LauncherY

Usage Documentation

Premium Website Template by iDangero.us

Thank you for purchasing the this item! If you have any questions that are beyond the scope of this help file, please please feel free to contact us via our support ticket form _here_.

Table of Contents

1. About LauncherY

LauncherY is the premium Ajax based countdown HTML5 template developed by iDangero.us. It is designed for temporary usage until the main site is under construction. It comes with awesome animated clock with a countdown to the grand opening date, brief information about the main site (or company) and Ajax Contact form with validation and Google Map.

2. LauncherY Files & Folders Structure

▼ 📁 launcher-y
　▶ 📁 blocks
　▶ 📁 content
　▶ 📁 css
　▶ 📁 img
　▶ 📁 impact
　▶ 📁 includes
　　📄 index.php
　▶ 📁 js
　▶ 📁 moover
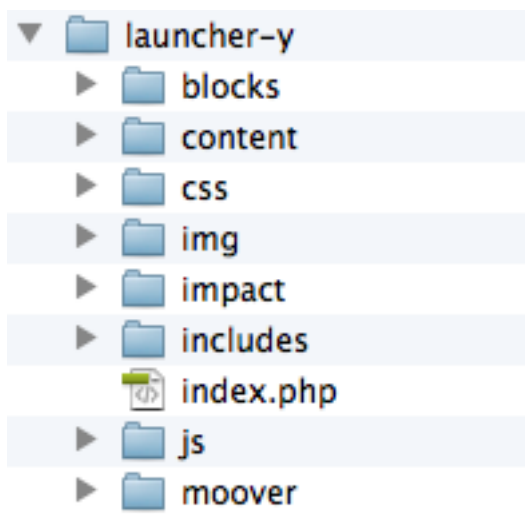
LauncherY files are located in the **launcher-y/** folder from the downloaded archive:

- **blocks**: in this folder there are .php files with content blocks on page, like slider, twitter feed, subscription, clock, menu.

- **content**: in this folder there are .html files with content pages.

- **css**: folder with a .css files

- **img**: here you can find layouts images and icons used in this Template.

- **includes**: here are php files with "send-email" and "send-message" scripts.

- **impact**: this folder contains Impact font in different formats for different browsers.

- **js**: JavaScripts and PHP scripts used in this template

- **moover**: contains js, css and pre-loader image for mOover slider

- and the main **index.php** in the root folder

3. Installation

To install LauncherY template you have to copy all files & folders from the **launcher-y/** folder to your web-site root folder on the server (It could be a real server or local testing server).

4. Template Configuration

LauncherY configuration is located in the beginning of **js/launcher.js** file. You can set here your Google Maps marker and location, twitter feed, set up your Google Analytics account, configure mOover, and launch date:

```
/*===========================
  LauncherY Template Configuration
===========================*/
window.ly = {

    //Count time to date
    date: '01.01.2013-00:00',

    //Twitter
    twitter : {
        username : 'idangerous',
        numberOfTweets : 2,
        loadingText : '<li class="tweets_load">Loading tweets...</li>',
        tweetFormat : '<li class="single-tweet">'
                    + '<p class="tweet-text">'
                    + '%tweetText'
                    + '</p>'
                    + '<p class="tweet-date">on %tweetDate</p>'
                    + '</li>'
    },

    //Google Map
    gm : {
        latitude : 55.7518,
        longitude : 37.6179,
        zoom : 11,
        mapElementID : "map_canvas",
        markerTitle : "LauncherY Inc",
        bubbleHTML : "<strong>LauncherY Inc</strong> <br/>"
                   +"114 Second Lane Street, <br/>"
                   +"344013 Rostov-na-Donu"
    },

    //Google Analytics
    ga : 'UA-XXXXX-X',

    //FaceBook App
    fbApp : true,

    //Moover Slider Configuration
    moover : {
        navigation : '.moover-pagination',
        navigationActive : true,
        transformPreset : 'default',
        slideTime : 500,
        effects : {
            '1' : {
                effect : 'fader',
                afterFadeHoldTime: 3000
            },
            '2' : {
                effect : 'fader',
```

```
                fadeType : 'vertical',
                afterFadeHoldTime: 3000
            },
            '3' : {
                effect : 'slide',
                moveTime : 4000
            },
            '4' : {
                effect : 'typewriter',
                textHoldTime : 3000,
                transformPreset : 'rain-elastic',
                timingPreset : 'slow-short'
            }
        }
    }
};
/*===========================
  End Of Configuration
  ===========================*/
```

