



# Artisteer 2

Web Design Revolution



User Manual

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## What is Artisteer?

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Artisteer is the first and only Web design automation product that instantly creates fantastic looking Website and Blog templates. It is a powerful software that makes YOU a professional Web designer of Websites, WordPress themes and blog templates. It lets you create fantastic looking Website designs and templates in just minutes, without having to know anything about editing graphics or HTML.



With Artisteer YOU immediately become a Web design expert, editing and slicing graphics, coding XHTML and CSS, and creating CMS templates and WordPress themes - all in minutes, without Photoshop or Dreamweaver, and no technical skills.

Use Artisteer to generate cool Web design ideas, adjust the generated designs using many included elements, backgrounds, photo objects and buttons, create professional, tableless, cross browser compatible and fully compliant HTML and CSS code and export your design to create great looking Web and Blog templates.

Creating great designs has never been easier!

## How to work with the Artisteer interface?

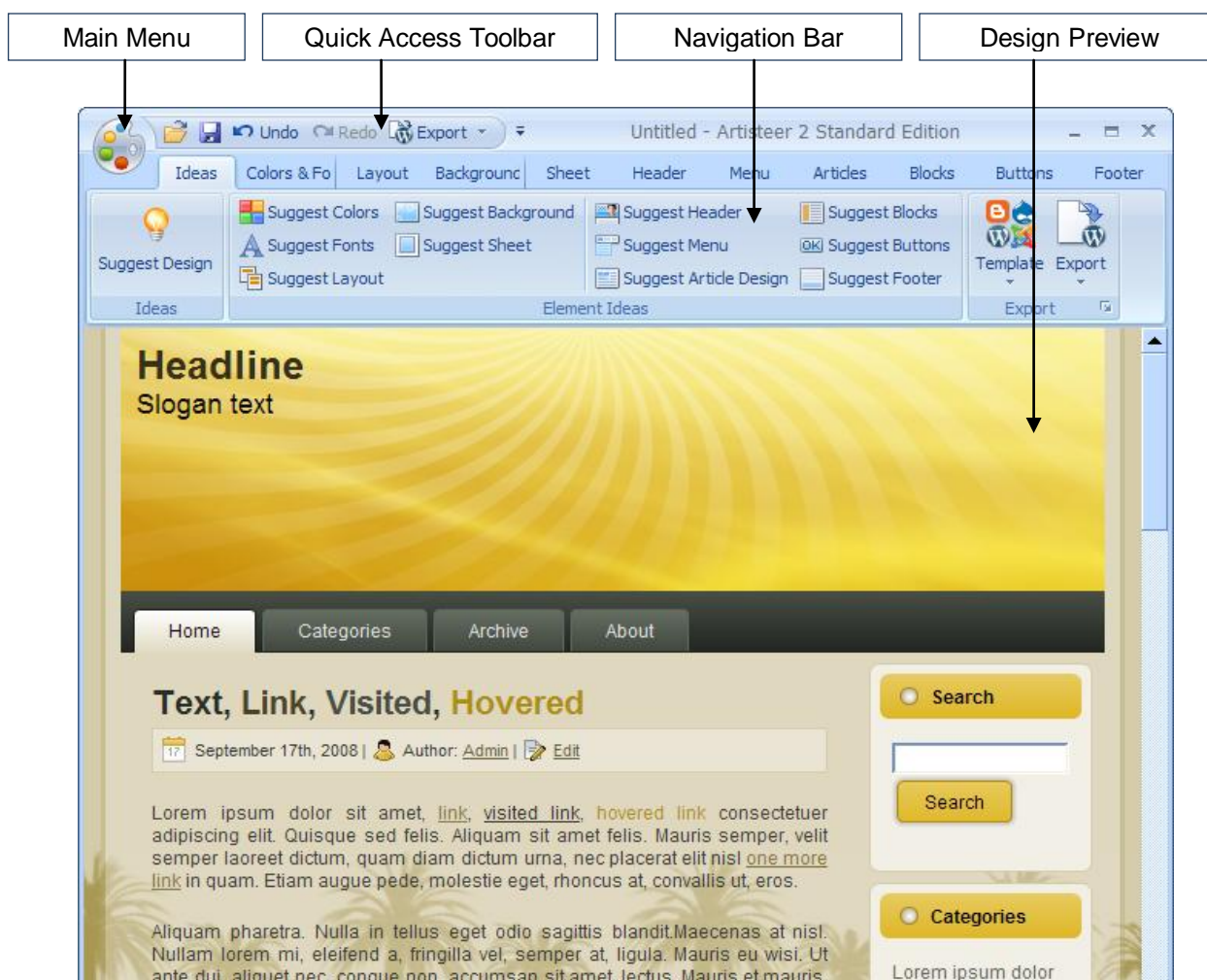
The Artisteer interface is quite simple to learn. There are several main items: **Main Menu**, **Quick Access Menu**, **Tabbed Navigation Bar** and **Design Preview** (highlighted on the image below).

**Main Menu** contains basic file commands, recent documents and other standard items for File menu.

**Quick Access Menu** contains Undo, Redo, Save and Open shortcuts.

**Navigation Bar** contains all available editing tools.

**Design Preview** lets you see how your design will look like. All links and buttons on preview are non-clickable.



## Quick Access Toolbar

The Quick Access Toolbar is a customizable toolbar that provides the ability to create one-click shortcuts to frequently used commands and quickly perform the most common tasks.

By default, the Artisteer Quick Access Toolbar contains the Open, Save, Undo, Redo and Export commands. But you can customize the content of the toolbar adding or removing items as you like.

To add a new item, right click on the desired command button in the Navigation Bar and select "Add to Quick Access Toolbar" option.

To remove the item, right-click on it and select "Remove from Quick Access Toolbar" option.

*Note: Not all the commands located in the Navigation Bar can be added to the Quick Access Toolbar, for some commands "Add to Quick Access Toolbar" option in the right click menu is disabled.*

By default the Quick Access Toolbar is located above the Navigation Bar. To place it beneath the Navigation Bar, click a small arrow button on the right end of the toolbar (or simply right-click within the toolbar or Ribbon area) and select "Show Quick Access Toolbar Below the Ribbon" option from the drop-down menu.

## Quick Start Guide

---

### Downloading Artisteer

You can download the Artisteer installation file from the official Artisteer Web site at <http://www.artisteer.com>. The software is provided with a free trial period that allows you to evaluate the product before purchasing. During this period of time Artisteer is fully functional and has all its features available for testing. The only restriction is that all the templates and images generated with Artisteer will have watermarks on them until the product is activated. The trial period is unlimited so you can activate the software at any time you wish and activation instructions are provided in the **Activating the Software** chapter.

### System Requirements

This section describes the system requirements for the Artisteer software.

#### Development Environment

- Intel or AMD processor 1500 Mhz or higher
- 100 Mb free disk space
- 512 Mb RAM or higher
- Microsoft Windows 2000, XP, Vista
- Microsoft .NET Framework 2.0+. It can be obtained from the Microsoft website at:  
<http://www.microsoft.com/downloads/details.aspx?familyid=0856eacb-4362-4b0d-8edd-aab15c5e04f5&displaylang=en>

#### Browsers supported

- Internet Explorer 6+
- Firefox 2+
- Opera 9+
- Safari 1+
- Google Chrome 1+

### Technologies supported

- CodeCharge Studio 4
- WordPress (2.5-2.7) content management system
- Joomla 1.5 content management system
- Drupal (5.x, 6.x) content management system

### Standards supported:

- XHTML 1.0 Transitional
- CSS 2
- Section508 (partially)
- PNG with transparency

## Installing Artisteer

This chapter describes how to install Artisteer on your computer.

Before you proceed please make sure that your computer meets the requirements listed in the **System Requirements** chapter.

1. Log into Windows as a Power User, or assume the Primary Administrator role.
2. Double-click the installation file called ArtisteerInstall.exe. This will launch a standard installation process.
3. Select the language that you'd like to use during the installation. Click Next button.
4. Follow the instructions provided by the installation wizard.
5. Carefully read the License Agreement. If you accept its terms, check "I Accept the terms of the License Agreement" option and proceed to the next step. Otherwise, quit the installation.
6. Select the destination folder where you want to install the product.
7. Indicate whether you want to create shortcut icons on the desktop and Quick Launch panel.
8. Click Install button to start the installation.
9. Click Finish button when the installation is complete.

## Activating the software

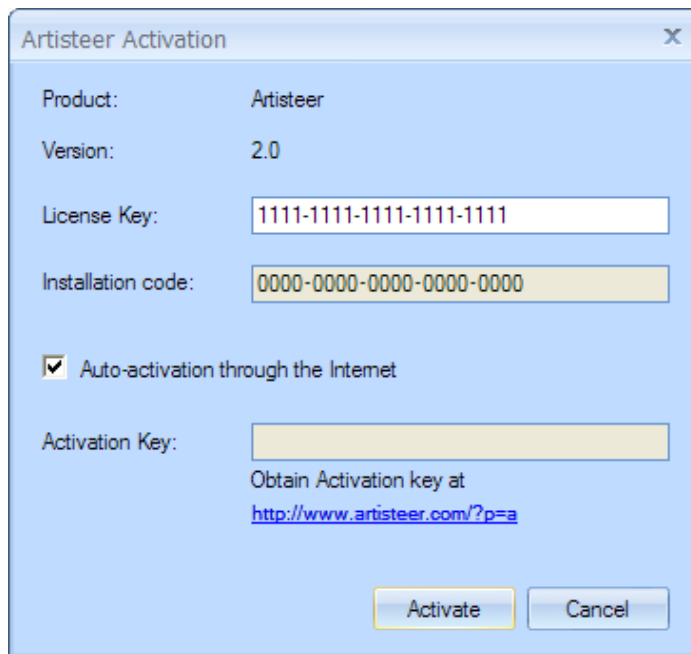
After you've purchased Artisteer you will receive a Serial Number to be used to activate the software. The activation removes the watermarks added to the generated templates by the trial version.

To activate the product click on the Palette icon to open Artisteer Activation dialog and enter your serial number in the first box. If your computer is connected to the internet, check "Auto-activation through the internet" option and click the Activate button.

If you work off-line use the following link to obtain the activation key from any other computer connected to the web:

<http://www.artisteer.com/?p=a>

In this case uncheck the "Auto-activation through the internet" option and enter the obtained activation key directly in the Activation Key box.



Artisteer Activation

Product: Artisteer

Version: 2.0

License Key: 1111-1111-1111-1111-1111

Installation code: 0000-0000-0000-0000-0000

Auto-activation through the Internet

Activation Key:

Obtain Activation key at  
<http://www.artisteer.com/?p=a>

Activate Cancel

Restart Artisteer after you successfully complete the activation process.

## Creating a basic design

Creating a design with Artisteer is as easy as 1-2-3:



In most cases, nearly everything you need to do can be started by clicking on the Suggest Design button. This creates a random design that you can either work on or click again to see another suggested design.

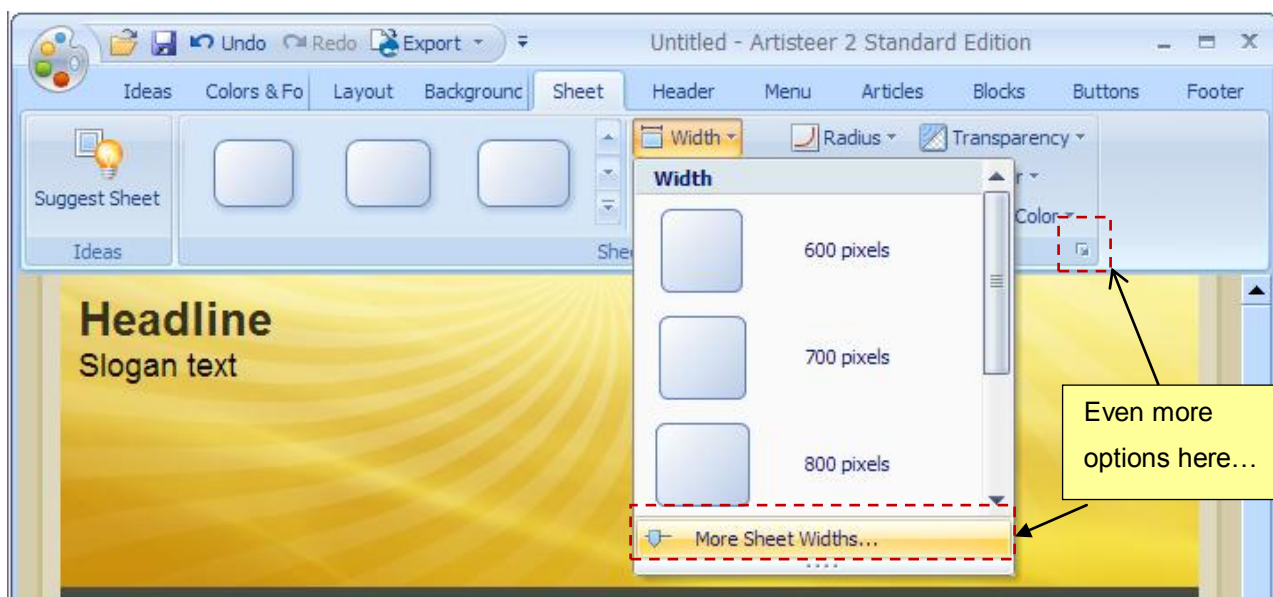
## Further customization

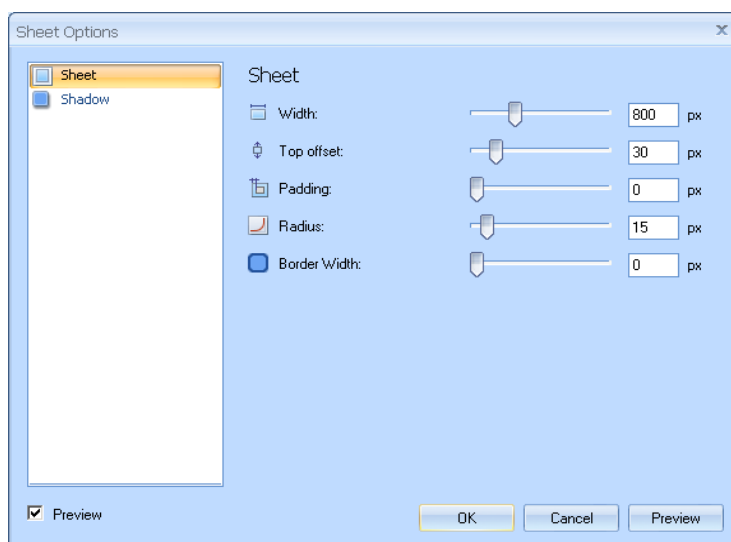
Artisteer is a powerful tool with great customization capabilities. After you find a good design idea you may go into a specific tab and adjust the design to match your needs. On each tab there are several options for customizing specific elements.

*Note: Some options may not be available depending on settings and layout choices you have made in other areas.*


**That is not all!** If you can't find the option you want in specific list then click on "More..." to get full customization capabilities:

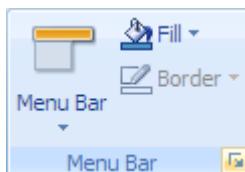
Here is an example of how it looks for the Sheet tab:





## Dialog boxes

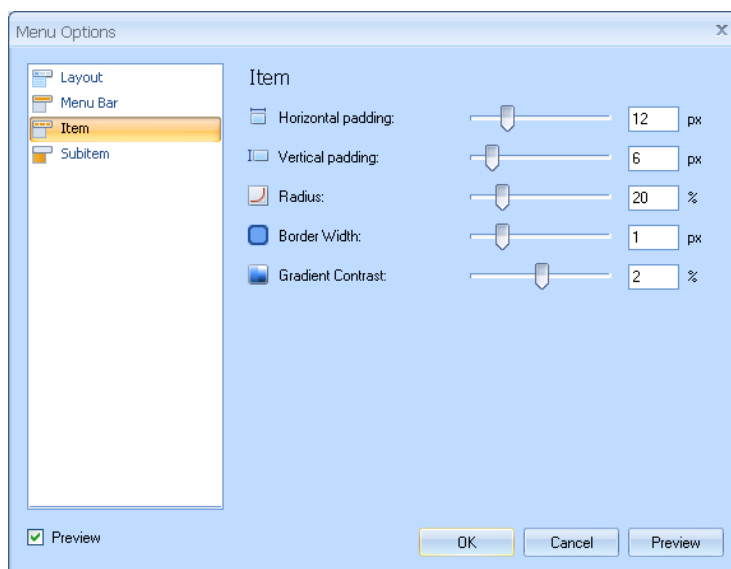
Many options and settings are included in the dialog boxes which can be accessed by clicking a small arrow button  to the right of the group caption.



The user interface for a typical dialog box includes the following parts:

- Dialog caption indicating what kind of options are available in the dialog
- The list of the option groups located in the left pane of the dialog box. Click on the group to expand its options.
- Options and settings available for the selected group.
- Preview checkbox to view the results of the setting automatically as they are changed.
- Preview button to display the result of the settings on the page.
- OK button to apply the settings and close the dialog box.
- Cancel button to discard the changes and close the dialog box.

