

Chapter 22: Working with HTML

Web Studio is an HTML *generator*, not an HTML *editor*. This means that it does not have any HTML until you request it. You request it to create HTML by choosing to *Preview* a page or site, *Upload* a page or site, to *View Source* for a page, to edit HTML in a text object, or to edit the HTML in an HTML object.

Understanding Web Studio's Object-Oriented Approach

Web Studio uses an object-oriented approach for adding HTML to pages. You can add specific HTML to a page or to an individual object instead of just writing a sequence of HTML that is part of a larger sequence of HTML (which is the case for just about all HTML editors). With Web Studio, the HTML in the object stays with the object when you move it or copy and paste it to another page or website.

This method has many advantages. When you copy the HTML object, the entire HTML within the object is copied. This simplifies things for the advanced website designer.

Here are some examples

Web Studio. If you have HTML that opens a database and retrieves a specific record set, you can add that HTML to an object on a page. When you use that HTML in a different location, you simply copy and paste it into the new page or site. The entire HTML is pasted.

Other Products. Joey has the task of taking some HTML from a previously created website and putting that HTML (or functionality) into the new site he is working on. He goes to the page in the old site that has the HTML with a text based HTML editor and copies the HTML. He then pastes it into his new webpage and *Previews* it. It does not work. Joey spends hours or days trying to determine why it does not work.

Eventually Joey asks Harry, who wrote the original code, and is informed that there is a bunch of Javascript and ASP code that has to go with the HTML. The missing code is in the header.

Joey copies the header's code and pastes it into his page and everything works.

The same scenario with Web Studio would go something like this...

Joey opens the old website in Web Studio. He copies the object that contains Harry's code and pastes it into his new site. He *Previews* the site and everything works! Why? Because Web Studio's object-oriented way of dealing with HTML places all of the HTML (and other files) in one object. The object includes everything necessary for that object to function. You can put HTML that is required to be in the HEADER into the HEADER, and to put HTML that is required to be in the BODY into the BODY, or anywhere else it needs to be. You can add any requisite files to the object as well. This is what object-oriented programming is all about, a self contained module, fully functional no matter where it came from or where it is going.

Modifying Web Studio's HTML

The majority of Web Studio's HTML is dedicated to positioning objects on the page, sizing them correctly, and maintaining their links, and other properties. So, modifying this HTML is not really necessary since you can "modify" the positioning HTML, for example, by simply moving the object in question. You can modify the link by editing it in the *Add/Edit Link* dialog and so on.

What most people really want when they ask to "modify the HTML" is to add their own HTML to add customized features or features that are not directly available through Web Studio's galleries and tools.

You can add HTML to any object on a page, to the page itself, to a text object and to an HTML object.

You *can* add any HTML you like. In addition, you can add any other scripting language that can be used on the web! Languages such as ASP, Visual Basic, Javascript, PHP, PERL, and many others can be used with Web Studio. In the following sections you will see how.

You can modify the HTML in the text object by choosing the *Edit>Edit HTML Source* command in the *right-click* menu. You can add just about anything you like.



For the remainder of this chapter, when the word HTML is used, it is referring to any and all of the scripting languages that are compatible with the web.

Putting HTML on a Page

Several commands allow you to add HTML to an HTML page in a location necessary to fulfill the HTML's function. Here's a list:

Before any of the page's tags	In the HEAD section of the page
Between the HEAD and BODY tags	Inside the BODY tag
In the BODY section of the page	Before an Object's HTML
Inside the Object Tag of an object	Inside the DIV tag of an object
After an Object's HTML	Inside the HTML object for complete, customized page objects

Putting HTML in a Certain Place

The source of your HTML will usually tell you where to put the HTML. The typical places are in the HEAD section of a page and in the BODY section of a page. If you write your own HTML, you will know where it should go.

If you are adding an object, like a calendar, that is visible on the page and there is no graphic associated with it, add the HTML to an HTML object. If you are adding an object and it has a graphic that goes with it, add the graphic to the page and then add the HTML to the graphic.