Let's look at this parameters more closely:

4.1 Set Up Launch Date

Set up your launch date in the following format:

date : 'DD.MM.YYYY-HH:MM'

- DD - day of the month. From 01 to 31

- MM - month. From 01 to 12

- YYYY - year. For example 2012

- HH - hours in 24-hours format. From 00 to 23

- MM - minutes. From 00 to 59

Important Note! You have to specify hours in UTC+0 timezone.

For example, you live in Los Angeles. Los Angeles timezone is UTC-7 hours. So if you want to set hours to 10 hours - you have to set it to 10+7= **17 hours**.

4.2 Configure Twitter Feed

- **username** - your Twitter username

- **numberOfTweets** - number of latest tweets to load

- **loadingText** - this text will appear before the Twitter feed will be loaded

- **tweetFormat** - HTML format for every tweet

4.3 Google Maps

- **latitude** - latitude of the marker element, e.g. *52.4523*

- **longitude** - longitude of the marker element, e.g. *37.6179*

- **zoom** - default map zoom level

- **mapElementID** - ID attribute of the element with Google Map

- **markerTitle** - title of the marker, it will appear when you hover mouse on the marker

- **bubbleHTML** - HTML content of the Info Bubble. It will appear when you click on the marker

4.4 Google Analytics

ga - your Google Analytics Site's ID. Must look like "UA-XXXXX-X", where X - numbers.

4.5 Facebook App

fbApp - set to **true** if you are going to use it as facebook tab on your facebook page.

4.6 mOover Configuration

To learn more about how to configure mOover look in the mOover's PDF documentation provided in theme package.

5. HTML Structure

Let's look at HTML structure of LauncherY. Open index.php file:

5.1 Main Layout

```
<!doctype html>
<!--[if lt IE 7]> <html class="no-js lt-ie9 lt-ie8 lt-ie7" lang="en"> <![endif]-->
<!--[if IE 7]>    <html class="no-js lt-ie9 lt-ie8" lang="en"> <![endif]-->
<!--[if IE 8]>    <html class="no-js lt-ie9" lang="en"> <![endif]-->
<!--[if gt IE 8]><!--> <html class="no-js" lang="en"> <!--<![endif]-->


<head>
  <meta charset="utf-8">

  <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">

  <title>LauncherY</title>                     Site Title

  <!-- Mobile viewport optimized: h5bp.com/viewport -->
```

```html
    <meta name="viewport" content="width = device-width, initial-scale=1, minimum-
scale=1, maximum-scale=1">

    <!-- Place favicon.ico and apple-touch-icon.png in the root directory:
mathiasbynens.be/notes/touch-icons -->
    <link rel="stylesheet" href="moover/jquery.id.moover-1.5.css">
    <link rel="stylesheet" href="css/style.css">
    <link rel="stylesheet" href="css/responsive.css">
    <script src="js/libs/modernizr-2.5.3.min.js"></script>
</head>
<body class="">
    <header>
        <a class="logo" href="#">
            <img src="img/black/logo.png">
            <h1>LauncherY</h1> <span class="slogan">Premium Countdown Website HTML5
Template</span>
        </a>
        <div class="header-right">
            <div class="phone">
                <p>+7-900-190-0000</p>
                <p>+7-900-190-0000</p>
            </div>
            <div class="social-icons">
                <a class="icon-tw" target="_blank" href="http://twitter.com/
idangerous"></a>
                <a class="icon-fb" target="_blank" href="http://facebook.com/
idangero.us"></a>
                <a class="icon-mail loadPopup" data-page="content/contacts.html"
href="#"></a>
            </div>
        </div>
        <div class="clearfix"></div>
    </header>


    <!-- Slider -->
    <div class="slider">
        <div class="slider-top"></div>
        <div class="slider-inner">
            <?php include ('blocks/slider.php') ?>
        </div>
        <div class="slider-bot"></div>
    </div>

    <!-- Menu And Clock-->
    <div class="content" role="main">

        <!-- Menu -->
        <div class="col_2 col_first col_menu">
            <?php include('blocks/menu.php') ?>
        </div>
        <!--/Menu -->

        <!-- Clock -->
        <div class="col_2 col_last col_clock">
            <?php include('blocks/clock.php') ?>
        </div>
        <!--/Clock -->

        <div class="clearfix"></div>
```