An example of a dialog box is provided in the picture below.



Most of the dialog boxes contain settings that can be changed using slider bars. Usually these are settings for the width, height, opacity, transparency and other range values. Position the pointer over the slider and drag it to the right or left to increase or decrease a specific option's value. The selected value will be displayed in the box next to the slider bar. You can also enter the desired value directly in this textbox.

Use the "Preview" button or "Preview" option available at the bottom of the dialog window to preview the changes.

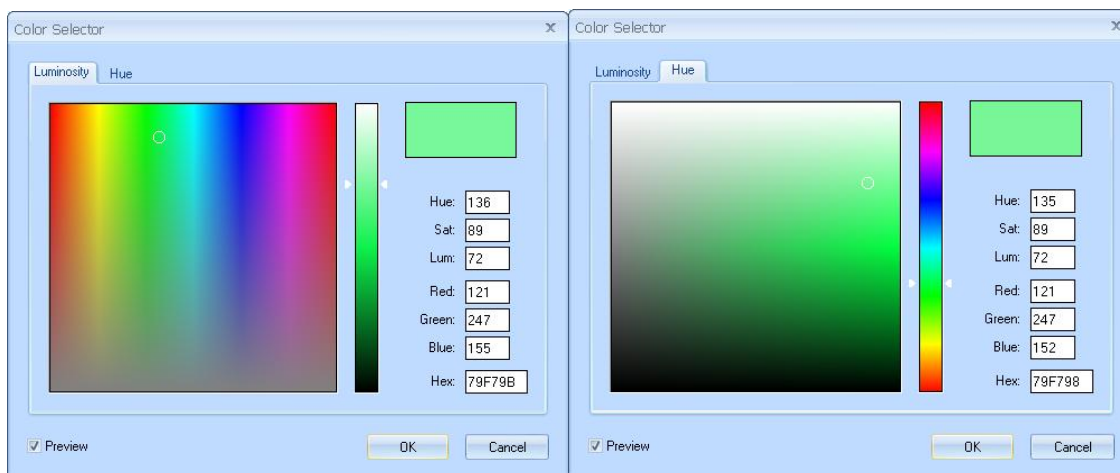
If the "Preview" checkbox is ticked, the changes will be immediately displayed on the page as you drag the slider. If you type the value directly in the option box, click outside the box to have the value applied to the page.

If the "Preview" option is unchecked, press Preview button to see the changes on-screen. It will help you easily achieve the desired look of your page.

Finally click OK or Cancel button to commit or discard your changes.

## Color Selector dialog

The Color Selector dialog is displayed when you select "More Colors..." button in one of the color option dialogs.



The Color Selector dialog lets you select the desired color and adjust the hue, saturation, and brightness of this color.

There are Luminosity and Hue tabs available in the dialog. Both tabs have a color selection area (color palette) where you can move a slider until you are satisfied with the color.

On the Luminosity tab there is a special luminosity slider. This slider lets you increase or decrease the brightness of the color from zero at the bottom to 100 at the top of it.

With the luminosity selected, you can go to the color palette and drag a small circle picker horizontally and vertically to change the hue and saturation of the color respectively.

The Hue tab contains a separate Hue adjustment slider. Moving it all the way from red (at the bottom) through orange, yellow, green, blue up to purple allows you to select the desired hue of the color.

Having the Hue selected, you may also move a palette color picker from left to right and from top to bottom to additionally set the saturation and luminosity values of the color. Saturation can vary from 0% (completely unsaturated) to 100% (completely saturated, pure color). Luminosity ranges from 0 (black) to 100% (white).

The values displayed in the right set of boxes will change to indicate the exact color settings. These values can also be changed manually, directly in the text boxes. It may be convenient when you copy the exact color value from some other graphic software and want to use it in Artisteer.

Property	Description
Hue	Hue value of the color ranged from 0° to 360°.
Sat	Saturation of the color ranged from 0% (completely desaturated) to 100% (fully saturated).
Lum	Luminosity of the color measured in percentage: from 0 (black) to 100% (white).
Red	Decimal value for red color.
Green	Decimal value for green color.
Blue	Decimal value for blue color.
Hex	A hexadecimal color code (usually used in HTML code).

The "Preview" option makes it possible to see the page with the selected color applied to it.

Ok and Cancel buttons allows you to submit or discard the changes made.

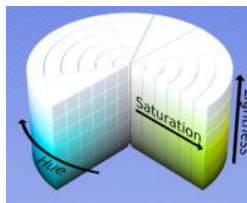
## Working with colors

The colors on computer monitors are made up of varying amounts of red, green and blue base colors. Depending on how much you take from each base color, you can create any of the colors which a monitor can display. For example, a mix of red and green produces yellow color, a mix of red and blue – magenta and so forth. Mixing all three base colors with full intensity produces white color while the absence of all the components returns black color.

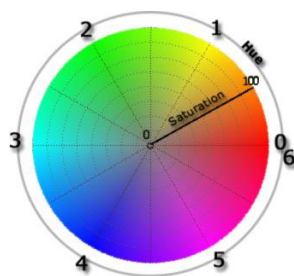
The values for red, green, and blue base colors are usually specified using a scale from 0–255 (decimal), where 255 represents 100% intensity of the color.

RGB is a convenient color model for computer graphics because the human visual system works in a similar way. However human perception does not see colors as triplets of numbers: red, green and blue. Instead it is quite convenient to describe colors as made up of hue, saturation and lightness (or luminosity). This HSL scheme defines colors more naturally and can be visualized as a cylinder whose central axis ranges from black at the bottom to white at the top with neutral colors between them, where angle around

the axis corresponds to “hue”, distance from the axis corresponds to “saturation”, and distance along the axis corresponds to “lightness”, or “luminosity”.



**Hue** specifies a pure, spectral color. It is measured as a location on the color wheel, expressed as a degree between 0° and 360°. In common use, hue is identified by the name of the color such as red, orange, or green.



Hue	Color
0	red
1	yellow
2	green
3	cyan
4	blue
5	magenta
6	red

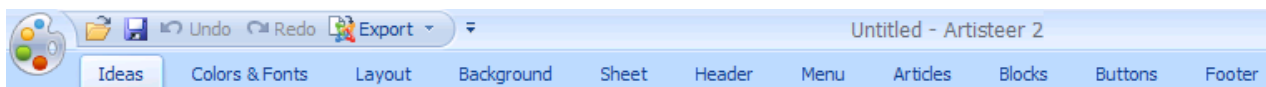
**Saturation** is the purity of the color. It represents the amount of grey in proportion to the hue, measured as a percentage from 0% (grey with no hue at all) to 100% (fully saturated color). On the standard color wheel, saturation increases from the center to the edge.

**Luminosity (Lightness)**: is the relative lightness or darkness of the color, usually measured as a percentage from 0% (black) to 100% (white).

Artisteer allows you to work with both HSL and RGB color schemes. The desired color can be specified in the Color Selector dialog.

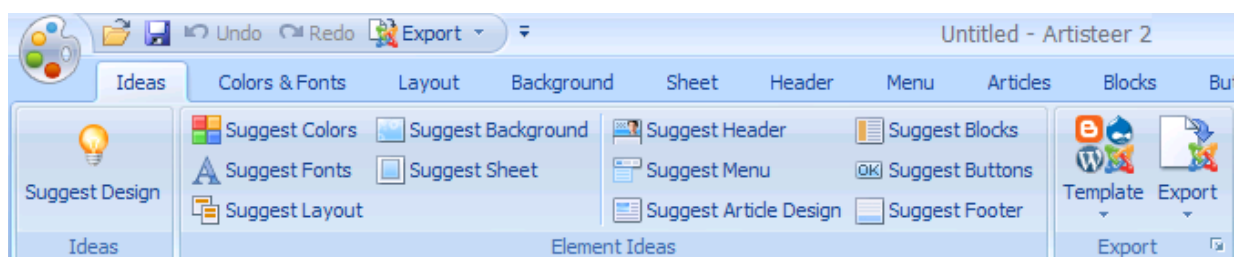
## Navigation Bar

Let's have a closer look at the navigation bar. It is divided into eleven different distinct categories used to customize your design. Moving from left to right, we begin with the overall idea and layout to the site. As we move to the right, we become focused on specific parts of the site such as blocks and buttons.



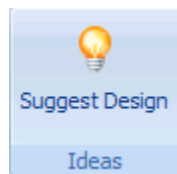
### 1. Ideas

The Ideas tab is a great way to quickly envision your Website design right before your eyes.



#### 1.1. Creating Your Design

Let Artisteer create design for you. The Suggest design feature is best used at the beginning. It allows you to see the various designs available and helps you determine which styles and themes you like.



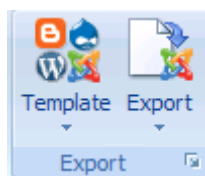
#### 1.2. Making Adjustments

You are able to make adjustments to many individual components when brainstorming ideas for your Web design:

Possibly the font doesn't match the layout of the site or the buttons don't match the navigation. By making these adjustments, you can get closer to the look that you want to achieve.

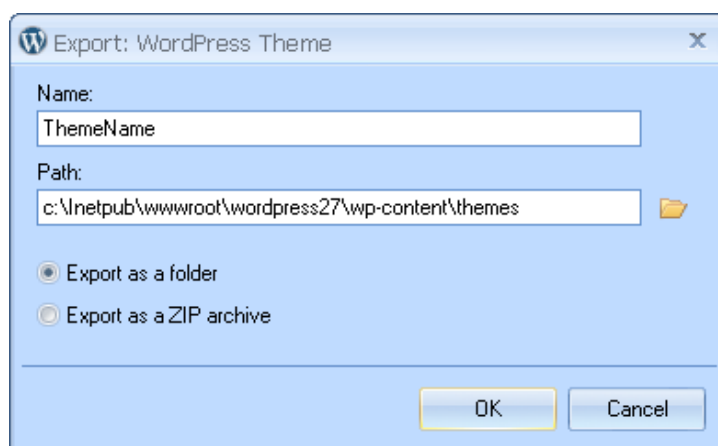
## Export Design

Once you have settled on the basic look of your site, you can export it as a design or template which is compatible with the type of blog, CMS or application that you want to use.



There are three steps that need to be followed to export the design:

1. First, select a template which will be applied and used when viewing the page in Artisteer. Currently the following templates are available: Website Design, WordPress, Joomla, Drupal, Visual Studio and CodeCharge Studio.
2. Next, tell Artisteer what export option you want to use when generating the selected template. Choose the desired Export Design option to export and save your design as individual style files.
3. In the Export Dialog, specify the desired template name and the folder to export your template files to. If necessary, compress the template folder by using "Export as a ZIP archive" option.

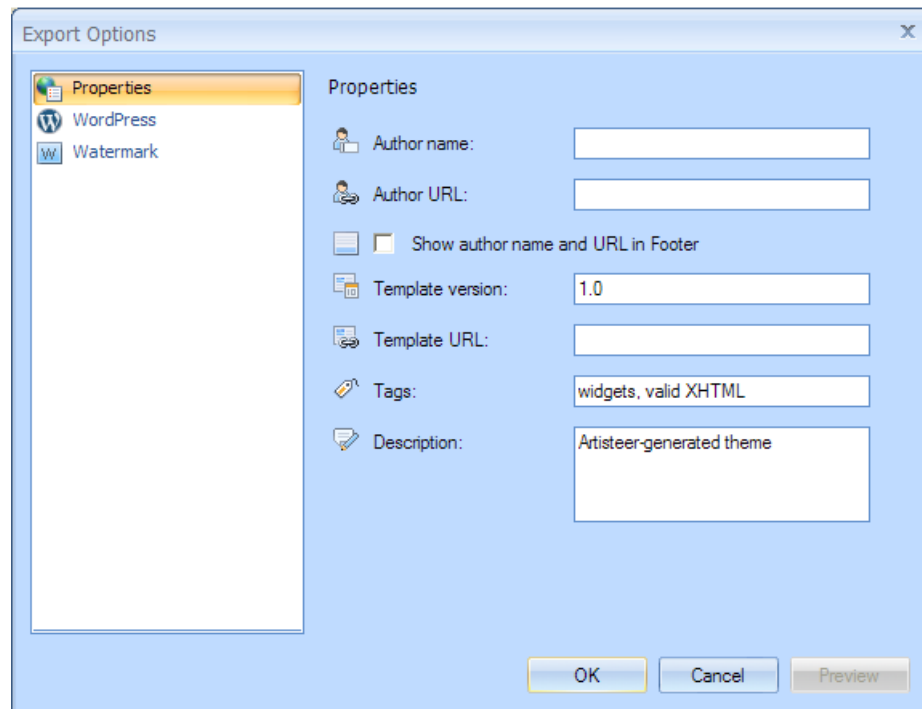


Option	Description
Name	Identifies the name of your theme. It is recommended that the name should conform to the naming conventions of the CMS used.
Path	Indicates the path to the folder where the exported files should be placed.
Export as a folder	When the template is exported, a folder with the specified name containing all the theme files is created in the specified location.
Export as a ZIP archive	When the template is exported, a zip archive containing all the theme files is created in the specified location.

## Export Options Dialog

The Export Options dialog box appears when you select Export > "Export Options..." from the Main Menu or use the Export > "Export Options" command on the Ideas tab or on the Quick Access Toolbar. The dialog provides a set of options for exporting templates from Artisteer.

The available options are explained below. Most of them are optional; no value is assigned when a field is left empty.



## Properties tab

Describe the information to be used by Artisteer to generate the style sheet header and the metadata information for the theme. This information will be further used by CMS, if your CMS supports such functionality.

Property	Description
Author Name	Identifies the name of a person or organization creating the design.
Author URL	Provides the reference to the Author's website
Show Author in Footer	When checked, the above-defined Author Name will be displayed in the page footer.
Template Version	Identifies the Version Number of the template.
Template URL	Specifies the location of the template on the web.
Tags	Specifies the keywords associated with the theme.
Description	Provides additional information about the theme.

## WordPress Tab

Contains a Home Page Menu Item settings which specify whether Artisteer should create a special menu item pointing to the homepage (front page) of the website.






Property	Description
Visible Item	<p>If this option is checked, Artisteer creates a special Home Page Menu Item which is highlighted when the website's front page is displayed in a browser. If the front page is not set, this menu item points to the list of posts.</p> <p>If "Visible Item option is unchecked, no menu items are created by Artisteer. The whole menu is built from the list of WordPress pages. If the front page is specified in WordPress settings, you will see the menu item that corresponds to that page added and highlighted in the menu. If the front page is not set, no menu item is highlighted by default when the list of posts is displayed in a browser.</p>
Item Name	Specifies the caption of the menu item pointing to the home page.


## Watermark Tab

Property	Description
Show Watermark	If checked, the Watermark Text will be repeated throughout the page.
Watermark Text	A text to be displayed across the page when the "Show Watermark" option is enabled.

## Export Design options

Now let us consider every Export Option in a little more detail.

Icon	Option	Description
<b>Content Management System Theme</b>		
	WordPress	WordPress template option is provided for those who create designs for WordPress websites. After selecting this template from the Template list you have options to export the design as an HTML template or a WordPress theme.
	Joomla	Joomla template option is provided for those who create Joomla website designs. Selecting this option provides the possibility of exporting your design as an HTML or Joomla template.
	Drupal	Drupal template option is provided for those who work with Drupal CMS. Selecting this option allows exporting your design as an HTML template or Drupal theme.
<b>HTML Template</b>		
	Company Homepage	This template can be selected if you don't use any particular CMS (content management system) but want to create a professional css design for your website.
<b>Web Developer Template</b>		
	ASP.NET Application	ASP.NET Application option is provided for .NET developers creating websites in MS Visual Studio. The design can be exported as an HTML template or as a

		Visual Studio C# project.
	CodeCharge Studio	CodeCharge Studio template option is provided for developers and designers who use CodeCharge Studio development tool for creating web applications. After selecting this template from the Template list, you have options to export the design as an HTML template or as a CodeCharge Studio Project.

### *Exporting a design as a WordPress theme*

To export a design as a WordPress theme that can be applied to the existing WordPress installation follow these steps:

1. Select Template >WordPress template.
2. Select Export >"WordPress Theme" option.
3. Specify the desired name and path to the folder to export your template files to. If necessary, you can compress the template folder by using "Export as a ZIP archive" option.

After the export you will obtain WordPress-specific theme files that can be located in the theme folder on server and easily applied to the WordPress websites. The path to the theme folder in WordPress system usually looks like WordPressFolder\wp-content\themes\ThemeName so you can simply upload the exported theme files into that folder.

To apply the new theme to your website, login to the WordPress Administration Panel, navigate to the Presentation tab (WordPress version 2.6) or to the Appearance > Theme (WordPress version 2.7) and activate this theme.

