

Manual Constructor

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1 Overview

This manual describes the functions of the environment for the web development "Constructor", which is currently available in Release 1 and here in version 7.

The current manual is available on the STRATOLABS domain under www.stratolabs.de and can be obtained from there from regular licensees of full versions.

Supported by the STRATOLABS Constructor application, the Windows operating systems* are available in versions 2019, 2016, 10, 2012, 8.1, 8, 7, Vista, 2003 XP and 2000.

To use this STRATOLABS application, you need a valid STRATOLABS license letter.

You will only receive this personalised STRATOLABS license letter from STRATOLABS with STRATOLABS Christian Benz after payment of the one-time license fee.

If you have any further questions or suggestions about this or any other STRATOLABS product, please do not hesitate to contact STRATOLABS at contact@stratolabs.de

Biberach an der Riss, in August 2020, Christian Benz.

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2 Start

When you launch the application, the following splash is displayed:

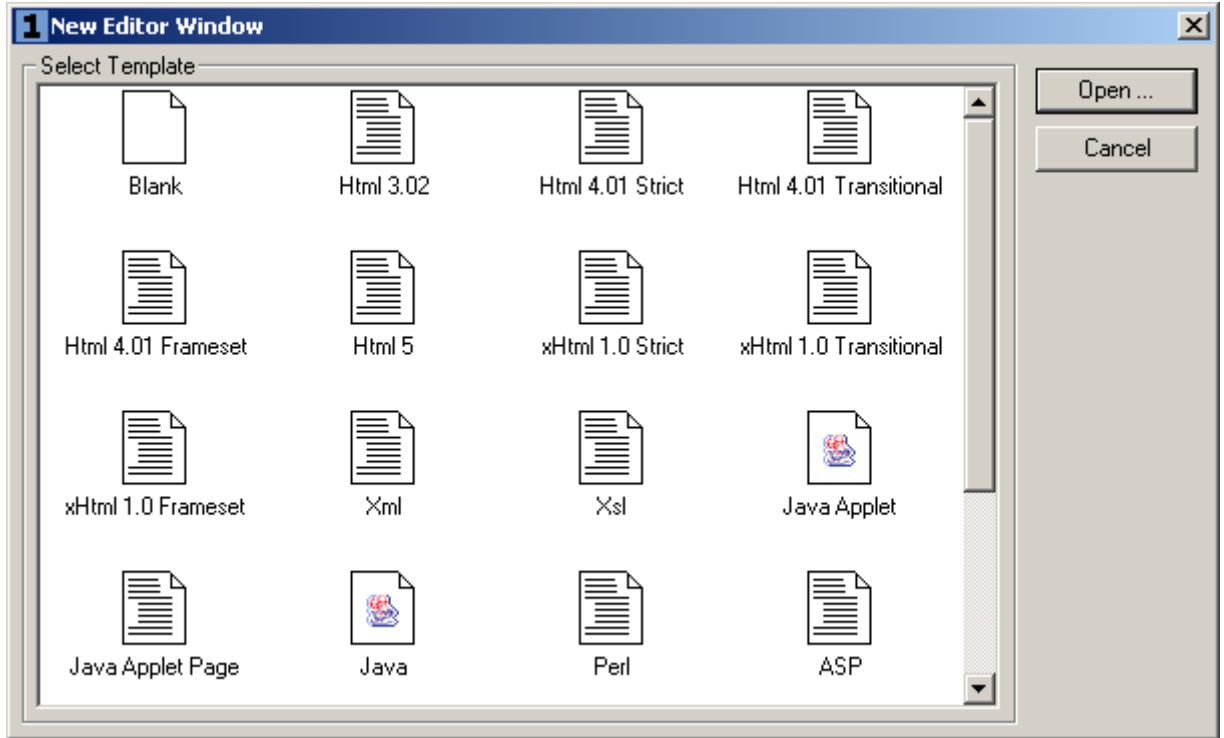


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2.1 Open New Editor Windows

If you want to open a new editor window, you will encounter the following dialog:

