gHTML Editor **Desktop** edition is a class offering the full power of CKEditor to your for Xojo **Desktop** Application (OS X and Windows).

Internet connection is not required.

The gHTML class (encrypted or not) is delivered with a demo Xojo Desktop project, gHTMLdesktop.

Please have a look at this project, it uses most of the gHTML class methods, events and properties.

Important: **try the demo** and **read the Limitations** in this document **before buying !**

V1.7

System requirements

Xojo release **2017r2.1** and following.

OS X or Windows **Desktop Applications only** (no iOS or Web application).

gHTML **Web** Edition is available here.

Installation

gHTML is delivered as a project containing the gHTML class.
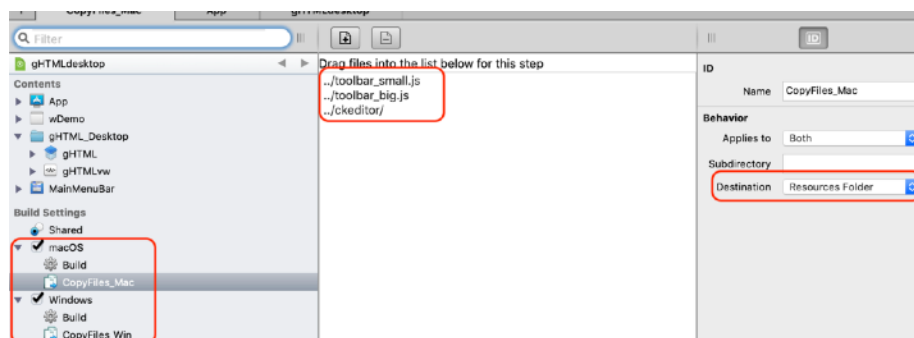gHTML classes are encrypted or not, depending on your buying option.

To install gHTML in your application, proceed as follow:
• open the gHTMLdesktop project
• copy the gHTML_Desktop folder
• paste the gHTML_Desktop folder within your own project
• drag the gHTML class to your window or container control

Resources and Build Steps

The following resources are provided in the demo app, you have to copy them manually into your application source folder:
- /ckeditor folder
- toolbar_small.js
- toolbar_big.js

You need to create "copy files" build steps to **copy** these files to the Resource folder, these must be placed after Build step

Remark:
Starting with macOS 10.11 and Xojo 2018r4 your apps have to use secure "https" connections because of App Transport Security policy.
You should always use "https" for any url, link used in your html code.
If you can't use "https", you can circumvent the problem using an info.plist with appropriate keys.
All info are here: https://docs.xojo.com/UserGuide:App_Transport_Security

IDE options

The following options are available in the IDE for your gHTML instance:
• ckAllowSource
• ckIsReadOnly
• ckStartUpMode
• ckToolbar
• ckSkin
• ckLanguage

See Properties section for more information

Internet Connection

We decided not to use a CDN CKEditor version to keep the app working even without internet connection.

CKEditor Version

gHTML is based on CK Editor 4.
The actual demo version is delivered with CKEditor version 4.15.1, full package.
You can select the package that best fit your needs or you can customize your own package.

You can select your package here: https://ckeditor.com/ckeditor-4/download/

gHTML has been tested with version 4.15.1 and there are no guarantees that gHTML will work with further releases.

CKEditor 5 new framework is NOT supported.

Multiple instances

It's possible to create multiple gHTML instances on the same window.
Each instance can have his own properties, toolbar configuration, skin, etc.
However, all instances are using the same CKEditor engine version.

Events

`ckReady (version As String)`
> CKEditor is ready for processing, skin and toolbar are loaded.
> The event returns the CKEditor version.

`ckError (ErrorMessage as String)`
> An error has occurred while processing gHTML control.

`ckDataChanged (htmlString as String)`
> The HTMLdata has been changed.

`ckResized`
> The CKEditor control has been resized.

`Open`
> The container is open but not ready yet ! Wait for ckReady event.

Properties

`ckAllowSource (Boolean)`
>
> Determine whether the « source » button is displayed and the user can switch from « wysiwyg » to « source mode ».
> This value can be changed at runtime.

`ckIsReadOnly (Boolean)`
>
> Determine whether the gHTML instance is in ReadOnly mode.
> This value can be changed at runtime.

`ckSkin (String)`
>
> Determine the CKEditor « skin » to use. You must provide an existing skin « folder ».
> This value can be changed at runtime.
> When value changed at runtime, use method reloadEditor to apply changes.

`ckStartUpMode (Integer)`
>
> Determine whether the gHTML instance starts in Wysiwyg or Source mode.
> This value can NOT be changed at runtime.
>
> Accepted values are:
> 0 - Wysiwyg (or constant modeWysiwyg)
> 1 - Source (or constant modeSource)
>
> Remark: be careful, if startupMode is « Source » and ckAllowSource is False the user won't be able to switch back to « Wysiwyg » mode.