The generated WordPress themes are widget ready and compatible with WordPress version 2.5 and higher.

### **Tips and Tricks:**

#### **1. WordPress theme localization**

When exporting themes Artisteer automatically includes several language files obtained from WordPress Website at [http://codex.wordpress.org/WordPress\\_Localization](http://codex.wordpress.org/WordPress_Localization)

Specifically French, German, Italian and Spanish translations are exported by Artisteer in the WordPress compliant file naming format:

```
<country>_<lang>.mo
```

For example German language file is: de\_DE.mo

To include a different or additional language support in your Wordpress theme please find and copy the desired language files into your specific WordPress theme folder. You can find the additional language files in your default theme folder "<WordPressFolder>\wp-content\themes\default", or on the WordPress Website at [http://codex.wordpress.org/WordPress\\_Localization](http://codex.wordpress.org/WordPress_Localization)

To select a different language than your current WordPress language, change the "define" function in the wp-config.php file, for example:

```
define('WPLANG', 'de_DE')
```

To edit translations for your language please download and install Codestyling Localization plug-in from <http://wordpress.org/extend/plugins/codestyling-localization/>

Then in WordPress administration select Manage -> Localization.

### *Exporting a design as a Joomla theme*

To export your design as a Joomla template follow the steps below:

1. Select Template > Joomla option.
2. Use Export > "Joomla Template".
3. Specify the name and select the folder you want to export the template files to. Alternatively, you can choose to compress the template folder by using "Export as a ZIP archive" option.

After the export you will obtain a set of Joomla-specific files that can be located in the theme folder on server and easily applied to the Joomla websites. The path to the theme folder in Joomla system usually looks like JoomlaFolder\templates\ThemeName so you can simply copy/upload the exported theme files into that folder.

If your theme is exported as a ZIP archive, log into the back-end of your Joomla installation, go to Extensions > Install/Uninstall, choose "Upload Package File" option in the "Extension Manager", type the path or click the "Browse..." button to select your zip file and click the "Upload File & Install" button to upload and install the theme.

Once the theme is successfully installed, you can activate it selecting Extensions > Template Manager from the drop-down menu and assigning your template as the Default Template for the website.

Note, that the generated Joomla themes are compatible with Joomla version 1.5 and higher.

## Tips and Tricks:

### 1. Joomla localization

Joomla provides internationalization feature and currently supports 50 world languages. The language packages are available for download at:

<http://joomlancode.org/gf/project/jtranslation/frs/>

Joomla uses three language packages: one for the front end, one for the administrator and one for installation. It is not required to use all three. Feel free to download only the necessary packages and customize the language settings to serve your needs.

If there are no packages for your language, you can create them manually following the instructions provided in Joomla documentation:

[http://docs.joomla.org/How\\_to\\_create\\_a\\_language\\_pack](http://docs.joomla.org/How_to_create_a_language_pack)

### 2. Apply Artisteer style to Joomla menu

To apply Artisteer menu style, you should locate your menu in the "user3" module position For this go to Extensions > Module Manager > select the Menu (e.g. Top Menu) > click the Edit icon on the toolbar > Details section > select "user3" in the Position listbox.

### 3. Multilevel Menu in Joomla

It takes three steps to create a multilevel menu in Joomla:

1. Activate a multilevel menu for your template in Artisteer (Menu > Subitem > Subitem > Levels > Multilevel option).
2. Locate your menu in user3 module position in Joomla Administrator.
3. Go to Joomla Extensions > Module Manager > select the Menu (e.g. Top Menu) > click the Edit icon on the toolbar > and set "Always show sub-menu Items" in the Module Parameters dialog to "Yes". If necessary, you can also specify the number of sublevels using "Start Level" and "End Level" options.

### *Exporting a design as a Drupal theme*

To export a design as a Drupal theme follow the steps below:

1. Select Template > Drupal.
2. Use Export > "Drupal Theme" option.
3. Specify the template name and select the folder you want to export the template files to. If necessary, apply zip compression using "Export as a ZIP archive" option.

After the export you will obtain a set of Drupal-specific theme files that can be located in the theme folder on server and easily applied to the Drupal websites. The path to the theme folder in Drupal system usually looks like `DrupalFolder/themes/ThemeName`, so you need to upload the exported theme files to that folder. If your theme is exported as a ZIP archive, extract the archive into the "themes" folder on server.

After that, you can activate your theme in the Drupal Administration. For this, log into the administration area, navigate to Administer > Site Building > Themes, check the "Enabled" box as well as the "Default" radio button next to your template and click the "Save configuration" button.

### **Tips and tricks:**

#### **1. Naming standards**

Use only letters (preferable lowercase), numbers, and underscores in the theme name. No special characters, spaces or hyphens are allowed.

If you work with Drupal version 5, be sure not to rename your template folder after the export. Otherwise, some functions will be undeclared and the design will look corrupted.

## 2. Drupal Localization

The localization feature is described in the Drupal documentation:

<http://drupal.org/node/133977>

### *Exporting a design as an HTML template*

1. Select any template from the Template list.
2. Select Export > "HTML".
3. Specify the desired name and the destination folder where your HTML template is to be created. Alternatively, you can compress the template folder to .zip format using "Export as a ZIP archive" option.

The resulting template will contain markup, styles and graphics that are necessary to apply the design to any Web page.

### *Exporting a design as an ASP.NET Project*

To export a design as an ASP.NET project that can be later opened in Visual Studio, you should take the following steps:

1. Select Template > ASP.NET Application option.
2. Use Export > "Visual Studio C# Project".
3. Specify the template name and select the folder to store the template files. If necessary, apply zip compression using "Export as a ZIP archive" option.

When the export is completed, a new C# project will be created in the specified location. Open it in Visual Studio using File > Open Website option and examine the files created. You will see:

- Master Page that defines a site's overall layout and contains a set of content placeholders such as HeaderComponentPlaceHolder, TitleContentPlaceHolder, SheetContentPlaceHolder etc.
- Content Page called Default.aspx that has several content blocks and default pages (DefaultHeader, DefaultMenu, DefaultSidebar1) included into it. This page is generated as an example for you to see how a finished content page may look like.
- CSS files that define the design of the pages.
- A set of other files necessary for the Visual Studio project.

Feel free to modify the project files the way you want and enjoy!

### *Exporting a design as a CodeCharge Studio Project*

To create a design that can be applied to CodeCharge Studio projects the following steps should be performed:

- Select Template->CodeCharge Studio template.
- Select Export Design ->"CodeCharge Studio Project" option.
- Browse to the folder where you want to locate the CCS project and click Ok to export the files.

When the export is completed, a new CodeCharge Studio project will be created in the specified location. The following pages will be added to the project:

- PageTemplate
- Header
- Footer
- Main
- About

PageTemplate is an essential page that will be used as a basis for creating all the new pages within the CCS project. This functionality is achieved using Project Settings->General->New Page Template option. PageTemplate includes the Header and Footer pages that are used to add page background, sheet, header and menu styles to the pages. Thus all the newly created CCS pages will have page background, sheet, header and menu styles automatically applied to them.

However the Artisteer-generated styles cannot be automatically applied to CCS forms, buttons, and other blocks on the page.

To add style to these components you can consider one of the following solutions:

- Open CCS Style Builder (Tools >Styles) and add a new style that looks similar to the style generated by Artisteer. Use this new style for CCS forms and controls.
- Modify a CCS page template to add the Artisteer styles manually. In that case, do not select any style when creating forms and controls in CCS. Then switch to HTML mode and modify your page

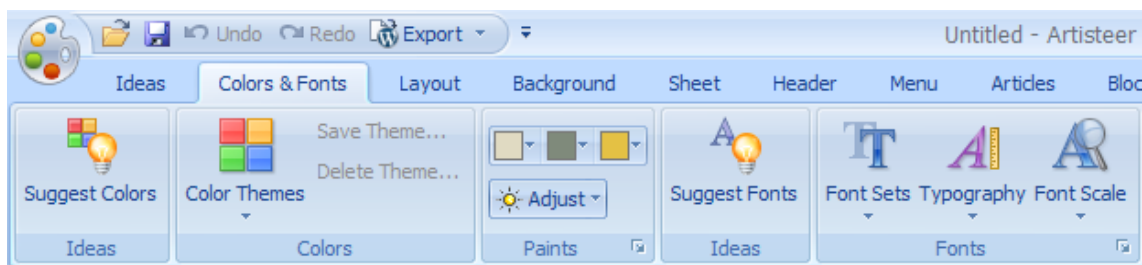
template manually adding the Artisteer classes and the necessary html tags. A sample html code is provided on the Main page so you can review it and modify CCS page templates accordingly.

The example code below demonstrates how to apply the Artisteer-generated styles to a Record form on CCS page. The unchanged HTML code is shown in black, the removed code lines are crossed out and highlighted in red, and the lines added to the code are highlighted in blue color.

```
<!-- BEGIN Record countriesSearch -->
<form id="countriesSearch" method="post" action="{Action}" name="{HTMLFormName}">
<div class="Block">
<div class="Block-body">
<div class="BlockHeader">
<h2>Search Countries </h2>
<div class=""></div>
<div class="r"><div></div></div>
</div>
<div class="BlockContent">
<div class="BlockContent-body">
<table class="Record table" cellspacing="0" cellpadding="0">
<!-- BEGIN Error -->
<tr class="Error">
<td colspan="2">{Error}</td>
</tr>
<!-- END Error -->
<tr class="Controls">
<td><label for="countriesSearchs_country_name">Country Name</label></td>
<td><input type="text" name="{s_country_name_Name}" value="{s_country_name}" maxlength="40" size="40" id="countriesSearchs_country_name" /></td>
</tr>
<tr class="Bottom">
<td colspan="2" align="right">
<!-- BEGIN Button Button_DoSearch -->
<input class="Button" name="{Button_Name}" type="submit" value="Search" alt="Search" id="countriesSearchButton_DoSearch" />
<!-- END Button Button_DoSearch --></td>
</tr>
</table>
</form>
</div></div></div></div>
<!-- END Record countriesSearch -->
```

## 2. Colors & Fonts

The Color & Fonts tab provides the ability to change the colors and fonts of the template.

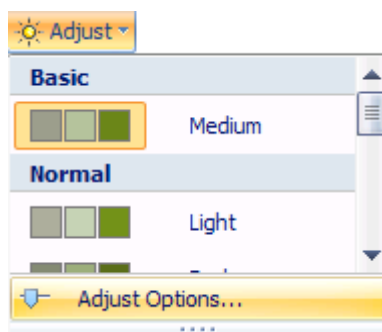


### 2.1. Colors

To change the site theme select a Theme from a variety of available color themes. Further the individual colors can be changed. Having chosen the Colors, you may refine colors by adjusting the overall contrast of the colors.

### 2.2. Paints

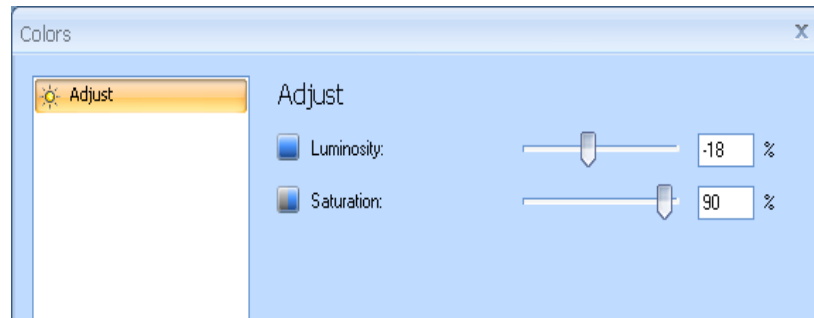
In this block you have the ability to adjust the Color theme. Select one of the predefined schemes or customize the color theme selecting the desired colors.





Clicking on the “Adjust options...” will open the list of the available color options:

- Luminosity
- Saturation

Enter the values or drag the sliders to the right to increase option values or to the left to decrease them.



**Properties:**

Adjust Color Options	
 Luminosity	<p>Sets colors luminosity. Luminosity refers to the whiteness or intensity of a color. Luminosity for any one color will range from pure white though to black.</p> <p>The supported values are from -100% to 100%.Where 100% and -100% refer to the highest and lowest of the RGB components.</p>
 Saturation	<p>Sets color saturation. Saturation refers to the amount of grey in a color, and determines how vivid it is.</p> <p>The supported values are from -100% to 100%.Where 100% means a large amount of the grey.</p>

## 2.3 Fonts

Select from a wide variety of font themes to match the overall look and content of the site.



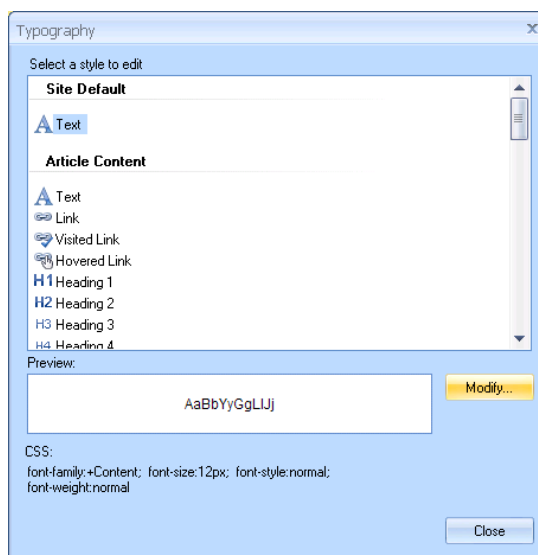
The Fonts section includes the following functions:

- **Font Sets**

- **Typography**
- **Font Scale**

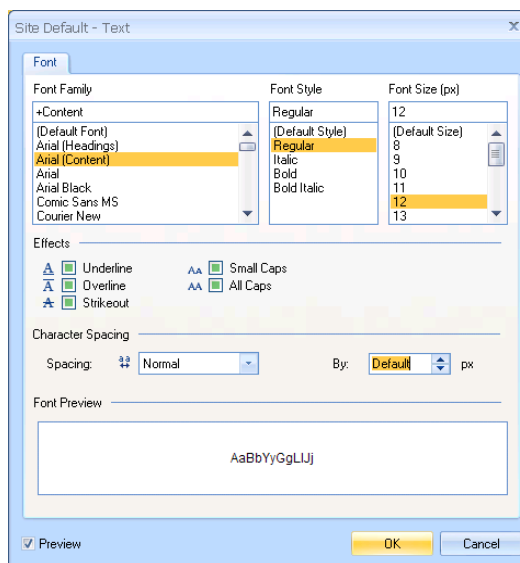
**Font Sets** allows you to change the text and heading fonts. You can choose one of our standard font sets or create your own font scheme. Just click on the *Edit Font Set...* button in the Font Sets list.

**Typography** option allows you to select one of our typography styles or create your own style design. Just click on the *Edit Typography...* button in the Typography list.



In the opened Typography dialog you can change any text object by selecting the object and clicking the "Modify" button. The Modify dialog allows adjusting the following Font settings:

- **Font Family**
- **Font Style**
- **Font Size (in pixels)**
- **Add or remove Effects**
- **Adjust Character Spacing**

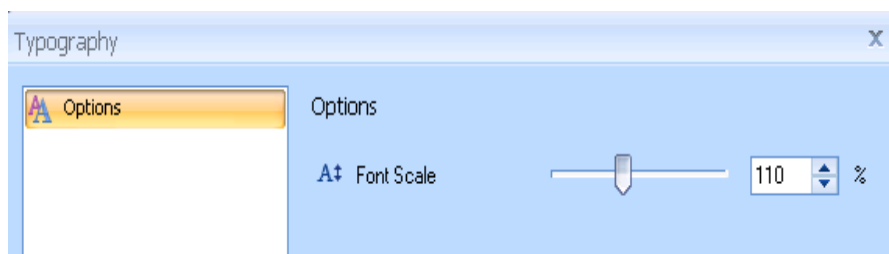
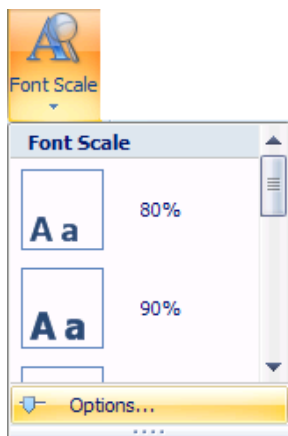


For the Footer Text, Blocks Text, Article Headline Text and Article Header Text you can also modify Paragraph settings such as:

- **Alignment**
- **Indentation**
- **Spacing**



**Font Scale** option allows you to change the overall font scale. You can set custom the Font Scale. Just click on the *Options...* button.



