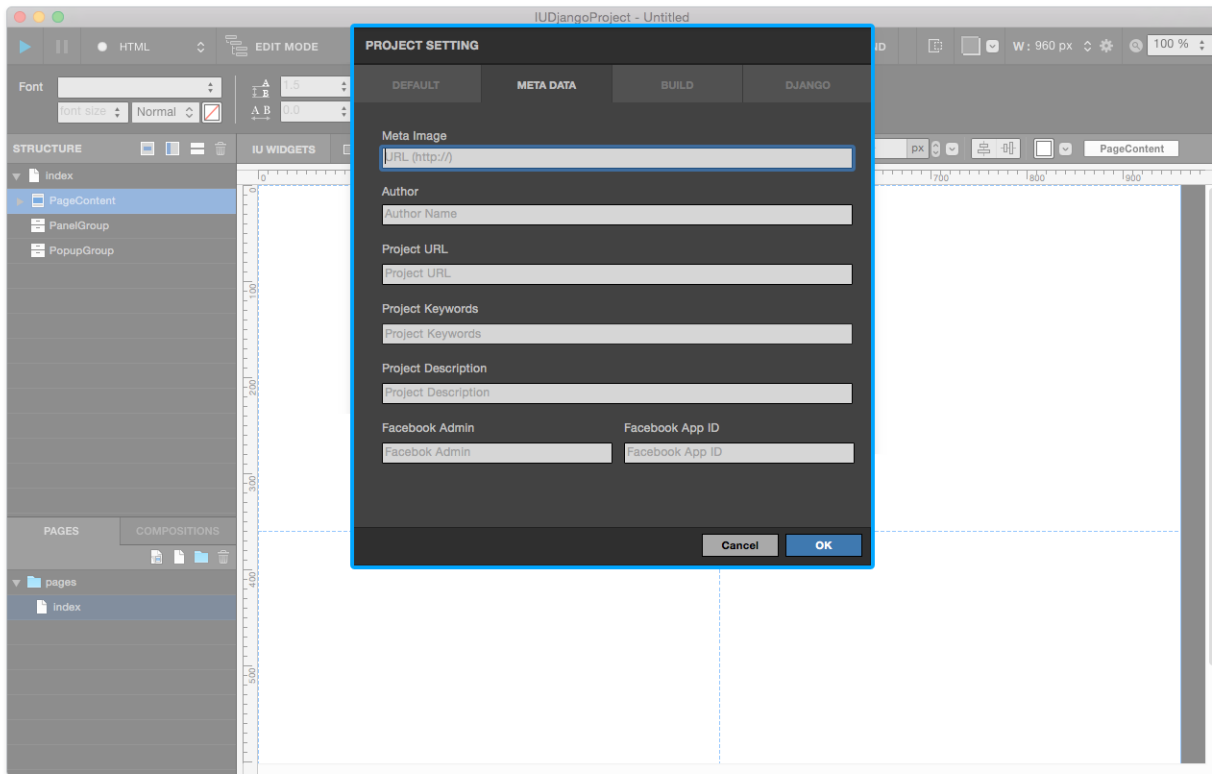
When you run **Project > Project Setting (P)** menu, **Project Setting** will be shown. You can modify settings from *Default* , *Meta* , *Build* , *Django* Tab menu.



13.1 Default

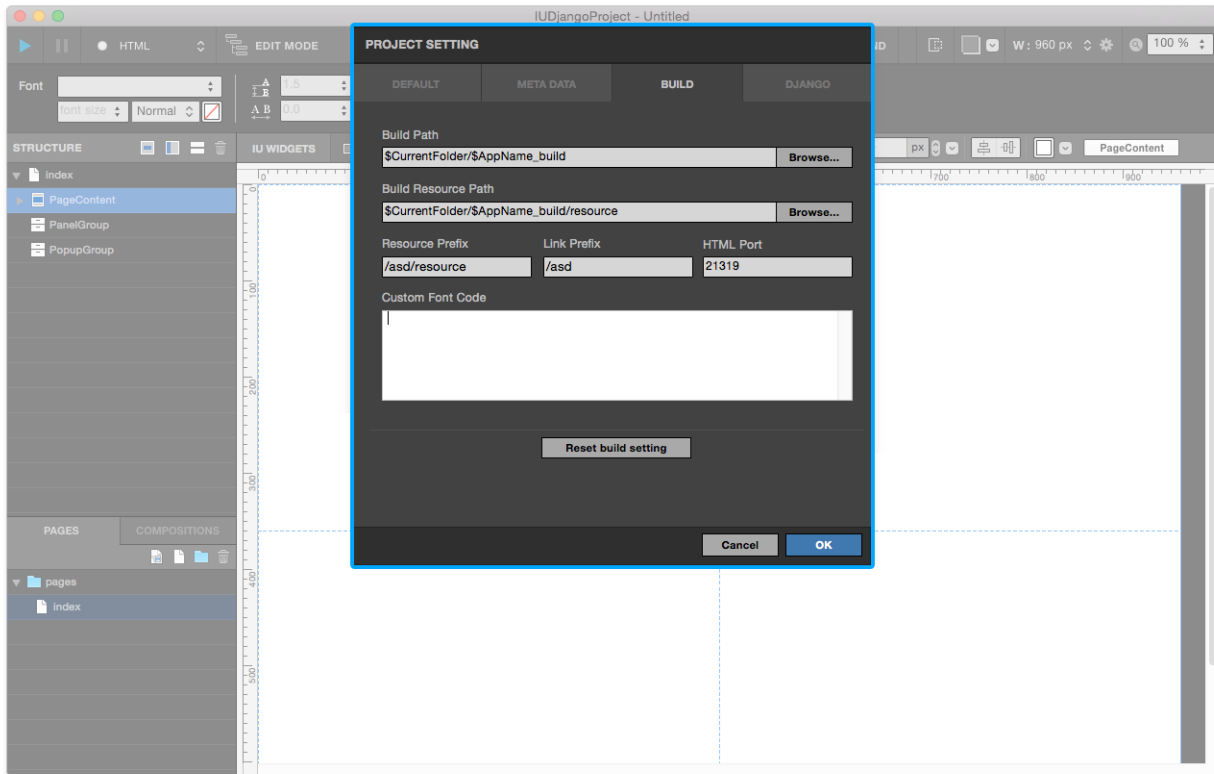
- **Project Title** : Adds the title of the project.
- **Favicon** : Adds favicon image (Favicon image resource is required).
- **Custom Header Code** : Adds custom code which will be applied to each page of the current project.

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



13.2 Meta

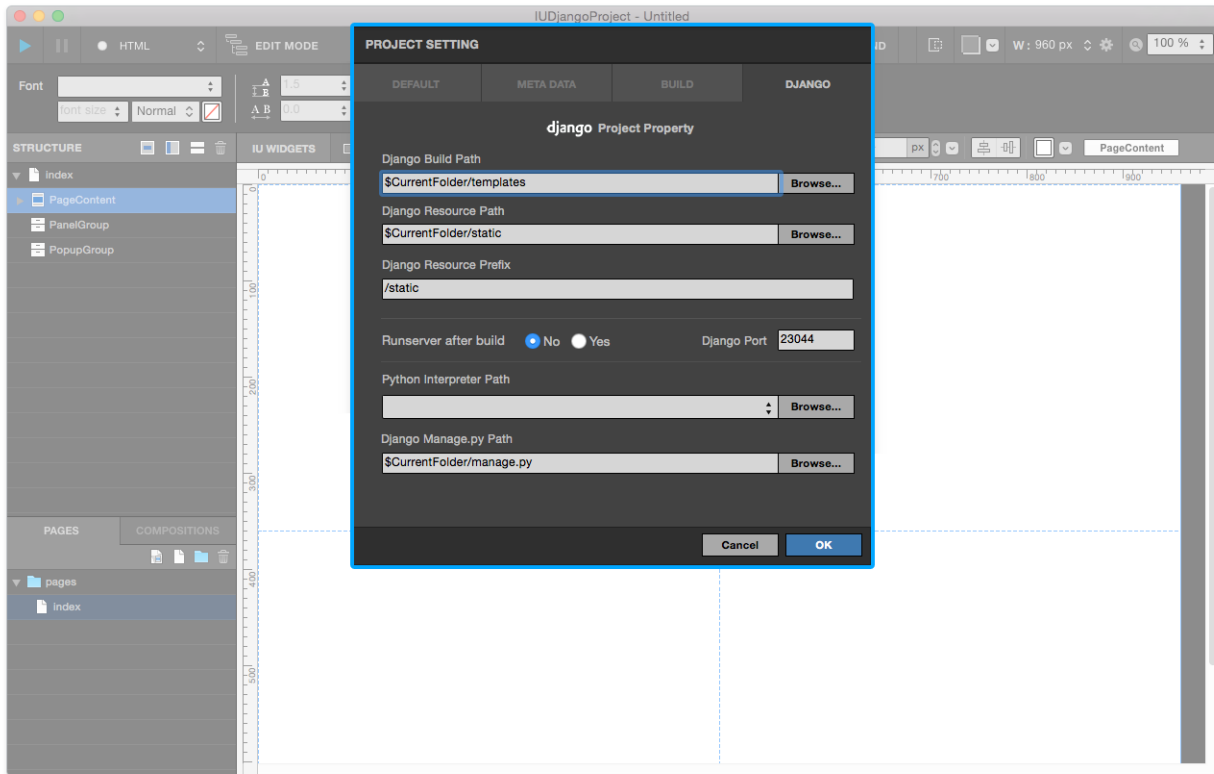
- Meta Image : Adds Meta Image for meta-data. (URL)
- Author : Adds Author name for meta-data.
- Project URL : Adds Project URL for meta-data.
- Project Keywords : Adds Project Keywords for meta-data. (Multiple keywords are available)
- Project Description : Adds Project Description for meta-data.
-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



13.3 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.



13.4 Django

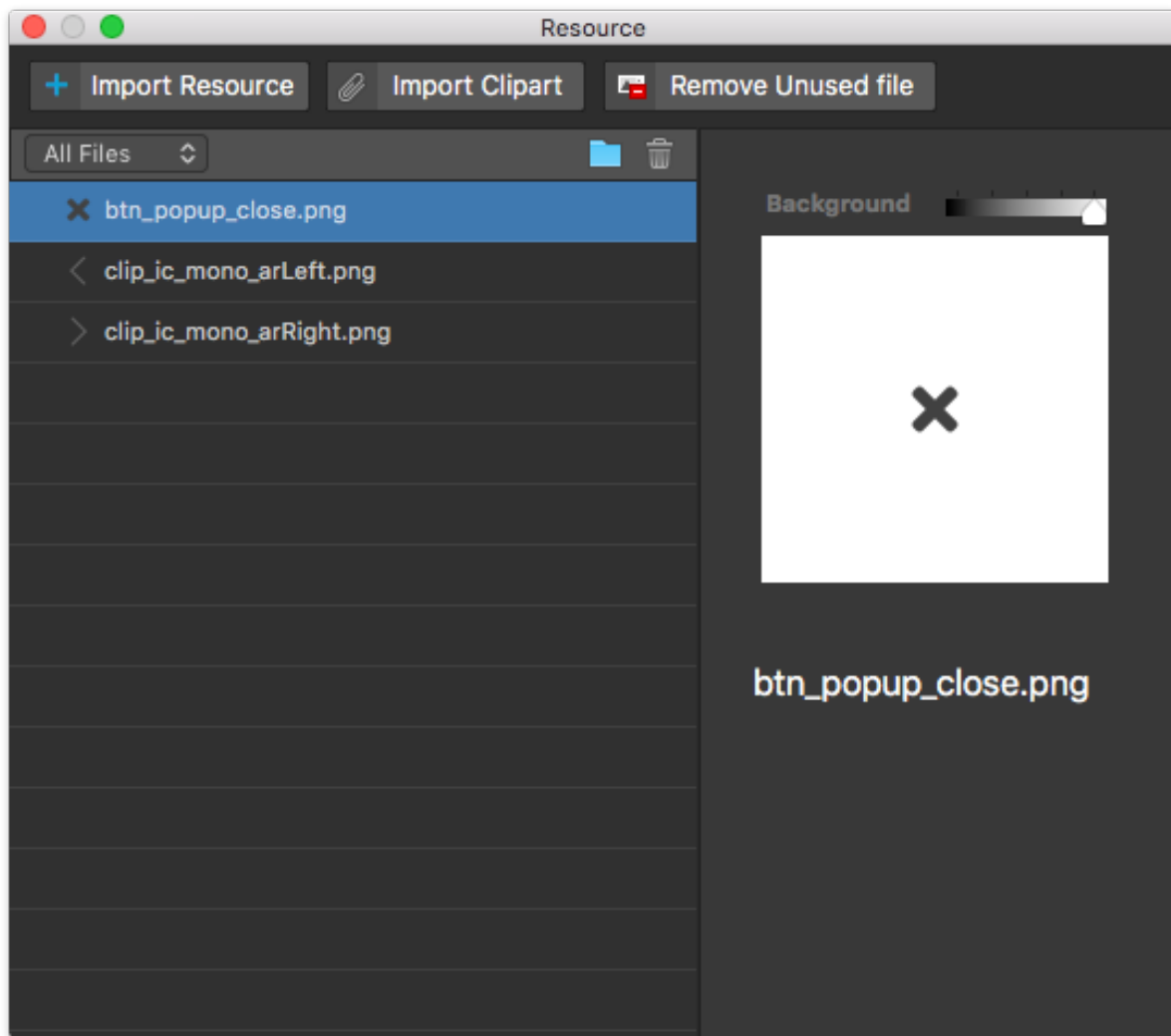
Note: Django tab is available on [Django Project](#) .

- 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.
- Runserver after build : Set Runserver 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.

RESOURCE PANEL

When you run **Window > Resource (R)** menu, Resource Panel will be shown. You can import resources (image / video / clipart) into Resource Panel.

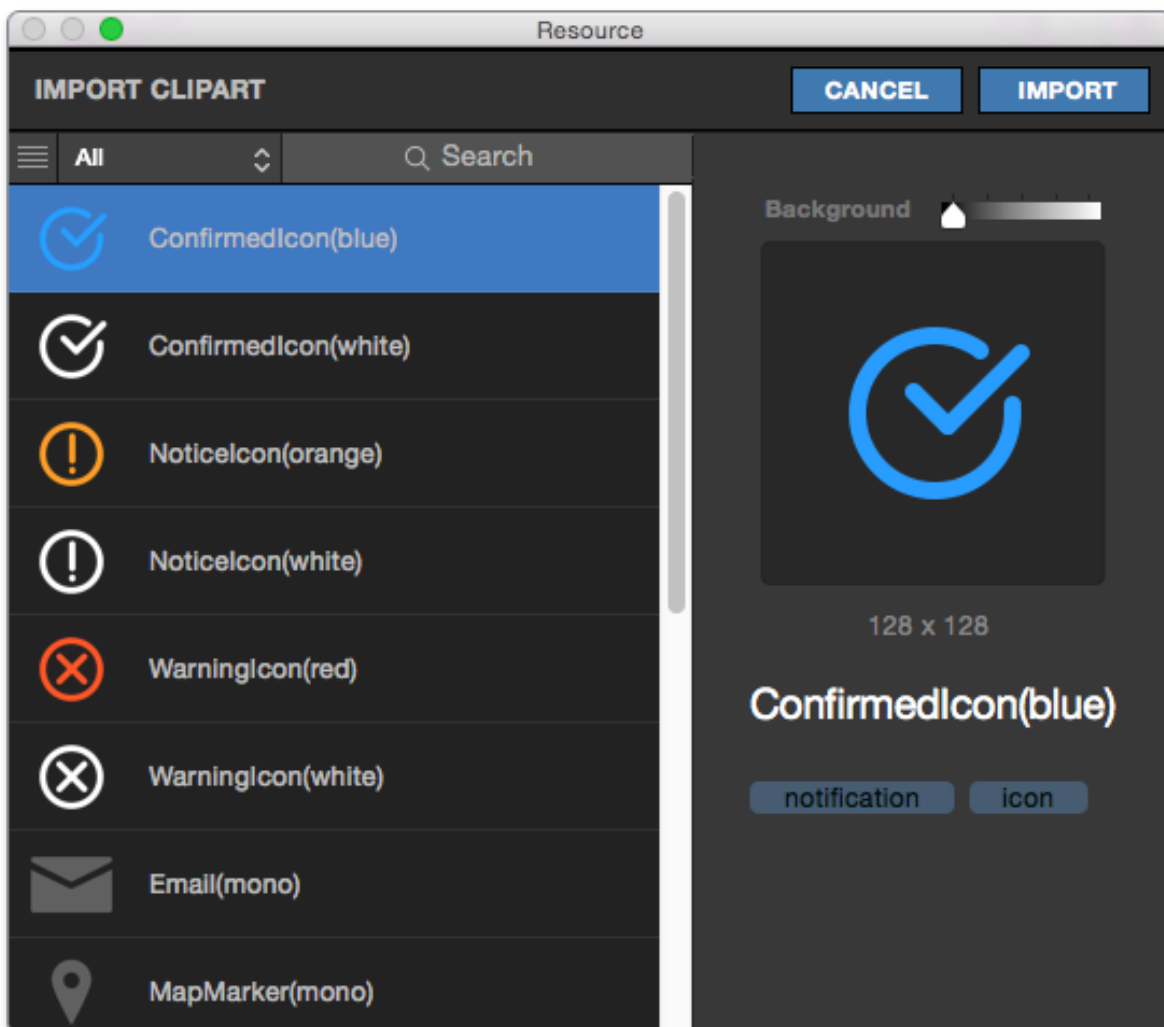
Note: Supported File Type : jpg / png / git / svg / mp4



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

14.1 Import Clipart

You can import clipart images that are supported by IUEditor.



- `Import` : Imports selected clipart(s)
- `Cancel` : Closes Clipart Panel.
- `Grid / List View Change Button` : Switches view type (List & Grid).