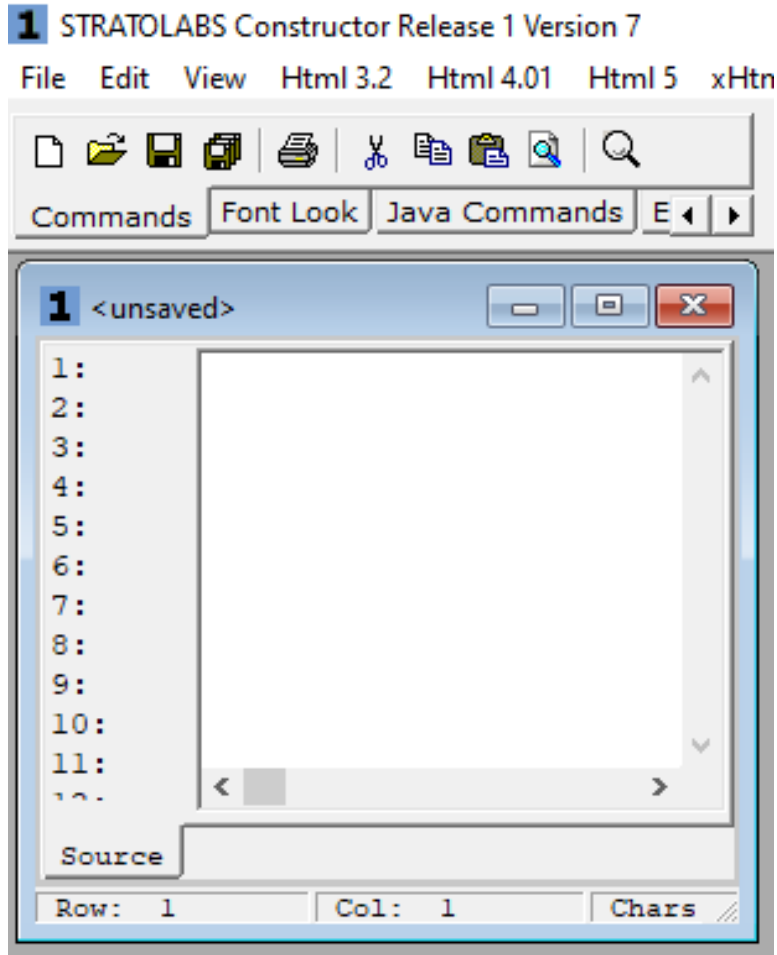


Select the document template that already has the basic framework of the selected format.

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2.2 Use New Editor Window

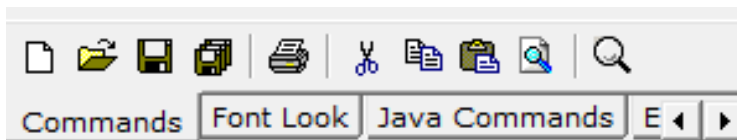
If you have a new editor window open, you can choose from several options when editing:



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3.1 Command Bar „Commands“



Within the Commands bar, you can save the contents of one or all editor windows.

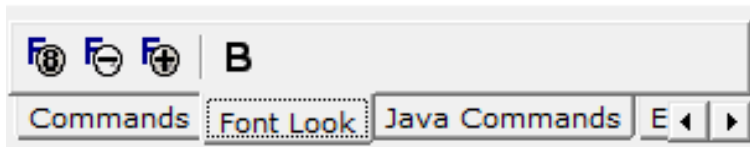
Parts of the content can also be copied, cut, or pasted.

You can still search for a search string in an editor window.

Then the result of an editor window can also be displayed in a display program (browser).

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3.2 Command Bar „Font Look“



Within the "Font Look" command bar, you can determine the appearance of the text in the current editor window.

This includes font size normal, reduced or enlarged, and shown in bold.

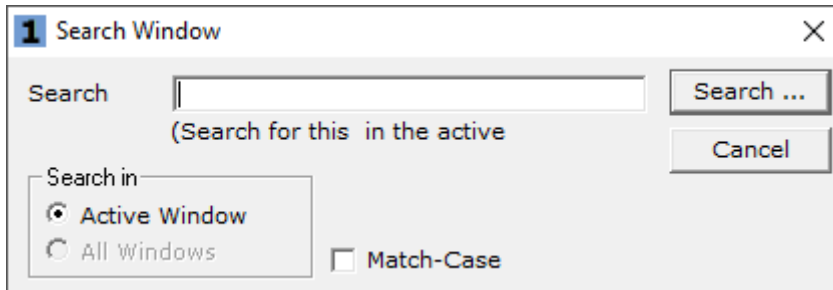
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3.3 Text editing

With two dialogs, you can search for text in a current editor window or replace one specified text with another.