Template's CSS stylesheets

Header

Slider. HTML content of the slider is located in **blocks/slider.php** file

Menu. HTML content of the menu is located in **blocks/menu.php** file

Clock. HTML content of the menu is located in **blocks/clock.php** file

```
    </div>

    <!-- Content Loader -->
    <div class="content-loader">
        <div class="content-close">Close</div>
        <div class="content-loader-inner">

        </div>
    </div>
    <div class="content-loader-bot"></div>
    <!--/Content Loader -->


    <!-- Twitter Feed and Subsription -->
    <div class="content">
      <div class="col_2 col_first">
        <?php include('blocks/twitter_feed.php') ?>
      </div>

      <div class="col_2 col_last">
        <?php include('blocks/subscribe.php') ?>
      </div>

      <div class="clearfix"></div>
    </div>
    <!--/Twitter Feed and Subscription -->

    <!-- Footer -->
    <footer>
        &copy; 2012 LauncherY Premium Template by <a href="http://www.idangero.us/"
target="_blank">iDangero.us.</a> All Rights Reserved
    </footer>
    <!--/Footer-->

    <!-- Popup -->
    <div class="popup-layer"></div>
    <div class="popup">
        <div class="popup-close">Close</div>
        <div class="popup-content"></div>
    </div>
    <!--/Popup -->

    <!-- Ajax Loader-->
    <div class="ajax-loader"></div>

    <!-- JavaScript at the bottom for fast page loading: http://developer.yahoo.com/
performance/rules.html#js_bottom -->
    <script src="js/libs/jquery-1.7.2.min.js"></script>
    <script src="moover/jquery.id.moover-1.5.min.js"></script>
    <script src="js/launcher.js"></script>
    <!-- end scripts -->

</body>
</html>
```

"Content Loader" div is used to load animated content pages.

Content of every page will loaded inside of 'content-loader-inner' DIV

Twitter Feed. HTML content of the menu is located in **blocks/twitter_feed.php** file

Subscription. HTML content of this block is located in **blocks/subscribe.php** file

Footer. Put your copyrights here

Semi-transparent black popup layer

Content of the page/file will be loaded inside of "popup-content" DIV

Ajax Loader

Template's JavaScripts

Let's look at some "blocks" more closely:

5.2 CSS Files

There are thre CSS files used in this Template. You can find css attachment in the HEAD section of index.php file. By default they are located in the **css/** folder. You can easily change the path or filename in the href attribute of LINK tag.

style.css - this file contains all general layouts for the template. It is separated into different sections. If you would like to edit a specific section of the site, simply find the appropriate section in the CSS file, and then scroll down until you find the appropriate style that needs to be edited.

responsive.css - this file contains styles modification for different screen resolutions. It contains three types of rules: for devices with a width less than

- 800px in width (like iPad in portrait mode and other tablets),

- 640px in width (like iPhone in landscape mode),

- 400px in width (like iPhone in portrait mode)

jquery.id.moover-1.5.css - this file contains main styles for mOover slider, but not all of theme. Here are only default styles which is comes with plugin. If you want to change mOover's styles, look for appropriate section in **style.css**