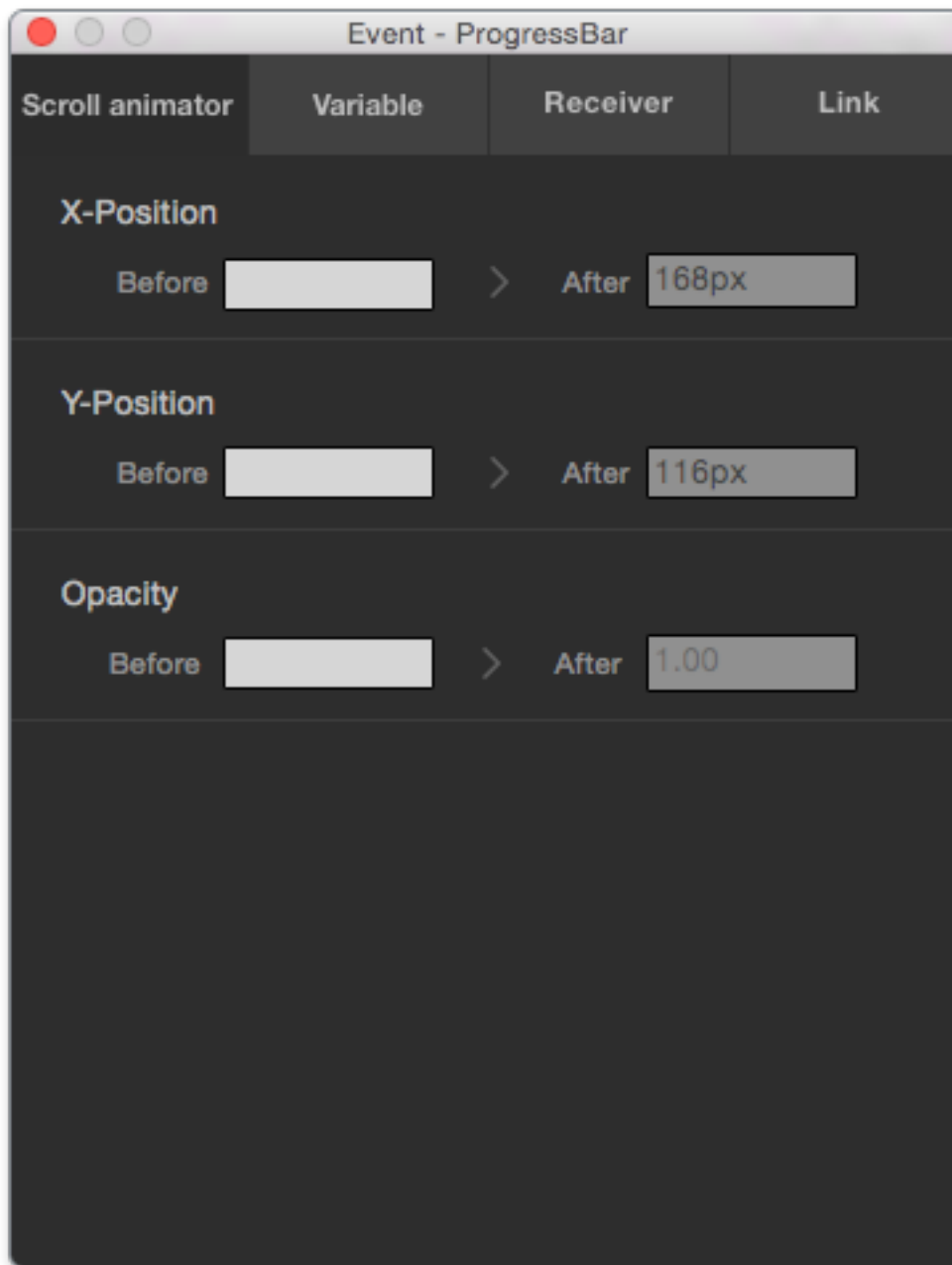
- `Clipart Type Select Button` : Sorts out clipart in Clipart Panel by tag.
 - `Search` : Searches by filename.
-

14.2 Resource Management Tips

- You can create groups and reorder files in resources.
- You can insert image resources to widget by drag & drop into [Image Widget](#) .

EVENT PANEL

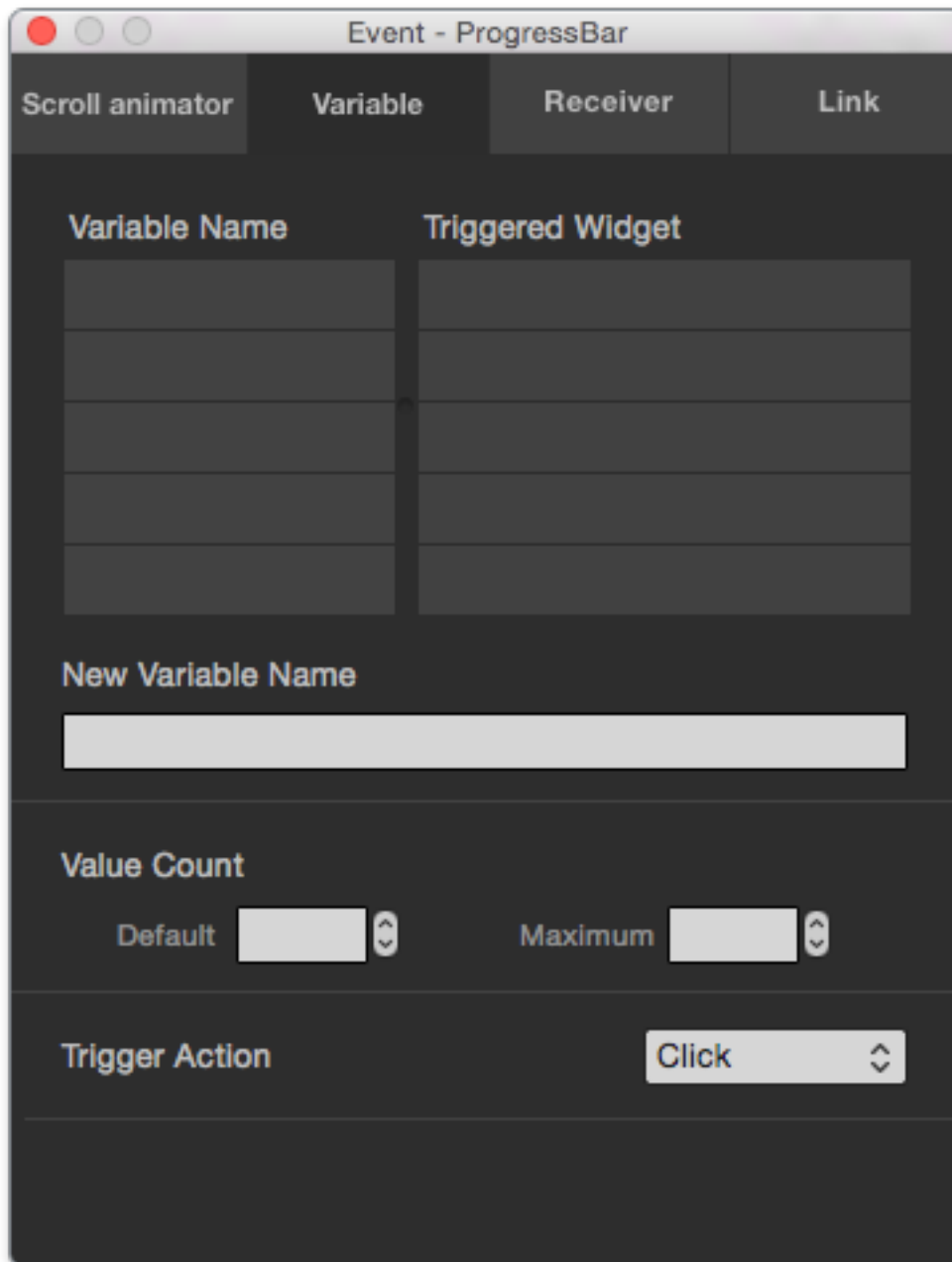
When you run **Window > Event (E)** menu, Event Panel will be shown. You can add events like *Scroll Animator* or *Variable* .



15.1 Scroll Animator

Adds Scroll Animator to animate widget by scrolling. When target widget closing to middle of browser, selected value will transform from before to after.

- `X-Position`: Adds Scroll Animator to X-Position.
- `Y-Position`: Adds Scroll Animator to Y-Position.
- `Opacity`: Adds Scroll Animator to Opacity.



15.2 Variable

Adds Variable to the selected widget.

- `Variable Name` : Shows Variable list in your project.
- `Triggered Widget` : Shows Triggered widget list according to the selected variable.

- `New Variable Name` : Adds a new variable name.
 - `Value Count` : Set Default & Maximum value to the variable.
 - `Trigger Action` : Set Trigger Action to the selected widget.
-

Event - ProgressBar

Scroll animator Variable Receiver Link

Variable Name	Receiver Widget
All Receiver	

Equation

Start > End

Animation Effect Blind

Duration

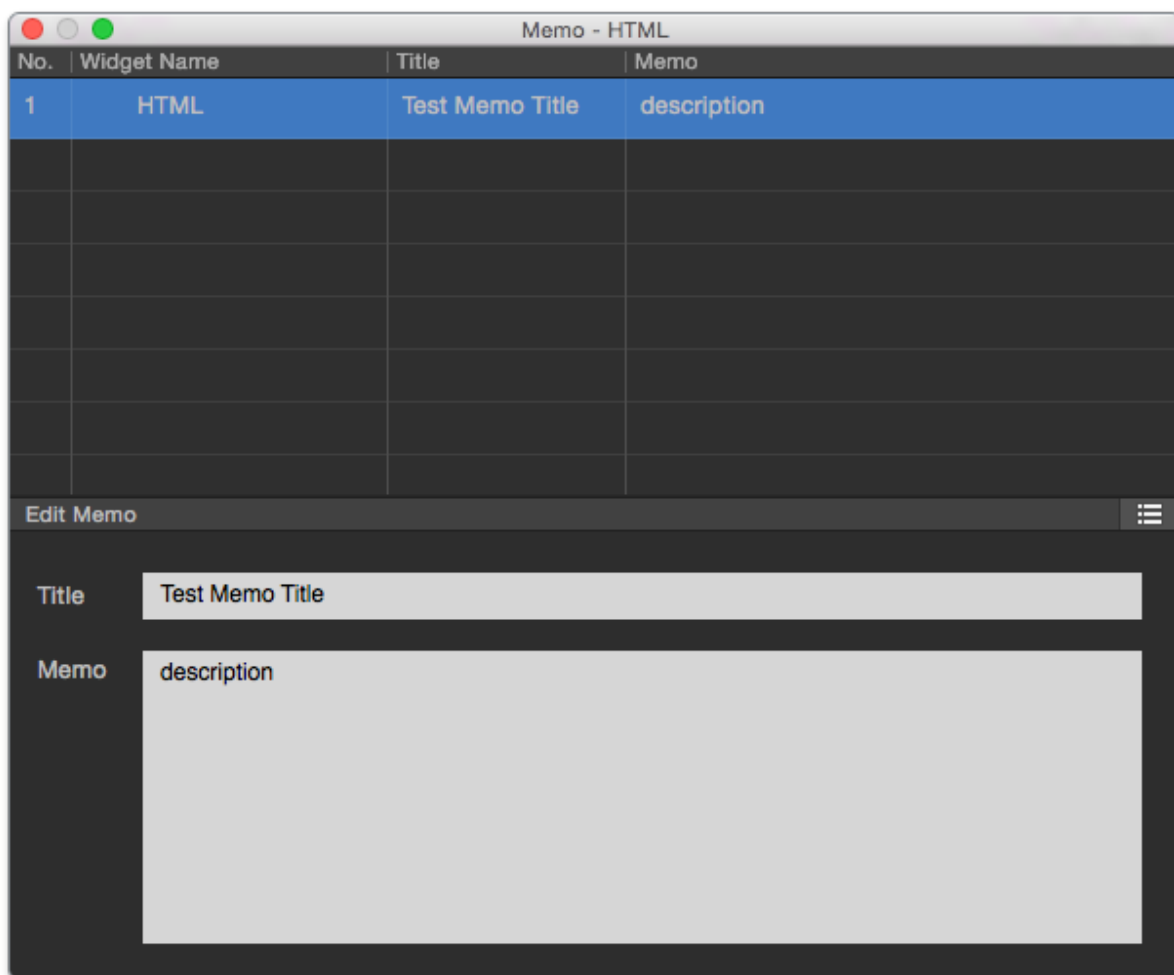
15.3 Receiver

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

- `Variable Name` : Shows the list of variables that have Receiver Event.
- `Receiver Widget` : Shows 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.

MEMO PANEL

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

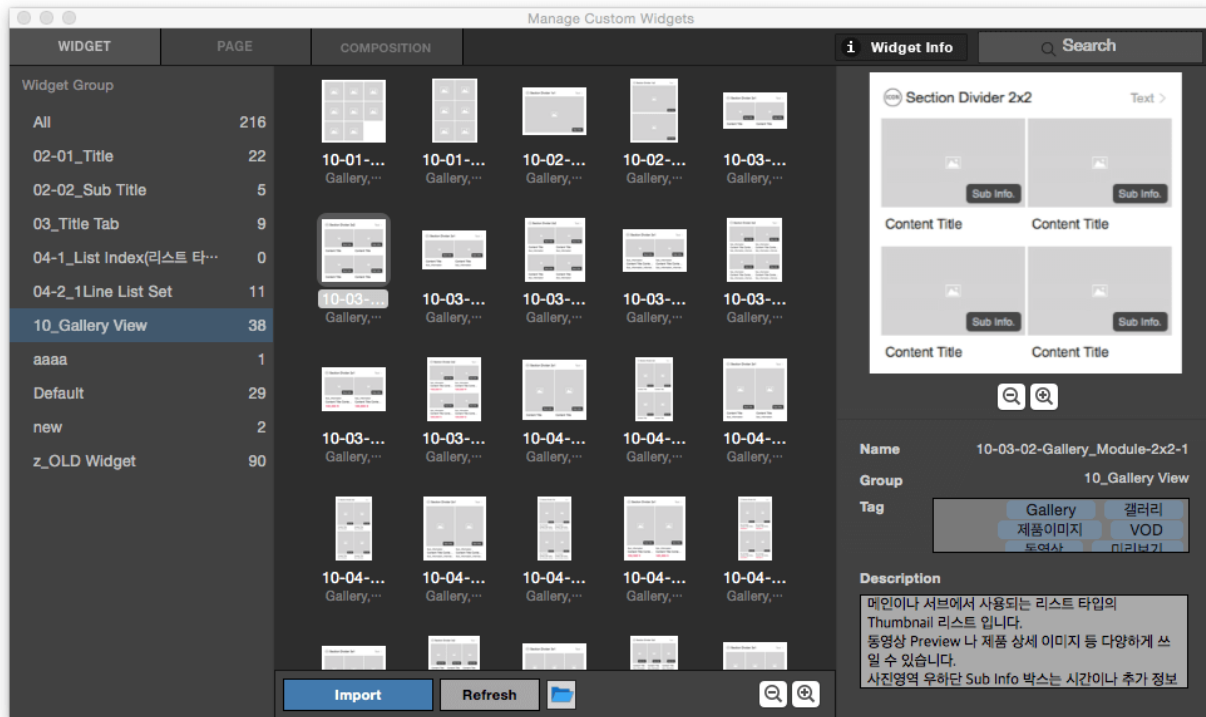


- Show / Hide Table Toggle Button : Open or Close Memo List area.
- Title : Adds title to the selected memo.
- Memo : Adds memo to the selected widget.

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

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.



17.1 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** : Searches by custom widget name.

17.2 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.

17.3 Custom Widget List

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

- `Import` : Imports custom widget file. (iuw)
 - `Refresh` : Refreshes current widget list.
 - `Open Folder` : Opens custom widget folder.
-

17.4 Custom Widget Info

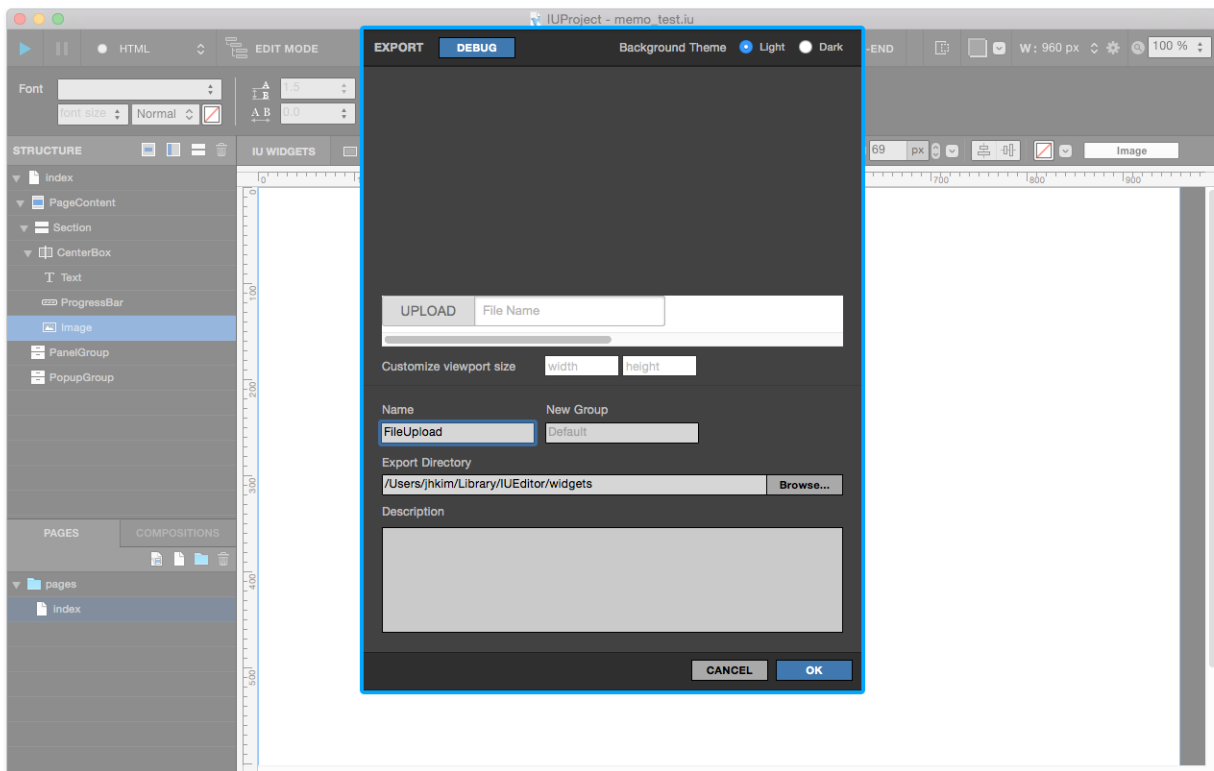
Custom Widget Info is placed at the right side of the panel.

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

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 : Resizes viewport size of the custom widget.
- Name : Sets name of custom widget.
- New Group : Sets the group of the custom widget.
- Export Directory : Sets the export directory of the custom widget.
- Description : Adds descriptions to the custom widget.

18.1 Export Widget (.iuw)



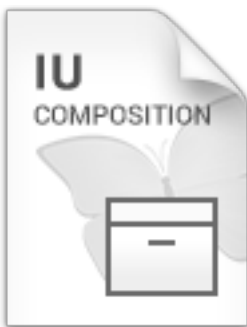
When you export **Widget** , IUEditor generates `CustomWidgetName.iuw` file.