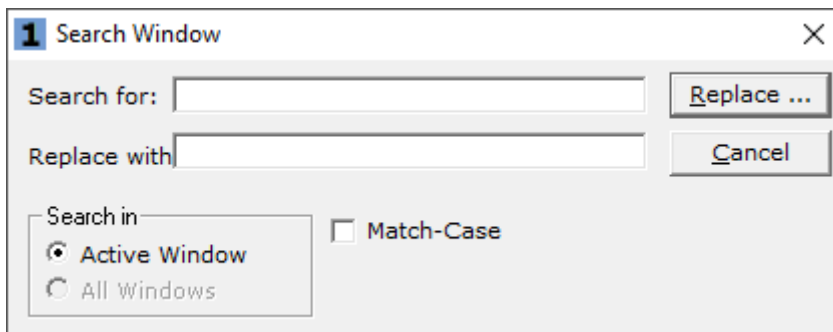
3.3.1 Search Window

In the Search window you can search for the occurrence of a term in the current editor window.



3.3.2 Find and Replace Window

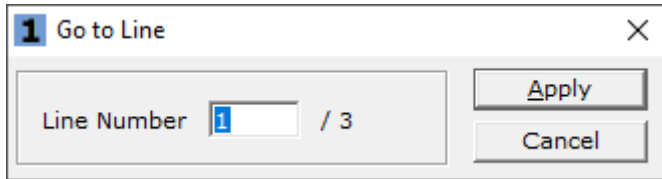
In the Search and Replace window, the search text is replaced by a specific text in the current editor window.



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3.3.2 Go to line Window

This window allows you to jump to a specific line position in large or long files.



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6 Use of templates



For the most common source code, use the insertion of these parts with a menu item or the buttons provided for them.

There are also wizards to choose from (see next chapter) that make it easy to insert complex source code.

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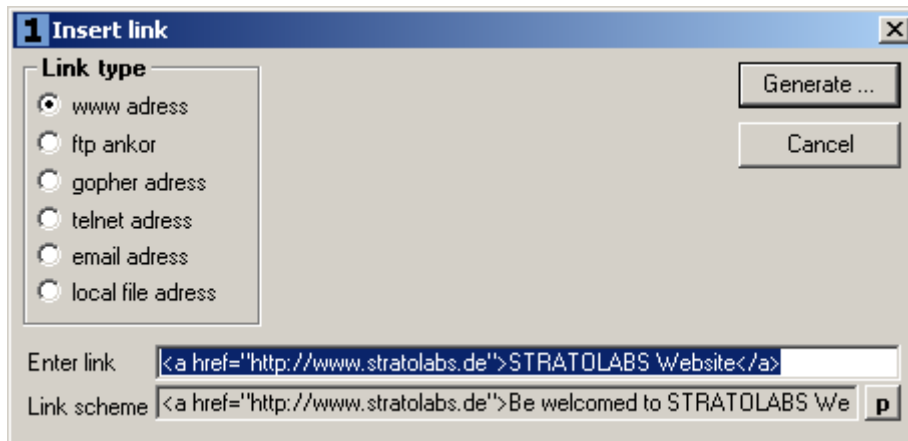
6.1 Use of Assistants

Wizards are designed to simplify recurring complex tasks.

Wizards insert source code parts in the current editor window at the current cursor position or selection.

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6.1.1 Insert a Hyperlink



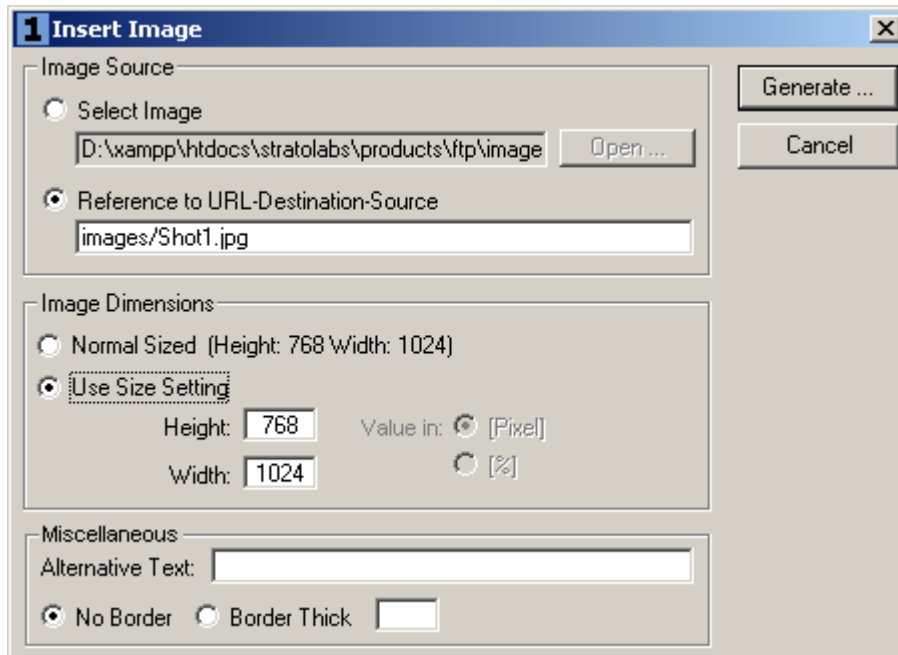
Use this wizard to insert a hyperlink.

