

# **EDITOR FOR RAPID ACTION PROFITS**

Installation & User Guide  
Version 1.0.0

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© Genius Idea Studio, LLC  
5257 Buckeystown Pike • Suite 192  
Frederick, MD 21704  
Phone 240.575.5302 • Fax 240.575.5306

# Table of Contents

Introduction .....	1
Welcome .....	1
Installation .....	1
Downloading .....	1
Unpacking .....	1
Uploading .....	1
First Run.....	2
How To Use .....	2
Accessing the editor.....	2
Editing a Template .....	2
Selecting the template file to edit.....	2
Editing the template .....	3
Inserting common tokens.....	3
Saving Your Changes .....	4
Updates .....	4
Your Version and Current Version .....	4
Getting the latest version .....	4
Support.....	4
Extending .....	4

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## Introduction

### **Welcome**

Hello, how many times have you needed to make a quick change to one of the templates in your RAP installation but did not have an FTP client handy to login to download the template to make the change and re-upload it?

That is what the Editor Add-on for RAP does. It integrates with RAP using RAP's open architecture to provide a quick way to edit the templates by simply logging into the RAP admin interface.

I hope that you find this add-on useful. If you do and would like to send a comment or testimonial I would love to have one from you.

## Installation

### **Downloading**

Well, if you are reading this then you probably already figured out how to download the files that are needed. However, just a reminder, you were provided the opportunity to download the software when you purchased the add-on. You were also added to a membership based site so that you can download the latest files at any time. To access this site simply go to [rap-tools.com/members](http://rap-tools.com/members). If you have purchased multiple products from us then you will have access to the latest files for all of the products that you have purchased from this site.

### **Unpacking**

When you download the zip that contains all of the files you will have a main directory called gis-plugins. Inside of that folder you will find the install.txt file that is the text version of this chapter with installation instructions. You will also find a directory called GIS. Inside of GIS is a directory called editor.

### **Uploading**

It is important to understand how RAP needs to see add-ons for them to work properly. Every add-on needs to be placed in a special directory under the rap\_admin directory. You need to upload the files for the editor add-on to these directories.

Under the rap\_admin directory there is a directory called addons. Inside of addons there is a directory for every company that makes an addon and inside of each of those folders is a folder for each addon.

So the contents that are in GIS/editor in the archive file need to go into the rap\_admin/addons/GIS/editor directory in your installation of RAP.

I am assuming that you already have the knowledge on how to upload the files to your site.

## **First Run**

After you copy the files to your RAP installation you need to activate the plugin. If you are already logged in to your rap\_admin interface, you need to log out and log back in. If you are not in, log in to your rap\_admin interface.

Go to the add-ons menu, you should see the editor addon in the list now but it will be red telling you that it has not been activated yet. To activate it, simply select the red editor option in the menu. When you select it, the add-on will activate itself and install the tables that are used by editor. This will happen very quickly. When it is complete, there will be a link at the bottom that you can click to go to the editor interface.

You can also at any time now go to the add-on menu and select editor to access the editor and make changes to your template files.

## **How To Use**

### **Accessing the editor**

After the editor is installed you can access it any time by going to the add-ons menu and selecting editor.

***Note:*** Before you can edit your template files you must have selected a product. But do not worry, if you start editor but have not yet selected a product, editor will remind you and will let you select your product from within editor. After you select a product you will need to restart editor.

### **Editing a Template**

Editing a template is very easy with editor. The sections below cover each step.

#### ***Selecting the template file to edit***

The first thing that you need to know is what template file you want to edit. When you start editor there is a Files section that is an accordion. By default it is closed, to open the files area click on the “Files” to

open it up. After you open the Files you will see a list of files that are in the templates directory for the current product.

RAP has lots of template files and to help you out in understanding what each does, you can click on a file and on the right we will give you some details on what the template is for. We only know about the default templates that are installed with the default RAP install. So if you have made multiple copies of your sales page to do some split testing we are not going to know that and will just tell you we do not know what the file is for. This does not limit you in any way, we just cannot provide you more details.

After you find the file you want to edit you simply click on the edit icon (pencil) below the name and description and the Editor will open up.

### **Editing the template**

After you click the edit button, the editor will open up. The editor that is being used in the editor add-on is the tinymce html editor.

This is one of the most popular editors that is in use on the internet today so you may already be familiar with this editor. At this time you can make any changes that you want. If you want to make changes directly in the html you can click the html button and edit the code behind the page.

***Note:** You may notice that some tokens for RAP look a little different in the editor. This is normal and do not worry, when the file is saved they are saved correctly. The editor cannot handle php server side include code. Because most of the tokens in RAP are php codes and have <? ?> around them they are converted to <.? So that the editor does not see them as PHP server side includes. This is important to remember if you are going to insert tokens manually. If you enter it as <? Token ?> the editor will remove it.*

### **Inserting common tokens**

RAP is very flexible and has many available tokens that can be inserted into the template files. It sometimes is hard to remember all of the available tokens. We have made this part easy too. When the editor opens with a template, the available tokens are displayed below the editor window.

If you click on a token, the description of the token will be displayed on the right so you can be sure it is the token you are wanting to insert. And if it is, put your cursor in the template where you want the token to go and click the insert button and the token will be inserted into the editor at that location.

## ***Saving Your Changes***

To save your changes you need to click the save button that is below the editor. It is a good idea to save regularly. If you are done and want to save you can click the save and close button.

If you try to change template files but have not saved your changes, your changes will be lost. We will verify with you before moving to another template file, just to make sure it was not an accident.

## **Updates**

### **Your Version and Current Version**

When you first start up the editor add-on, you can see your current version and the most recent version information right at the top under the name of the add-on.

### **Getting the latest version**

You can go to [rap-tools.com/members](http://rap-tools.com/members) and login with the account information you setup when you purchased the editor add-on. You can get access to the latest version at any time here.

## **Support**

You can get email support at [askmikemyers.com](mailto:askmikemyers.com). For your convenience there is a link to the support center right on the editor add-on page.

## **Extending**

The editor add-on uses 2 tables to hold the descriptions of the templates and tokens. These tables are designed so that other add-ons that provide additional tokens or templates can easily be added. The records also hold the addon information that the template or token is used for. This way if we provide you an upgrade to the default descriptions we can remove ours and not touch anyone else's.

More details on the table formats as well as sample code that can be added to other add-ons install procedure can be found at [rap-tools.com/wiki](http://rap-tools.com/wiki).