`ckToolbar (String)`
>
> This property can be used to specify the custom made toolbar configuration file to use. This is the **name** of the toolbar file ('mytoolbar.config', e.g.).
>
> This value can be changed at runtime.
> When value changed at runtime, use method reloadEditor to apply changes.
>
> Important: this file **must exist** and must be placed in Resource folder (see *Build Steps* before)
>
> If the file doesn't exist an error will be raised and a default toolbar will be used.

`ckVersion (String)`
>
> CKEditor engine version. **Read-Only**. Updated when event ckReady has been raised.

`ckLanguage (String)`

The user interface language localization to use. If left empty, the editor will automatically be localized to the user language.
If the user language is not supported, the editor will automatically be localized to the user language or, if not supported, to 'en' .

If this property is changed after gHTML instance is shown, you need to use method reloadEditor to apply changes.

gHTML uses the **ISO 2-letter codes** (ISO-639-1)**.**
See complete list of supported language codes (and translation status) here:
https://github.com/ckeditor/ckeditor4/blob/major/lang/_translationstatus.txt

Methods

`insertHTML(htmlString As String)`

This method inserts HTML at the cursor position within the Editor. The HTML data is converted to rich text.
Note that the focus and the cursor must be within the editor area.

`insertText(textString As String)`

This method inserts raw text at the cursor position within the Editor.
Note that the focus and the cursor must be within the editor area.

`loadData(htmlString As String, optional scrollBottom As Boolean = False)`

This methods replace the Editor text with the HTML raw data passed as parameter.
NEW in v1.6 the editor scroll to the end of the text if scrollBottom is set to true (handy when loading long texts)

`reloadEditor (optional htmlString As string)`

This methods reloads the editor with the actual content.
This method must be used any time one of the following property is changed
- ckToolbar
- ckReadOnly
- ckToolbar
- ckSkin
- ckLanguage

If htmlString is blank, the editor will be reloaded with the current html data.

CKEditor Toolbar configuration

The CK Editor toolbar can be customized using CKEditor configuration online tool.

How to proceed:
- Open the toolbar configurator: http://cdn.ckeditor.com/4.7.3/full-all/samples/toolbarconfigurator/index.html#basic
- Select the buttons you want, change their position, add/remove separators
- When the result fits your needs, press the « Get toolbar config » button
- Press « Select config » to select the whole configuration function and copy to clipboard
- Open a simple text editor, paste the clipboard and save the file (e.g. toolbar.js, or mytoolbar.txt)

The configuration file must be saved in the application folder on your development computer and later on your deployment server.

CKEditor Skins

The gHTML Class can use any skins found in the ckeditor/skins/ folder.

You can specify the skin folder name using the ckSkin property.

I tested most skins developed by CKEditor but can not guarantee that all skins will work flawlessly.

Other skins are available here: https://ckeditor.com/cke4/addons/skins/all

Test the skins with all toolbar options you provide to make sure these are working correctly within gHTML.
Don't forget that gHTML runs within an HtmlViewer ....

There will be NO support for skins other than Moono and Kama.

Xojo Desktop Application Build steps

You can use « Build steps » to copy required resources (ckEditor folder, customized toolbars).
Look at the demo application for correct settings.

Build steps must be placed « after » Build.

Destination for :
- OS X: Bundle Parent Folder
- Windows: App Parent Folder

The demo application can be executed from Xojo IDE but will not allow building the application executables.

Support

Support and bug corrections will be provided exclusively by mail, on best effort.
Please use the following address for a better support: gHtml@gate61.com

Support is limited to gHTML class.

If you need support for CKEditor functions, please refer to CKEditor website, documentation and forums.

Updates

When you purchase a license you are enlisted to receive futures updates for free.
You will get an email when a new version is published.

Limitations

gHTML has been written using Xojo 2017r2.1 and tested upwards, including Xojo 2019r2.

gHTML can target OS X or Windows applications.
Linux has not been tested.

When modifying the text in « source » mode, the ckDataChanged event and the rawHTML property will be updated when switching back to the « wysiwyg » editor mode. This is a CKEditor limitation.

Futur gHTML releases could be modified to work on other CKEditor versions.

Know issue
The CKeditor "print" function doesn't work in gHTML Desktop. For this reason, we decide to automatically remove the "print" button.
However there is a workaround, implemented in the demo program, look at the Print button.

Release Notes

v1.4 2019-11-11

- Fix bug: Print function not working on macOS

v1.5 2020-09-02
- Xojo 2020r1 uses new Webkit version, windows.status doesn't work on Catalina, document.title reduced to < 720b
- wDemo.kSample replaced all http:// by https://

v1.6 2021-01-24 New features and bug fixes
- added language support (on the fly)
- added scroll to top/bottom and scroll to bottom when loading data
- new skins added
- fix bug: print function not working on Windows
- cosmetic bug fixes

v1.7 2021-07-27 bug fixes
- errors when building for macOS >= 11.4 with Xojo >= 2020

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