The *Insert Page HTML* and *Insert Object HTML* groups in the *HTML* tab contain a variety of commands that automatically put HTML where you want it. The commands match the locations where you want to put HTML:

Before any of the page's tags. This location is often used for scripting code that opens and accesses databases. It is not required to be in any specific location since it never really makes it into the resulting HTML page. So it is placed prior to any tags to insure it is not confused with other code that may be required to be in a specific part of the HTML page.

In the HEAD section of the page. This location is typically used for Javascript, cascading style sheets, and other scripts that are used by objects in the BODY of the page. It is also used to preload graphics and perform other similar operations.

Between the HEAD and BODY tags. This used like the “Before any of the page's tags.”

Inside the BODY tag. This location is used to add various settings that are used by the page as a whole. For example, background colors or graphics, to add a non-scrolling background, or a background graphic that does not tile, to customize the look of the page's scrollbars, etc.

In the BODY section of the page. This is where the objects and text on a page normally reside. HTML that is added here is added to the page and is usually visible. It can be used to add HTML Forms, code for counters, shopping cart components, just about anything that is to be shown on a page is added here.

Before an object's HTML. This is used to provide some customized behavior or visual property to the object the HTML is added to.

Inside the object tag of an object. This is used to provide some customized behavior or visual property to the object the HTML is added to.

Inside a DIV tag. This is used to provide some customized behavior or visual property to the object the HTML is added to.

After an object's HTML. This is used to provide some customized behavior or visual property to the object the HTML is added to.

Inside the HTML object for complete customized page objects. This is where you add HTML for custom objects. It can be used to add code for shopping cart components or just about anything that is to be shown on a page is added here.

Using the HTML Editor

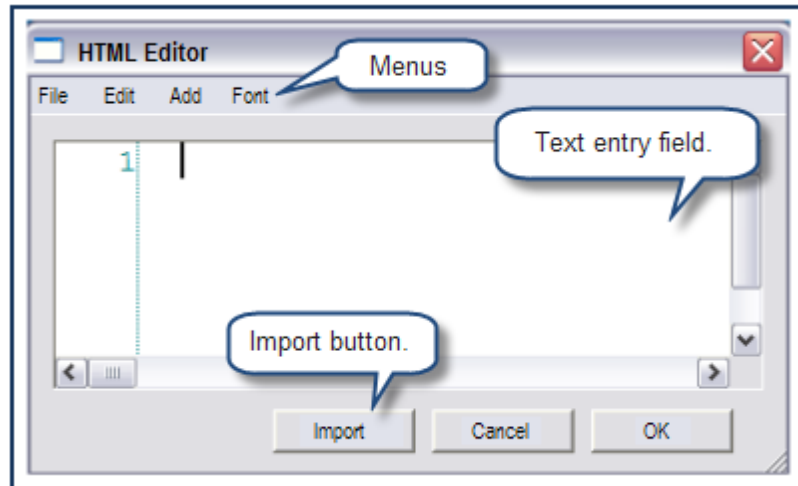
The HTML Editor contains four menus and an *Import* command that allow you to import HTML. This editor opens when you double click on the *HTML Object* and when you click on any of the HTML commands.

File Menu

- *Open*
- *Save As*
- *Save HTML to object*
- *Print*
- *Exit without saving*

Edit Menu

- *Undo*
- *Redo*
- *Cut*
- *Copy*
- *Paste*
- *Select All*



Add Menu

\$thisfolderurl\$ Web Studio has a special meta tag that when entered into HTML is replaced by the location of its page on the web. If the page that you are working on is named “Page 1”, and your html has a reference or link to anything on the page, like a graphic for example, you must enter the folder name into the HTML in order for the HTML to find the graphic.

Since the location of the file is not known to you when you enter the HTML, enter *\$thisfolderurl\$* instead of the location.

For example, if you may add HTML to your page that you obtained from another source. The HTML is used to refer to a graphic on your site. In a situation like this, you must use *\$thisfolderurl\$*:

Src= “horse.gif”

In order for your HTML to actually find the graphic file, it will need to know the folder the graphic is stored in. Adding *\$thisfolderurl\$* to the HTML will tell Web Studio to add the folder name that contains the graphic to the HTML. The resulting HTML would look like this:

Src = “*\$thisfolderurl\$*horse.gif”

How do I know when to use *\$thisfolderurl\$*?