5.3 Header

Let's look at Header's structure more closely:
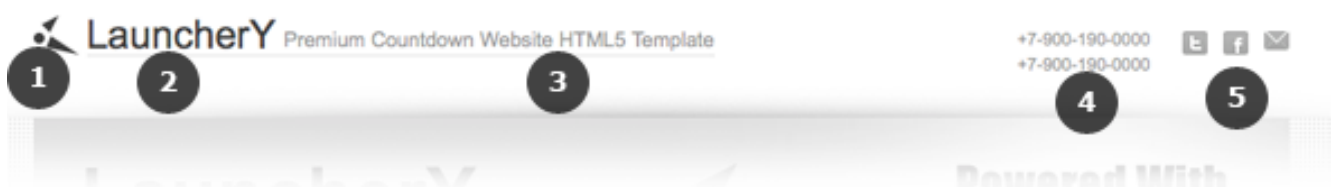
```
<header>
    <a class="logo" href="#">
        <img src="img/black/logo.png">
        <h1>LauncherY</h1> <span class="slogan">Premium Countdown Website HTML5
Template</span>
    </a>
    <div class="header-right">
        <div class="phone">
            <p>+7-900-190-0000</p>
            <p>+7-900-190-0000</p>
        </div>
        <div class="social-icons">
            <a class="icon-tw" target="_blank" href="http://twitter.com/
idangerous"></a>
            <a class="icon-fb" target="_blank" href="http://facebook.com/
idangero.us"></a>
            <a class="icon-mail loadPopup" data-page="content/contacts.html"
href="#"></a>
        </div>
    </div>
    <div class="clearfix"></div>
</header>
```

1 - **Logo**. Change this image to your logo. To fit perfectly try to keep its height equal to 25px.

2 - **Company Name.**

3 - **Company Slogan.**

4 - **Contact phones.**

5 - **Social Links** to Twitter and Facebook. Last "mail" link will open popup with a Contacts form and Google Maps.

5.4 mOover Slider

HTML content of the mOover slider is located in the **"blocks/slider.php"** file. The structure of slider is pretty simple and well-explained in mOover's documentation provided with this template.

5.5 Menu

HTML of the menu links is located in **"blocks/menu.php"** file. It is very simple and clear:

```
<!-- Title of Menu module: -->
<h3 class="title">Learn More</h3>
<!-- Left menu links: -->
<ul class="col_2 col_first menu">
    <li><a data-page="content/about.html" href="#">What is LauncherY</a></li>
    <li><a data-page="content/features.html" href="#">LauncherY Features</a></li>
```

```
    <li><a data-page="content/responsive.html" href="#">Responsive Layout</a></
li>
    <li><a data-page="content/typography.html" href="#">Typography</a></li>
</ul>
<!-- Right menu links -->
<ul class="col_2 col_last menu">
    <li><a data-page="content/grid.html" href="#">Fluid Layout Grid</a></li>
    <li><a data-page="content/facebook.html" href="#">Facebook App</a></li>
    <li><a data-page="content/colors.html" href="#">Color Themes</a></li>
    <li><a data-page="content/contacts.html" class="loadPopup"
href="#">Contacts</a></li>
</ul>
```

As you can see it is a pretty clear. It contains simple links to the specific pages. Learn more about why to use DATA-PAGE attribute instead of HREF attribute and how it works in **Chapter 6.**

5.6 Twitter Feed

Twitter Feed's HTML is located in the **"blocks/twitter_feed.php"** file:

```
<!-- Title Of Twitter Feed module: -->
<h3 class="title title-twitter">LauncherY on Twitter</h3>
<!-- Tweets will be inserted here by JavaScript: -->
<ul class="twitterfeed"></ul>
```

To change HTML format of tweets you need to change it in Template's configuration in **js/launcher.js** file.

5.7 Subscription

Subscription HTML is located in **"blocks/subscribe.php"** file.

```
<!-- Title of Subscription module: -->
<h3 class="title title-subscribe">Be the first to know!</h3>

<!-- Intro text: -->
<p>Give us your email address and we will inform you when our site will open.
Don't worry we do not send spam</p>

<!-- Subscription form: -->
<div class="subscribe">
  <input type="email" class="text" placeholder="Your e-mail...">
  <a href="#" class="button">Send E-mail</a>
  <div class="clearfix"></div>
</div>
```