18.2 Export Page (.iup)



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

18.3 Export Composition (.iuc)



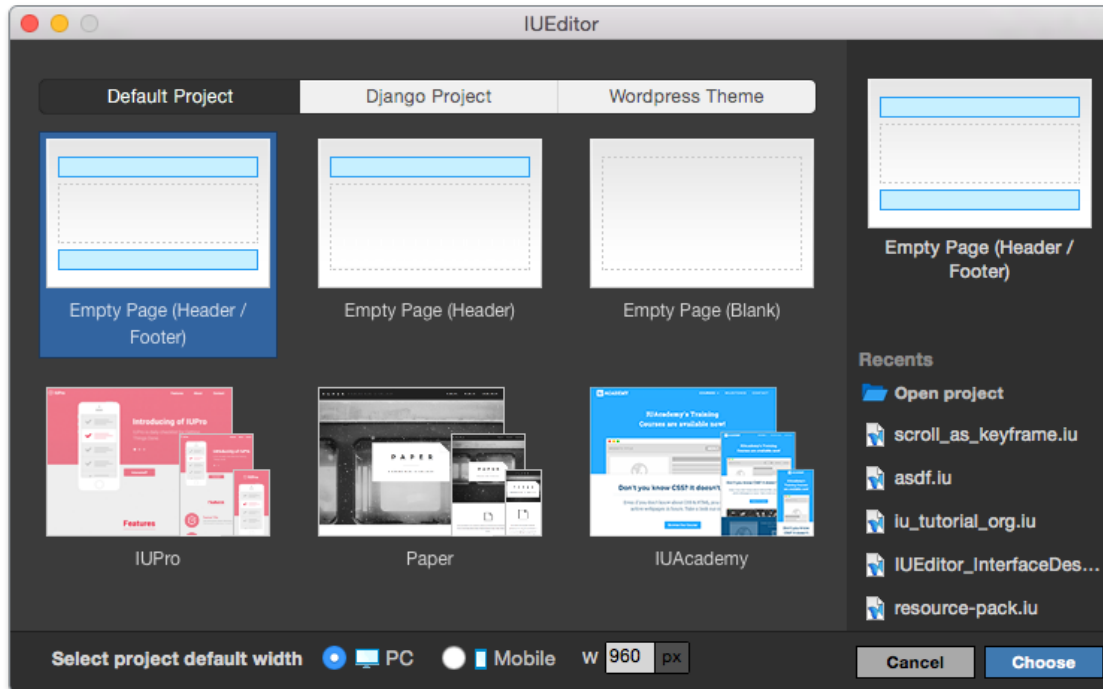
When you export **Composition** , IUEditor generates `CustomCompositionName.iuc` file.

PROJECT TYPE



19.1 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)

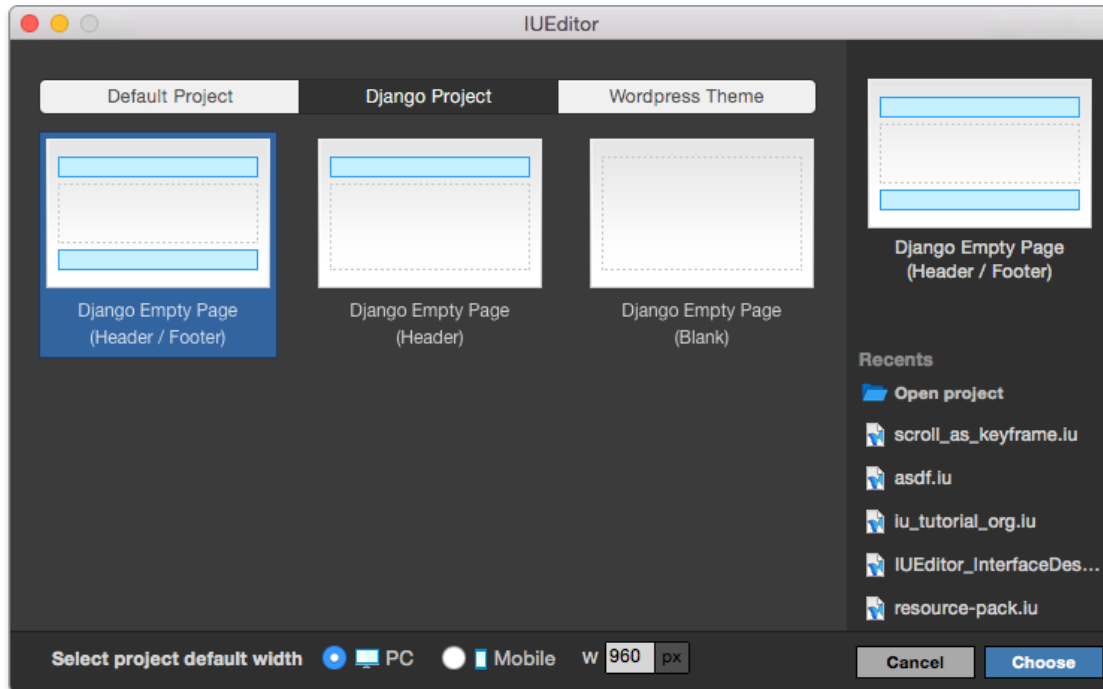


- `Empty Page (Header / Footer)` : Creates new project with **Empty Page (Header / Page Content / Footer)**
- `Empty Page (Header)` : Creates new project with **Empty Page (Header / Footer)**
- `Empty Page (Blank)` : Creates new project with **Empty Page (Page Content)**
- `IUPro` : Creates new project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

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

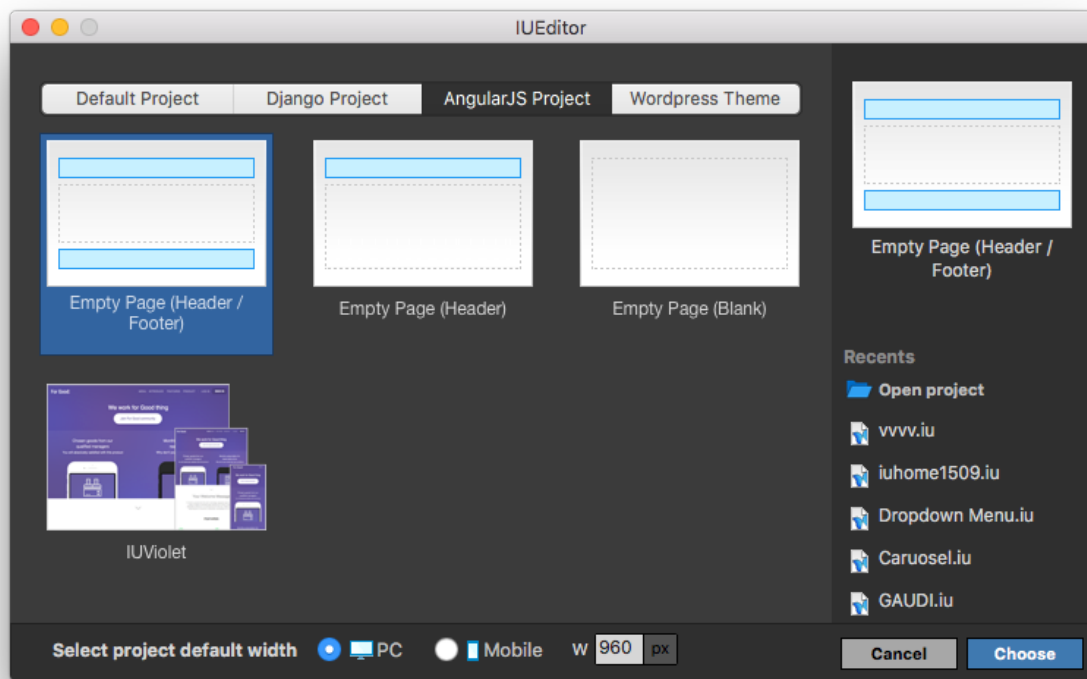
19.2 Django Project

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)



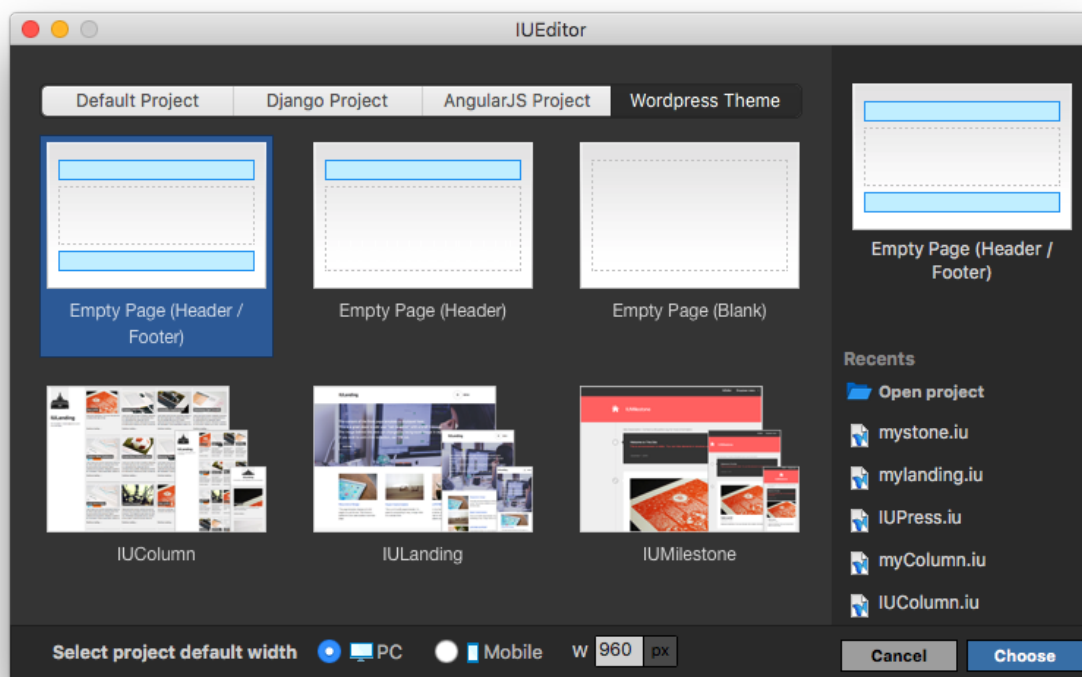
19.3 AngularJS Project

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)



19.4 Wordpress Project

Wordpress Project is a Dynamic Project which can be connected with Wordpress as back-end. Wordpress project has special widgets for wordpress templates. You can select Wordpress Project in **New Project Popup** (which pops up when you run **File > New Project (N)** menu)

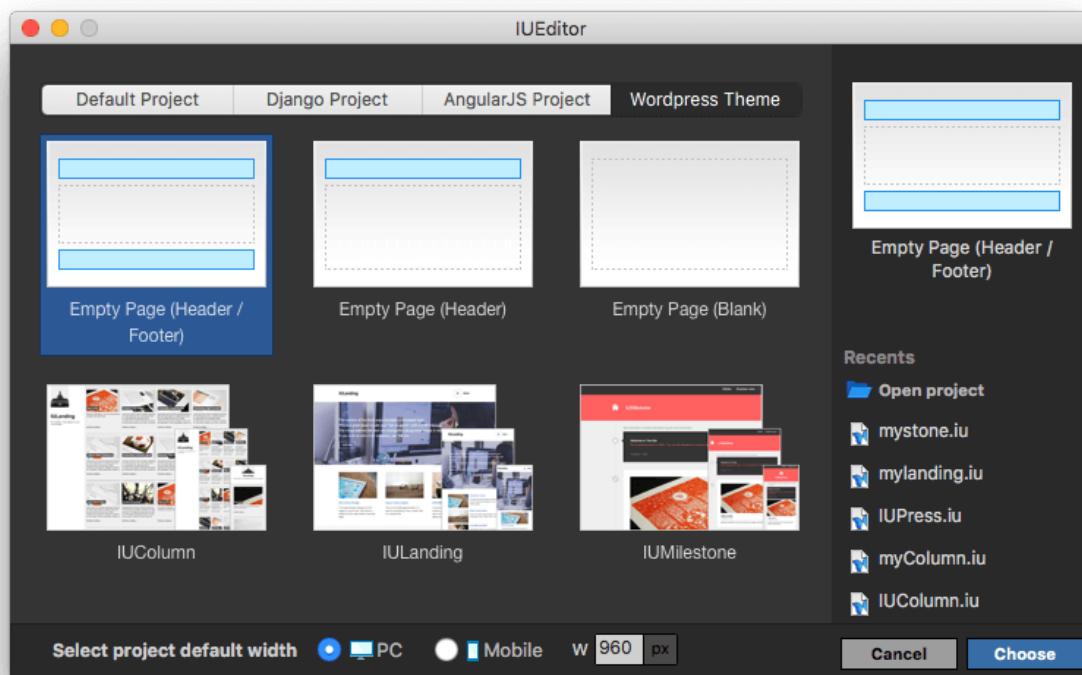


WORDPRESS: BASIC USAGE

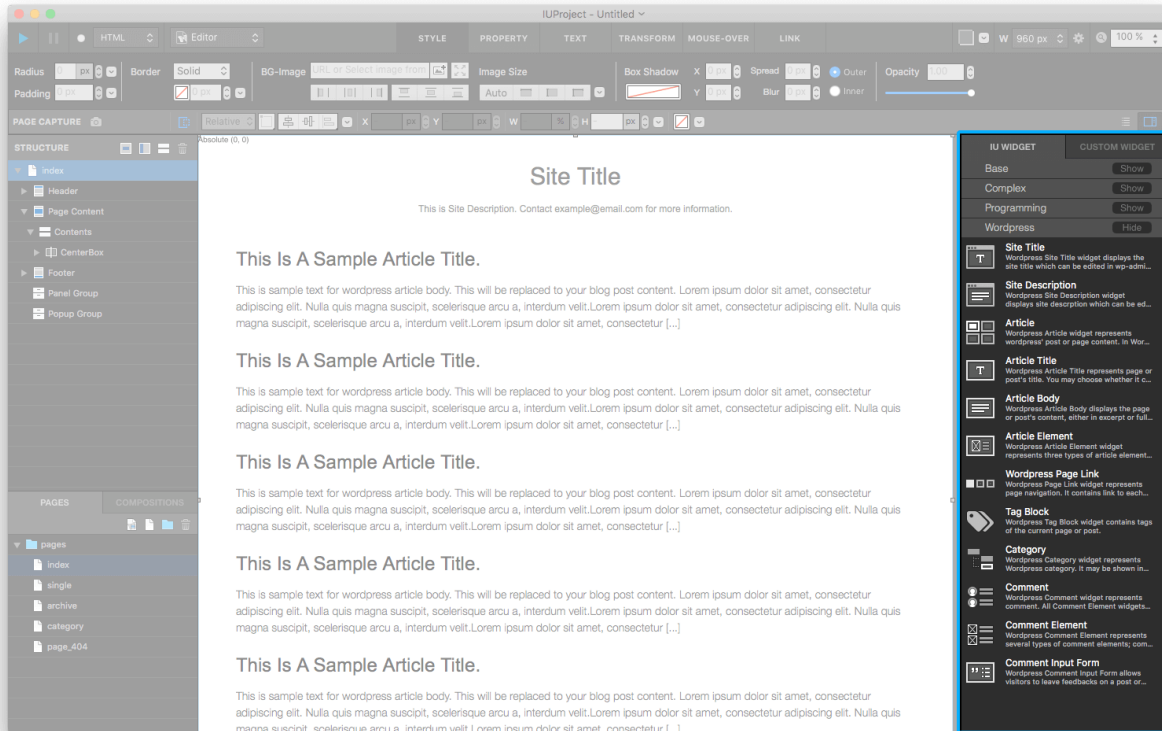
Note: Video tutorial for IUEditor WordPress theme is available at: https://www.youtube.com/watch?v=ZbjSCoE0Ano&list=PLWIO_EZgRC0aLLZ-oe_yMqdEaV4KdM5-l&index=1

20.1 Introduction

You can generate a WordPress theme with IUEditor, using all of its powerful and convenient features.

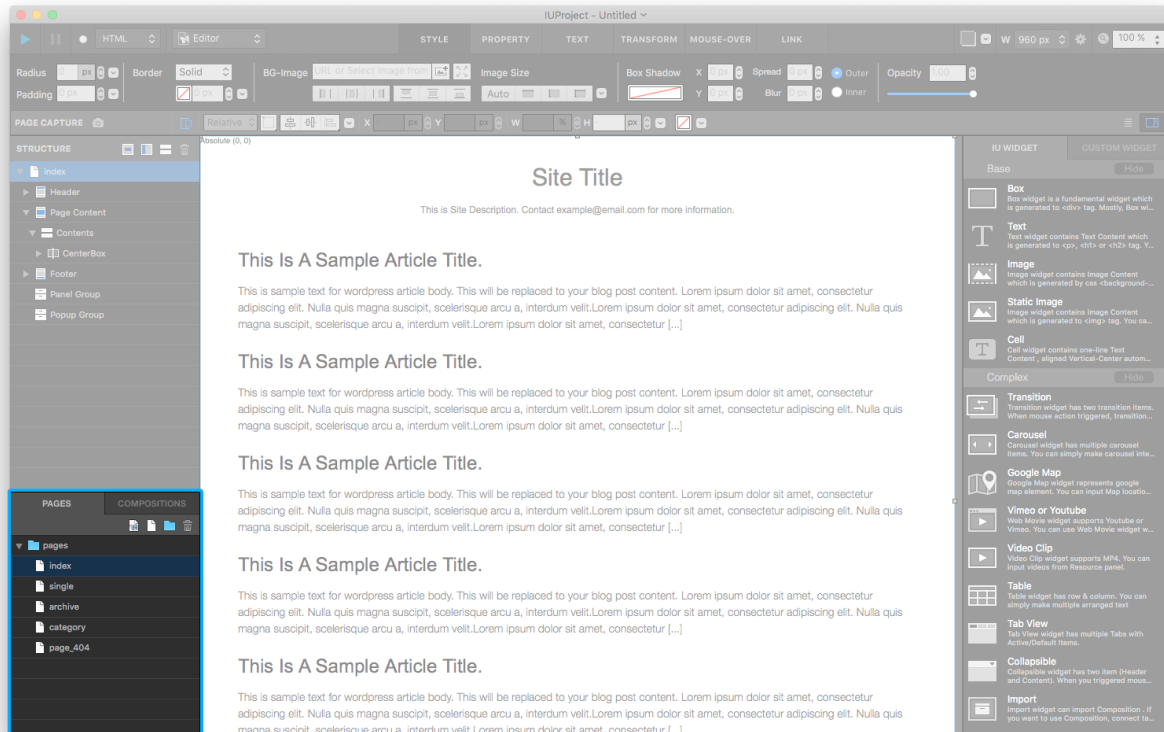


- From a new project window, click WordPress tab and choose any default page structure or pre-built template to start with.



- You may insert WordPress widgets (at the bottom right of the editor window) to locate and design WordPress theme elements.

20.2 Anatomy of Pages



- **index:** A basic, required page. This page represents home screen of the WordPress blog, also works as a default template in case of other page templates' absence.
- **single:** Single page template which is shown when a visitor enters to a specific post link.
- **archive:** Archive of page templates to show posts retrieved by an author or during certain period
- **category:** Category of page templates used to display posts in a certain category
- **page_404:** 404 page template shown when a visitor enters to a wrong URL.