You can choose from:

- WWW Address
- FTP address
- Gopher address
- Telnet address
- E-mail address
- Address of a local file (mostly used for offline web pages in the file system)

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6.1.2 Insert an image



Use this wizard to insert a tag for displaying an image at the current source location.

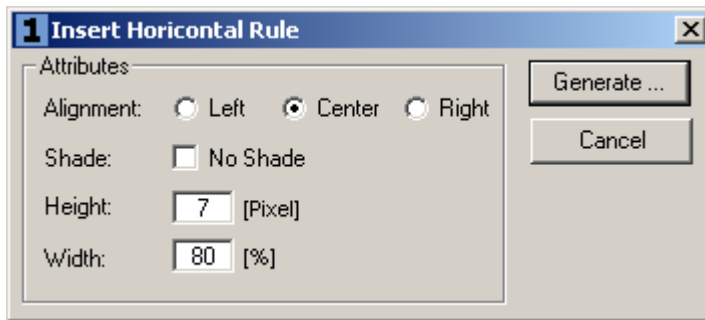
Optionally, you specify a directory path or a reference to the image. Then you can set the normal size of the image or a custom size in [Pixel].

It is also important that an alternate text can be specified if the image is not displayed.

Finally, a border can be drawn around the image where the value indicates the width in [Pixel].

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6.1.3 Insert of a rule



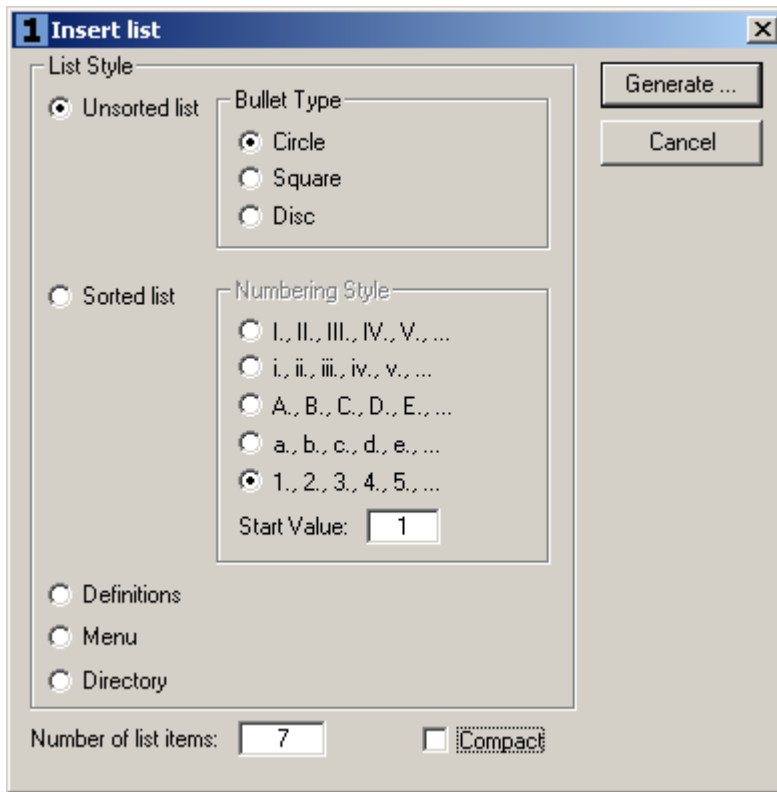
With this wizard can be inserted an horizontal rule.

In addition to the left, center, or right alignment, you can determine whether to draw a shadow.

In addition, the height of the line must be specified in [Pixel] and the percentage width.

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6.1.4 Insert List



This wizard is used to insert list entries.

A selection consists of an unsorted list and a sorted list.

Both list types have multiple selections.

The number of list entries is important, to specify them under "Number of list items".

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6.1.5 Insert Table

1 Insert Table

Table Items

Number of rows: 1, 2

Number of cols: 1, 2

Set Table Width: 480 Pixel / Percent

Set Table Height: 320 Pixel / Percent

Table Properties

No Table Border Show Table Border

Border Width: 1, 2

Cellspacing

No Cellspacing Use Cellspacing

Border Thick: 6, 7

Table Background

Transparent This one #FFFF80

Select Background Color

Border Frame and Rules

Border Frame: None, void

Border Rules: None, rows

Generate ...