5.8 JavaScripts

LauncherY template uses 4 JavaScript files

Attachment of JavaScript files can be found in the HEAD section and in the end of index.php file:

```
<script src="js/libs/modernizr-2.5.3.min.js"></script>
<script src="js/libs/jquery-1.7.2.min.js"></script>
<script src="moover/jquery.id.moover-1.5.min.js"></script>
<script src="js/launcher.js"></script>
```

modernizr-2.5.3.min.js - Modernizr is an open-source JavaScript library that helps you build the next generation of HTML5 and CSS3-powered websites. More information can be found at http://modernizr.com/

jquery-1.7.2.min.js - jQuery is a fast and concise JavaScript Library that simplifies HTML document traversing, event handling, animating, and Ajax interactions for rapid web development. More information can be found at http://jquery.com/

jquery.id.moover-1.5.min.js - iDangero.us jQuery mOover - Ultra Slick & Fancy CSS3 Content Slider. More information can be found at http://www.idangero.us/sliders/moover/

launcher.js - is the custom script used for template configuration, animation, effects and Ajax requests. You can learn more about jQuery methods used here (fadeOut(), fadeIn(), fadeTo(), animate(), jQuery.get(), html(), delay(), hover() etc.) by visiting this [jQuery Documentation](#) Site.

6. Inner Linking & Popups

As mentioned above the LauncherY is totally Ajax based template. So here are some things we need to know about pages (and files with pages HTML content) structure before we learn the HTML content and how the linking works here.

1. Path to HTML (or PHP) file (page) with HTML content should be specified in "**data-page**" attribute, not in HREF attribute of the link.

2. If you want to open new page in "Content section" (between top and bottom modules) you need to add "**loadContent**" class to link.

3. If you want to load page from menu link and open it in Content section, you do not need to specify **loadContent** class. Only for the links outsite of menu

4. If you want to open new page in Popup (like Contacts) on demo page, you need to add "**loadPopup**" class to link.

Here are few examples.

Example1. *We want to open "About LauncherY" page which is located in content/about.html file. We want to open it in Content Section. We should use the following formatting for link:*

```
<a href="#" data-page="content/about.html" class="loadContent">About LauncherY</a>
```

Example2. *We want to open "About LauncherY" page which is located in content/about.html file. We want to open it in Popup. We should use the following formatting for link:*

```
<a href="#" data-page="content/about.html" class="loadPopup">About LauncherY</a>
```

7. Typography

LauncherY comes with ready to use pre-defined typography. You can look closer at all available typography elements in the **content/typography.html** file.

Here are few examples:

Blockquotes

> *Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer pretium faucibus quam, dignissim ultrices lorem tempor ac. Donec interdum tortor sed lacus luctus vel tristique sapien ultricies. Nam posuere venenatis dolor, sed pellentesque leo posuere sed.*
>
> *The iDangero.us*

To make blockquote use the following formatting:

```
<blockquote>
     Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer pretium
faucibus quam, dignissim ultrices lorem tempor ac. Donec interdum tortor sed lacus
luctus vel tristique sapien ultricies. Nam posuere venenatis dolor, sed
pellentesque leo posuere sed.
     <span class="author">The iDangero.us</span>
</blockquote>
```

Buttons

Button   Button with a long long long Text
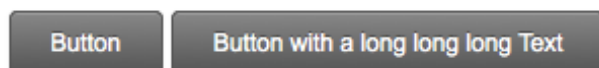
To make buttons use the following formatting:

```
<a href="#" class="button">Button Text</a>
or
<input type="submit" class="button" value="Button Text">
or
<input type="button" class="button" value="Button Text">
```

Thumbnails

To make thumbnails images use the following formatting:

```
<img class="thumb" src="img/demo/color-black.jpg">
```

8. Layout Grid

LauncherY comes with fluid and responsive layout grid:

One-Half

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

One-Half

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

One-Fourth

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

One-Fourth

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

One-Fourth

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

One-Fourth

Aenean lacinia libero sit amet erat semper tempus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Aenean aliquet arcu et magna gravida eget pulvinar dolor pharetra. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam eleifend tempus libero.

It support Full-wide column, Half-width column and Fourth-width column. Here is HTML example:

```
<!-- Half-width column. First in row - must have addional "col_first" class! -->
<div class="col_2 col_first">
    <p><strong>One-Half</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<!-- Last column in row - must have addional "col_last" class! -->
<div class="col_2 col_last">
    <p><strong>One-Half</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<!-- After all columns in row we should "clear" floating DIVs !-->
<div class="clearfix"></div>
```

```
<!-- Fourth-width column. First in row - must have addional "col_first" class! -->
<div class="col_4 col_first">
    <p><strong>One-Fourth</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<div class="col_4 ">
    <p><strong>One-Fourth</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<div class="col_4 ">
    <p><strong>One-Fourth</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<!-- Last column in row - must have addional "col_last" class! -->
<div class="col_4 col_last">
    <p><strong>One-Fourth</strong></p>
    <p>Aenean lacinia libero sit amet erat semper tempus....</p>
</div>
<!-- After all columns in row we should "clear" floating DIVs !-->
<div class="clearfix"></div>
```