In addition, user can add more pages when WordPress template is needed. (ex: page.php, date.php, and so on)

Note: For more detailed information about anatomy of WordPress theme, please refer to the following link: <https://yoast.com/wordpress-theme-anatomy/>

20.3 Settings

PROJECT SETTING

DEFAULT META DATA BUILD **WORDPRESS**

Wordpress Project Property

Wordpress theme Build Path

Wordpress Resource Path

Wordpress User Source Path

Wordpress Resource Prefix Wordpress User Source Prefix

You can follow **Project > Project Setting** menu or press **P** to open Project Setting window, then click WordPress tab to change settings for WordPress features.

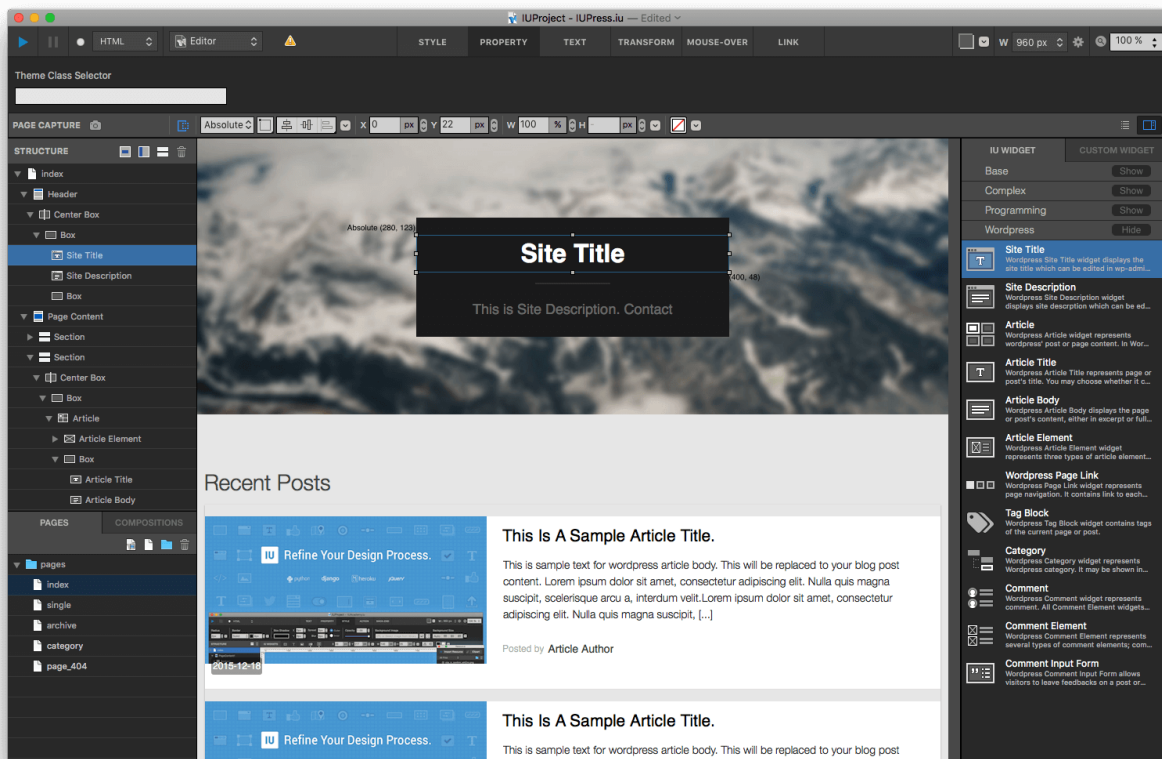
- `WordPress theme Build Path`: Output path for generated theme files. You may add `$AppName` at the end of the path so that the final path contains the name of the project at the end.
- `WordPress Resource Path`: Output path for the resource files of the theme, such as images, css, and so on.
- `WordPress User Source Path`: Output path for 'User Source', which are CSS or JS files added to the project by user.

- WordPress Resource Prefix: URL path to access the Resource Path on the web.
 - WordPress User Source Prefix: URL path to access the User Source Path on the web.
-

WORDPRESS: SITE INFORMATION



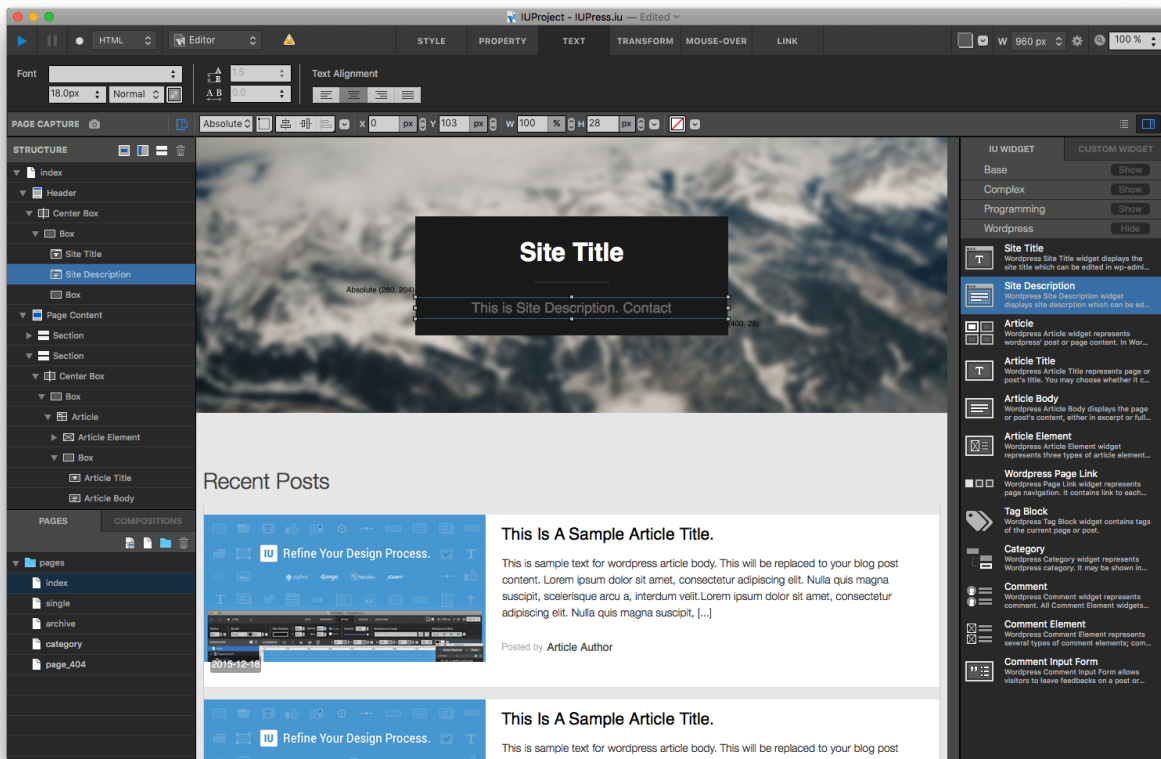
21.1 Site Title



- Prints the site title, set during the WordPress initialization step or in wp-admin.
- To share site title with other pages in the theme, put Site Title widget in Header section.



21.2 Site description



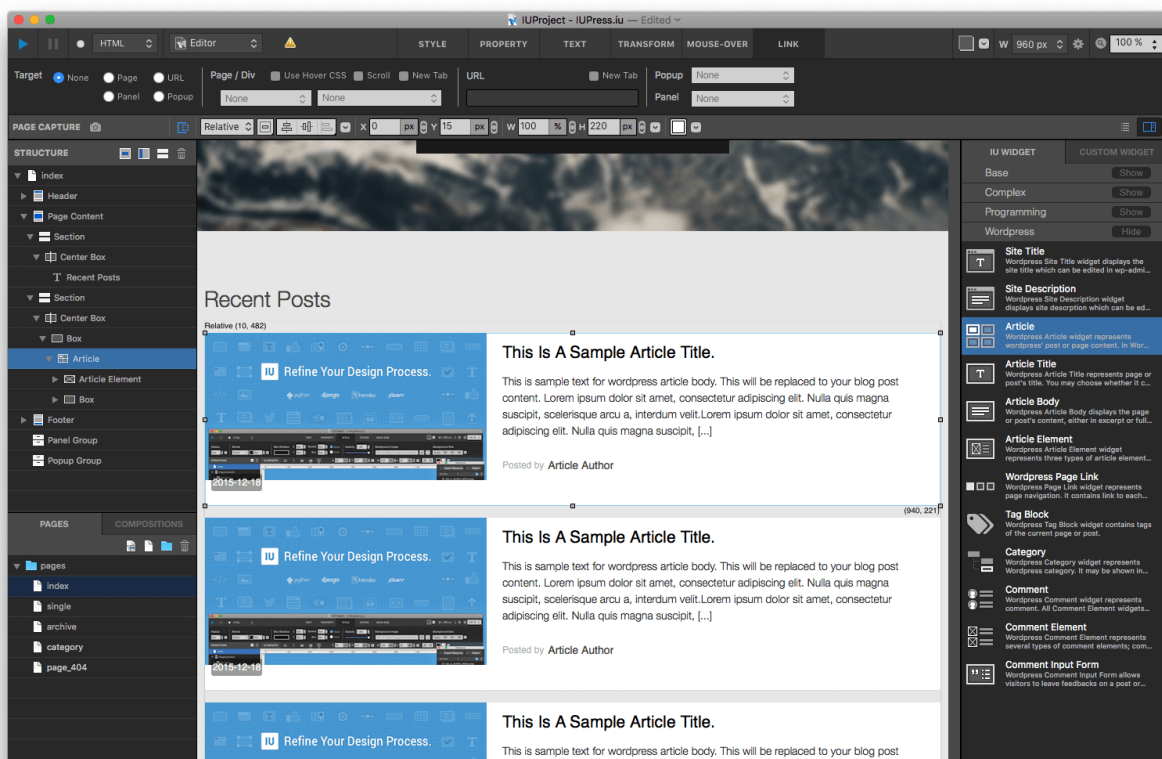
- Prints the site description set in wp-admin page.
- To share site description with other pages in the theme, put Site Description widget in Header section.

WORDPRESS: ARTICLE

In IUEditor, Article represents a WordPress article such as a post, a page. It may contain subject, content, thumbnail, date and author as its elements.



22.1 Article Widget

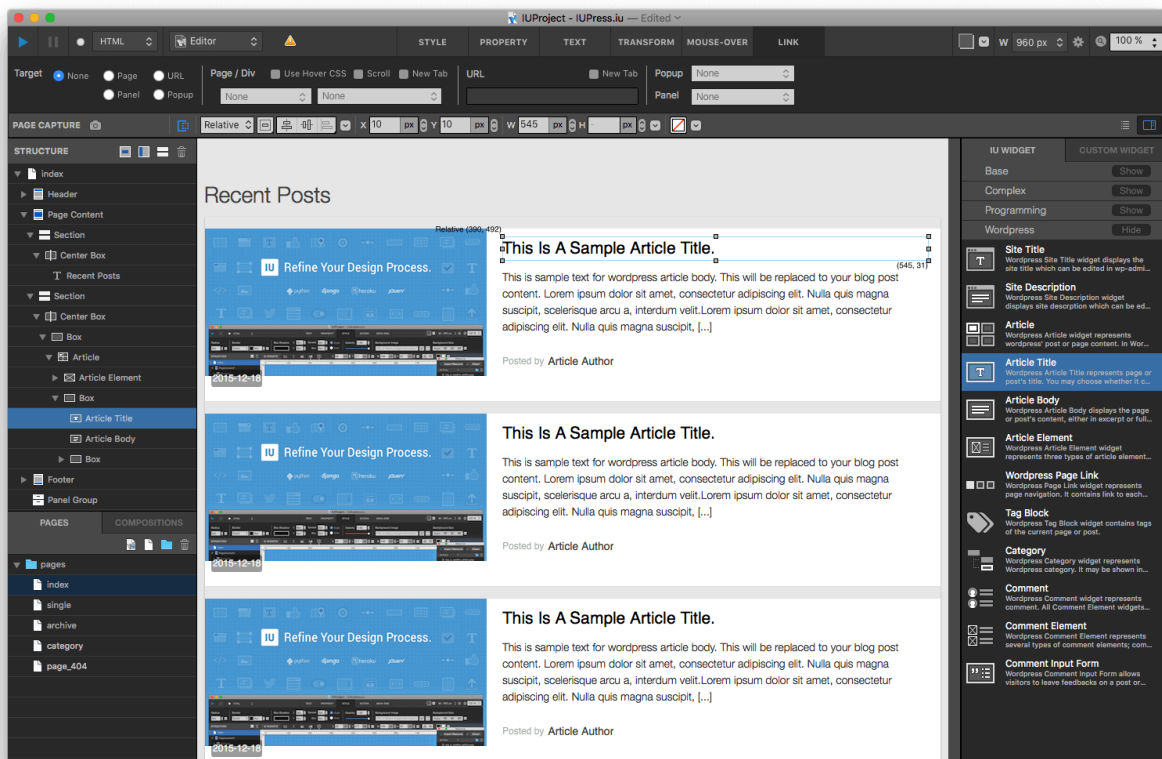


- A core widget of WordPress theme, which contains Article Elements.
- An Article widget inserted in a theme may be replaced as a single post (in single.php) or a list of multiple posts (in index.php, archive.php, etc) depending on the context.

- You may control the number of Article samples in the editor with Sample Repeat setting in Property tab, and it would be helpful for layout work.
 - For repeated print, Position has to be Relative.
- Article Element, Comment, Comment Input Form, Tag Block widgets must be inserted under Article widget.



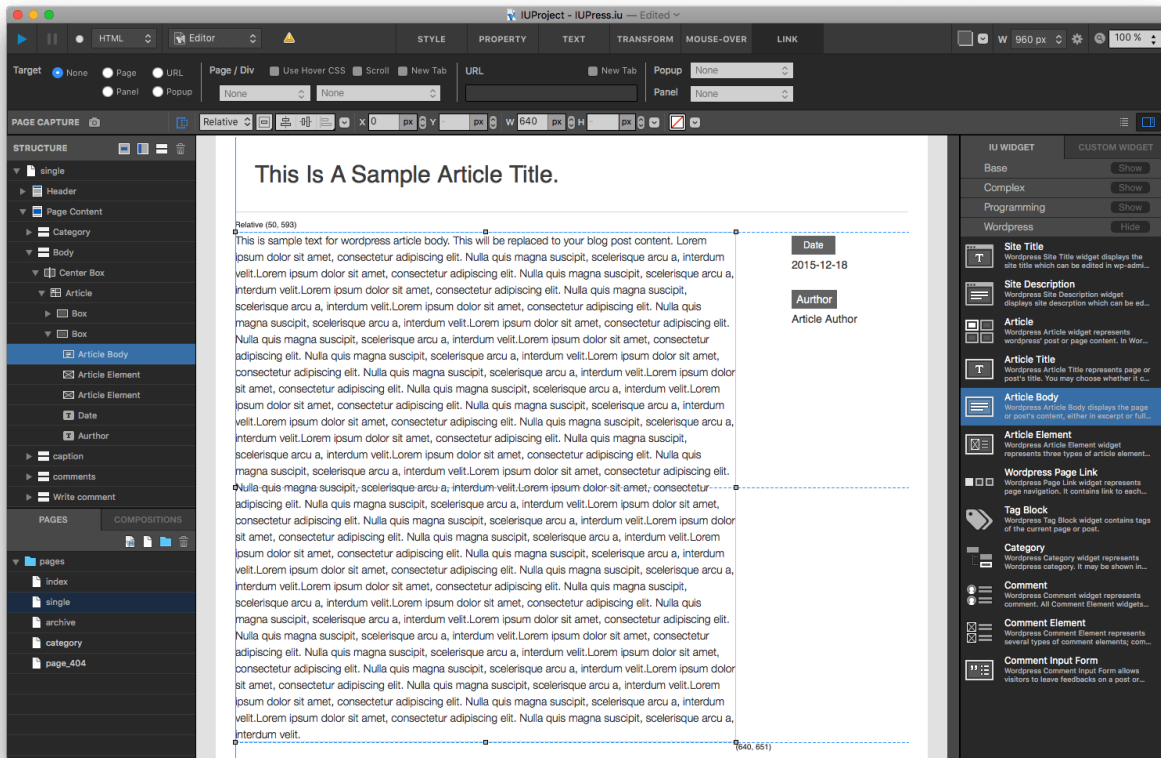
22.2 Article Title

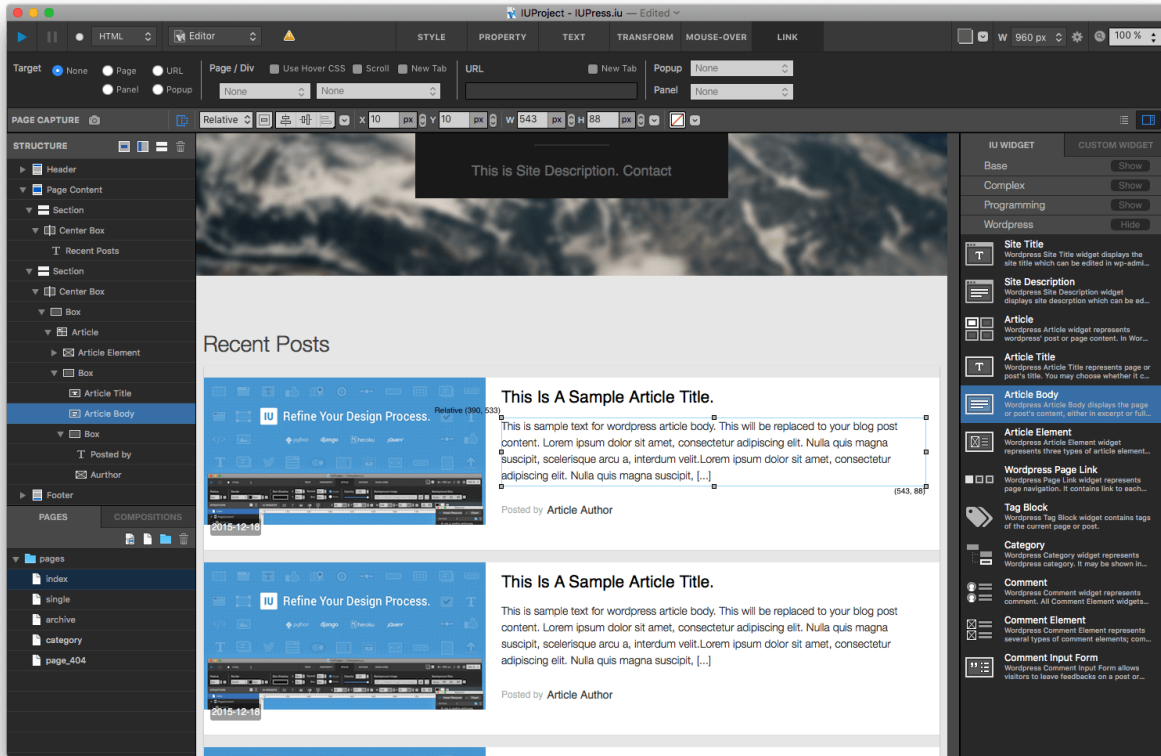


- Prints the parent Article's title. (WordPress post/page title)
- Works well only under an Article widget.
- You may choose to make it either link or plain text in Property tab.