Cancel

This wizard is used to insert a table to the current cursor position in the current editor window.

You can select the number of rows and the number of columns.

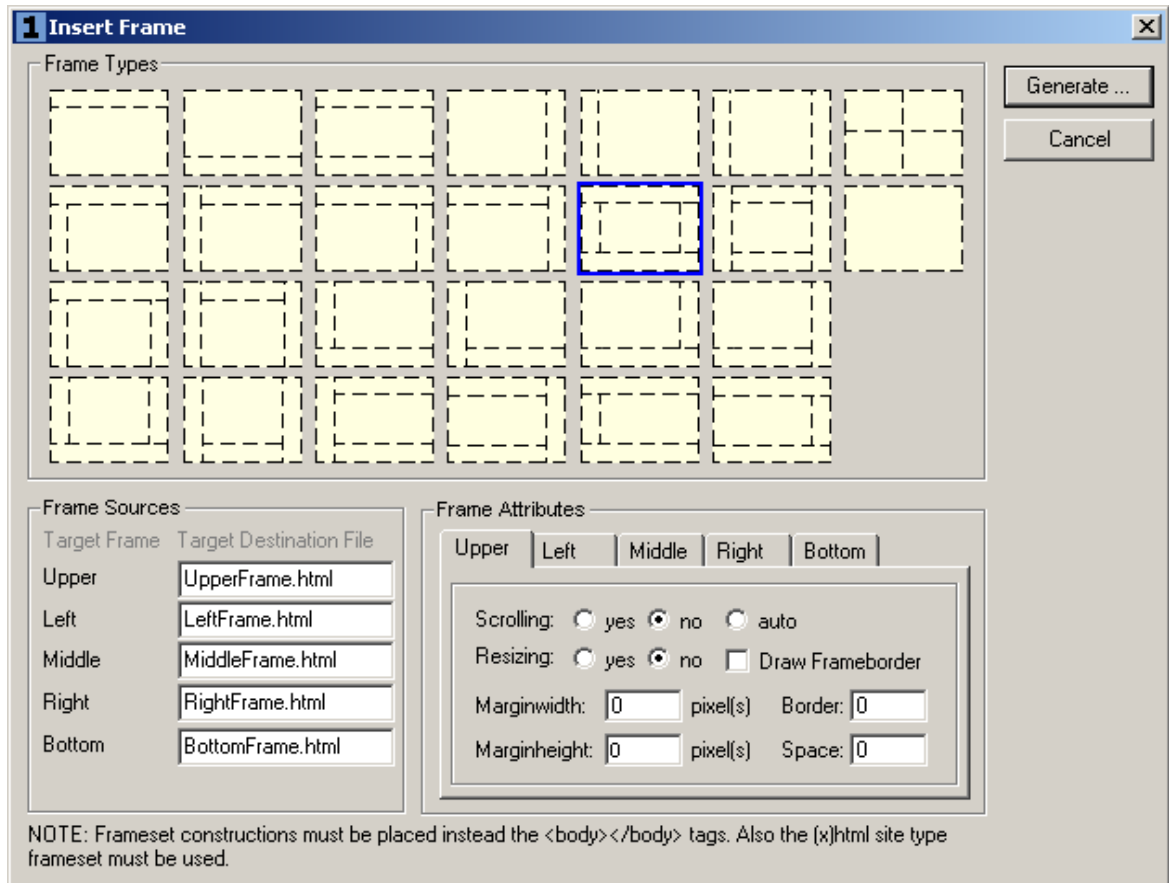
You can also select the width and height of the table.

Select whether and how wide the margin is around the table and whether to indent content.

Then you have to determine whether the table has a background color and what color that background should take.

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6.1.6 Insert Frameset



Use this wizard to insert a frameset to the current cursor position of the current editor window.

There are different values to specify, including the name of each frame and values that set the appearance of these frames.

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6.1.7 Insert Metatags

1 Insert Meta Tags

Meta Types

- Document Author: STRATOLABS Christian Benz
- Description: Company Website
- Keywords: Development
- Time Stamp:
- Robots:
- Charset:
- Expire Date:
- Refresh: URL Destination: [] Second: 5
- Editor: stratolabs laboratories (tm) constructor - markup language developme
- Set a Cookie: Cookie Value: [] Expires: Friday, 31-Dec-02

Buttons: Generate ... Cancel

Use this wizard to enter the meta data relevant to search engines. Starting with xHtml 1.0, these metadata are extended by the Dublin Core metadata.

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7 Extras

Under the Menu Extras there are currently three notable windows.

The first window are the properties.

Here the appearance and behavior of this STRATOLABS application can be adjusted.