9. Color Themes

LauncherY comes with 6 color variations - 3 "white" and 3 "black". Every white and black theme has black/white colors, orange and blue color themes. To change color theme all you need is to change class of BODY element:


```
<body class="">
```

```
<body class="blue">
```

```
<body class="orange">
```

```
<body class="inverse">
```
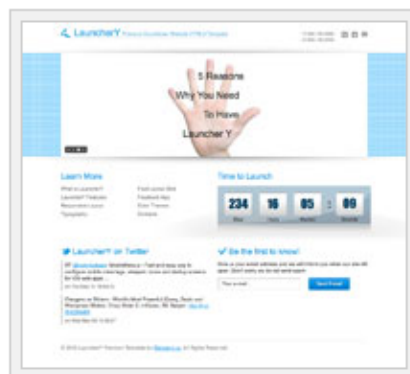
```
<body class="inverse
blue">
```

```
<body class="inverse
orange">
```

So all you will need is to pick the theme you like and add appropriate class to the BODY element.

10. Ajax Contact From & Subscription Form

10.1 Contact Form

HTML content of the Contact form is located in content/contacts.html file:

```html
<div class="col_2 col_first">
    <h3 class="title">Contact Us</h3>
    <!-- Contact Form -->
    <form class="contacts">
        <p>You can contact us using the following contact form:</p>
        <p><input type="text" id="name" class="text" value="Your name..."></p>
        <p><input type="text" id="email" class="text" value="Your Email..."></p>
        <p><input type="text" id="subject" class="text" value="Subject..."></p>
        <p><textarea class="text" id="message">Message...</textarea></p>
        <p><a class="button" href="#">Send Message</a>

    </form>
</div>
<div class="col_2 col_last">
    <h3 class="title">How To Find Us</h3>
    <p style="font-weight:bold">LauncherY Inc</p>
    <p>114 Second Lane Street, Rostov-na-Donu, 344013, Russian Federation </p>
    <p>Work: +7-900-190-0000<br />
      Fax: +7-900-190-0000<br />
      Email: demo@idangero.us</p>
    <div class="map_canvas">
        <!-- Google Map will be inserted here by JavaScript -->
```

```
                <div id="map_canvas"></div>
        </div>
</div>
<div class="clearfix"></div>
```

After you click on the "Send Message" button script will check all required fields (email and message) and if everything is correct it will send Ajax request to php script which will send email message to the specified e-mail address.

Let's look at this script more closely. It is located in **includes/send-email.php** :

```php
<?php
if (isset($_GET['email'])) $email = $_GET['email'];
else {
        header('Location: ../');
        exit();
}

$mail_to = "demo@idangero.us"; //change this email to yours
$subject = "LauncherY Subscription";
$message = "
New Launcher's visitor want to know when the site will be opened.
His email: $email
";
$headers = "From: ".$email.">\r\n";
$headers .= "Reply-To: ".$email."\r\n";
$headers .= "X-Mailer: PHPMailer"."\r\n";
$headers .= "Content-Type: text/plain; charset=\"utf-8\"";
if (mail($mail_to, $subject, $message, $headers)) {
?>
<!-- The following message will be inserted instead of form if the mail will be
successfully sent -->
<div class="mail-sent">
  Thanks! Your email has been successfully sent!
</div>
<?php
        }
else {
?>
<!-- The following message will be inserted instead of form if the mail will not
be sent -->
<div class="mail-error">
  Error Occurred! Try again later.
</div>
<?php
        }
?>
```