22.3 Article Body

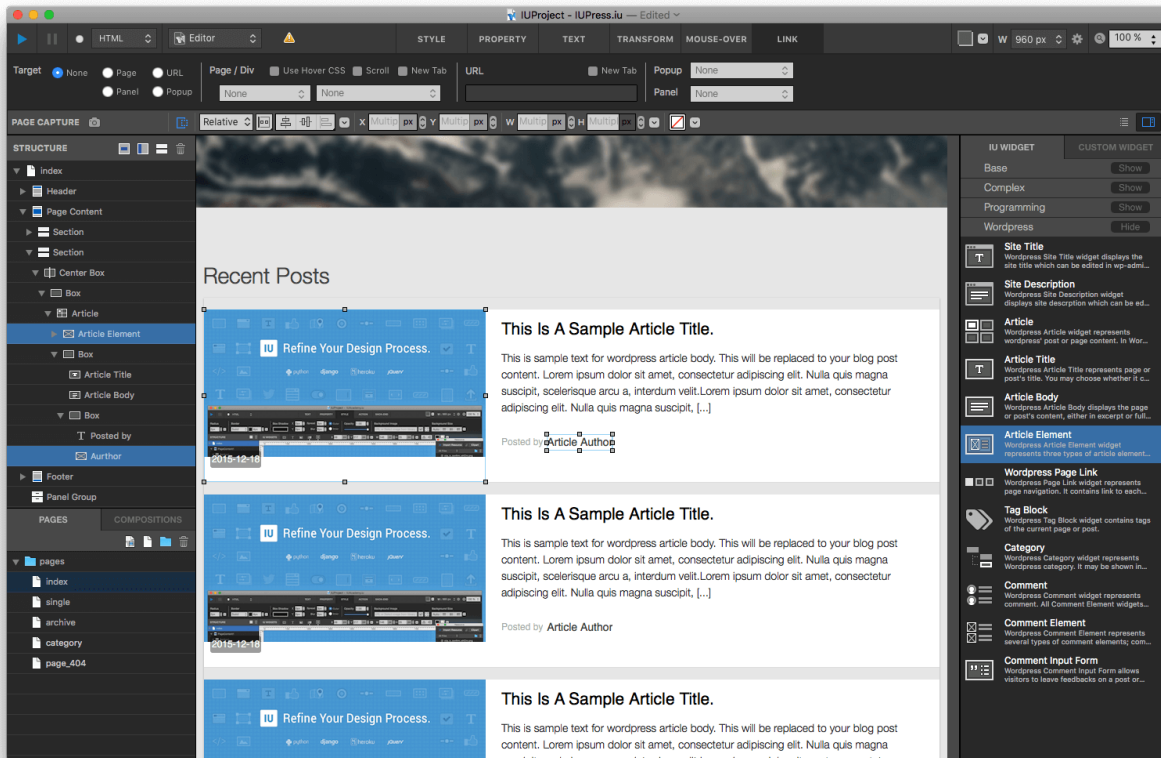




- Prints the Article's content body.
- Works well only under an Article widget.
- You may choose to make it display either full text or excerpt with Type setting in Property tab.
 - When Excerpt chosen, you can control the length of the excerpt as the number of words with excerpt length setting in Property tab. (55 default)
- You may choose to make it either link or plain text in Property tab.



22.4 Article Element

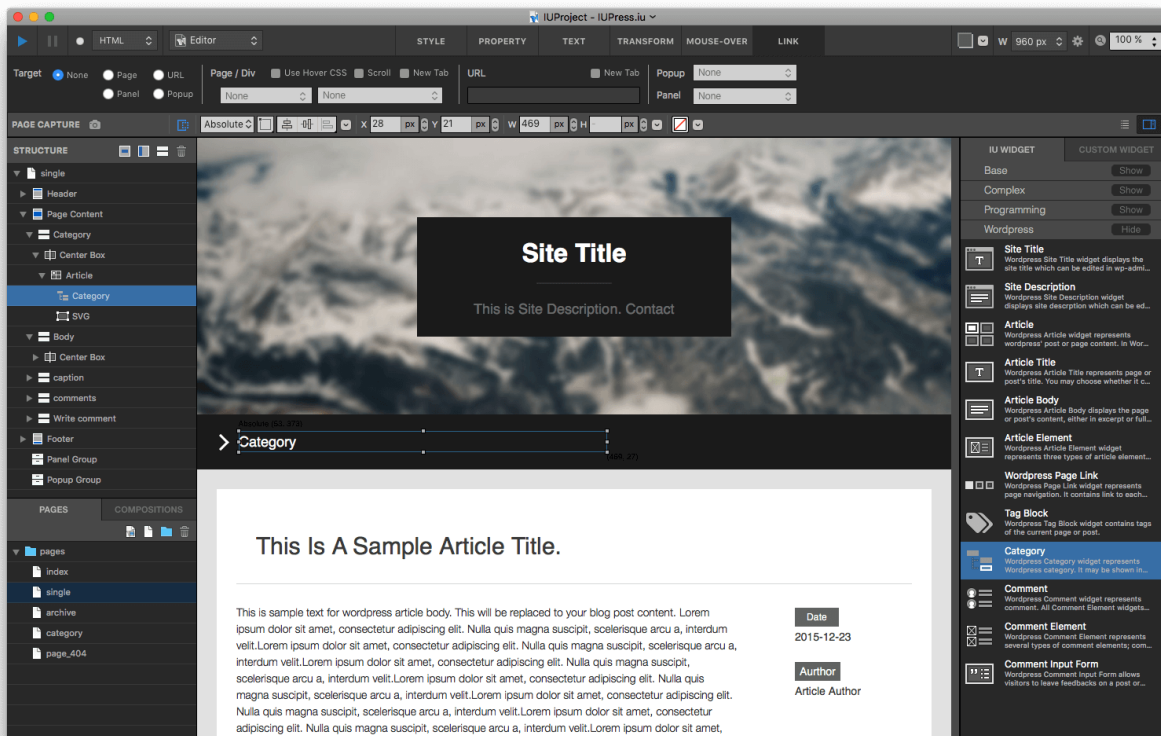


- Prints one of elements of the Article (thumbnail, author or date)
 - You can choose which element to display with Element Type setting in Property tab.
- Works well only under an Article widget.
- You may choose to make it either link or plain text in Property tab.

WORDPRESS: CATEGORY

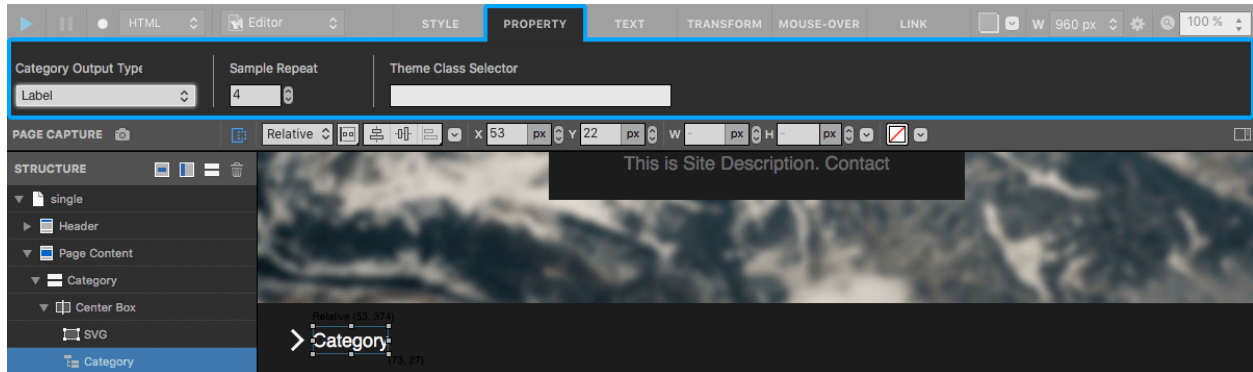
Display category of an Article or Article list.

23.1 Category Widget



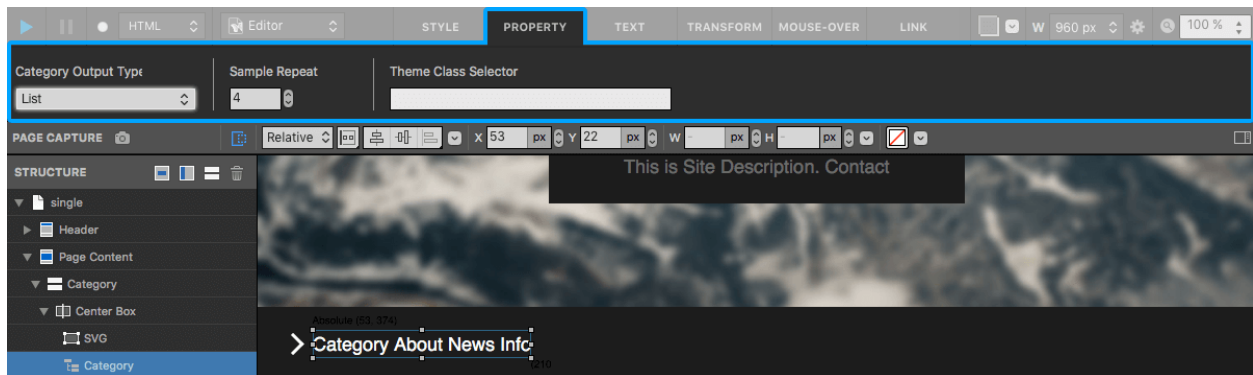
- Represents WordPress category.
- Can be printed as one of three forms: label, list and path - results in different layout (single or multiple)

23.2 Category Label



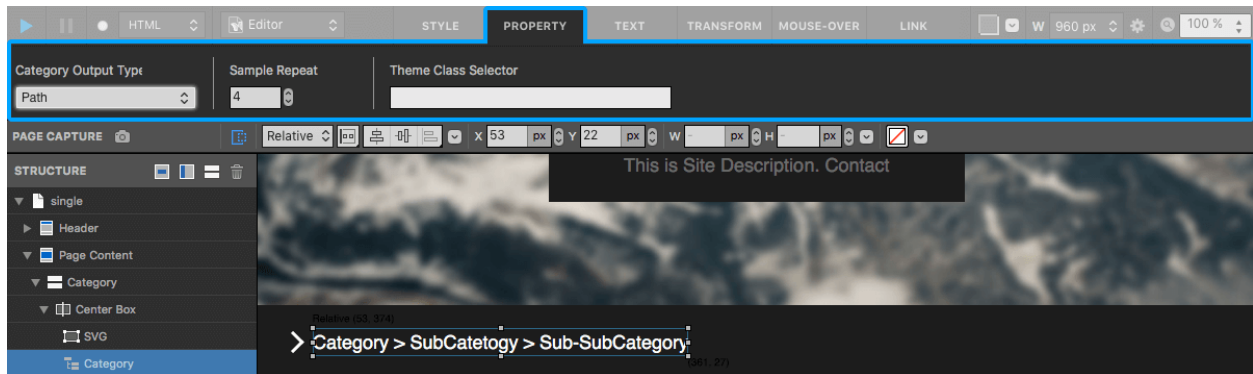
- Prints a category of the Category widget’s parent Article.
- Works well only under an Article widget.

23.3 Category List



- Prints a list of categories of current page.
- You can control the number of samples Category in the editor with Sample Repeat setting in Property tab. (‘List’ type only)

23.4 Category Path

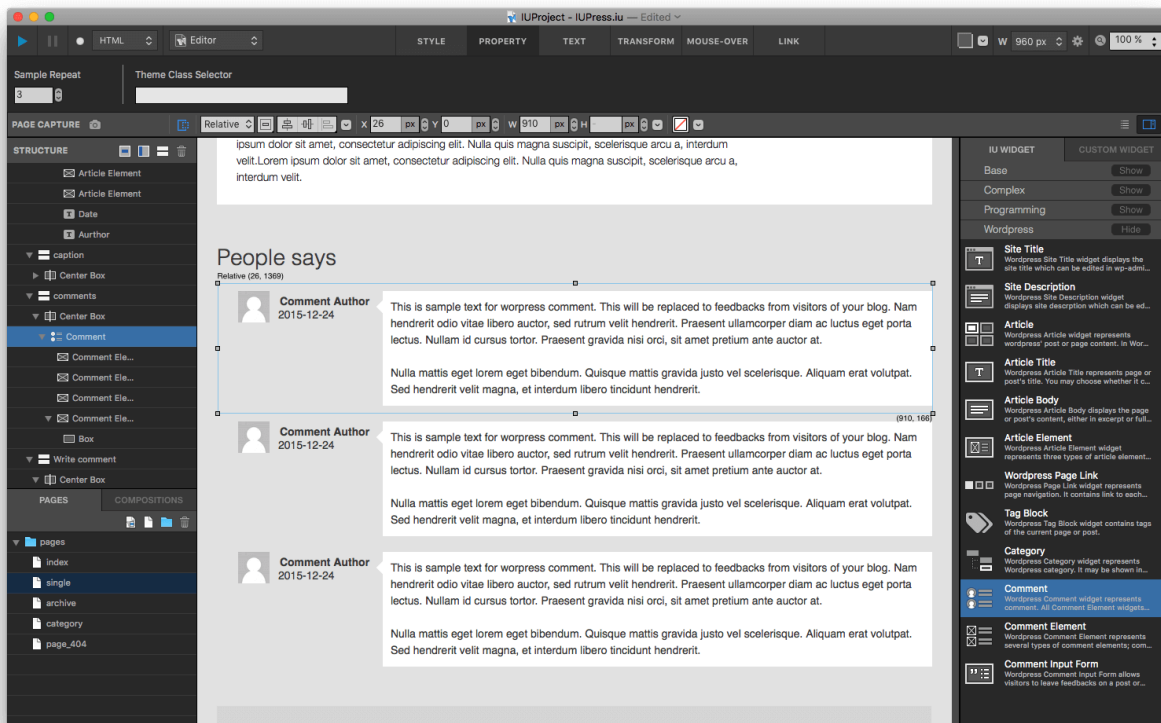


- Prints category path that an Article contains.
- Works well under an Article widget or anywhere in `single` page.

WORDPRESS: COMMENT

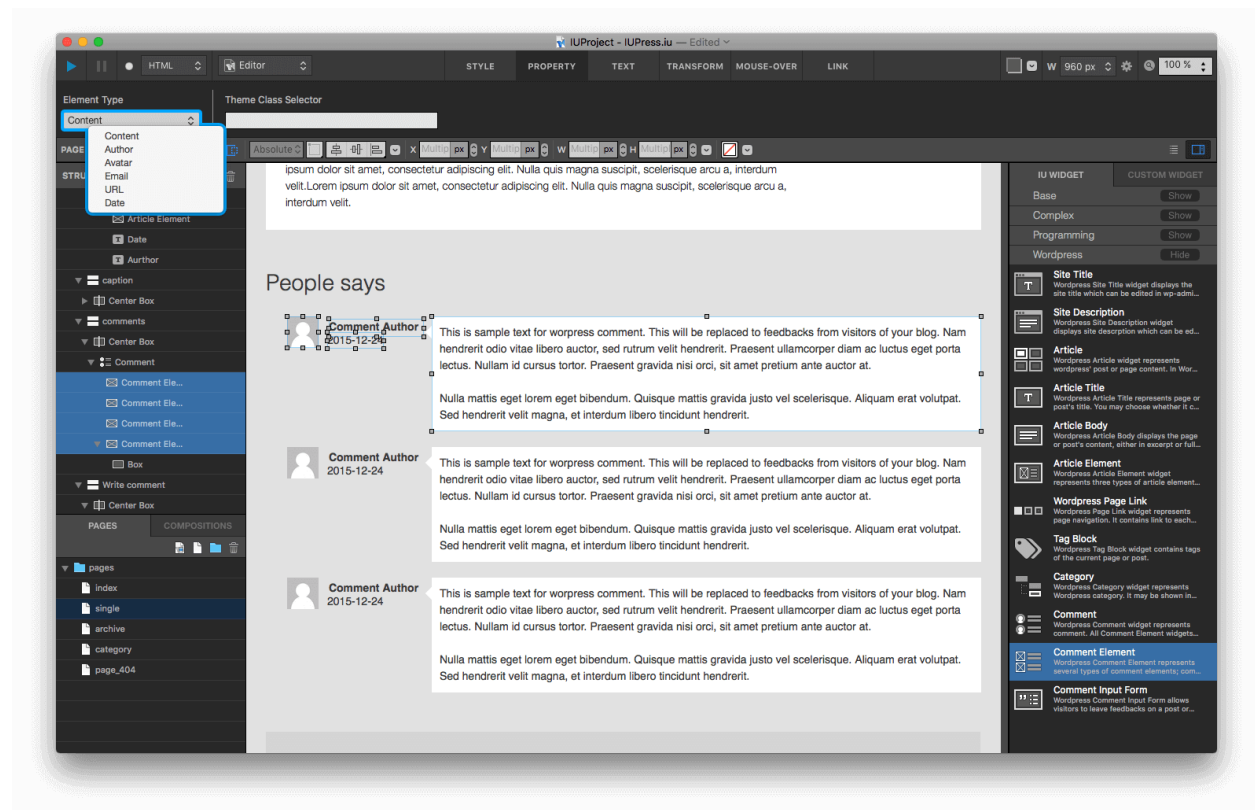
Widgets regarding comments or comment input form in WordPress post.

24.1 Comment Widget



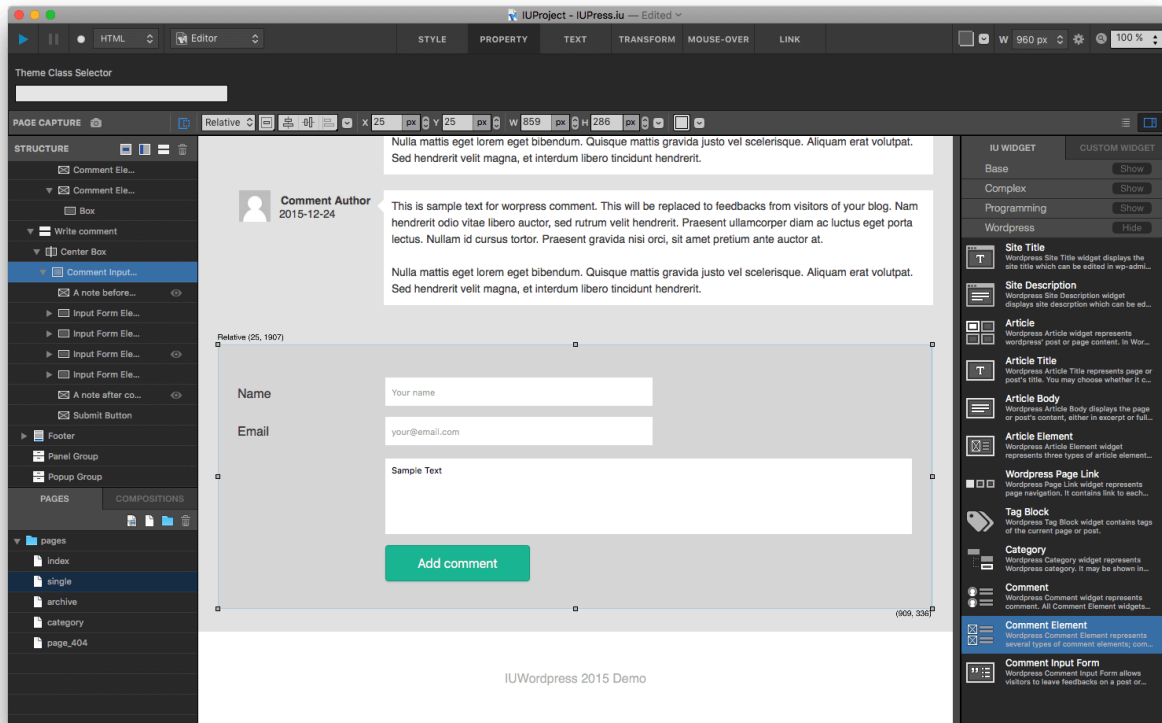
- Prints an Article's comments.
- Works well only under an Article widget.
- You may control the number of Comment samples in the editor with Sample Repeat setting in Property tab, and it would be helpful for layout work.
 - For repeated print, Position has to be Relative.
- Comment Element widgets must be inserted under a Comment widget.