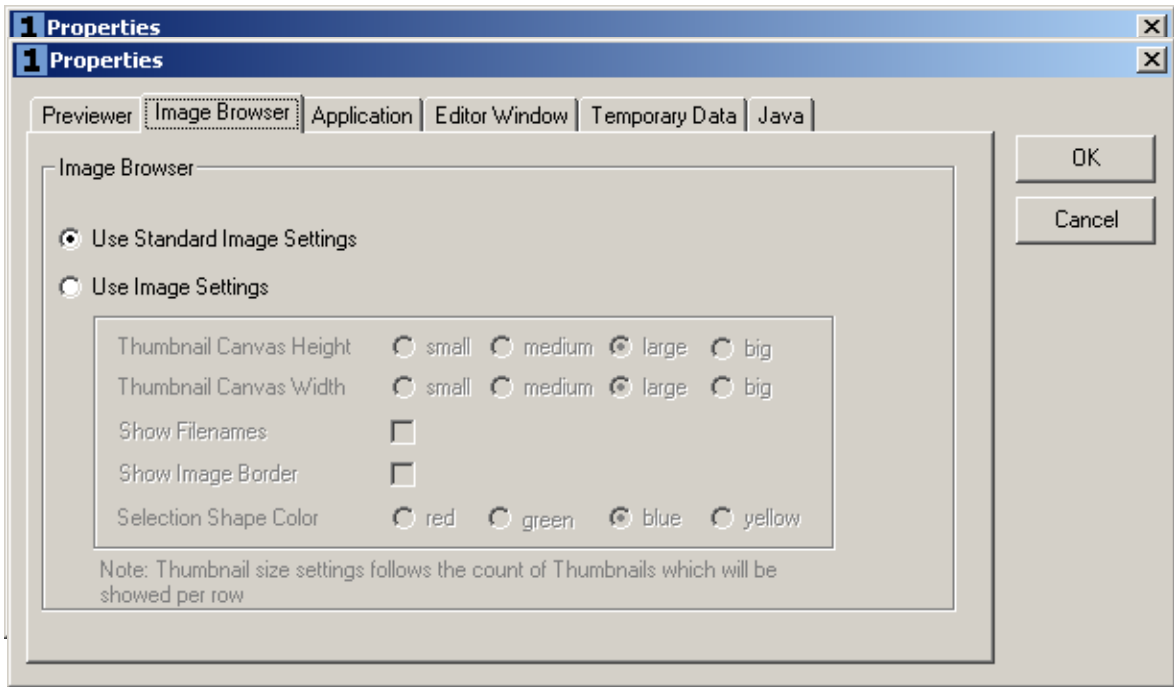
The second window is the special character table.

The third window is the Colors window, which sets the HTML code for a selected color to the current cursor position of the current editor window.