Anytime you are adding HTML that you've written or that comes from a third party, and that HTML refers to a graphic, or file that is part of your page, you must use *\$thisfolderurl\$*.

Font Menu. Choose a font.

Import command

The *Import* command makes it possible for you to import an entire file of HTML or other scripting language from disk.

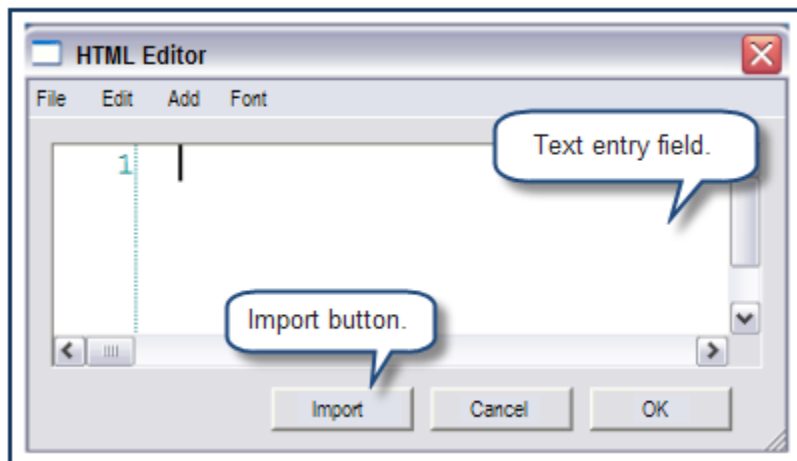
- Choose *File>Open* or *click* the *Import* button and the *Open dialog* comes up. *Select* the file that you want to import and *click Open*. The file is opened in the HTML Editor.
- Note that you can import multiple files without deleting the contents of the HTML Editor.

Adding HTML to a Page

The *Insert Page HTML* commands in the *HTML* tab allow you to add HTML to a page. You can also insert HTML from files.

Add HTML to a page using ribbon commands

- *Click* on *HTML > Insert Page HTML>the appropriate* command.
- The HTML Editor opens.



- Enter your HTML into the text entry field by typing, pasting, or importing HTML from a file by *clicking* the *Import* button. *Click OK* when you are finished.

Add HTML to a page from a file

- Click on *HTML > Add HTML > HTML File*. This opens the *Open* dialog.
- Navigate to the file that you want to add, *click* on it, and then *click* the *Open* button.
- An HTML object containing the contents of the file is added to the page.
- Click on *Home > Preview > Preview Page* to view your HTML in a browser.

Web Studio can open more than 20 different types of HTML, markup and scripting file types.



Adding HTML to an Object

The *Insert Object HTML* commands in the *HTML* tab allow you to add HTML to an object.

Add HTML to an object

- Click on the object.
- Click on *HTML > Insert Object HTML >* the appropriate command.
- The *HTML Editor* opens.
- Enter your HTML by typing, pasting, or importing HTML from a file by *clicking* the *Import* button.
- Click *OK* when you are finished.

Adding HTML with the HTML Editor

Adding a large amount of HTML to add is easy using the HTML Editor. This editor has standard, basic editing features that will speed the task of adding HTML to the object. Once you've completed your editing with the HTML Editor, *click* the *Save* button.

The HTML object

The HTML Object is an object similar to the others you use with Web Studio except that it is completely programmable. The *HTML Object* command is found in the *Add HTML* group in the

HTML tab. Unless you put something in the object, HTML for example, it will do absolutely nothing on your website.

The *HTML Object* command allows you to add HTML or other scripting languages to it. It also lets you add HTML to the HEAD of the page, the BODY of the page, and all of the other places HTML can be added.

