

Adding Quink to a Web Page

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Overview

This document describes how to add Quink to an existing web page so that it can be used to edit content on that page.

Adding Quink to an existing page is intended to be simple. The steps involved are:

- add `Quink/prebuilt/Quink` to the project
- add `Quink/prebuilt/Quink.js` to the project
- include the Quink bootstrap in the web page
- add `contenteditable=true` to the elements that are to be edited by Quink

Detail

To use Quink to edit content within another web page the built Quink application must be added to the project along with the Quink bootstrap (`Quink.js`). This is achieved by copying the built Quink directory from the Quink repository (`Quink/prebuilt/Quink`) into the new project along with `Quink/prebuilt/Quink.js`, which is the Quink bootstrap. Both should be copied into the same directory which currently needs to be at the root (the same directory as the index file).

The bootstrap is loaded into the page by adding a script tag:

```
<script type="text/javascript" src="Quink.js"></script>
```

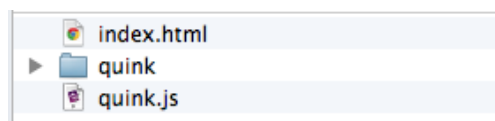
Finally the content that is to be edited by Quink is made editable by adding a `contenteditable` attribute and setting it to `true`:

```
<div contenteditable="true">  
</div>
```

That should be all that there is to it.

Example

Here's the directory structure:



The Quink directory and `Quink.js` are taken from the `prebuilt` directory within the Quink repository and placed at the top level.

Within the index file, the Quink bootstrap is loaded:

```
<script type="text/javascript" src="quack.js"></script>
```

Finally the area of the page that is to be edited is made editable:

```
<div contenteditable="true">
  This is editable... Lorem ipsum dc
</div>
```

When the page loads you can start using Quink. Double tap on an editable to bring up the Quink editing toolbar, or enter command mode by hitting 'z' in and editable. When in command mode hitting 'z' returns to insert mode. To insert a 'z', hit two 'z's.

Help for Quink is available on the toolbar's help tab.

Empty Template

Quink provides a file that can be used as a template for editing. The file is initially empty and the editing area is the full page which will scroll if needed.

The content of the template is shown here and the file itself is in the Quink repository called `empty.html`.

```
<!doctype html>
<html>
  <head>
    <meta name="viewport" content="width=device-width, initial-scale=1, user-scalable=0">
    <title>Empty template</title>
    <script src="quink.js"></script>
    <style>
      * {
        box-sizing: border-box;
        -moz-box-sizing: border-box;
      }
      html, body {
        overflow: hidden;
        width: 100%;
        height: 100%;
        margin: 0px;
        padding: 0px;
      }
      #editable-content {
        width: 100%;
        height: 100%;
      }
    </style>
  </head>
  <body>
    <div class="qk_scroll" contenteditable="true" id="editable-content"></div>
  </body>
</html>
```