24.2 Comment Element



- Works well only under a Comment widget.
- Can replace elements among the followings: Content, Avatar(image), Author, Date, Email, URL - selectable in Property tab

24.3 Comment Input Form

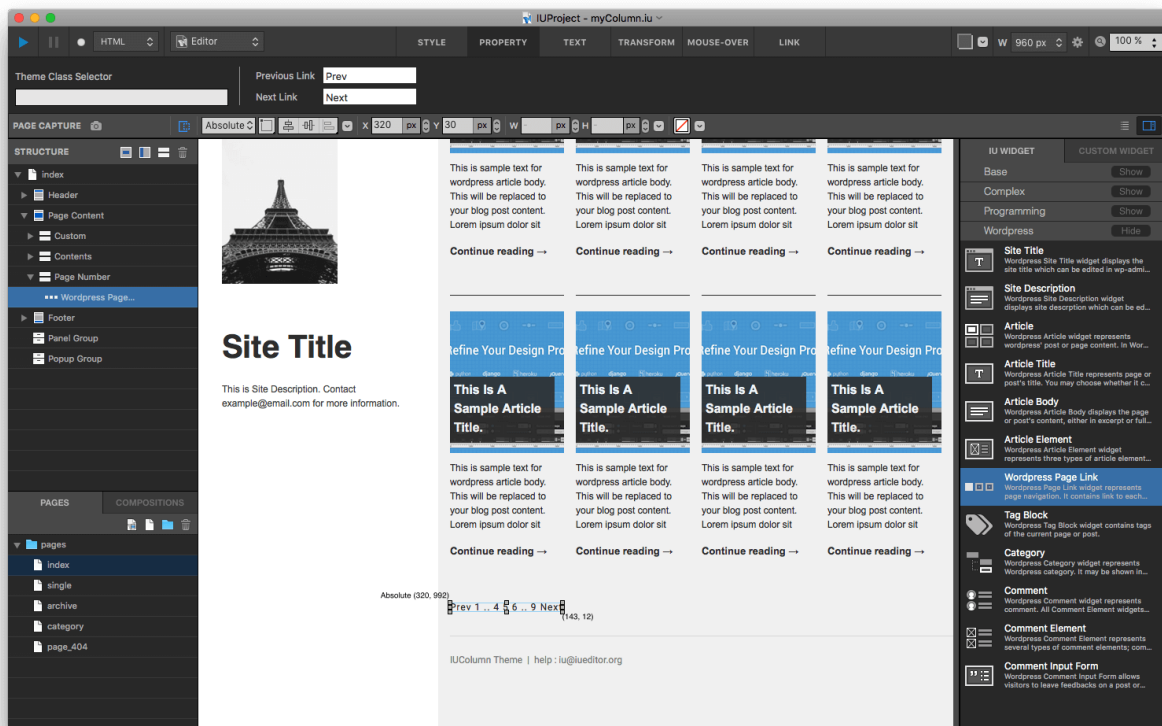


- Prints WordPress comment input form and its elements.
- Works well only under an Article widget.

WORDPRESS: OTHER WIDGETS



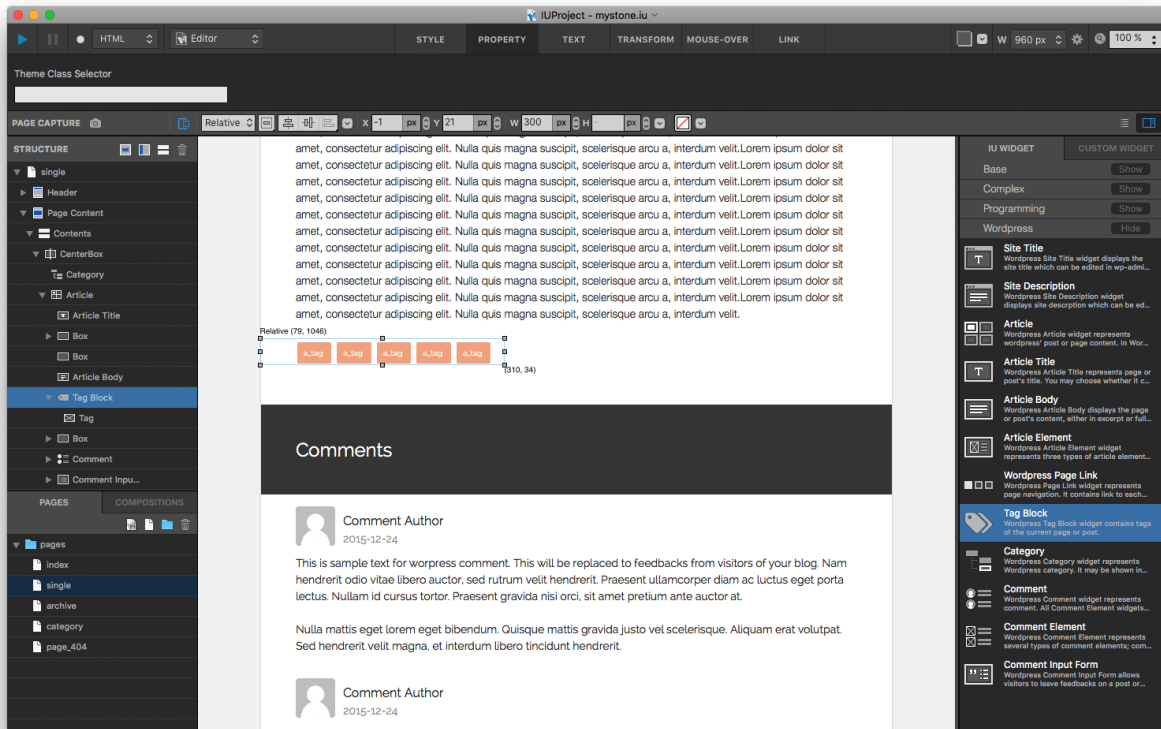
25.1 WordPress Page Link



- Prints page navigations for WordPress posts.
- Texts of Previous, Next links can be modified in Property tab.



25.2 Tag Block

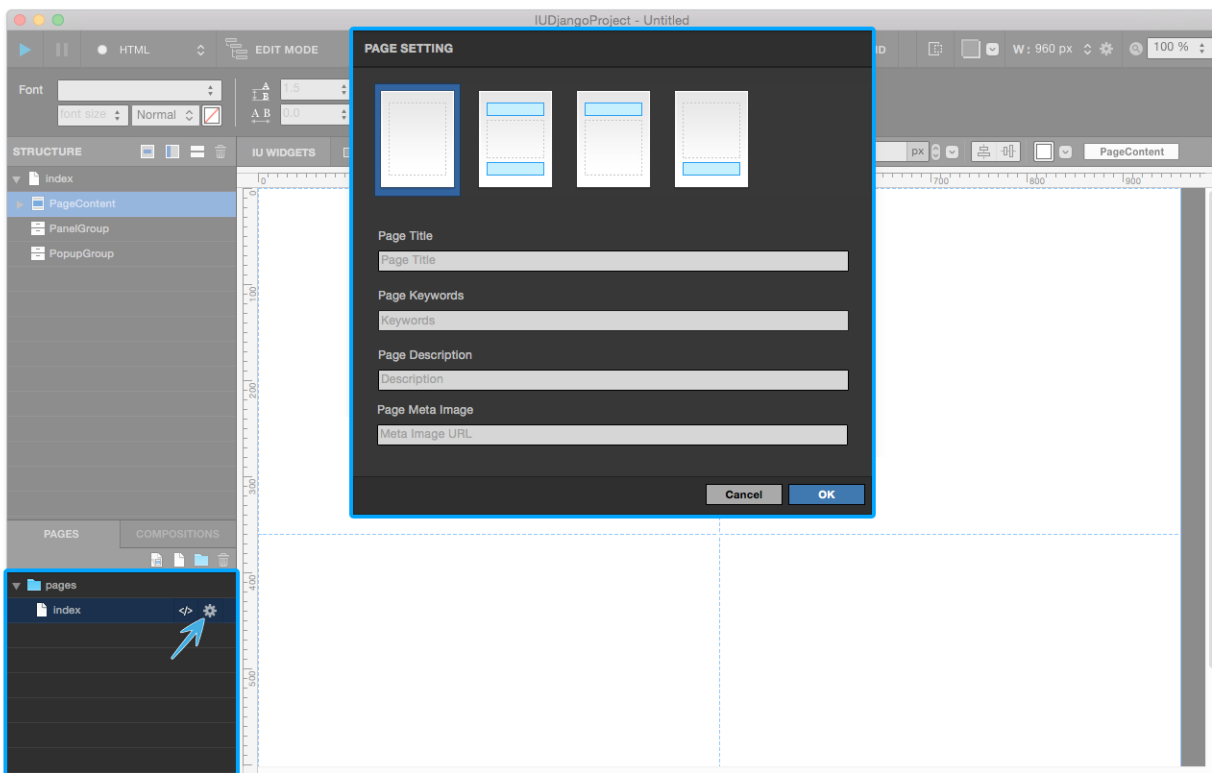


- Prints tags of an Article.
- Works well only under an Article widget.
- You can alter the number of sample tags by choosing the first tag in the block.



26.1 Page Setting

When you click the **Page Setting** button, Page Setting panel will be shown.

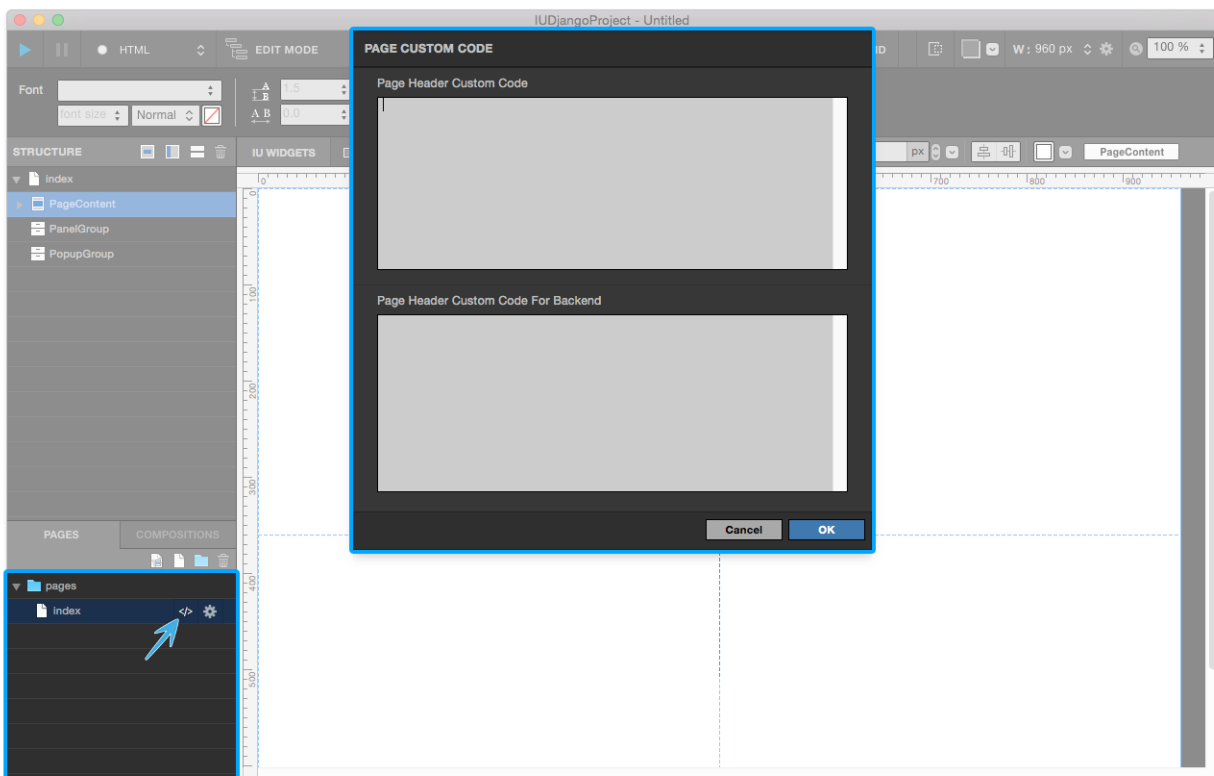


- **Empty Layout** : Set Empty (Page Content) Page Layout .
- **Header + Footer** : Set Header + Page Content + Footer Page Layout .
- **Header** : Set Header + Page Content Page Layout

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

26.2 Page Custom Code

When you click the **Page Custom Code** button, Page Custom Code panel will be shown.

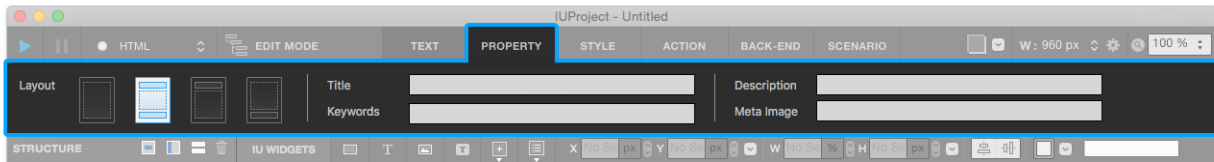


- **Page Header Custom Code** : Adds Custom Code in header of current page.
 - **Page Header Custom Code for Backend** : Adds Custom Code for Backend in header of current page.
-

26.3 Page Default Widget



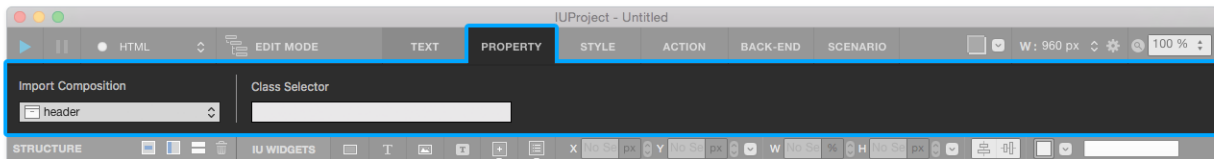
Page



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



Header



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

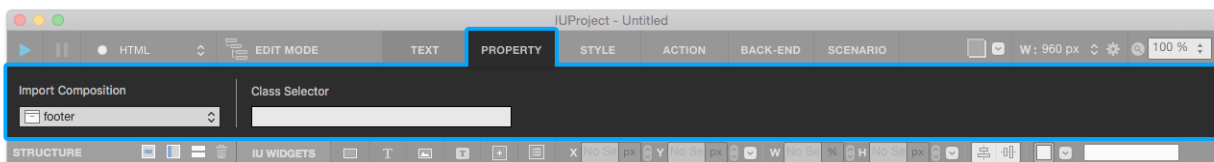


Page Content

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



Footer



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



Section

Section is placed under Page Content.

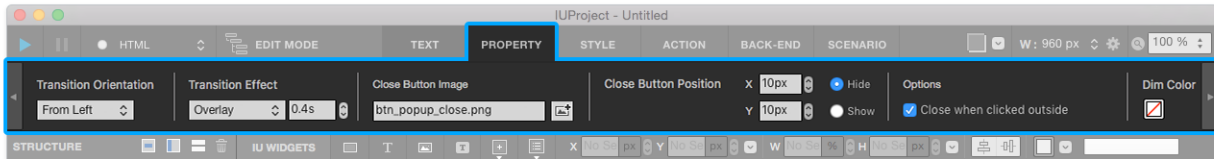


Centered Box

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



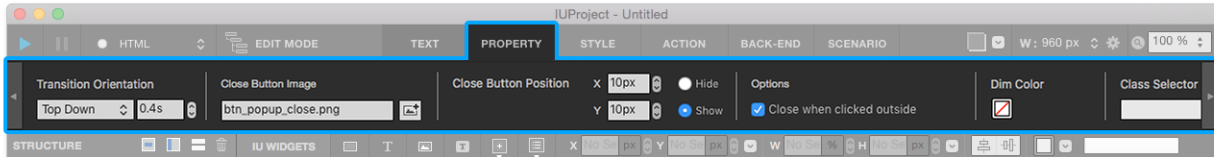
Panel



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.



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.

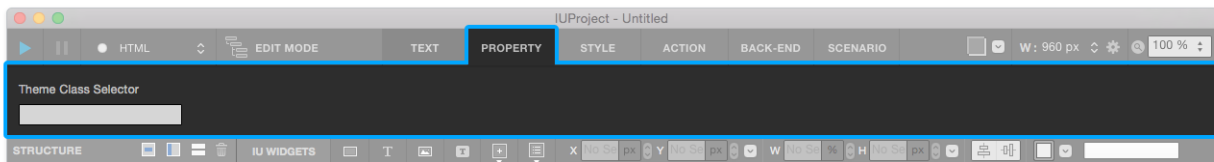
COMPOSITION



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



28.1 Box



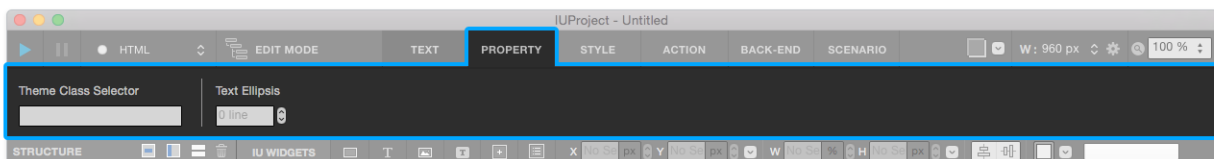
Box widget is a fundamental widget which is generated to `<div>` tag. Mostly, Box widget is used to set layout and to group children widgets.