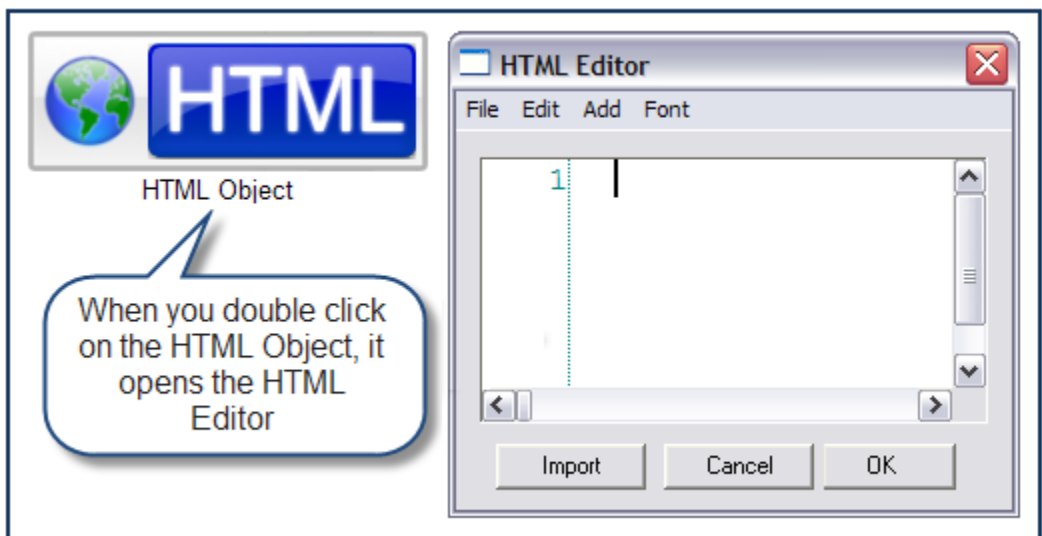
The *HTML Object* command allows you to attach files to it as well. These files are usually files that the HTML in the object needs to operate, graphics files for example. They can be any file type; however, there are pretty strict file name rules for attached files. The attached files feature can also be used to upload other files that have nothing to do with the function of the HTML object as well.

Editing HTML

You can edit HTML through the *HTML Editor*.

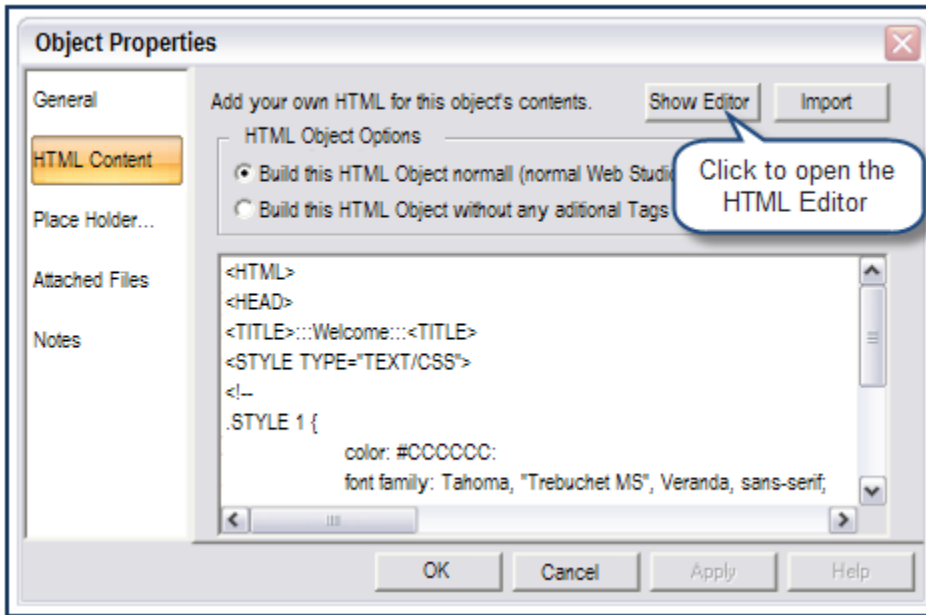
Edit HTML using the HTML Editor

- *Double-click* on the HTML Object to open the Editor.
- Edit the HTML.
- *Click OK* when you are finished.



Edit HTML using the Properties dialog

- Right-click over the HTML Object.
- Choose *Properties* from the *Selected Object Menu*. This opens the *Object Properties* dialog.
- Click on the *HTML Content* section.