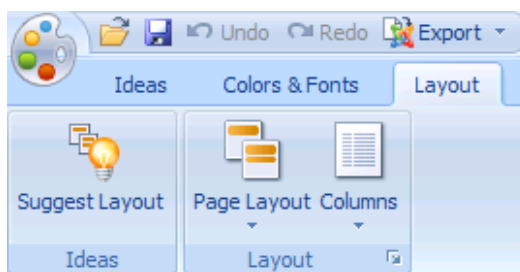
**Properties:**

## Typography options

<b>A+</b> Font Scale	Sets Font scale for all text. The supported values are from 50% to 200%. Where 200% means the biggest font scale.
-------------------------	--

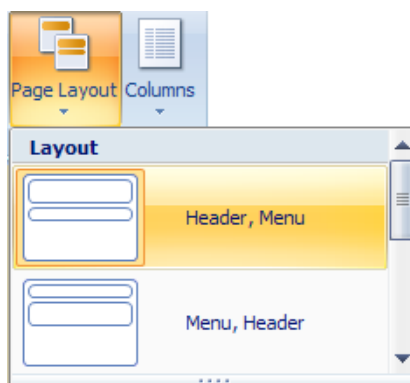
## 3. Layout

The layout tab is where you can quickly change the overall positioning of elements on the page.



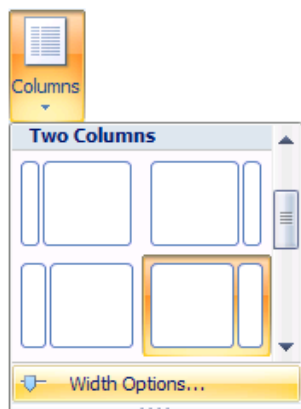
### 3.1 Page/Column Layout

You can quickly change the positioning of the header and navigator bars. Place the navigator above or below the header or choose not to use a menu bar at all. In addition, if your page will have more content, you might want to expand your site into two or more columns.

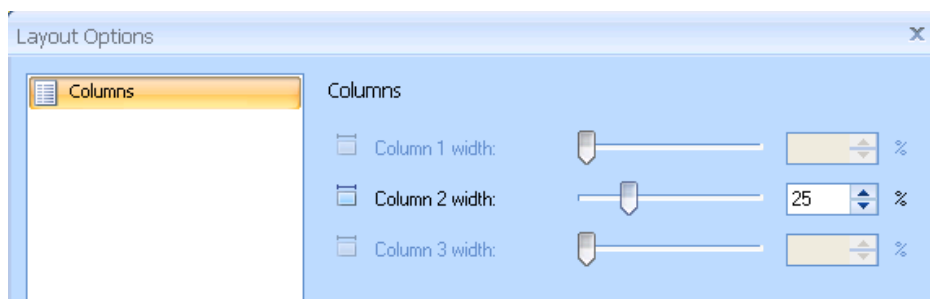


## 3.2 Columns

When a multi-column layout is being used, the Layout Options dialog displays a set of sliders that that allows you to set the percentage widths of the columns.

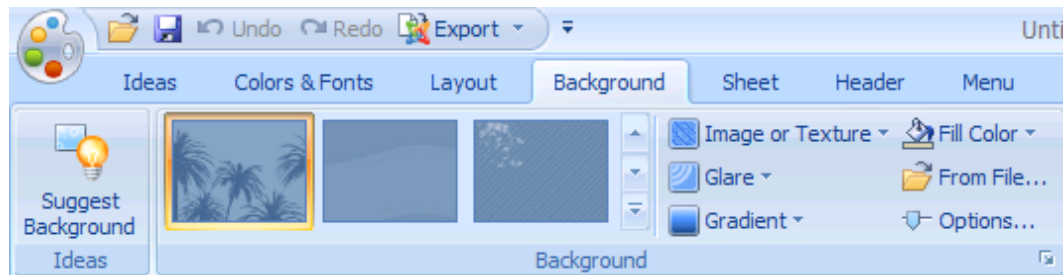


Clicking on the "Width Options..." will open the Layout Options Dialog. You can enter the values to achieve the desired column width.




## 4. Background

The background of the page is just as important as the page itself. Change the background effects to achieve the desired look.



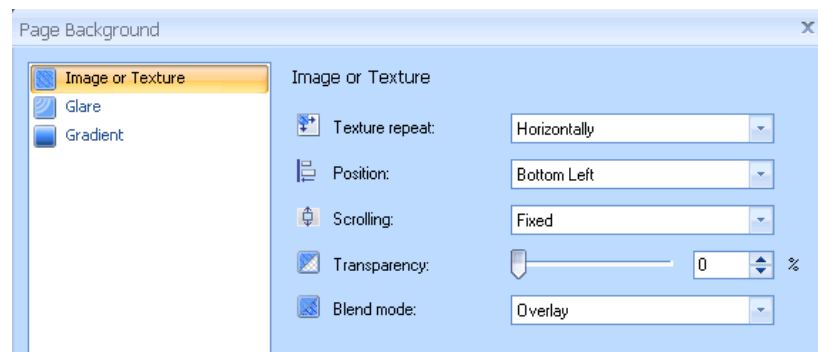
You can choose to have:

- **Background image.** Select one of our images or insert your own (click the  button).
- **Image or Texture.** You can insert your own texture template.
- **Glare.** You can also insert your own Glare template.
- **Gradient.**
- **Overall color of the Background.**






#### 4.1 Adjust Page Background options.

Open "Options..." dialog to improve the design of the page background. You can customize:



- **Image or Texture**
- **Glare**
- **Gradient**





**Properties:**

Image or Texture	
  Texture Repeat	<p>Sets if/how a background image or texture will be repeated.</p> <p>The supported values:</p> <ul style="list-style-type: none"> <li>• <i>Fill</i> - The background image will be repeated vertically and horizontally</li> <li>• <i>Horizontally (Default)</i> - The background image will be repeated horizontally</li> <li>• <i>Vertically</i> - The background image will be repeated vertically</li> <li>• <i>No repeat</i> - The background-image will be displayed only once. This option is not available when "No Texture" is selected in "Image or Texture" list.</li> </ul>
  Position	<p>Sets the starting position of a background image.</p> <p>This option is not available when "No Texture" is selected in "Image or Texture" list.</p>
  Scrolling	<p>Sets whether a background image is fixed or scrolls with the rest of the page.</p> <p>This option is not available when "No Texture" is selected in "Image or Texture" list.</p>
  Transparency	<p>Sets background texture image transparency.</p> <p>The supported values are from 0 to 100%, where 0% means "without transparency». This option is not available when "No Texture" is selected in "Image or Texture" list.</p>
  Blend Mode	<p>Sets how background color and background texture image layers are blended into each other.</p> <p>There are 3 options available:</p> <ul style="list-style-type: none"> <li>• <i>Normal</i> - No effect on the underlying layers.</li> <li>• <i>Overlay</i> - Blends the two layers together by changing the opacity, darkness, and lightness of the top layer.</li> <li>• <i>Soft Light</i> - This blend mode lightens or darkens the image depending on the color of the top layer: if the top layer's pixel is dark, then the bottom layer's pixel is darkened; if the top layer's pixel is light, then the bottom</li> </ul>

	<p>layer's pixel is lightened.</p> <p>This option is not available when "No Texture" is selected in the "Image or Texture" list.</p>
--	--

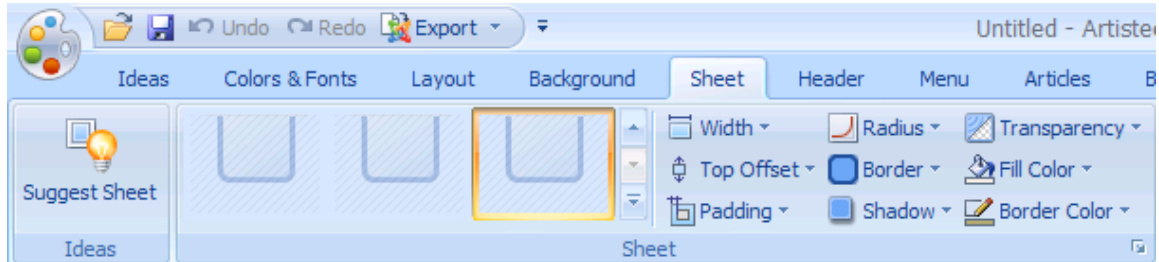
Glare	
 <p>Transparency</p>	<p>Sets glare transparency for the Page background. The supported values are from 0% to 100% where 0% means "without transparency".</p> <p>This option is not available if "No Glare" is selected in the Glare list.</p>
 <p>Align</p>	<p>Sets the position of a glare image. Available options are <i>Left</i> and <i>Center</i> to align the glare image left, center or right respectively.</p> <p>This option is not available if "No Glare" is selected in the Glare list.</p>

Gradient	
 <p>Height</p>	<p>Sets height for the selected gradient type (the gradient type may be changed in Gradient list).</p> <p>The supported values are from 1 to 1000 pixels.</p> <p>This option is not available when "No Gradient" is selected in the Gradient list.</p>
 <p>Contrast</p>	<p>Increases or decreases luminosity difference between the starting and ending colors in the gradient.</p> <p>This option is not available when "No Gradient" is selected in the Gradient list.</p>

## 5. Sheet

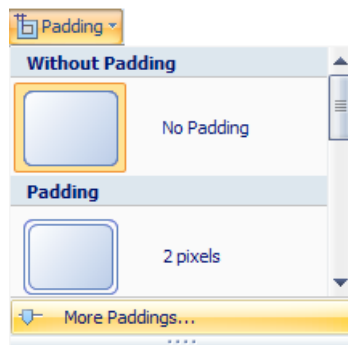
The Sheet tab provides the ability to change the overall positioning and look of the sheet or page. You might prefer a sheet with rounded edges instead of square edges. Or you may want to move the sheet

down a bit from the top of the page, put a shadow effect or change the width of the borders or the sheet's background transparency or the color of the sheet.

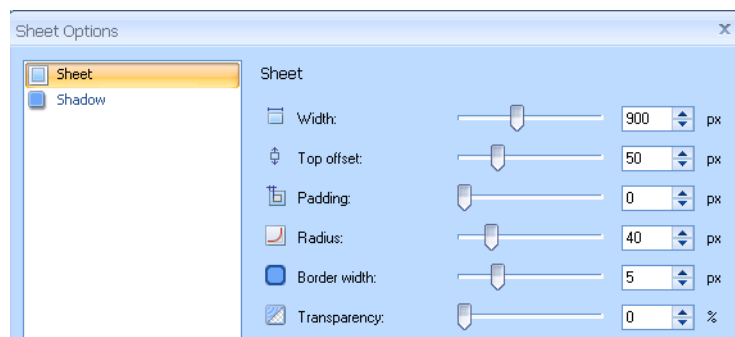


## 5.1 Adjust Sheet options

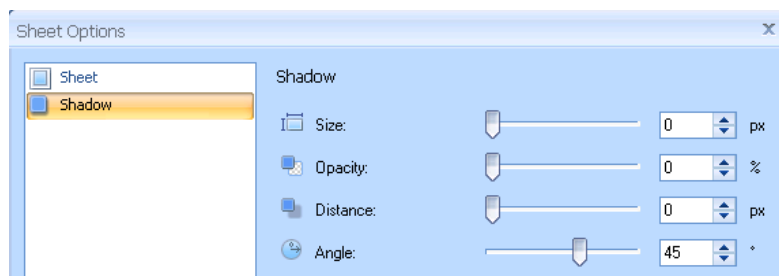
The sheet options can be customized by clicking on the appropriate button in the option list. For example, if you want to change Padding value click on the *More Padding...* button.









When you open the "Sheet Options" dialog you will be able to edit the design of the sheet. Play around with the Sheet & Shadow parameters to achieve the desired result.







Sheet parameters include the width of the sheet and its borders, the padding and the radius values. Also you can set custom transparency values for the sheet background. Shadow parameters control the size, angle and opacity of the shadow as well as its distance from the sheet borders. Enter the values or drag the sliders to the right to increase option values or to the left to decrease them.



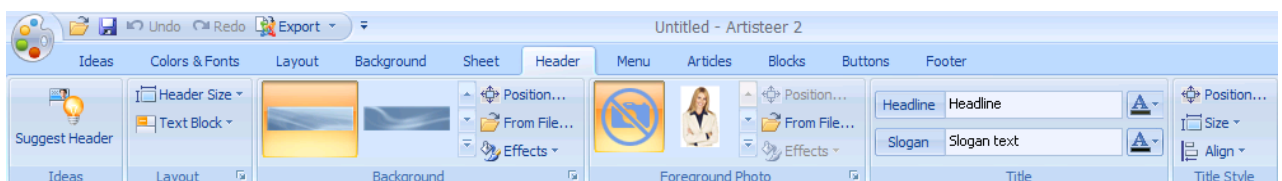
### Properties:

Sheet	
 Width	Sets the Sheet width in pixels. Supported values: 500 px (the minimum width) – 1500 px (the maximum sheet width).
 Top offset	Sets the Top Offset for the sheet in pixels. Supported values: 0 px – 200 px, where 0 px means "no top offset".  This option is reset to 0 if "Without Offset" option is selected in the Top Offset list.
 Padding	Sets the padding for the sheet content in pixels. Supported values: 0 px to 50 px, where 0 px means no padding.  This option is disabled when "No Padding" is selected in the Padding list.
 Radius	Sets the corner radius of the sheet in pixels. Supported values: 0 px – 200 px, where 0 px is equivalent to "No Radius" selected in the Radius list.
 Border Width	Sets border width for the sheet in pixels. Supported values are: 0 px – 20 px, where 0 px is equivalent to "No Border" in the Border list.
 Transparency	Sets the sheet transparency. Supported values are: 0% to 100%, where 0% is equivalent to "No transparency" selected in the Transparency list.

Shadow	
 Size	<p>Sets the shadow size for the sheet's shadow in pixels. Supported values are from 0 px to 50 px, where 0 px means "without shadow".</p> <p>This option is disabled when "No Shadow" is selected in the Shadow list.</p>
 Opacity	<p>Sets the opacity for the sheet's shadow. Supported values range from 0% (fully transparent) to 100% (fully opaque).</p> <p>This option is disabled when "No Shadow" is selected in the Shadow list.</p>
 Distance	<p>Sets the shadow offset in pixels. Supported values: 0 px – 60 px, where 0 means "no offset".</p> <p>This option is disabled when "No Shadow" is selected in the Shadow list.</p>
 Angle	<p>Sets the shadow's offset direction.</p> <p>The supported values are from -180° to 180°.</p> <p>This option is disabled when "No Shadow" is selected in the Shadow list.</p>

## 6. Header

The header tab controls all aspects of the header, including the size, colors, fonts, foreground and background images. Make changes to the size and look of the header while being able to include background and foreground images.

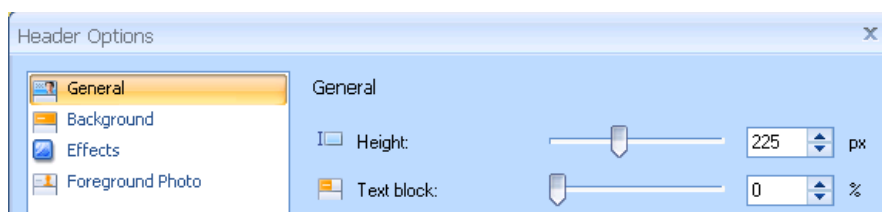


## 6.1 Header Layout

You can make changes to the header layout such as:

- **Header Size**
- **Text Block.** Here you can choose a Text block position and width.



Both layout options can be configured in the General tab of the "Header Options" dialog:



### Properties:

Define the basic properties of the Header.

*Note: the Header Options have no effect on layouts without header selected in Layout > Page Layout list.*

General	
 Height	Sets the height of the header in pixels. The value can range from 50 to 500 px.
 Text Block	Sets the width of the text block as a percentage of the header width. Range goes from 0% (no text block) to 100% (text block covers the entire header).

## 6.2 Background

### 6.2.1. Background image

Choose from a wide variety of professional background images to be used in the header of your site:

- **Abstract**

- City
- Landscape
- Nature
- Clouds

Also you can insert you own background image. Click the *From File...* button in the Background Photo list and select the image you want to use.

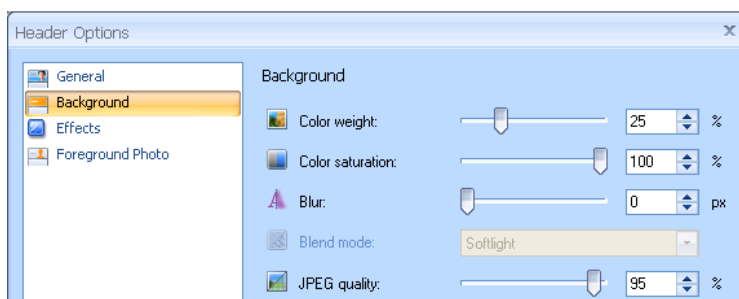
### 6.2.2. Background Image position

Feel free to change the position of the picture. Also Position dialog allows you to apply the following Header Image settings:

- Resize header to image
- Resize image to header
- Use the original image size.








The background parameters can be manually adjusted in the second tab of the "Header Options" dialog.



## Properties:

Define the Basic Settings of the Header Background. Depending on the selected image, some background options may be disabled.