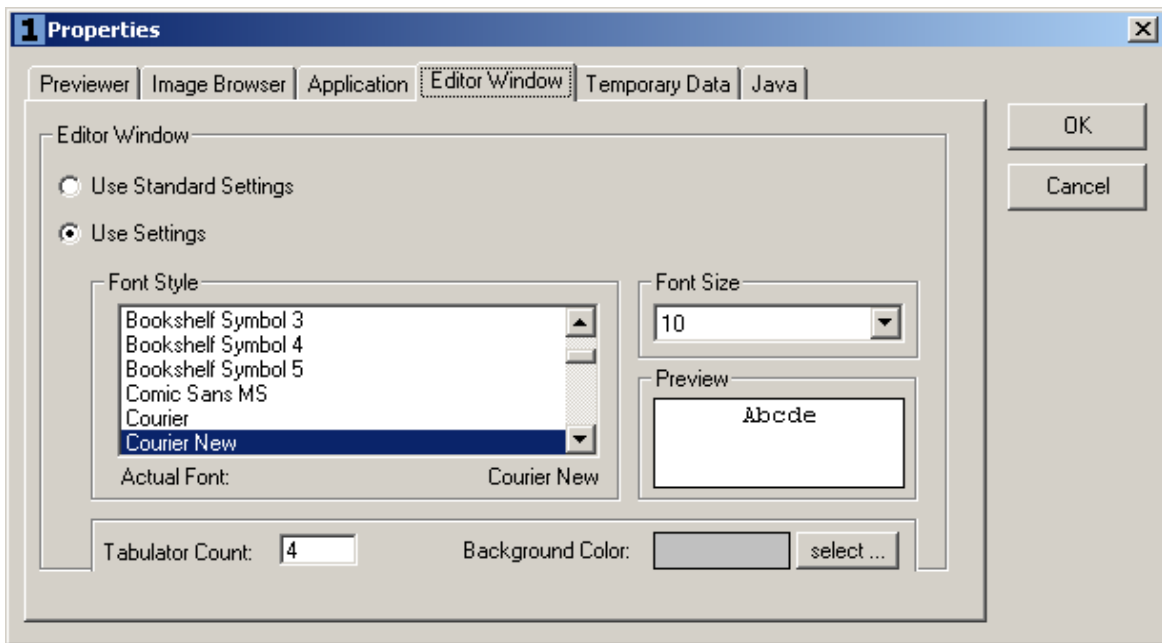
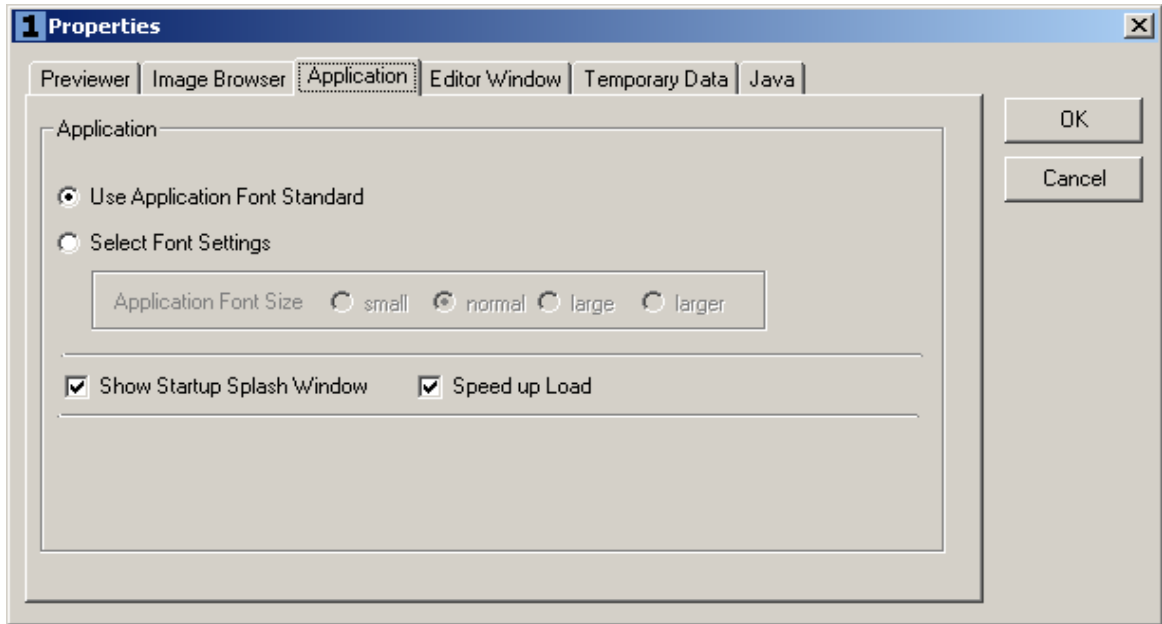
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7.1 Properties Windows