If you just need to make a few changes to the HTML in the HTML Object, you can do it in the *HTML Content* section of the *Object Properties* dialog.

- There is a series of radio buttons in the *Add your own HTML* section. Click on the appropriate button for the section that you need to add your HTML.
- Using the text entry field at the bottom of the dialog, enter your HTML by typing, *Copying* and *Pasting*, or *Importing* from a file using the *Import* button.
- If you then have to add HTML to another section of the object, click the appropriate radio button and follow the procedure described above.



If you want to use the HTML Editor to edit the HTML, click on the *Show Editor* button. This will open the Editor.

Build pages without HTML tags

There are cases where you have added HTML or other scripting language code to a page that is completely self-contained. It has its own HEAD and BODY tags and everything else. There are also times when the self contained code is ASP code that accesses databases or validates data from another page and should have no HTML in it. In cases such as this, you can choose to build the pages with no HTML Tags.

To build a page without HTML tags

- *Right-click* on the HTML Object and choose *Properties* from the *Selected Object Menu*.
- Click on the *HTML Content* section.
- Click the *Build this HTML Object without any additional Tags Radio* button.
- Click *OK*.

Setting page file types

When you have a page that contains code other than HTML it is sometimes necessary to set its file type correctly so the web server will interpret and execute the code correctly. Web Studio enables you to set the file type of any page's file.

Set a page's file type

- *Right-click* on the page's background and choose *Page Properties* from the *Page Background Menu*.
- Click on the *File Type* section.
- Select a file type from the *Choose a File Type* drop down menu.
- Click *OK*.

Using the Site-Wide and Page Meta Tags Groups

The *HTML* tab has two groups that enable you to easily add information to the entire site or to a page: *Site-Wide Meta Tags* and *Page Meta Tags*.

Site-Wide Meta Tags. These commands put the *Author*, *Description* and/or *Keywords* on all of the pages whether or not you are using a Master Page. After you enter information into these dialogs, you can view the page's HTML to see that the information was automatically inserted.

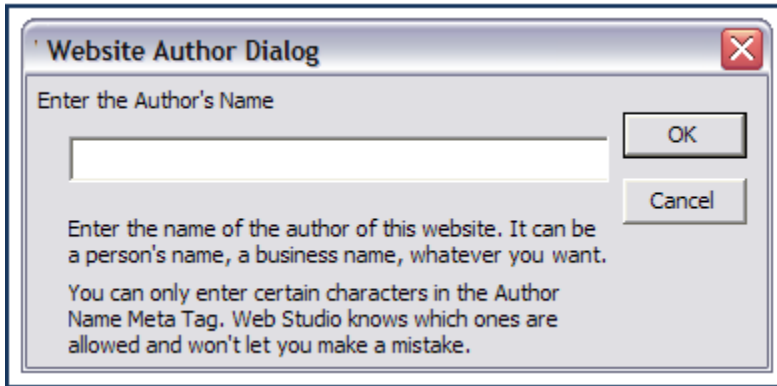
Page Meta Tags. These commands put the *Page Title*, *Description*, *Keywords* and/or *User Meta Tags* on a page. When you are using *Site-Wide Meta Tags* or a Master Page, the *Page Meta Tag* commands will override the information on only that the page without changing the information on the other pages.



Page Meta Tag information always replaces *Site-Wide Meta Tag* information on the page without changing the site-wide information on the other pages.