Background	
 <p>Color Weight</p>	<p>Sets the amount of the Base Color applied to the header image. The Base Color for the header is selected under Background &gt; Effects &gt; Color.</p> <p>Supported values are from 0% to 100%.</p>
 <p>Color Saturation</p>	<p>Specify the Base Color Intensity The values range from 0 (completely desaturated, grey) to 100% (completely saturated, full color intensity).</p> <p>Supported values are from 0% to 100%.</p>
 <p>Blur</p>	<p>Sets the blur radius ranging from 0 to 30 pixels. The Blur effect averages all pixels within the specified radius; the larger radius leads to more blurring.</p>
 <p>Blend Mode (Enabled only for 'Abstract' backgrounds)</p>	<p>Sets how the header image is blended with the header color. This option is enabled only for the 'Abstract' background images.</p> <p>Supported values are:</p> <p><i>Softlight</i> – Lightens or darkens the bottom layer colors depending on the colors of the Header Image.</p> <p><i>Overlay</i> – Blends two layers preserving the opacity, lightness and darkness of the bottom layer.</p>
	<p>Sets a quality level for JPEG compression. The range goes from 0 to 100%. Better image quality results in larger file size so drag the slider left or right to select an appropriate trade-off between file size and</p>

JPEG Quality

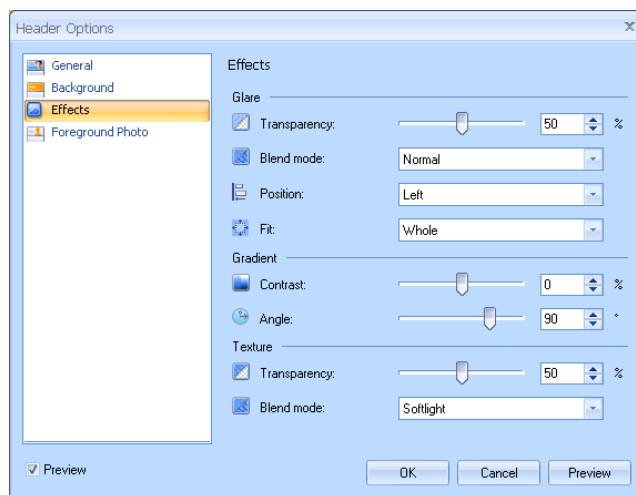
image quality.

### 6.2.3. Background Image Effects


You can add visual Effects to the background to make your design look even more impressive and unique.







Header Background Options include the following effects that can be applied to the header Background:


- **Color of the header.** If you select “No photo” in the Background photo list the Header will be filled with the chosen color. If you select the background image, this color will be used for image colorization.
- **Image Recolor.**
- **Glare.** You can insert your own glare template.
- **Texture.** You can also insert your own texture template.
- **Gradient.**
- **Blur.**



### Properties:

Effects	
<u>Glare</u>	<i>Specify the Glare Settings for the Header Background. To enable select any Glare from Header Background &gt; Effects &gt; Glare.</i>
 Transparency	Specify the transparency of the Glare image. Supported values: 0% (no transparency) - 100% (fully transparent).

 Blend Mode	<p>Specify how the Glare blends with the underlying layer of the block.</p> <p>Options:</p> <p><i>Normal</i> - No effect on the underlying layers.</p> <p><i>Soft Light</i> - Lightens or darkens the image depending on the color of the Glare Image.</p> <p><i>Overlay</i> - Blends the layers together by changing the opacity, darkness, and lightness of the Glare Image.</p>
 Position	<p>Specify the position of a Glare Image.</p> <p>Supported values: <i>Left</i>, <i>Center</i> and <i>Right</i>.</p>
 Fit	<p>Specify the method of fitting the image into the Header area.</p> <p>Options:</p> <ul style="list-style-type: none"> <li>· <i>Vertical</i> - resizes the image's height so that it fits vertically into the header area.</li> <li>· <i>Whole</i> - resizes the image both vertically and horizontally to fit completely into the header (occupy the entire header area).</li> </ul>
<u>Gradient</u>	<p><i>Specify the gradient settings for the header area. To enable select any Gradient from Header &gt; Background &gt; Effects &gt; Gradient.</i></p>
 Contrast	<p>Specify the contrast between the starting and ending colors in the gradient. The values range from -100 (solid color) to 100% (the most gradient contrast).</p>
 Angle	<p>Specifies the angle at which the gradient is applied. The values range from -180° to 180° which allows you to select any desired direction of the gradient fill.</p>
<u>Texture</u>	<p><i>Specify the Glow of the foreground object. To enable use a Foreground Photo on the header.</i></p>
 Transparency	<p>Specify the transparency of the header texture. Supported values: 0% (no transparency) - 100% (fully transparent).</p>

 Blend mode	<p>Specify how the texture blends with the underlying layers of the header.</p> <p>Options:</p> <ul style="list-style-type: none"><li>· <i>Normal</i> - No effect on the underlying layers.</li><li>· <i>Soft Light</i> - Lightens or darkens the image depending on the color of the Texture Image.</li><li>· <i>Overlay</i> - Blends the layers together by changing the opacity, darkness, and lightness of the Texture Image.</li></ul>
---	---

## 6.3. Foreground Photo

This section provides the ability to add a photo that will be complementing your Header. You have the ability to choose the Foreground Photo from a variety of professional photos or many different types of subjects. You can also insert your own photo.

### 6.3.1. Position

Feel free to change the position of the foreground photo in the *Object Position* dialog. Simply drag the photo to the necessary place. Also this dialog allows you to change the size of the photo. Just move the slider or click on the “100%” button to apply full size of the photo.

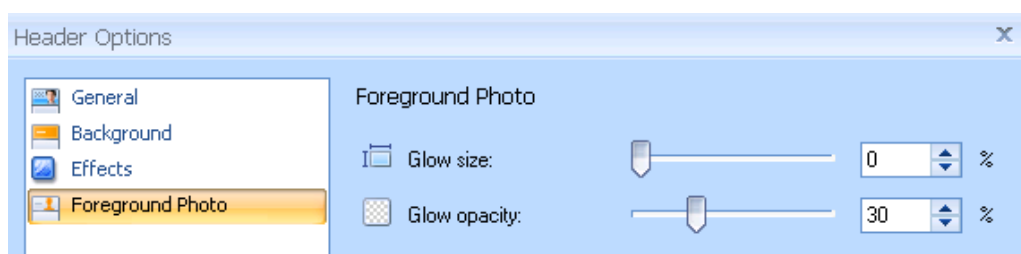


### 6.3.2. Effects

You can add visual Effects to the Foreground Photo to make your design look even more impressive and unique. Header Foreground Photo Options include the following effects that can be applied to the Header Foreground Photo:



- Recolor
- Glow
- Flip

The Foreground Photo effects can be manually adjusted on the fourth tab of the "Header Options" dialog.



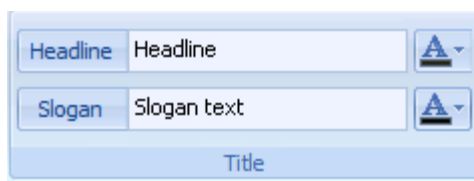
#### Properties:

Specify the Glow of the foreground object. To enable use a Foreground Photo for the header.

Foreground Photo	
 Glow Size	Specify the size of the Glow from edges of the foreground object.
 Glow Opacity	Specify the Glow intensity. Supported values: 0% (fully transparent, invisible) – 100% (solid, opaque glow).

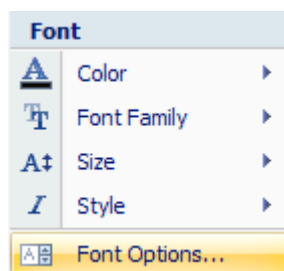
### 6.4. Title

This section provides the ability to change Headline Text and Slogan Text of your design.



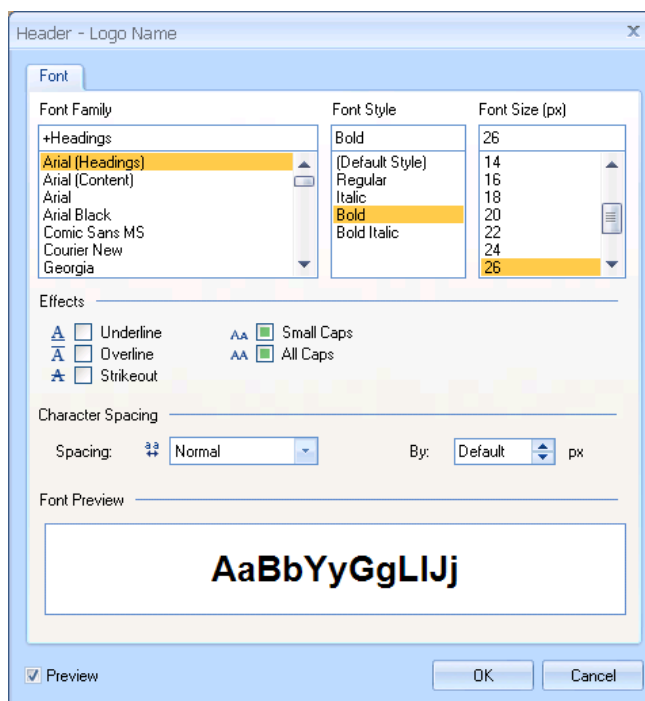
Also you can specify the necessary Font Options:

- Color
- Font Family
- Font Style
- Font Size



Clicking the “Font Options...” button opens the Header Logo Name/Slogan dialog where you can adjust the Font Settings like:

- Font Family
- Font Style
- Font Size (in pixels)
- Effects
- Character Spacing

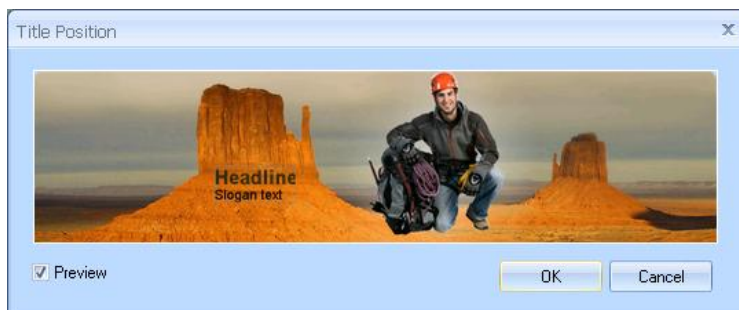


## 6.5. Title Style

This section provides the ability to change Title Style settings to complete your Title.

The Title Style section includes the following functions:

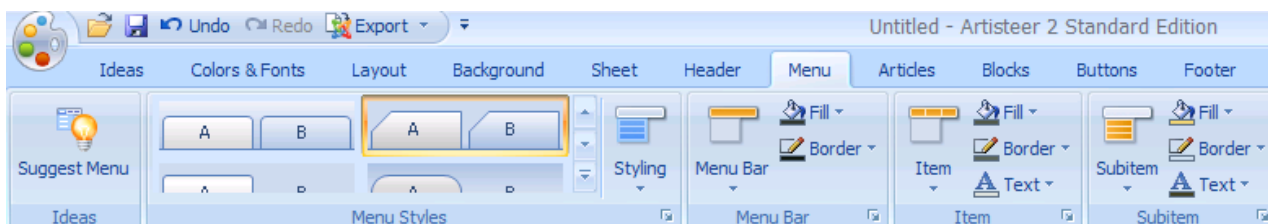
- **Position.** Simply drag the Title to the desired place:



- **Size**
- **Align**

## 7. Menu

The Menu tab is used to control the position and appearance of the main navigation menu. It consists of the menu bar and the menu items. It can be implemented as a standard website menu or in the form of tabs or menu buttons.



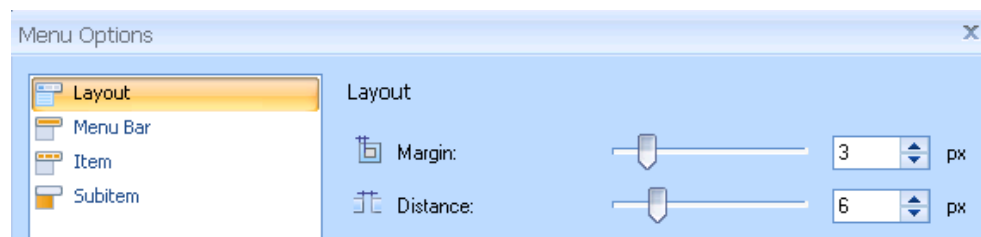
### 7.1. Menu Styles.

Change the overall style of the menu buttons including the shape, coloring, borders and spacing between the items.



Using the Styling Option you can change the following settings:

- **Shape**
- **Margin**
- **Distance**
- **Separator**

There are Margin and Distance options available for adjustments to the menu layout:



**Properties:**

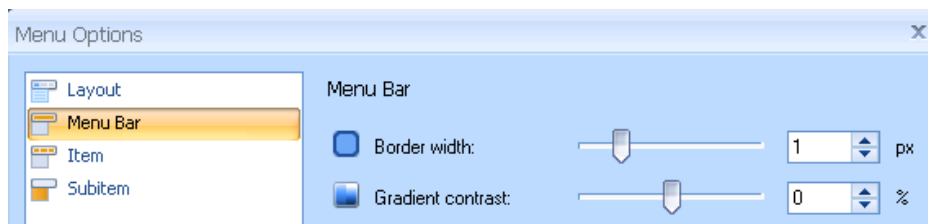
Layout	
 Margin	<p>Specify the space around the menu. Supported values: 0 – 20 pixels.</p> <p>Please note for the Tabbed Menu the top margins look doubled, as the menu is bottom-aligned.</p>
 Distance	<p>Specify the horizontal distance between Menu Items. Supported values: 0 – 30 pixels.</p>

## 7.2. Menu bar



Refine the navigation bar further by choosing the overall gradient, border width, color and fill effect.



“Menu Options” dialog allows you to adjust Gradient and Border settings. Just click on the “*Gradient Options...*” or “*More Borders...*” button in the appropriate list.

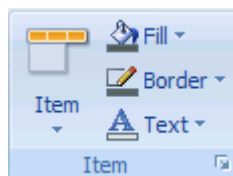


**Properties:**

Menu Bar	
 Border width	<p>Specify the Width of the Menu Borders. Supported values: 0 – 5 pixels.</p> <p>To enable select any border for the Menu Bar.</p>
 Gradient contrast	<p>Specify the contrast between the starting and ending colors in the menu bar gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).</p> <p>To enable select any Gradient from the Menu &gt; Menu Bar &gt; Menu Bar &gt; Gradient list.</p>

### 7.3. Item

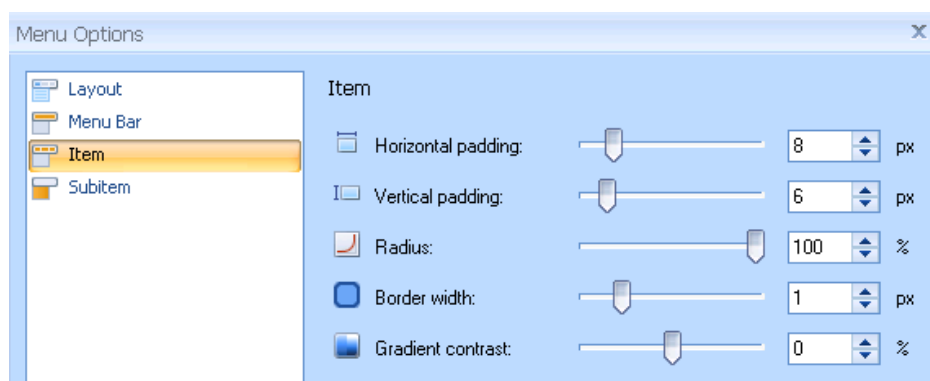
This section provides the ability to choose how individual items of the navigation bar should look when you hover over or click on them.








This section includes the following functions:

- **Set the Size, Radius and Gradient values fro the menu Items by clicking on the “Item” button.**
- **Adjust Border settings.**
- **Change color and text parameters.**

If the default settings don't meet your needs, use the "Menu Options" dialog to adjust the option settings.



### Properties:

Item	
 Horizontal padding	Specify the horizontal distance between the Item Text and Item Borders. Supported values: 0 – 50 pixels.
 Vertical padding	Specify the top and bottom padding of the Menu Items. Supported values: 0 – 50 pixels.
 Radius	Specify the Corner Radius of the Menu Item. Supported values: 0 - 100%.
 Border width	Specify the Width of the Menu Item Borders. Supported values: 0 – 5 pixels.  This option is disabled when the Menu Items have no borders.
 Gradient contrast	Specify the contrast between the starting and ending colors in the item gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).  To enable select any Gradient from the Menu > Item > Item > Gradient list.

