

Documentation

Introduction

Ultimate Blocks is block based HTML drag & drop theme builder. **Ultimate Blocks** is modern responsive unlimited layouts template. Template is based on Bootstrap framework. It is perfect template for app landing page, digital studio, online business, personal portfolio, blog, shop, restaurant page, medical page etc. Well organized and comment codes so it's very easy to customize and use in your project according to your needs.

Ultimate Blocks runs (almost) entirely in the browser. The only server side code is in the form of a single PHP file used for exporting HTML markup.

Requirements

To be able to use Ultimate Blocks, you must have the following:

- PHP
- Apache webserver (Windows servers will probably work, but are not supported)
- An FTP tool to upload the files

Structure

Ultimate Blocks is built using HTML, CSS Javascript and a single PHP file ("save.php", used for exporting created markup).

Installation

Installing the Ultimate Blocks script is simply a matter uploading the script files to a server/hosting account. Once uploaded, point your browser to said server/hosting and your script will work.

Defining editable CSS attributes for HTML items

To keep track of your editable items, we've created an array in "builder.js" named `editableItems`. This multi-dimensional array contains jQuery compatible selectors and an for each selector an array of CSS attributes (please have a look at the original "builder.js" file for the correct syntax). When the script detects a color attribute ("color", "background-color", "border-color", etc) it will automatically activate the color picker.

By default, the script will show a regular text field for each CSS attribute (except colors like mentioned above). However, you can also configure a dropdown with a number of options to choose from. To achieve this, another Javascript array is used, named `editableItemOptions`.

This array contains a combination of jQuery selector and CSS attributes as keys and an array with possible values as values. For the correct syntax to use, please have a look at the original "builder.js" file.

PLEASE NOTE: certain issues could arise when nesting editable tags; when clicking on an elements which has a parent container element which is also editable, that parent container will be the one selected. You might want to pay special attention to this when setting up your editable items! Since the script uses jQuery based selectors, you can always specify specific classes to prevent this from being a problem.

Configuring the upload script (/iupload.php)

To be able to upload images from the Ultimate Blocks script, you'll need to set two variables in "/iupload.php". The first one, \$uploads_dir specifies the folder in which uploaded files are stored (make sure this folder is writable!). The second variable \$relative_path specified the relative path between your element files and the upload folder (this path is used to load the image in the HTML Builder interface after uploading a file).

Features

Drag and drop

Ultimate Blocks allows users to drag HTML elements onto a canvas and drop them where they'd like them to appear. Once dropped onto the canvas, the position can be changed by dragging and dropping as well. Elements can be delete individually or all elements on the current page can be deleted in one go.

Content editing

The Ultimate Blocks script can also be used to edit written content inside each element (simply by setting the "building mode" to "content"). HTML Builder uses a rich text editor, allowing to make changes to the written content. Depending on what type of element you're editing, certain options will be disabled in the editor. Editable text elements will need to be configured through "/js/builder.js", and depending on the exact configuration, certain text elements might not be editable.

To configure editable text elements, an array named "editableContent" is used in /js/builder.js. This array should contain proper jQuery selectors targeting elements which inner text is allowed to be edited. You either target individual elements, or a group of elements. In case you're targeting a group of elements, it's best to wrap these elements within a parent DIV container and add this container DIV to the "editableContent" array.

Style/detail editing

The HTML Builder script also allows for basic CSS editing and link editing. Using the built-in CSS editor, end-users can customise whatever CSS attributes the script's admin has configured. When editing a link, the end-user can point the link to either an internal page or an (external) URL.

Link editing

The HTML Builder script allows user to edit links as well. To be able to edit links, firstly the link selectors will need to be added to the "editableItems" array in the /js/builder.js file. To edit links on the canvas, firstly select the Details building mode, this will allow you to select links. When selected, a "link" tab will be visible in the left panel, allowing you to either choose a page to link to or enter a URL manually.

Linking within a single page

When building a one-page website, you might want to link to sections within a single page rather than to a separate page. To do this, simply edit the link and use the second dropdown to choose the block you'd like to link to. The ID's to which can be linked, have to be configured within the block HTML files, and the ID attribute should be assigned to the first child element of the main container (for an example, please have a look at any of the bundled block files).

Image editing

The Ultimate Blocks script allows user to edit images as well. To be able to edit images, firstly the image selectors will need to be added to the "editableItems" array in the /js/builder.js file. To edit images on the canvas, firstly select the Details building mode, this will allow you to select images. When selected, a "image" tab will be visible in the left panel, allowing you to either upload an image or enter a URL manually.

Video editing

Ultimate Blocks allows users to edit Youtube and Vimeo videos as well. To edit a video, switch to "Details Mode" and click the video you'd want to edit. This will open the left sidebar panel where you can enter a Youtube video ID or a Vimeo video ID. You can alter between these as you please, the application will detect which platform you're using and update the video accordingly.

Icon editing

The Ultimate Blocks script allows user to edit icons as well (the script allows you to use all icons available in the Font Awesome collection). To be able to edit icons, firstly the icon selectors will

need to be added to the "editableItems" array in the /js/builder.js file. To edit icons on the canvas, firstly select the Details building mode, this will allow you to select icons. When selected, a "icon" tab will be visible in the left panel, allowing you to choose any item from the Font Awesome collection.

Cloning items

Items which have been setup in the "editableItems" array in /js/builder.js can be cloned. Switch to "Details" building mode, select the item which you want to clone and finally click the clone button from the left panel. Please note that cloned items will be inserted into the canvas right next to the original item.

In some situations, you might want to have the parent of the original item cloned, rather than the item itself. Consider the example of an unsorted list with "a" tags inside "li" tags. In this case, it's the containing "li" element which should be cloned, not the "a" element itself. To make this happen, make sure to add the class name "propClone" to the parent element in your element's .html file. For an example, please have a look at the navigation of the element "header1.html".

Export HTML

Whenever the user is happy with the final result, the created markup can be exported by clicking the blue export button. The export feature will grab all the used HTML elements for each created page and inserts these elements into a copy of the HTML skeleton file. Once all pages are completed, all the HTML files are bundled into a ZIP archive together with the other external resources like stylesheets, Javascript files and images (as configured through the "save.php" file) which will be downloaded by the end user.

Pages

The HTML Builder script allows users to create multiple pages at once. To add a new page, simply click the green button labeled "+ Add" just below the current pages list. You can alter the page names as well (please use names with the .html extension, these are added automatically during the export). When exporting the markup, the pages will use the same names. To delete a page, simply click the little delete icon next to the page you'd like to delete.

The Skeleton file (skeleton.html)

The skeleton.html file should be somewhere on the same domain as the HTML Builder script (we suggest to keep it in the same folder as your elements) and is used when exporting pages from the script. The skeleton.html file should:

- Should have references to all external resources such as stylesheets, javascript file and images used by each and every element used within your script (!)
- Should contain the page container element (as configured in `/js/builder.js`) without any children (!) During the export process, the elements will be added as children of the page container element.