Insert Site-Wide Meta Tags

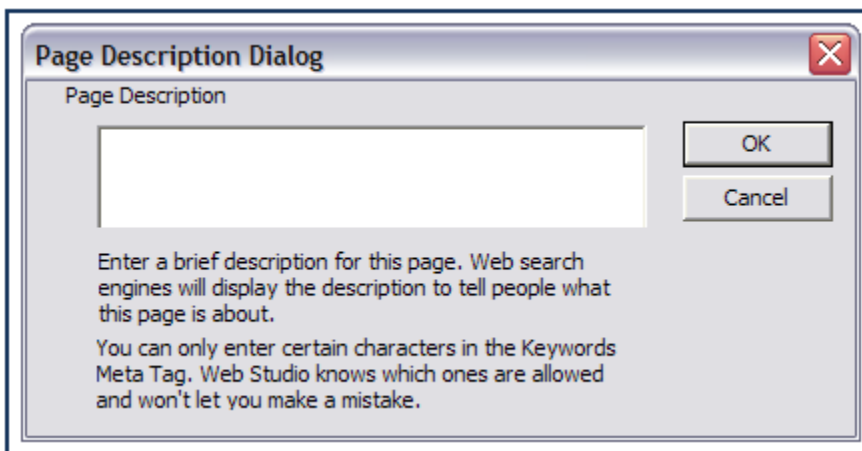
- Click the *HTML* tab.
- Go to the *Site-Wide Meta Tags* group.
- Click the appropriate command.
- A dialog appears enabling you to enter the desired information. Each dialog contains directions for entering information.



The screenshot shows a dialog box titled "Website Author Dialog" with a close button (X) in the top right corner. The main text reads "Enter the Author's Name" above a text input field. To the right of the input field are "OK" and "Cancel" buttons. Below the input field, there is explanatory text: "Enter the name of the author of this website. It can be a person's name, a business name, whatever you want. You can only enter certain characters in the Author Name Meta Tag. Web Studio knows which ones are allowed and won't let you make a mistake."

Insert Page Meta Tags

- Click the *HTML* tab.
- Go to the *Page Meta Tags* group.
- Click the appropriate command.
- A dialog appears enabling you to enter the desired information.



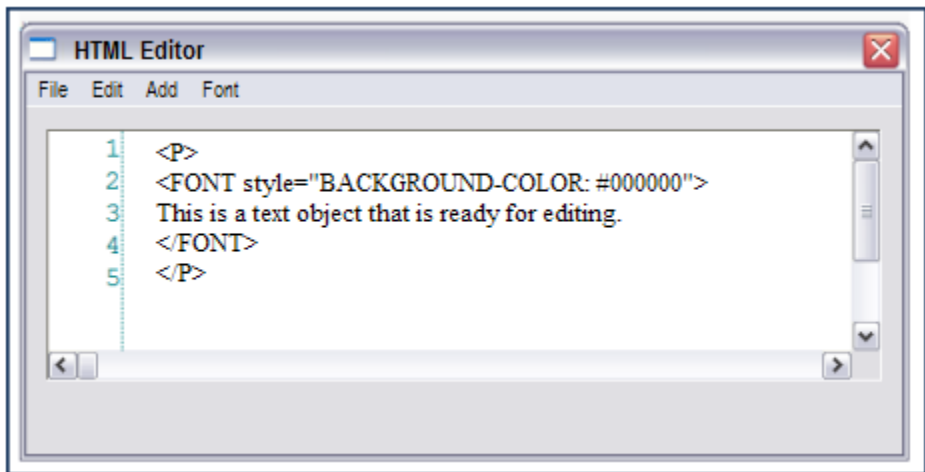
The screenshot shows a dialog box titled "Page Description Dialog" with a close button (X) in the top right corner. The main text reads "Page Description" above a text input field. To the right of the input field are "OK" and "Cancel" buttons. Below the input field, there is explanatory text: "Enter a brief description for this page. Web search engines will display the description to tell people what this page is about. You can only enter certain characters in the Keywords Meta Tag. Web Studio knows which ones are allowed and won't let you make a mistake."

Working with HTML in Text Objects

Web Studio's text object uses HTML as its basic data type. This enables you to edit the HTML to add advanced features and provides full control over the contents of text objects. You can create a text object from an HTML file.

Inserting and editing your own HTML into a text object

- *Right-click* on the text object.
- Choose *Edit HTML Source* from the *right-click menu*.
- The *HTML Editor* comes up ready for editing. Note that you can resize the editor to make it a more convenient size.



Add tables to a page

Since the text object uses HTML as its native data type, just about any HTML can be added to it.

- Create a table in Microsoft Word or another program. *Select* the table and *Copy* it.
- *Paste* the table to a Web Studio page.
- The table is added to the page as a text object.