## 7.4. Subitem

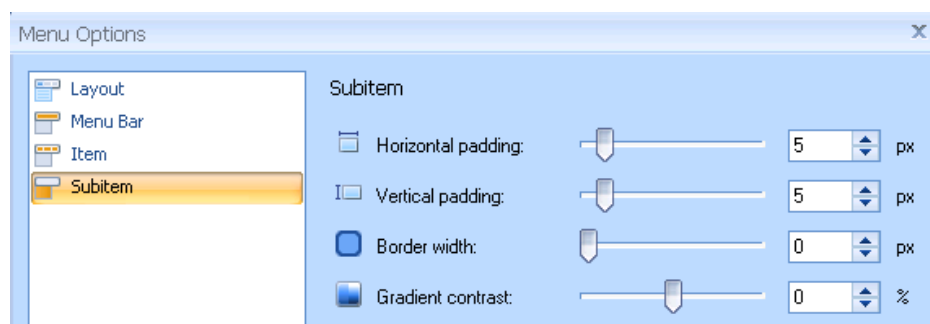
This section provides the ability to control the appearance of items in submenus.

You can change the following options:

- **Gradient and Size in the subitem list**

- **Fill**
- **Border**
- **Text**





If the default settings don't meet your needs, use the "Menu Options" dialog to adjust the option settings.



### Properties:

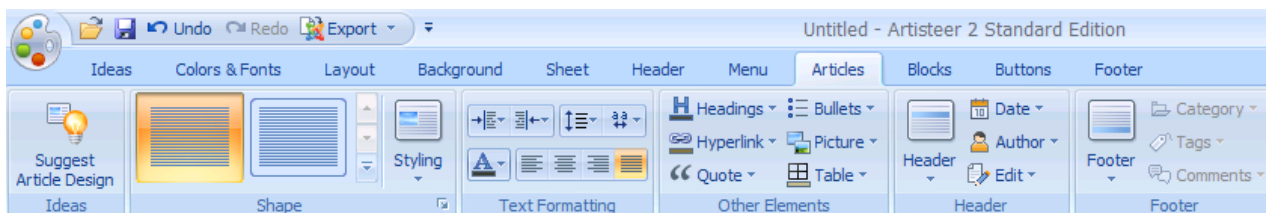
Specify the submenu options.

*Please note:* The options are disabled if "No Submenus" is selected in the Subitem list > Level. Also please note that the Gradient contrast option is disabled if "No gradient" is selected in the Subitem list > Gradient.

Subitem	
 Horizontal padding	Specify the horizontal distance in the Subitem drop-down list, in pixels. Supported values: 0 – 50 pixels.
 Vertical padding	Specifies the top and bottom padding of the Menu Subitems. Supported values: 0 – 50 pixels.
 Border width	Specify the width of the Subitem Borders. Supported values: 0 – 5 pixels.
 Gradient contrast	Specify the contrast between the starting and ending colors in the Subitem Gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).  To enable select any Gradient from the Menu > Subitem > Subitem > Gradient list.

## 8. Articles

The Article tab provides the ability to control the look of the Article. You can choose the Blockless or in-Block article shape, format the Text option, change the Article header and Footer.

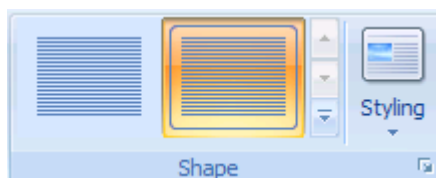


### 8.1. Shape

In this section you can choose the Article Content Shape (Blockless or in-Block) and using the Styling button to change the following style options:

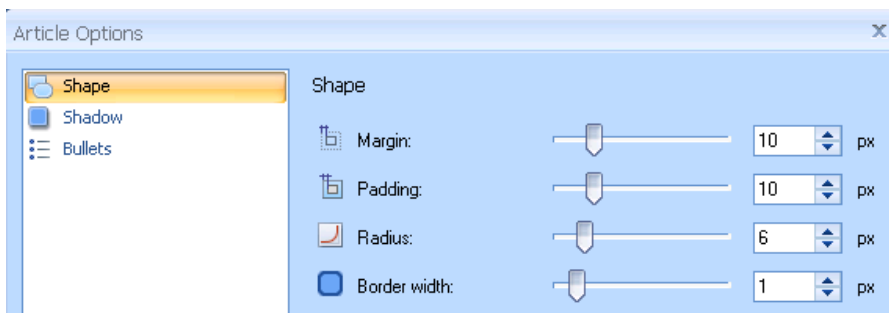
- **Content**
  - **Margin**

- Text Padding
- **Shape**
  - Fill
  - Border
  - Radius
- **Effects**
  - Shadow







### 8.1.1. Shape

If the default settings do not meet your requirements, you can use the "Articles Options" dialog to customize the settings. To get to the required Section of the Article Options click on the "More.." button, for example "More Paddings...", below any list.



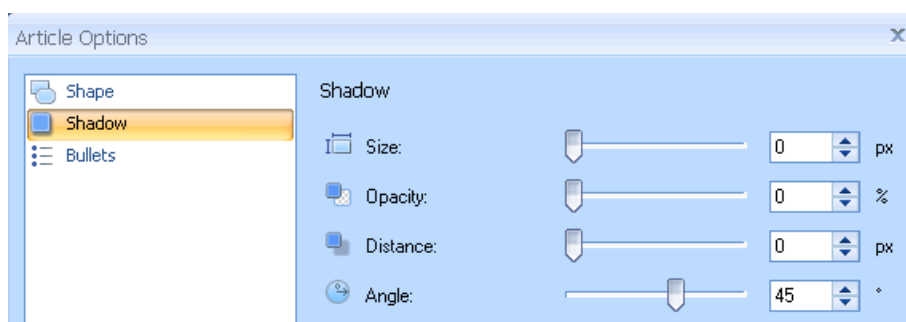
#### Properties:

Shape	
 Margin	Specify the Margin of the Article content in pixels. Supported values are: 0 – 50 pixels.
 Padding	Specify Padding of the Article text in pixels. Supported values: 0 – 50 pixels.
	Specify the Corner Radius of the in-block content in pixels. Supported

Radius	values: 0 to 40 pixels.
 <b>Border</b> <i>Width (Available if In-Block Shape is used)</i>	Specify the Border Width of the in-block content in pixels. Supported values: 0 to 10 pixels. 0 corresponds to "Without Border".





### 8.1.2. Shadow

Clicking on the "More Shadows..." button in the styling > Shadow list opens the "Article Options" dialog where you can adjust shadow options.



#### Properties:

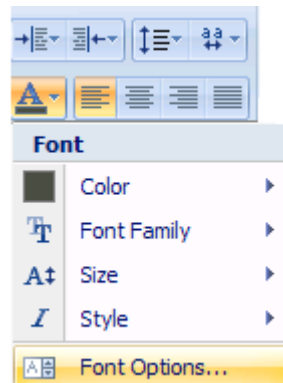
Please note: The Shadow Options are available only for the In-Block Shape.

Shadow	
 <b>Size</b>	Specify the Shadow Size of the Article block in pixels. Supported values: 0 – 20 pixels.
 <b>Opacity</b>	Specify the Shadow Opacity of the Article Block. Supported values are: 0 to 100%.
 <b>Distance</b>	Specify the Offset Distance of the shadow in pixels. Supported values: 0 – 20 pixels, where 0 indicates no offset.
 <b>Angle</b>	Specify the Angle at which the shadow is dropped from the Article Block. Supported values: -180° to 180 °.

## 8.2. Text Formatting

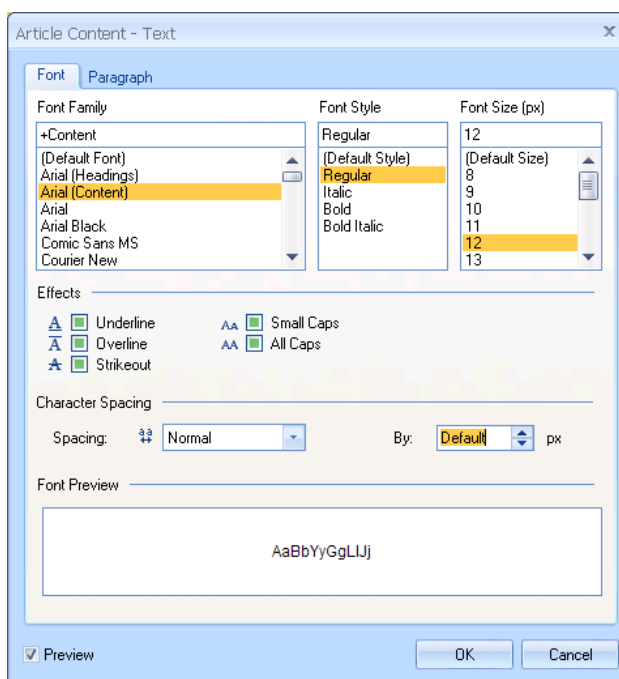
This section allows you to change the Text format options like:

- Margin Left
- Margin Right
- Line Height
- Character Spaying
- Font Options
- Align



Clicking on the “*Font Options...*” button opens the Article Content-Text option dialog where you can adjust such Font Settings like:

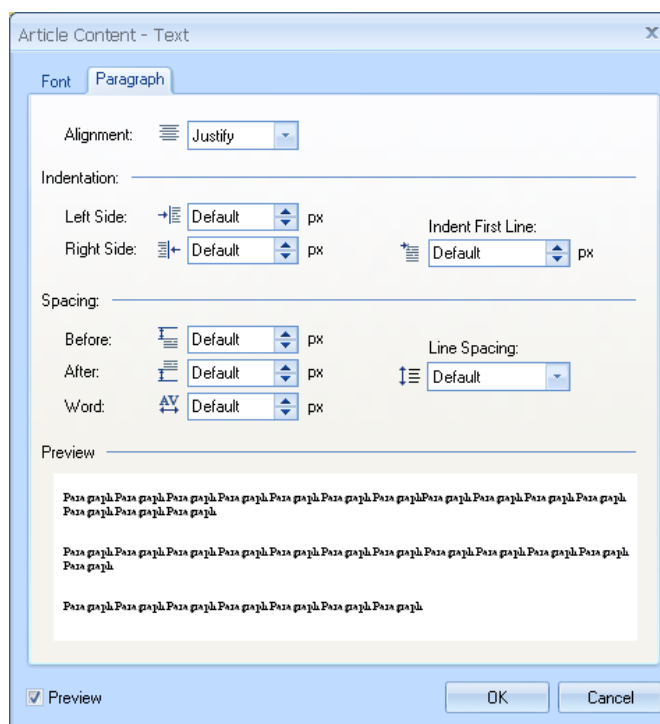
- Font Family
- Font Style
- Font Size (in pixels)
- Effects
- Character Spacing



You can also modify the Paragraph setting including:

- **Alignment**
- **Indentation**
- **Spacing**

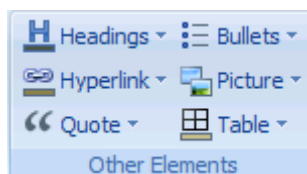
Just click on the “More options...” button in the appropriate Text formatting list.



### 8.3. Other elements

This section provides the ability to control the look of the following article elements:

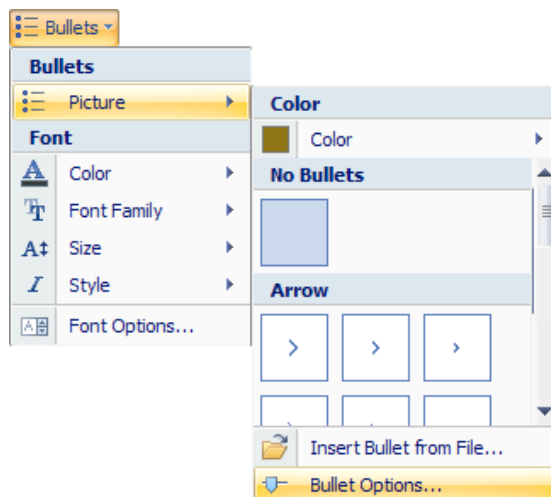
- **Headings**
- **Hyperlink**
- **Quote**
- **Bullets**
- **Picture**
- **Table**



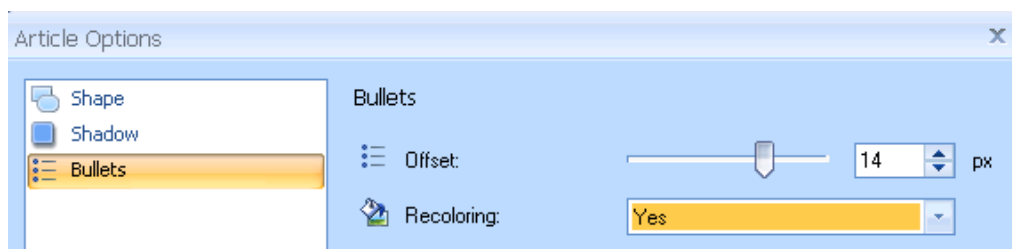
You can change the Font options, Quote Style, Bullets picture, Table border settings or Picture Border settings to make your Article more unique.

Clicking on the “*Font Options...*” button in the appropriate element list (Headings, Hyperlink, and Quote) will open the Article Content Option dialog window where you can adjust Font and Paragraph (for Headings and Quote) settings.



It's worth mentioning the **Bullets** elements. You can choose a Picture from the variety of included images or insert your custom image. You can also change the color of the bullet.



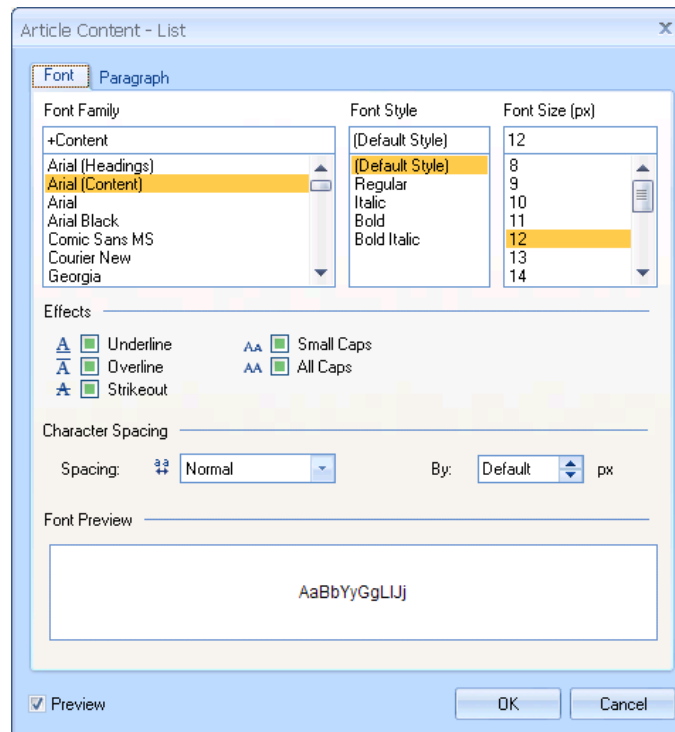
Clicking on the “*Bullet Option...*” button will open the Article Option Dialog where you can change the Offset and Recoloring options of the Bullets.



**Properties:**

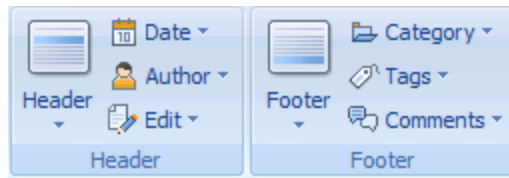
Bullets	
 Offset	Specify the indent between the Bullet and the List Text. Supported values: 0 – 20 pixels.
 Recoloring	Specifies whether the bullets should be re-colored.  Supported values: Yes and No.

To finish your List configuration you can change the Font options of the Text in the List. Just click on the “Font Option...” button and adjust the Font and Paragraph settings in the Articles Content – List dialog.

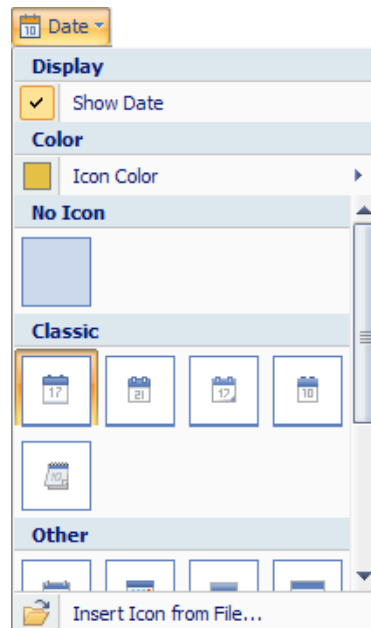


## 8.4. Header and Footer

You can customize the Article Header and Footer: adjust Style, Text and Headline by choosing icons from the predefined pictures or using your own images.