10.2 Subscription Form

After you visitor leaves his email and press "Send E-mail" button Java Script sends Ajax request to **'includes/send-email.php'** file which sends visitor's email to you. Let's look at this file more closer:

```php
<?php
if (isset($_GET['email'])) $email = $_GET['email'];
else {
      header('Location: ../');
      exit();
}

$mail_to = "demo@idangero.us"; //change this email to yours
$subject = "LauncherY Subscription"; // Change message subject
$message = "
New Launcher's visitor want to know when the site will be opened.
His email: $email
";
$headers = "From: ".$email.">\r\n";
$headers .= "Reply-To: ".$email."\r\n";
$headers .= "X-Mailer: PHPMailer"."\r\n";
$headers .= "Content-Type: text/plain; charset=\"utf-8\"";
if (mail($mail_to, $subject, $message, $headers)) {
?>
<!-- Visitor will see this message if the mail will be successfully sent -->
<div class="mail-sent">
  Thanks! Your email has been successfully sent!
</div>
<?php
    }
else {
?>
<!-- Visitor will see this message if the mail will not be sent -->

<div class="mail-error">
  Error Occurred! Try again later.
</div>
<?php
    }
?>
```

11. PSD Files & Structure

There are **four** layered **psd** files comes with the **LauncherY** template. You can locate them into **psd/** folder form the downloaded archive. Using this files you can easily redesign template and every its element, or to create your own color theme. To edit them file you'll need an Adobe™ Photoshop™ (Recommended is CS5 or higher version)

Here is **launcher-y.psd** file.
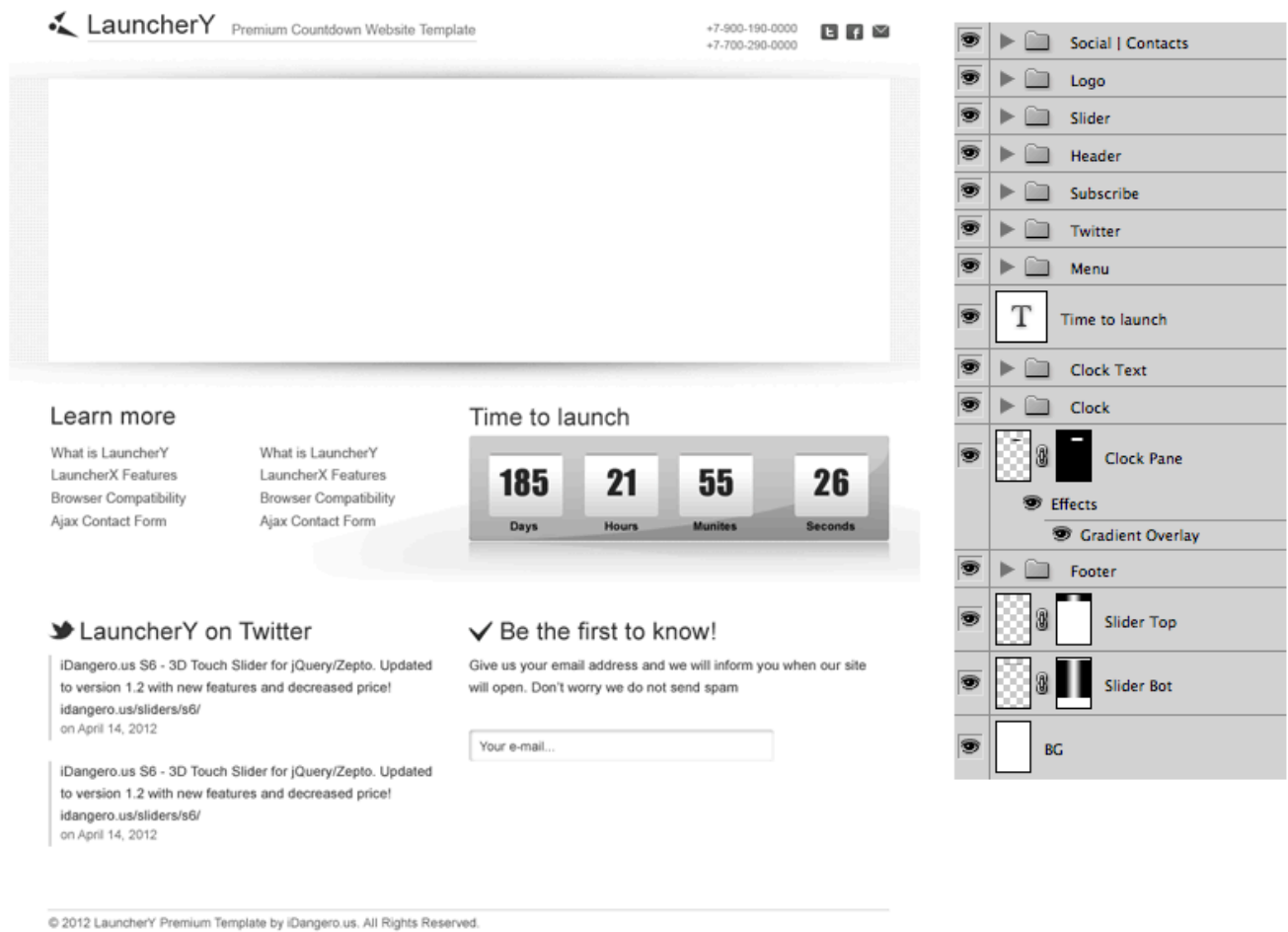
All layers in this file are well organized and easy to understand and redesign.

