



gHTML Editor WEB is a control wrapper class offering the full power of CKEditor to your for Xojo Web Application.

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

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

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



New features in V1.8

A complete documentation is provided here below, the content is as follow:

- Limitations
- Installation
- Events
- Properties
- Methods
- CKEditor Toolbar Configuration
- CKEditor Skins
- Support
- Updates
- Licensing



Limitations

gHTML has been written using Xojo 2017r1.1 and tested from 2016r2.1 **up to Xojo 2019r3.3 only**. In other words, gHTML Web supports **only the Web1.0 framework**.

There will be no updates to Web2.0.

There's a conflict between Xojo and CKEditor when the editor is placed in a WebDialog (sheet, modal, palette). Toolbar menu options are hidden because of z-index conflict.
No workaround found yet...

gHTML has been tested on and is based on CKEditor « full-all » package.
gHTML now based on CKEditor version 4.15.1

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

The « preview » button gives an empty window when running in Firefox.
This is a longstanding CKEditor bug (<https://dev.ckeditor.com/ticket/11248>) and gHTML will always remove the « preview » button when the session is opened in Firefox.



Installation

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

To install gHTML in your application

- open the gWebHTMLEditor project
- copy the gHTML class
- paste gHTML class within your own project
- drag the gHTML class into your webpage to create a new instance

IDE options

The following options are available in the IDE for your gHTML instance:

- ckReadOnly
- ckAllowSource
- ckToolbar_FileName
- ckSyncHTML
- ckSkin
- ckLanguage **NEW in v1.8**

See Properties section for more information

Multiple instances

It's possible to create multiple gHTML instances on the same webpage.

But remember that the control must have enough space to display the toolbar and let the user use the editor.

If you intend to place multiple instances on the same page, I really suggest you customize the toolbar to a strict minimum.



Events

Open

The control has been created and the page is about to open but has not been sent to the browser yet.

Shown

The browser has finish loading the page. Use this event for initializing your controls or doing anything that would interact with other controls or user interface elements.

Error (ErrorMessage as String)

An error has occurred while processing gHTML control.

HTMLChanged

The HTMLdata property has been updated to reflect the content of the rich text Editor.

Please note that this event is fired a lot when ckSyncHTML property (see Properties section).



Properties

`ckAllowSource` (Boolean)

Determine whether the editor allows source changes (Source button).

If this property is set after gHTML instance is shown, you need to use `loadToolbar` method to apply the change.

`ckIsReadOnly` (Boolean)

Determine whether the gHTML instance is in `ReadOnly` mode.

This value can be changed at runtime.

`ckSkin` (Integer)

Determine the CKEditor « skin » to use, by predefined skin number .

Some predefined "skins" are available from the IDE (and provided with gHTML)

Predefined Skins are:

- 0- Moono (from CDN)
- 1- Kama (from CDN)
- 2- Flat (local)
- 3- Moono-Lisa (from CDN)
- 4- Moono-Dark (local)
- 5- MoonoColor (local)

This value must be set before the control is shown, changing it afterwards has no effect.

See « CKEditor Skins » sections for ore details.

`ckSkinName` (String)

Determine the CKEditor « skin » to use, by skin name.

This value must be set before the control is shown (in IDE or in Open event), changing it afterwards has no effect.

See « CKEditor Skins » sections for ore details.

`ckSyncHTML` (Boolean)

Determine if the property `HTMLData` is updated every time the content of the editor is changed.

If this property is set after gHTML instance is shown, you need to use `loadToolbar` method to apply the change.

Turn this option to true only when you need to synchronize the rich text and the raw html data. Setting this option to true will increase the number of `HTMLChanged` events and the javascript processing.

Important: the conversion to HTML within CKEditor is an asynchronous process, you have to use the `getHTML` method to be sure to get the updated HTML.

`ckToolbar_FileName` (String)

This property can be used to specify the custom made toolbar configuration file to use when the control is created.

If this property is set after gHTML instance is shown, you need to use `loadToolbar` method to apply the change.

See CKditor toolbar configuration section for more information.



HTMLdata (String)

This property is Read-Only

HTMLData contains the HTML version of the text in the editor.

Important: the conversion to HTML within CKEditor is an asynchronous process, you have to use the getHTML method to be sure to get the updated HTML.

ckLanguage (String) **NEW in v1.8**

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 loadToolbar method to apply the change.

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>

ckVersion () As String

This property is Read-Only

This property contains the CKEditor version (eg « 4.11.4 »)

gHTMLversion () As String

This property is Read-Only

This property contains the gHTML current version (eg « 1.8 »)



Methods

`getHTML()`

This method asks the editor to convert the rich text into HTML data. When the conversion is done the HTMLChanged event is fired.

This method doesn't return the data, you must implement the HTMLChanged event to get it.

`insertHTML(html As String)`

This method inserts HTML at the cursor position within the Editor. The HTML data is converted to rich text.

`insertText(txt As String)`

This method inserts raw text at the cursor position within the Editor.

`loadHTML(html As String, optional scrollTop As Boolean = False)`

This methods replace the Editor text with the HTML raw data passed as parameter. **NEW in v1.8** the editor scroll to the end of the text if scrollTop is set to true (handy when loading long texts)

`loadToolbar(toolbarFile As String)`

This methods changes the Toolbar layout, using the filename passed as parameter. If the filename is empty, the default toolbar is loaded.

See the CKEditor toolbar configuration section for more information.

`scrollTop() NEW in v1.8`

This methods lets you scroll to the beginning of the text.

`scrollTop() NEW in v1.8`

This methods lets you scroll to the end of the text. Please use optional scrollTop option in loadHTML If you want to scroll to bottom after loading the HTML

`toggleReadOnly()`

This methods lets you toggle the Editor readOnly mode on or off.



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 separators
- When you like the result, 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.

You can now use this file name with

- ckToolbar_FileName property
- loadToolbar method



CKEditor Skins

The gHTML Class uses the CKEditor standard skins Moono, Moono-Lisa and Kama, provided by the CDN.

gHTML provides also extra "skins" in the skins folder: Flat, Moono-Dark, MoonoColor.

You can specify the skin name using the ckSkinName property.

If you want to use other skins, you need to download them from CKEditor website or create your own skins (see http://docs.ckeditor.com/#!/guide/skin_sdk_intro).

The custom skin folder must be placed a folder named « skins » in your application folder on your development computer and on you deployment server.

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

The demo application gWebHTMLeditor contains a folder « skin » with a skin called « Flat ». This will let you test this functionality (read the important remark below).

So, if the ckSkinName is Moono,Moono-Lisa or Kama, the skin will be loaded from the CDN, otherwise the skin will be loaded from a local directory.

If ckSkinName is empty, or if the « skin » folder doesn't exists, or the specified ckSkinName doesn't correspond to a folder within skin folder, the skin will be defaulted to « Moono ».

Important remark:

I tested most skins found on CKEditor website and must say that many of them, but Moono and Kama, are 100% correct.

Using other skins is risky and may not work correctly, it's your own responsibility.

There will be no support for skins other than Moono, Moono-Lisa and Kama.



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.

Please read the « important remark » regarding the skins in the CKEditor Skins section above.

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.

Important: there will be NO Updates for Web2.0 framework !



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