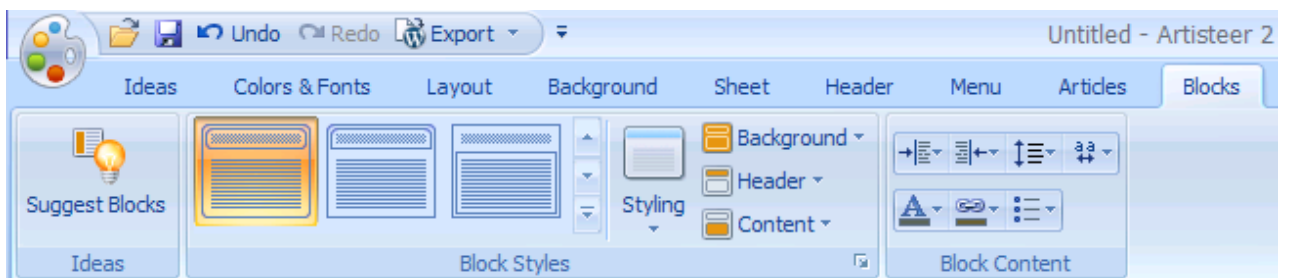


You can change the Date, Author and Edit icons located in the Article Header section, and the Category, Tags and Comments icons located in the Article's Footer.



## 9. Blocks

Blocks are the individual components that make up the content of the page. Things located in the blocks include links, bookmarks, search and the overall postings of the page.

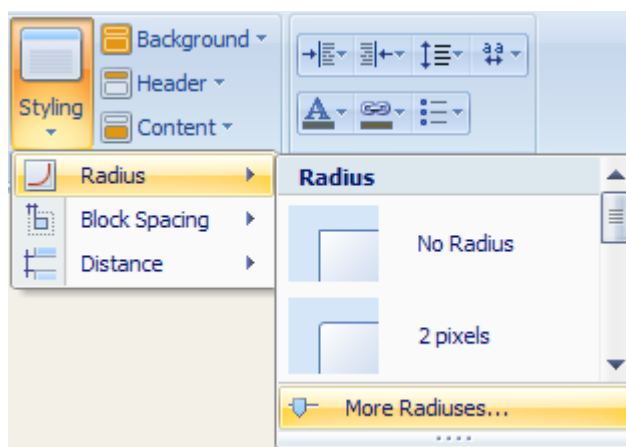


## 9.1. Block Styles.

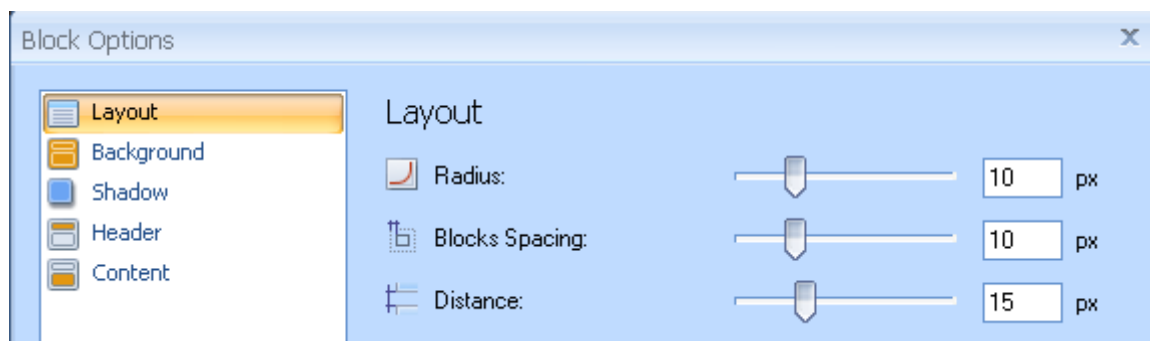
Chose how you want blocks to be contained. Maybe you want the content underneath a block to fall within a border.

### 9.1.1. Styling




Styling option provides the ability to change block spacing, alter the distance between blocks, or make the blocks more rounded by changing the radius value.



Clicking on the "More ...." buttons in Styling lists will open the Block Option dialog where you can adjust layout options.

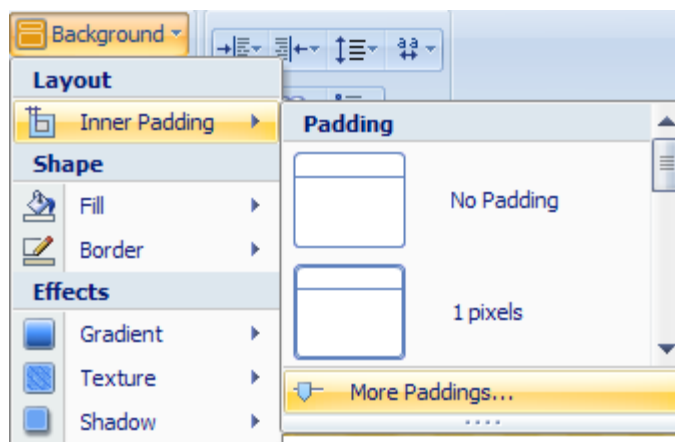


**Properties:**

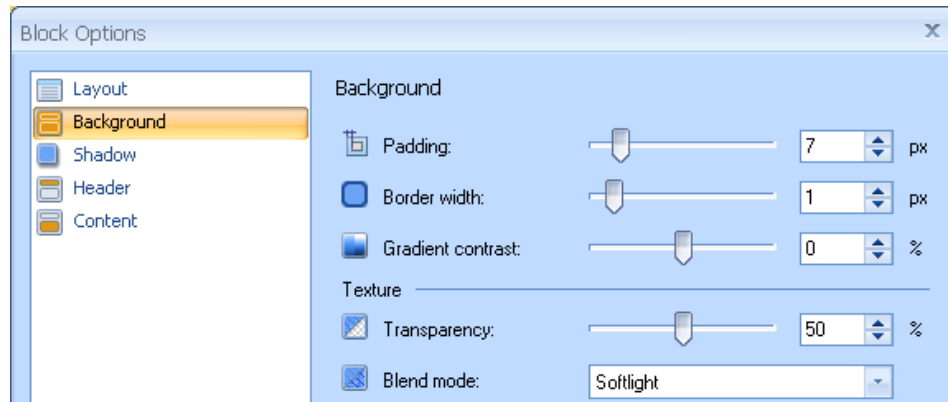
Layout	
 <p>Radius</p>	Specify the Radius of Block Corners. Supported values: 0 to 40 pixels. To enable select any blocked style from the "Block Styles" list.
 <p>Block spacing</p>	Specifies the Spacing around blocks in pixels. Supported values: 0 – 40 pixels.
 <p>Distance</p>	Specify the vertical distance between the Header and Body sections of the Block. To enable select any blocked style from the "Block Styles" list.

**9.1.2. Background**






If your template allows it, you can change the background color and border of the blocks, as well as apply different Effects to your blocks.



Clicking on the "More....." buttons will open a Block options dialog:

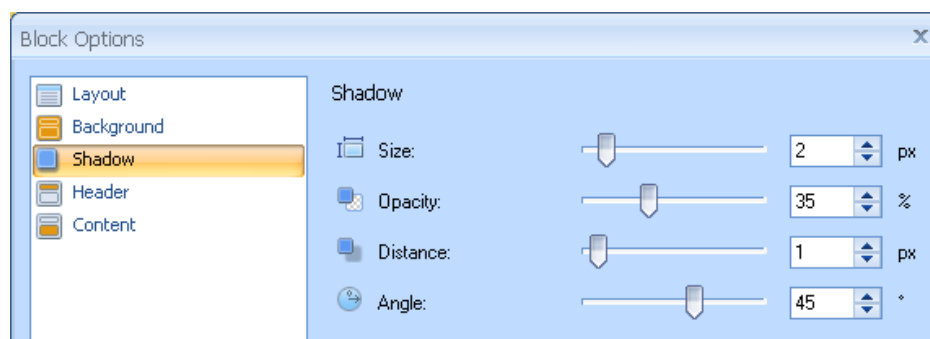


**Properties:**

Background	
 Padding	Specify the space between the outer borders of the Block and the content area within the Block. Supported values: 0 – 50 pixels. To enable select any blocked style from the "Block Styles" list.
 Border width	Specify the Block Border width. Supported values: 0 – 10 pixels. To enable select any blocked style from the "Block Styles" list.
 Gradient contrast	Specify the luminance difference between the starting and ending colors of the gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).  To enable select any Gradient from Blocks > Block Styles > Background > Gradient list.
<u>Texture</u>	<i>Specify the Background Texture options. To enable select any Texture from Blocks &gt; Block Styles &gt; Background &gt; Texture list.</i>
 Transparency	Specify the Transparency of the Background Texture. Supported values: 0 (fully opaque) – 100% (fully invisible).
 Blend mode	Specify how the Texture blends with the underlying layer of the block.  Options: <ul style="list-style-type: none"> <li>· <i>Normal</i> - No effect on the underlying layers.</li> <li>· <i>Soft Light</i> - Lightens or darkens the image depending on the color of the Texture Image.</li> <li>· <i>Overlay</i> - Blends the layers together by changing the opacity, darkness, and lightness of the Texture Image.</li> </ul>





If you selected a template with a shadow effect, the Shadow option provides the ability to change size, angle and opacity of the block shadow as well as indicate the distance between the shadow and the block borders.

Just click on the “More Shadow...” button in the Background -> Effects -> Shadow list.



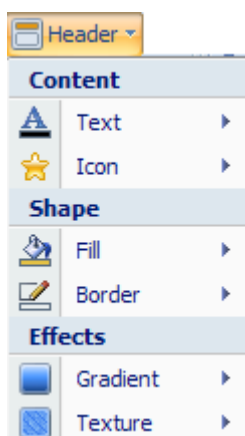
### Properties:

Specify the shadow options. The options are disabled for no-block styles selected in the "Block Styles" list.

Shadow	
 Size	Specify the Shadow Fussiness. Supported values: 0 – 20 pixels.
 Opacity	Specify the Shadow Opacity. Supported values: 0 (fully transparent) – 100% (fully opaque).
 Distance	Specify the Shadow Offset in pixels. Supported values: 0 – 20 pixels.
 Angle	Specify the Shadow Angle starting from edges of the block. Supported values: -180° to 180°.

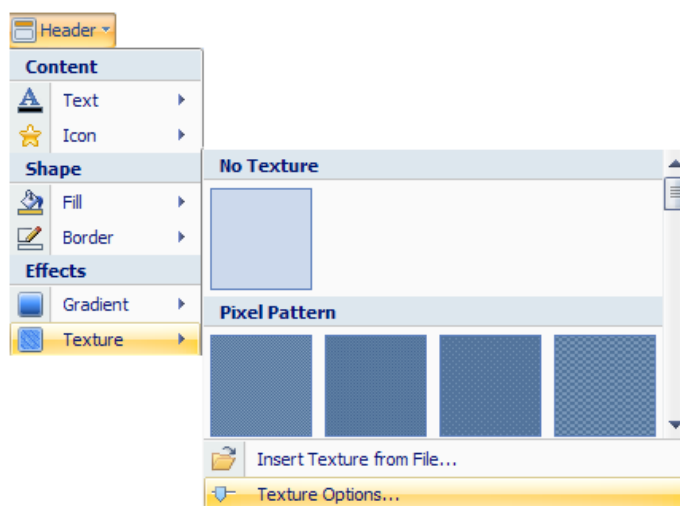
### 9.1.3. Header

Each block has an individual header. Chose how you want that header to look like. You can change the header color as well as the font and color of the text. Also, you can choose an icon from a variety of proposed icons or insert your custom icon image.

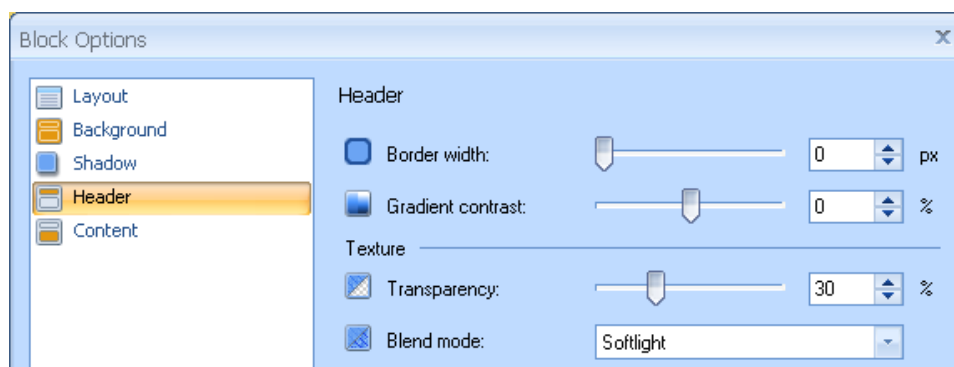


You can add Gradient and Texture Effects to the Block header. Both options can be further customized in the Block Options dialog.

You can also add a custom Texture to the block header.



Clicking on the “Texture Options...” or “Gradient Options...” in the appropriate list will open the Block Option dialog where you can adjust Effects settings.

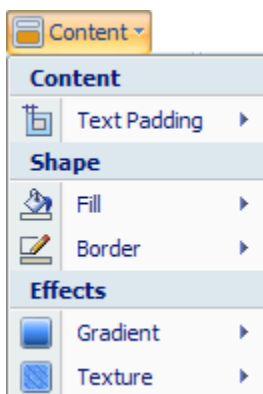


### Properties:

Header	
<input type="checkbox"/> Border width	<p>Specify the Width of the Block Header Border. Supported values: 0 – 10 pixels.</p> <p>To enable select any with-header style from the "Block Styles" list.</p>
<input type="checkbox"/> Gradient contrast	<p>Specify the contrast between the starting and ending colors in the gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).</p> <p>To enable select any Gradient from Blocks &gt; Block Styles &gt; Header &gt; Gradient list.</p>
<u>Texture</u>	<p><i>Specify the settings of the Block Header Texture. To enable select any Texture from Blocks &gt; Block Styles &gt; Header &gt; Texture list.</i></p>
<input checked="" type="checkbox"/> Transparency	<p>Specify the Transparency of the Block Header Texture. Supported values 0 (fully opaque) to 100% (fully transparent).</p>
<input checked="" type="checkbox"/> Blend mode	<p>Specify how the Texture blends with the underlying layer of the block.</p> <p>Supported values:</p> <p><i>Normal</i> - No effect on the underlying layers.</p> <p><i>Soft Light</i> - Lightens or darkens the image depending on the color of the Texture Image.</p> <p><i>Overlay</i> - Blends the layers together by changing the opacity, darkness, and lightness of the Texture Image.</p>

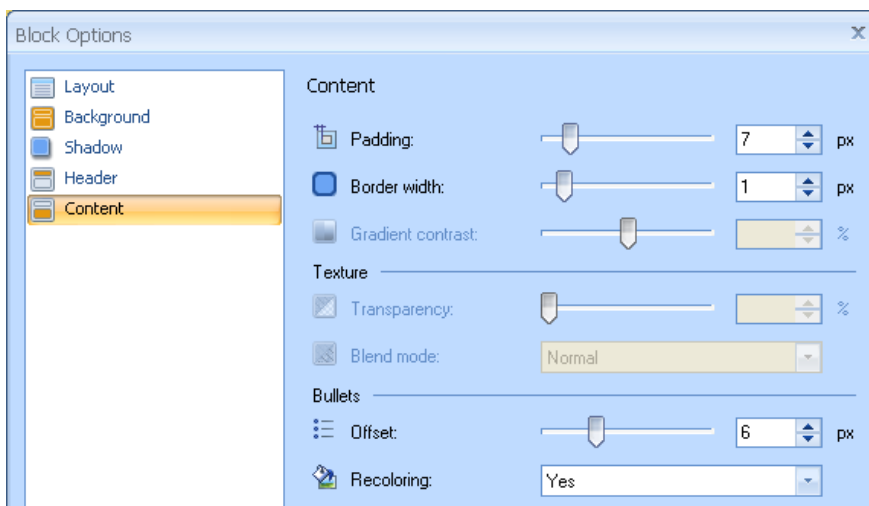
### 9.1.3. Content

You can adjust the color and style of the block content as well as control the borders, text colors and hyperlinks that appear in the blocks.










You can also add gradient and Texture Effect to the Block's Content. Both options are available for customization. You can also add custom Texture template.

Clicking on the "Texture Options..." or "Gradient Options..." in the appropriate lists will open the Block Option dialog where you can adjust Effects and Bullets settings.

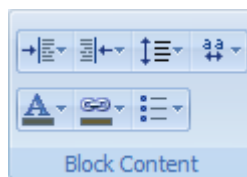


**Properties:**

Content	
 Padding	Specify the space between the Content Block Borders and the content of the block. Supported values: 0 – 50 pixels.
 Border width	Specify the width of the Content Block Borders. Supported values: 0 – 10 pixels.  To enable select any style with inner Content Block from the "Block Styles" list.
 Gradient contrast	Specify the difference in luminance between the starting and ending colors in the gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).  To enable select any Gradient from the Blocks > Block Styles > Content > Gradient list.
<u>Texture</u>	<i>Specify the settings of the Block Header Texture. To enable select any Texture from Blocks &gt; Block Styles &gt; Content &gt; Texture list.</i>
 Transparency	Specify the Transparency of the Content Block Texture. Supported values 0 (fully opaque) to 100% (fully transparent).
 Blend mode	Specify how the Texture blends with the underlying layer of the block.  Supported values: <i>Normal</i> - No effect on the underlying layers. <i>Soft Light</i> - Lightens or darkens the image depending on the color of the Texture Image. <i>Overlay</i> - Blends the layers together by changing the opacity, darkness, and lightness of the Texture Image.
<u>Bullets</u>	<i>Specify the Bullet Properties.</i>
 Offset	Specify the indent between the Bullet and the List Text. Supported values: 0 – 20 pixels.
 Recoloring	Specifies whether the bullets should be re-colored.