Other three PSD files : **launcher-y-inverse.psd, launcher-y-blue.psd, launcher-y-orange.psd** have small modifications for different color themes.

12. Set Up Facebook App

Because of LauncherY is responsive it means that it will fit any resolution and especially to 810px width Facebook Page Tab.

To add Facebook tab with LaucnherY you need:

1. **Upload your LauncherY site to real server.**

2. **Go to http://developers.facebook.com**

3. Click "Apps" menu link:

4. Click "Create New App":

5. Fill up the following form:

6. After that you will see App's page where you can edit it's info, choose its picture, icon and etc. You need to edit "Page Tab" tab in the following order:

Page Tab URL - URL to laucnher-y on your server, it can be root folder of your site, not exactly "launcher-y" folder like on screenshot above.

Secure Page Tab URL - the same URL but with HTTPS prefix. Your server should support SSL protocol. If its not you can leave this field empty, but some of facebook visitors will not be able to see your app
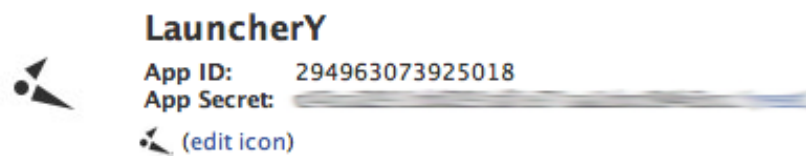
Page Tabe Image: choose your page tab image

Page Tab Width : choose Wide (810px) !

7. After that click on the "Save Changes" button bellow:

That is done, now your "app" is ready and it is ready to be integrated to your facebook page.

First of all you need and App ID. You can found it on the top of App Edit page:

And final step. Go to the page where you want to add Tab with LauncherY and type the following URL in your browser:

http://www.facebook.com/dialog/pagetab?app_id=YOUR_APP_ID&next=YOUR_URL

Where

YOUR_APP_ID - App ID of your APP.

YOUR_URL - URL specified in the Page Tab URL

According to the screenshot examples above the URL will look like:

http://www.facebook.com/dialog/pagetab?app_id=**294963073925018**&next=**http://
www.mySiteWithLauncher.com/launcher-y/**

That is all. You will see screen where you will need to choose to which page you want to add this App.

You can learn more about configuring Page tabs on official Facebook developers website: http://developers.facebook.com/docs/appsonfacebook/pagetabs/

13. Licensing Terms

Regular License (RL)

RL gives you as a customer non-exclusive & non-transferable right to use the product you've bought, in this case is the **LauncherY** (further "**Item**")

1. We do not limit the number of **Item**'s copies you are going to use. Using one **Item** you can create, for example, even 100 web-sites.

2. You can use the **Item** by itself or it's also possible to apply it in other project you work at.

3. You can use the **Item** for your own purpose as well as for your clients.

4. You can use the **Item** in commercial projects.

5. You can reproduce the **Item**:

    - on a web-site or as a web-site

    - as a part of software you create not for sale

    - as a printed variant

    - in digital(electronic) format (as a presentation or an e-book)

    - in video products

6. All photos used on iDangero.us for demonstration photo gallery functioning are our private property (if only there is nothing said about contrary). It's prohibited to use these photos wherever.

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