Property

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



28.2 Text



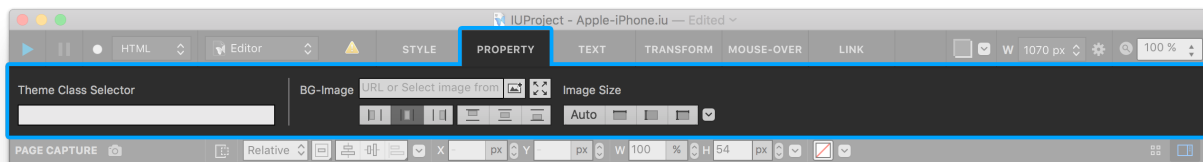
Text widget contains **Text Content** which is generated to <p>, <h1> or <h2> tag. You can edit text after double-click to widget.

Property

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



28.3 Image



Static Image widget contains **Image Content** which is generated to 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



28.4 Static Image

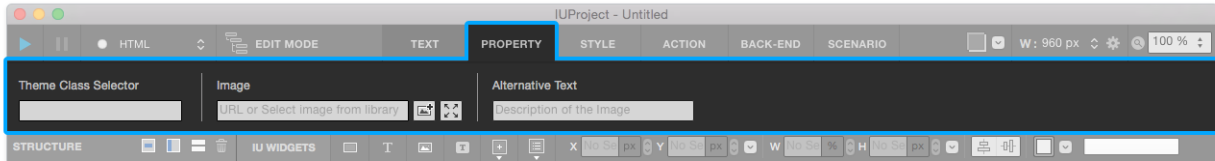


Image widget contains **Image Content** which is generated by css {background} tag. You can input image resource from Resource panel or Image URL link and resize or rearrange image in widget area.

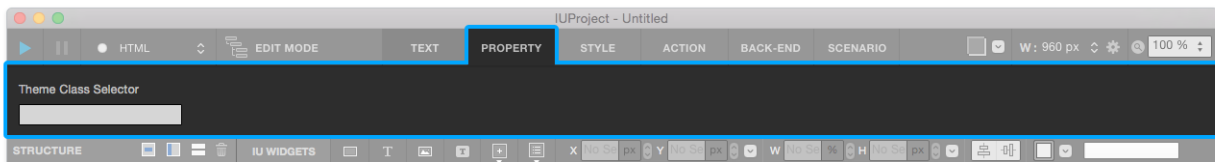
- Fit Widget Size to Image Size : Resize widget according to image resource size.

Property

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



28.5 Cell



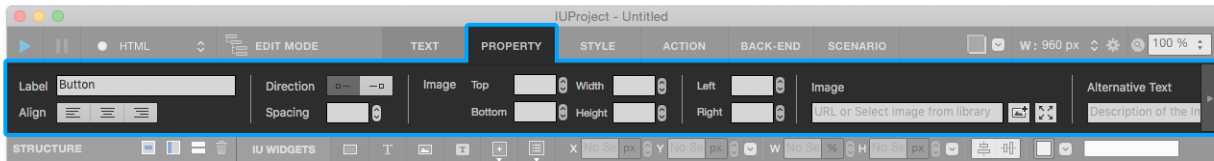
Cell widget contains **Text Content** , aligned Vertical-Center automatically. (PX unit only)

Property

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



28.6 Icon Button



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

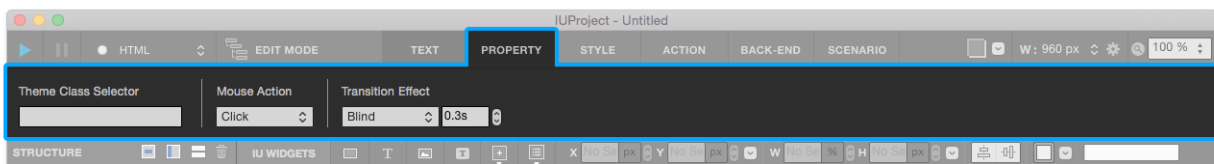
Property

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

COMPLEX WIDGET



29.1 Transition



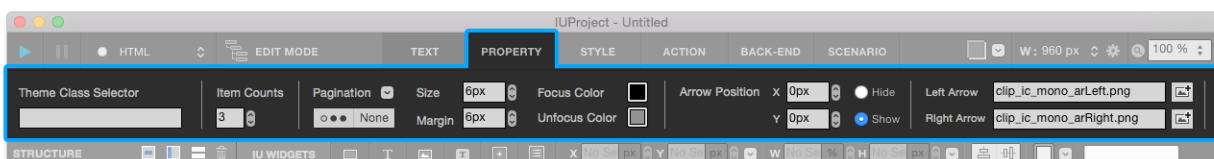
Transition widget has two transition items. When mouse action triggered, transition item will change from item 1 to item 2. You can set **Mouse Action (Mouse Over or Click)**, Transition Effect, and Duration in property panel.

Property

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



29.2 Carousel



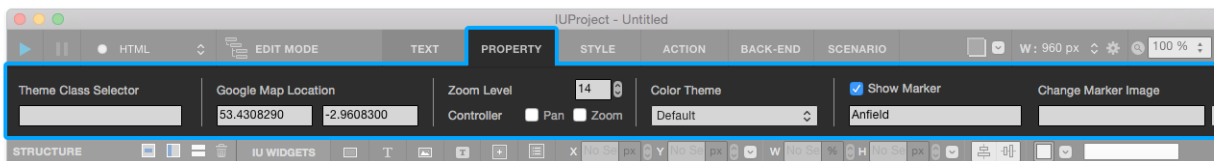
Carousel widget has multiple carousel items. You can simply make carousel interface with carousel widget. Carousel item is the same as Box widget, so you can add or remove child elements to Carousel item

Property

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



29.3 Google Map



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

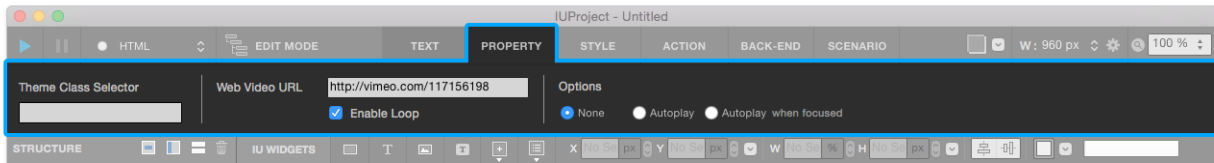
- 1) In Editor Mode, Google Map widget offers maximum preview 600 px x 600 px size.
- 2) South Korea's map is not available Color Theme feature.

Property

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



29.4 WebMovie



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

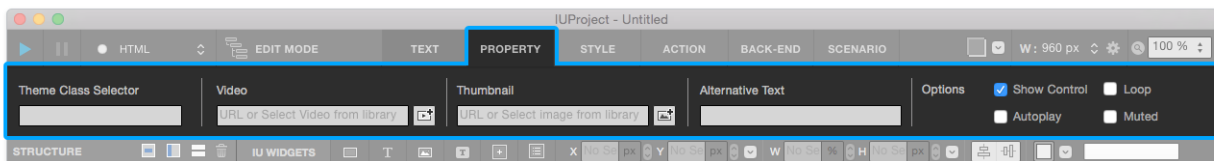
- Vimeo : <http://vimeo.com/> **videoURL**
- Youtube : <http://youtu.be/> **videoURL**

Property

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



29.5 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



29.6 Table

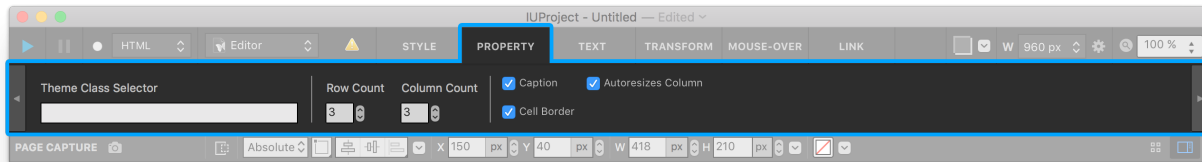


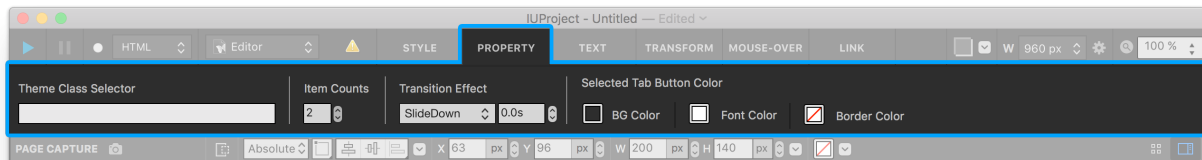
Table widget can add simple table on canvas.

Property

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



29.7 Simple Tab View



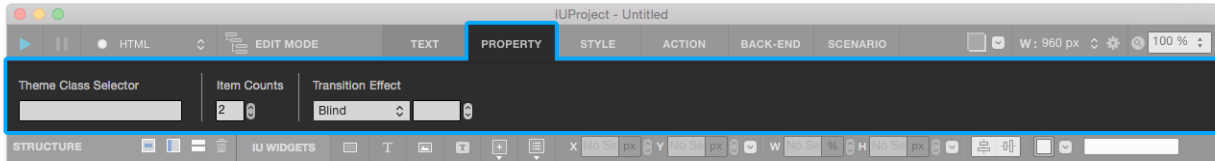
Simple Tab View widget has more simple structure than Tab View widget .

Property

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



29.8 Tab View



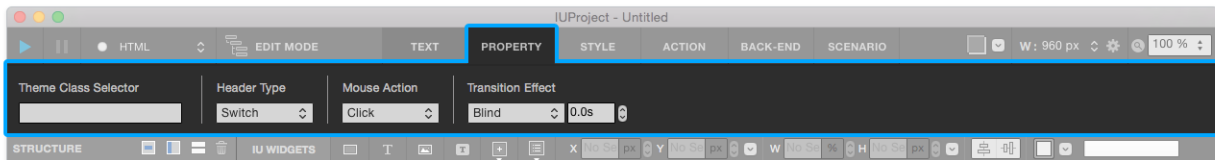
Tab View widget has multiple **Tabs** .

Property

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



29.9 Collapsible



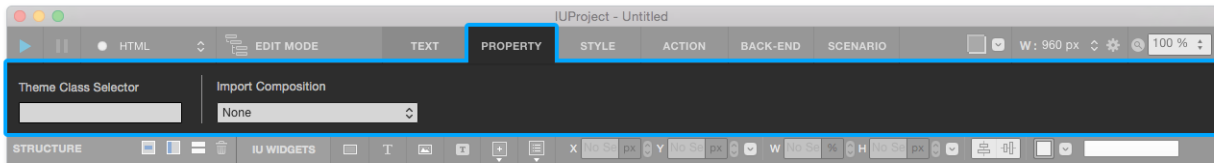
Collapsible widget has two item (Header and Content). When you triggered mouse action on Collapsible widget, Content item will be appeared. You can set **Mouse Action (Mouse Over or Click)** , Transition Effect, and Duration in property panel.

Property

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



29.10 Import



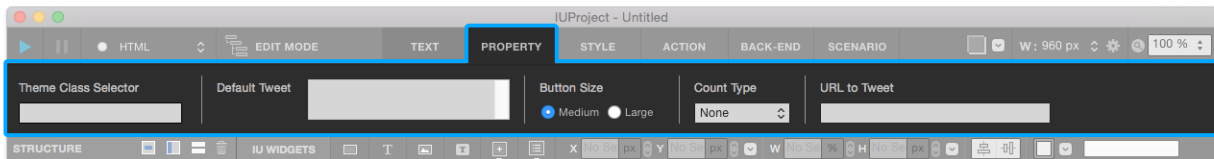
Import widget can import **Composition** . If you want to use Composition, connect target Composition into Import widget.

Property

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



29.11 Tweet Share Button



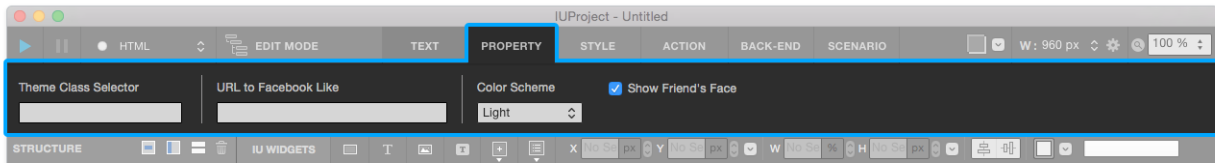
With Tweet Share Button widget, you can add **Share to Tweeter Button** in your project. (No Resize)

Property

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



29.12 Facebook Like Button



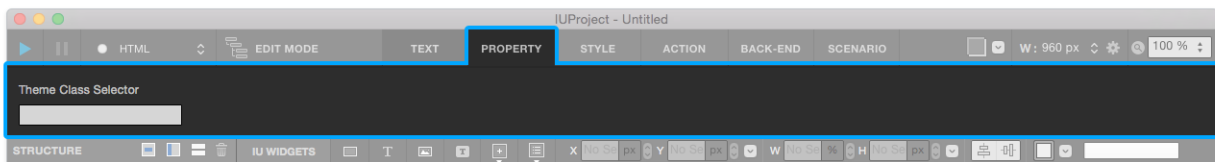
With Facebook Like Button widget, you can add **Share to Facebook Button** in your project. (No Resize)

Property

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



29.13 Centered Box



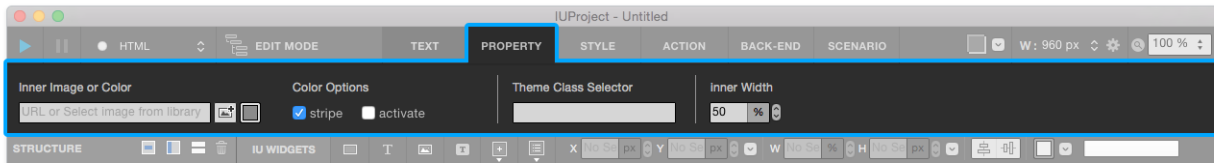
Centered Box widget makes horizontal centered layout to Section. Centered Box widget is added into section automatically, but you can remove this widget. (No resize)

Property

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



29.14 Progress Bar



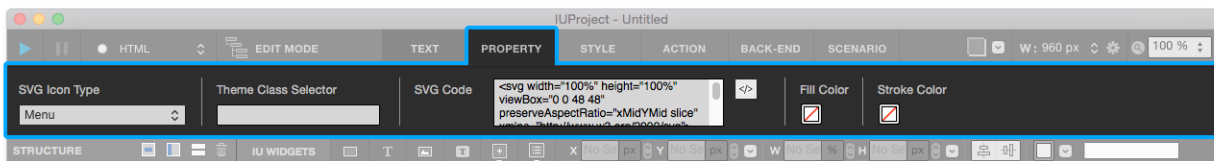
Progress Bar widget displays a progress bar. If you want draw certain status with bar elements, add this widget in your project.

Property

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



29.15 SVG (Scalable Vector Graphics)



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

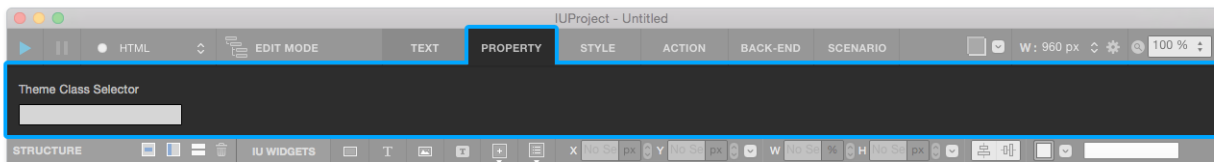
Property

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

PROGRAMMING WIDGET



30.1 Form



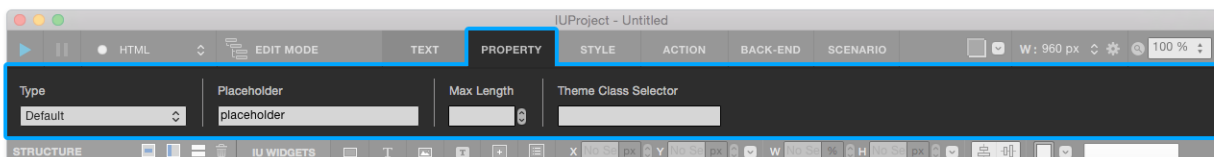
Form widget is a container for programming widgets which is generated to `<form>` tag. If you want to use programming widgets, you must to add Form widget in your project.

Property

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



30.2 Input Text



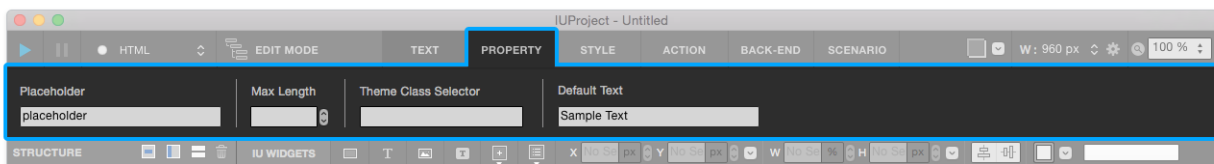
Input Text widget is a textfield which is generated to `<input>` tag (type : text).

Property

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



30.3 Input Paragraph Text



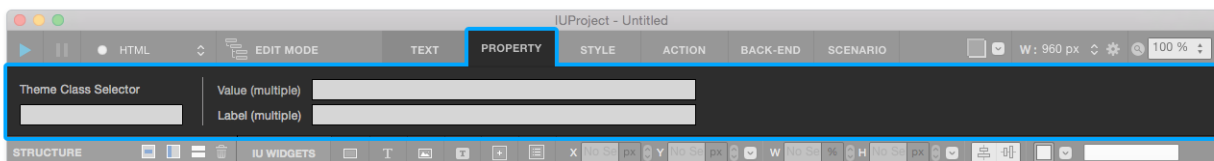
Input Paragraph Text widget is a textfield which is generated to `<textarea>` tag.

Property

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



30.4 Select



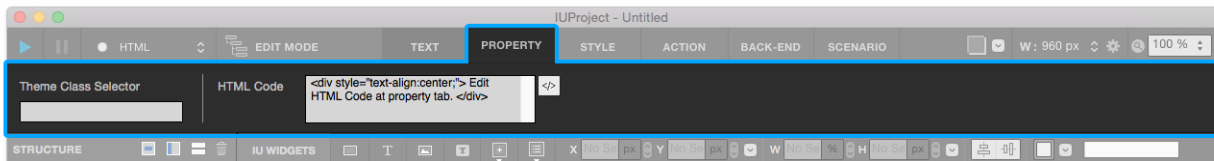
Select widget is a select button which is generated to `<select>` tag. If you want to make select button, add this widget into Form widget.