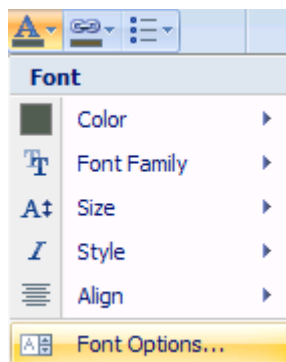
## 9.2. Block Content

This section allows you to change the settings like:



- **Margin Left**
- **Margin Right**
- **Line Height**
- **Character Spaying**
- **Font Options**
- **Link Options**
- **Bullets**

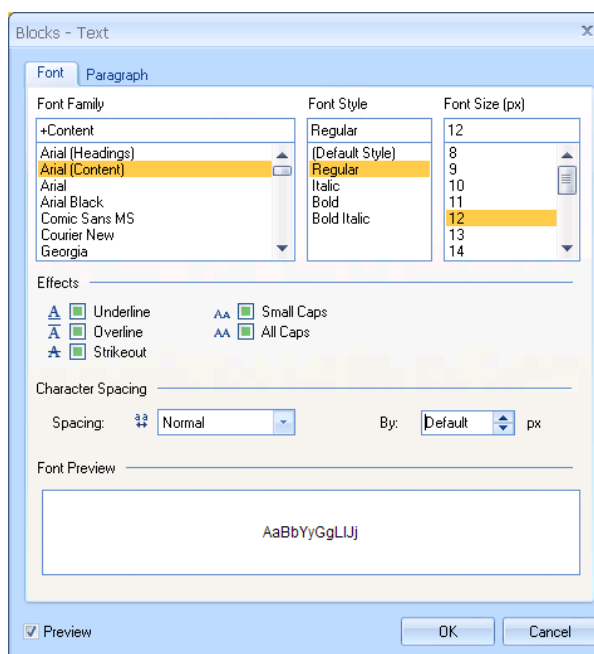
You can also modify the **Font** settings of the Block Content according to your needs.



Clicking on the “*Font Options...*” button will open the Article Content-Text options dialog where you can adjust such Font Settings like:

- **Font Family**
- **Font Style**
- **Font Size (in pixels)**
- **Effects**

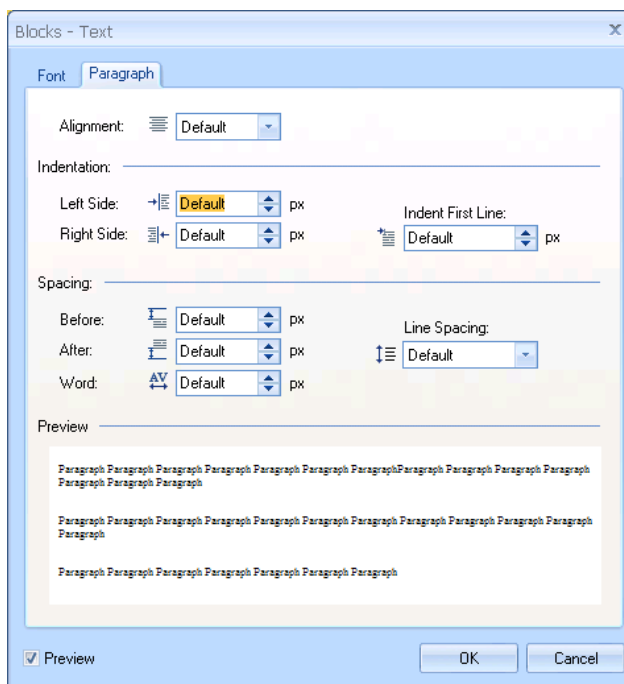
- **Character Spacing**



And the Paragraph settings like:

- **Alignment**
- **Indentation**
- **Spacing**

Just click on the “*More options...*” button in the appropriate Text formatting list.

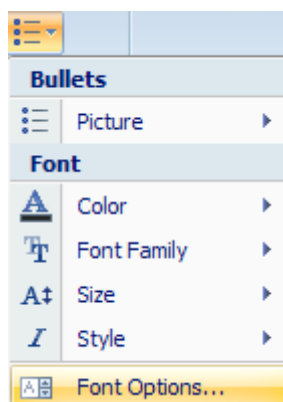


Also you can modify **Link** parameters, Visited and Hovered Link Font settings:



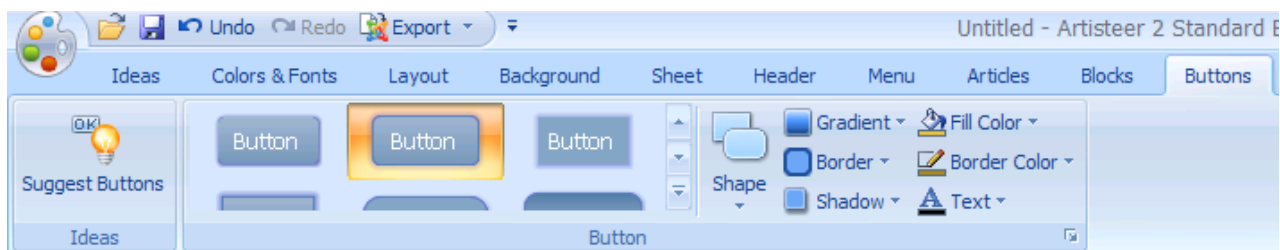
Just click on the “Font options...” button in the appropriate Link list.

To complement your Block you can change **Bullets** parameters.



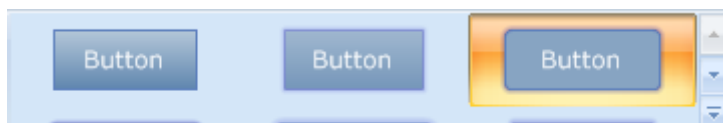
## 10. Buttons

The Buttons tab is used to choose the shape and style of the Buttons.



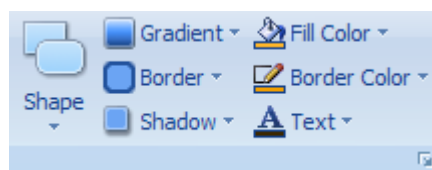
### *Button Styles*

Select from a wide variety of button styles. You can choose buttons with more rounded corners, something in between, or completely rectangular shape.



### *Button Format*

Make your finishing touches to the button.

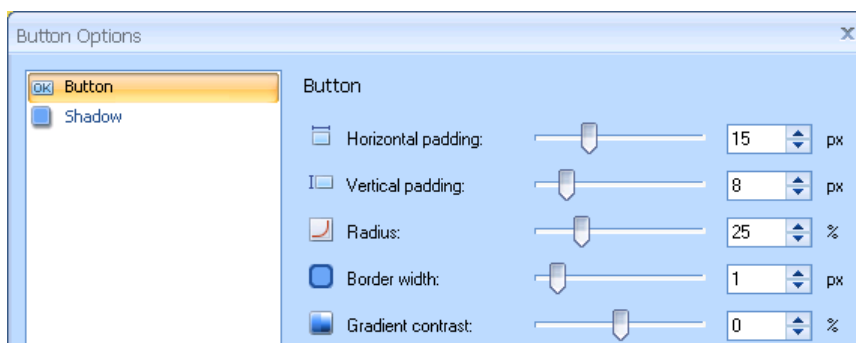


The Button section allows you to change the following options:






- Shape
- Gradient
- Border
- Shadow
- Fill Color

- **Border Color**
- **Text**

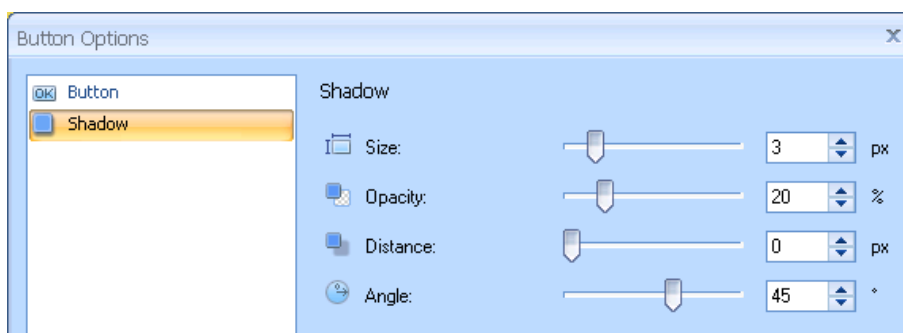
Artisteer provides a variety of Button's shape templates. Clicking on the “*Shape Option...*” button in the shape List you can adjust the shape settings. Also you can adjust some Effects like Gradient contrast:



### Properties:

Button	
 Horizontal padding	Specify the horizontal distance between the Button Caption and Button Borders. Supported values: 0 – 50 pixels.
 Vertical padding	Specify the vertical distance between the Button Caption and Button Borders. Supported values: 0 – 50 pixels.
 Radius	Specify the Button Corners. Supported values: 0 – 100%.
 Border width	Specify the Width of the Button Borders. Supported values: 0 – 10 pixels.
 Gradient contrast	Specify the Contrast between the starting and ending colors in the button gradient. Supported values: -100 (solid color) to 100% (the most contrast gradient).  To enable select any Gradient from the Buttons > Button > Gradient list.

If you add a Shadow Effect to your Buttons you have the possibility to make custom changes in the Button Option dialog. Just click on the “*Shadow options...*” button.



**Properties:**

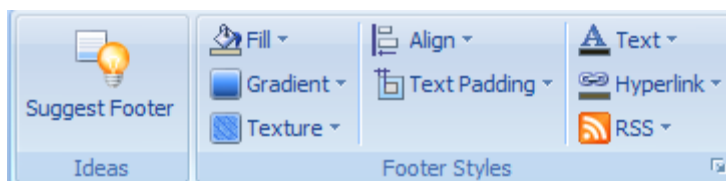
Shadow	
Size	Specify the Blur Size of the shadow. Supported values: 0 – 20 pixels.
Opacity	Specify the Shadow Opacity. Supported values: 0 (fully transparent) to 100% (fully opaque).
Distance	Specifies the Shadow Offset in pixels. Supported values: 0 – 20 pixels.
Angle	Specify the Angle at which the shadow is cast from the button. Supported values: -180° to 180°.

To finish the Button design you can change the overall Fill of the Buttons or change the Text settings. The Text option allows to you to change the color of Buttons and Hovered Buttons as well as adjust Font settings.



## 11. Footer Tab

The Footer tab is used to specify the style of the website's footer.

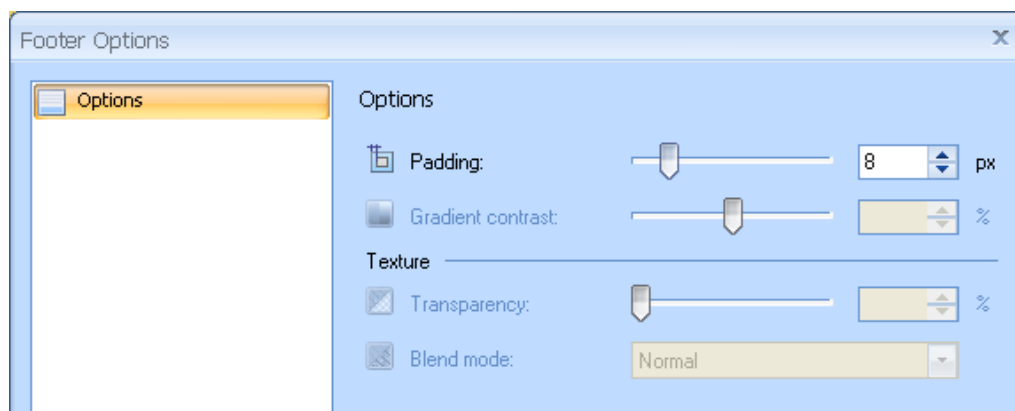


### 11.1 Footer Styles





Footers Options include the following effects that can be applied to the Footer:

- **Color**
- **Gradient**
- **Texture**
- **Align**
- **Text Padding**
- **Text font**
- **Change Hyperlinks font**
- **RSS icon**

In the Footer Options dialog you can customize effects applied to the Footer.



**Properties:**

Options	
 Padding	Specify the padding of the Footer's text in pixels. Supported values: 0 – 50 pixels, where 0 means "No Padding".
 Gradient Contrast  <i>(Available if a Gradient is used )</i>	Use to increase or decrease the luminosity difference between the starting and ending color of the gradient.
 Texture Transparency  <i>(Available if a Texture is used )</i>	Specify the Texture Transparency. The supported values are from 0 (fully opaque) to 100% (fully transparent, invisible texture).
 Texture Blend Mode  <i>(Available if a Texture is used )</i>	Specify the Blend Mode applied while mixing the background color and texture image:  <i>Normal</i> - No effect is applied while mixing layers;  <i>Overlay</i> - Two layers are blended by changing the opacity, darkness, and lightness of the Texture.  <i>Soft Light</i> – Changes the colors in the Footer image depending on the color of the top layer.

## Troubleshooting

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### **".NET Framework is not installed" error.**

Artisteer requires .NET Framework 2.0 or higher to be installed on your computer.

#### **Solution**

Microsoft NET Framework can be obtained and installed from:

<http://www.microsoft.com/downloads/details.aspx?familyid=79BC3B77-E02C-4AD3-AACF-A7633F706BA5&displaylang=en>

### **PHP Fatal error in WordPress**

PHP Fatal error: Only variables can be passed by reference in ...\wordpress\wp-includes\query.php on line 2548

Occurs when the posts page is set to a static page different from the homepage:

#### **Solution**

Upgrade your PHP version or use the following workaround:

Open the query.php and replace the code line

```
$this->queried_object = & get_page(get_option('page_for_posts'));
```

with the two lines

```
$tmpPageVariable = get_option('page_for_posts');  
$this->queried_object = & get_page($tmpPageVariable);
```

---

## Glossary

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### **CMS**

A Content Management System (CMS) is a software application designed to create, edit, publish and manage Website content using a simple browser-based interface. The content may include text, photos, electronic documents, music, video and other type of computer files.

CMSs usually provide a number of ready-made solutions and standard templates for most common applications.

The main advantage of CMS is that it requires almost no technical skills or knowledge to create the website and manage its content.

### **Blog**

A blog (short for "Web log") is a special type of Web site with a series of entries usually posted to a single page in reverse-chronological order.

Blogs are often maintained by an individual and represent the personality of the author, provide diary-type commentary, links to articles on other Web sites, descriptions of different events and social issues, or include other material such as graphics or video.

### **WordPress**

WordPress is an open source blog publishing application, an advanced blogging tool with a focus on aesthetics, web standards, and usability. The official WordPress website is <http://wordpress.org>.

### **Joomla**

Joomla is a free open source content management system written in PHP. It is used for publishing and managing content on the web and intranets and allows you to build powerful online applications.

The official Joomla website is <http://www.joomla.org>.

## Drupal

Drupal is a free software package that allows an individual or a community of users to easily publish, manage and organize a wide variety of content on a website. It is an open-source project written in PHP and distributed under the GPL. The official Drupal website is <http://drupal.org>.

## Visual Studio

Visual Studio is an integrated development environment (IDE) from Microsoft company. The official website is <http://www.microsoft.com/visualstudio/en-us/default.aspx>.

## CodeCharge Studio

CodeCharge Studio(CCS) is a Rapid Web Application Development Tool from YesSoftware company. It is a software for visually creating dynamic database-driven Web applications. The official company website is <http://www.yessoftware.com>.

## HTML

HyperText Markup Language (HTML) is the predominant markup language for Web pages which provides a set of markup symbols or codes to specify the structure of documents for retrieval across the Internet using Web browser programs. HTML is written in the form of tags, surrounded by angle brackets. The document can contain links, headings, paragraphs, lists, and text supplemented with interactive forms, embedded images, and other objects.

## CSS

Cascading Style Sheets (CSS) is a style language that defines the presentation of a document written in a markup language. CSS controls the overall layout, text size, style, and formatting and other design properties to let developers separate content from design.

## RGB

RGB stands for the three primary colors of light - Red, Green, and Blue. The combination of these colors in different proportions produces any color in the visible spectrum. RGB system is used for representing colors on computer display.

## HSL

HSL stands for Hue, Saturation, and Lightness. It is a method for describing colors as they are perceived by a human eye. HSL is considered a more intuitive way of dealing with color than RGB.

Hue corresponds to the actual color, saturation corresponds to the intensity, and luminosity corresponds to lightness of the color.