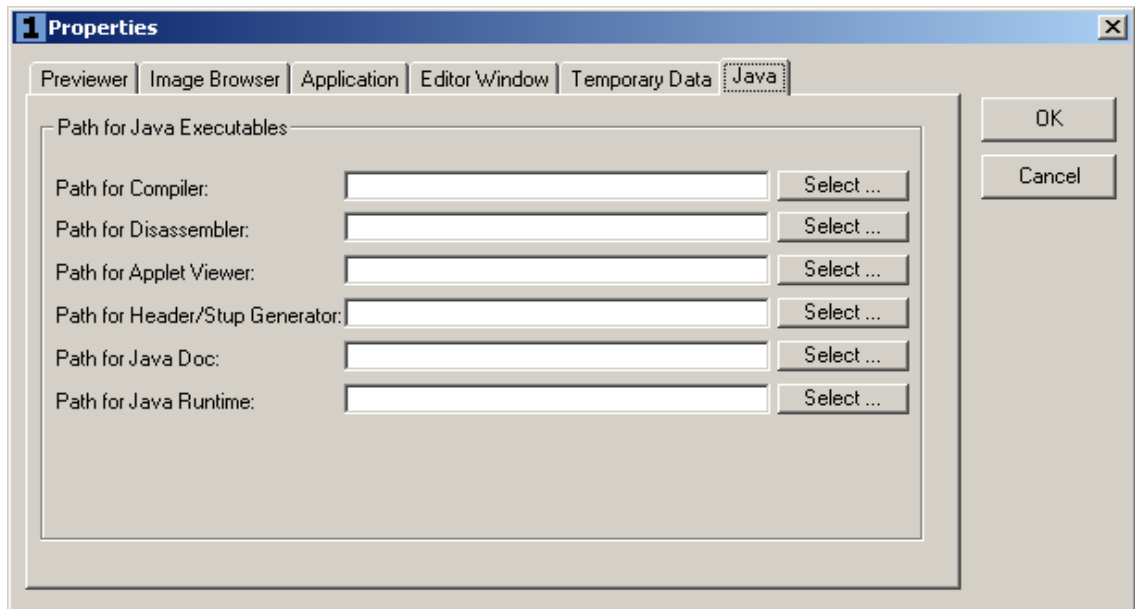
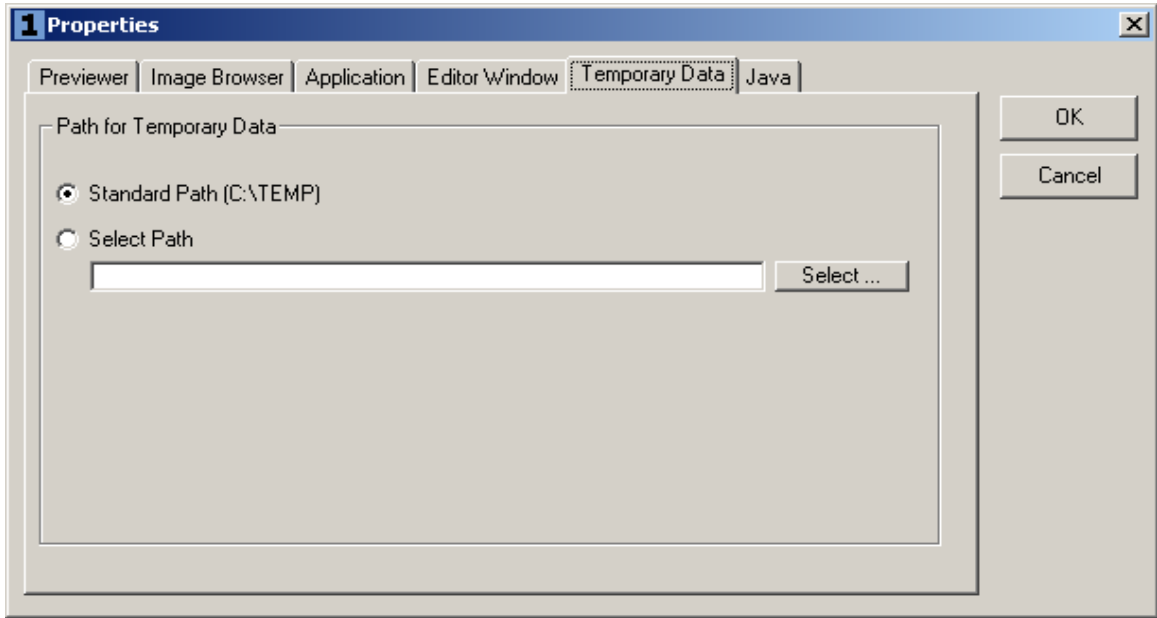
The Properties window sets global settings about the appearance and function of this application.



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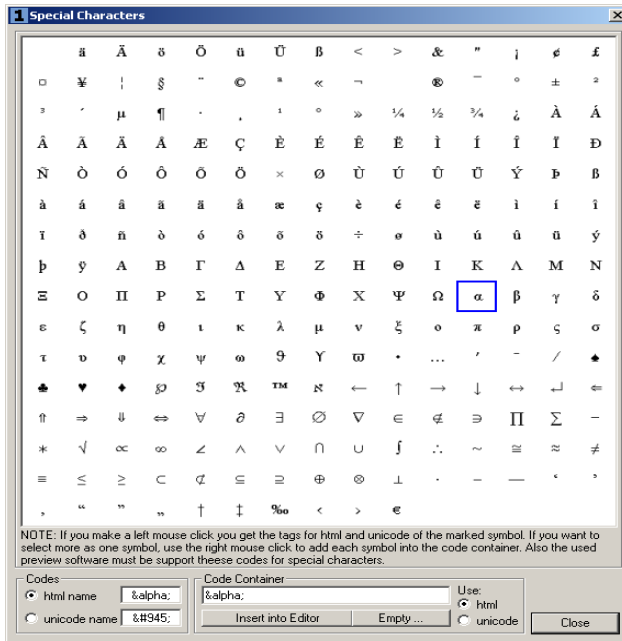
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7.2 Special Character Table



7.3 Color Window



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