Property

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



30.5 HTML (Hyper Text Markup Language)



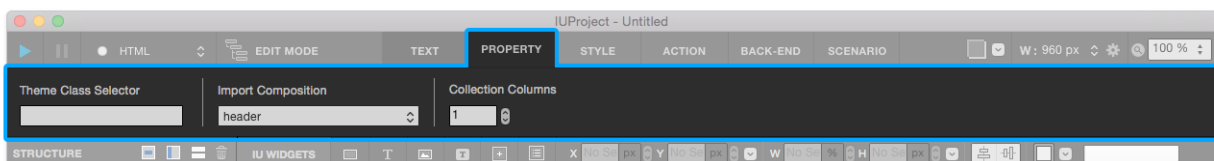
HTML widget is a code container which is generated to **custom html tag** (e.g. `<style>`, `<script>`, etc, ...). You can make custom widget by input custom html code into HTML widget.

Property

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



30.6 Collection



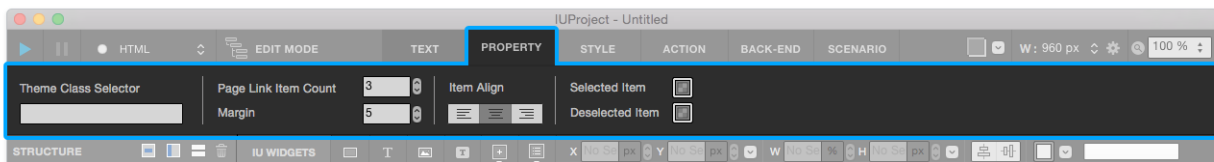
Collection widget can import multiple Composition widgets. If you want to make collection view with compositions, you can create collection view with Collection widget.

Property

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



30.7 Page Link Set



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

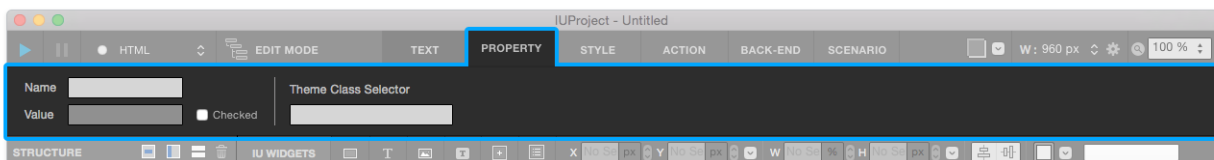
.

Property

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



30.8 Checkbox



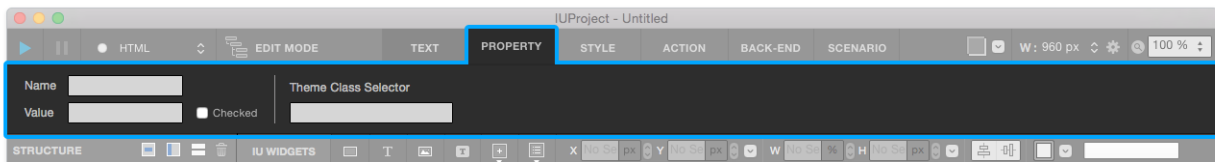
Checkbox widget displays checkbox which is generated to <input> tag (type:checkbox).

Property

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



30.9 Radio Button



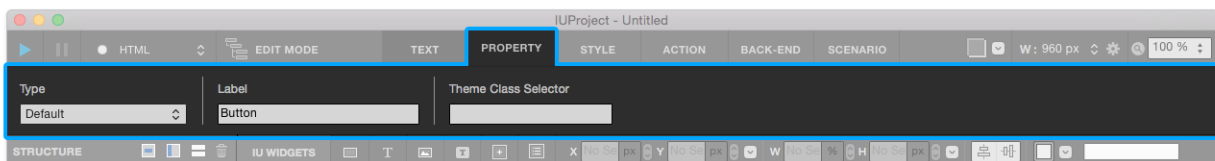
Radio Button widget displays radio button which is generated to `<input>` tag (type:radio).

Property

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



30.10 Button



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

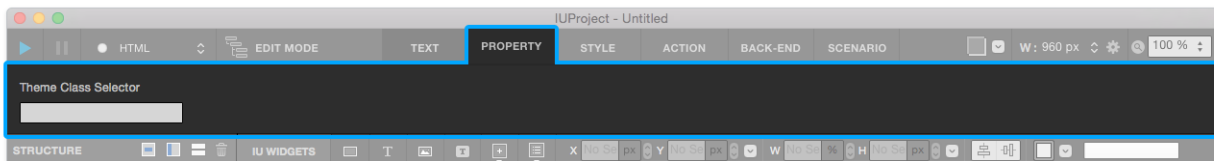
Property

- Child : Invalid

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



30.11 File Upload



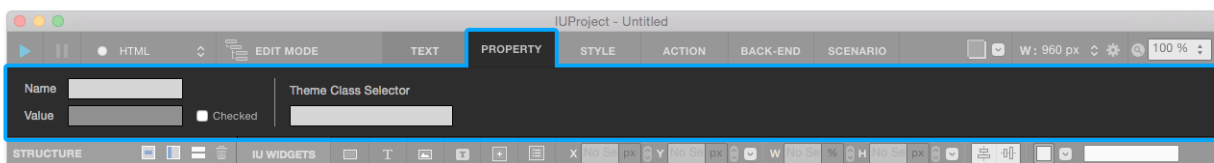
File Upload widget displays file upload interface which is generated `<input>` tag (type:file).

Property

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



30.12 Switch



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

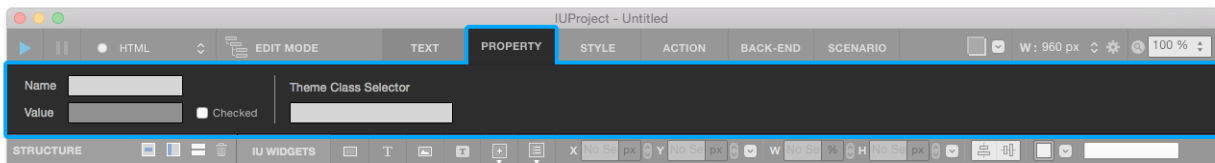
Property

- Child : Invalid

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



30.13 Flip Switch



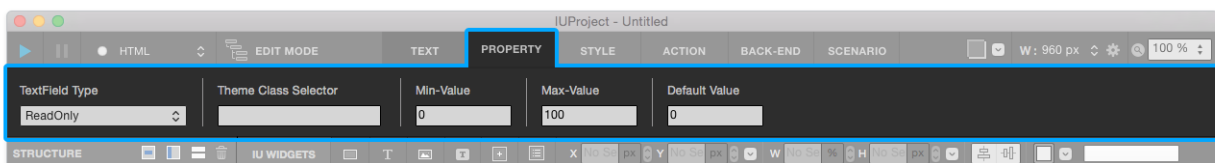
Flip Switch widget displays sliding switch which is generated to `<input>` tag (type:checkbox).

Property

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



30.14 Slide



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

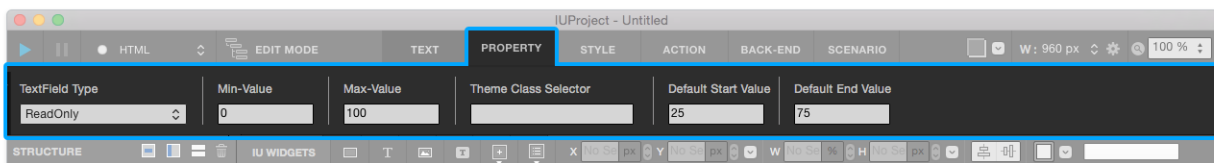
Property

- Child : Invalid
- Link : Invalid

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



30.15 Range Slide



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

Property

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

KNOWN BUG LIST

Here are bug list for current version.

31.1 Scroll Animator (Event Panel)

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

31.2 Unsupported variable name (Event Panel)

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

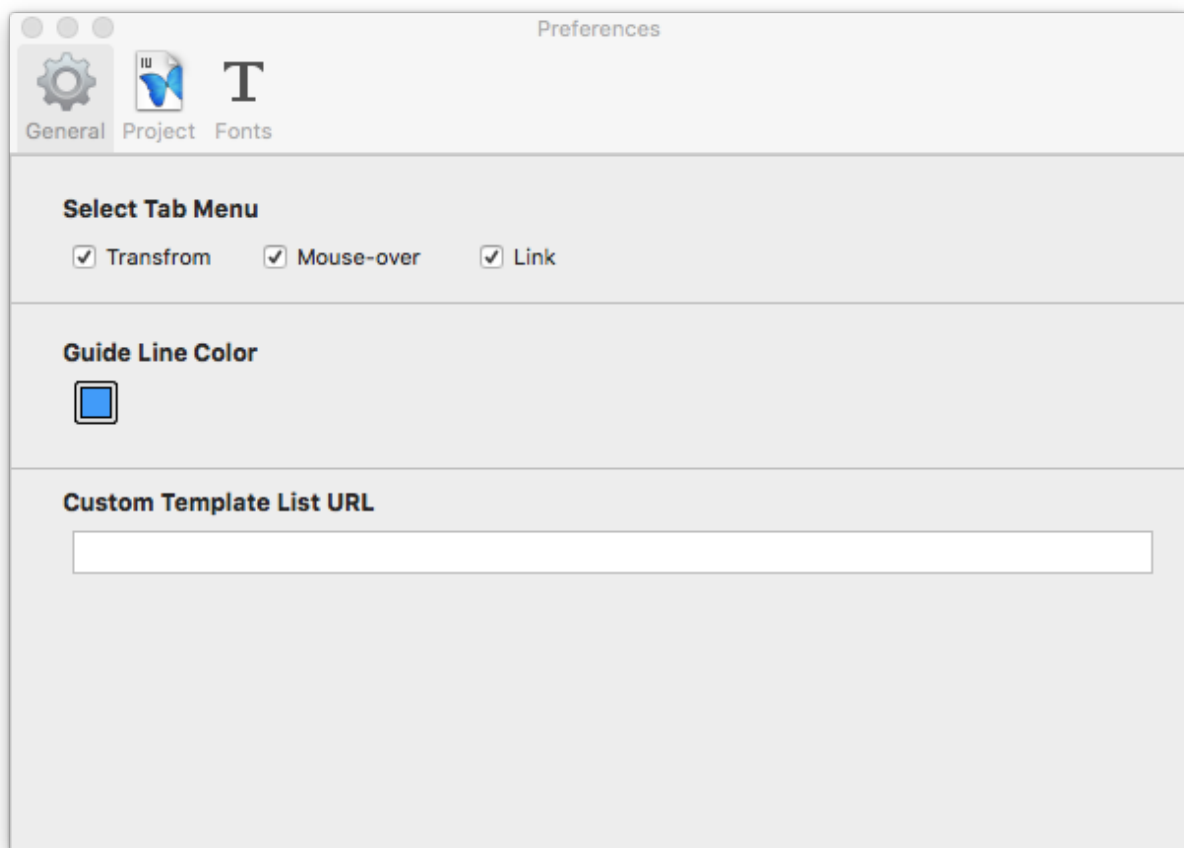
31.3 '#' or '@' character in File Path

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

PREFERENCE

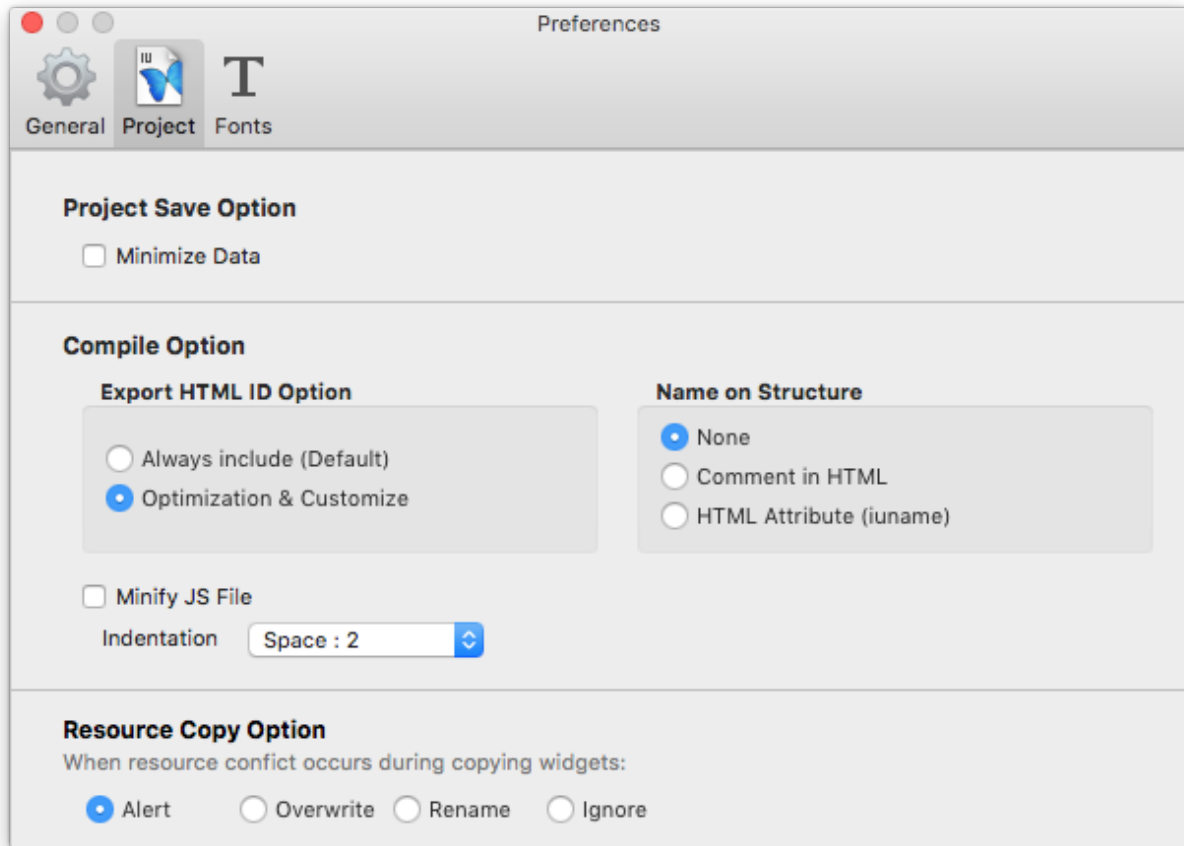
Set IUEditor's service environment.

32.1 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.

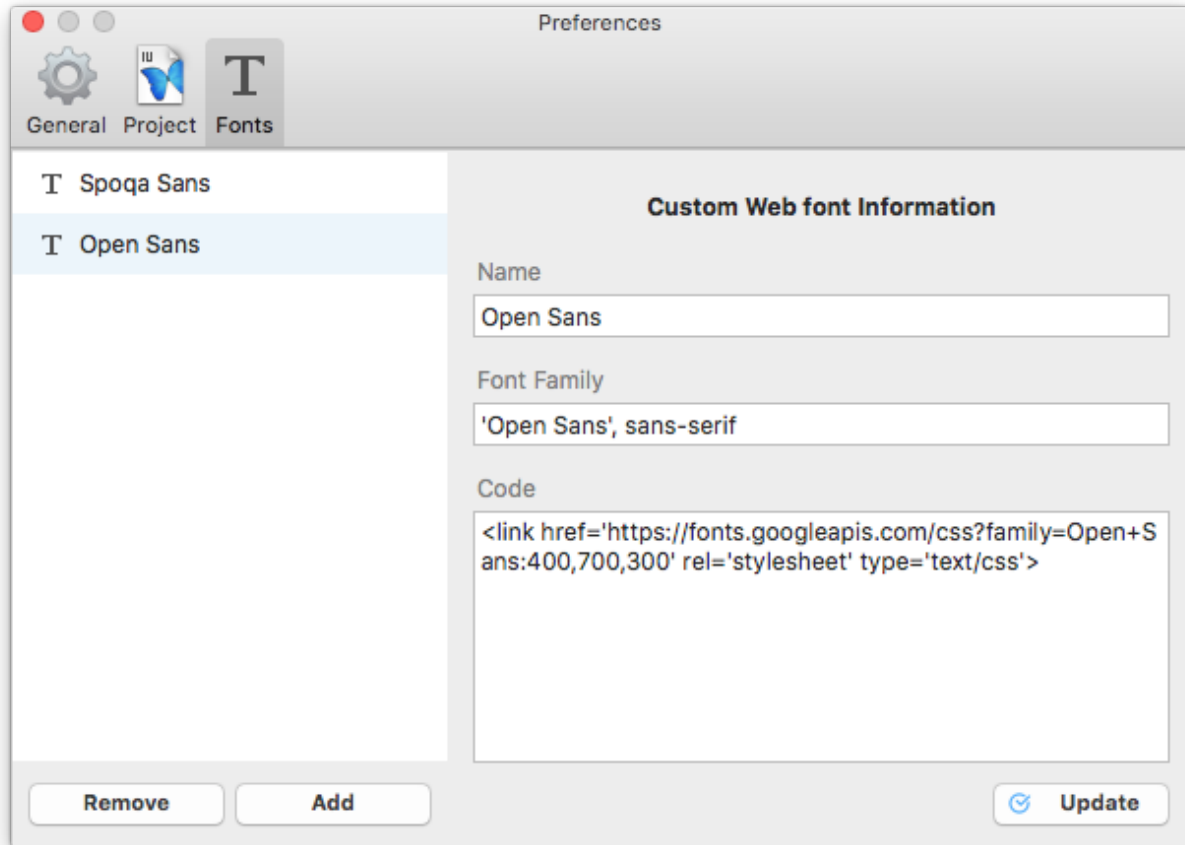
32.2 Project



- **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 .

32.3 Fonts

Add new webfont into font list.



TEMPLATES

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

- IUPro



- IUPaper



- IUAcademy



34.1 Project Management

- `Project Setting (Shift+Cmd+P)` : Opens Project Setting panel.
 - `Upload to Heroku (Shift+Cmd+H)` : Opens Heroku Management panel.
 - `Refresh (Shift+Cmd+F)` : Refreshes current page.
 - `Import Custom Widget (Shift+Cmd+W)` : Opens Custom Widget Panel.
-

34.2 Mode Switch

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

34.3 Add Widget

- `IUBox (Cmd+1)` : Select IUBox widget to add on canvas.
 - `IUText (Cmd+2)` : Select IUText widget to add on canvas.
 - `IUImage (Cmd+3)` : Select IUImage 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.
-

34.4 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.
-

34.5 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) : Opens Event panel.
 - Resource Panel (Shift+Cmd+R) : Opens Resource panel.
 - Memo (Shift+Cmd+M) : Opens Memo panel.
-

34.6 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.

DICTIONARY

Definitions of words which used in this documents.

35.1 Build

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

35.2 Django

Python web framework.

35.3 Heroku

Cloud platform as a service (PaaS) supporting several programming languages.

35.4 Python

Server-side programming language.

35.5 Widget

Basic elements to create IU Project.

TUTORIALS

Here are basic tutorials for IUEditor.

‘Go to Tutorial’_

- Tutorial 101 - Blog-Style Web page
- Tutorial 201 - Responsive Magazine View Part1 - Design
- Tutorial 202 - Responsive Magazine View Part2 - Media Query
- Tutorial 203 - Responsive Magazine View Part3 - Heorku