

Novi Beta Documentation (EN)

Novi Beta. Documentation

Installation

Installation on a local server

You can install Novi Builder on a local server in a few simple steps:

1. Download and install the software to launch your local server, e.g. WAMP, MAMP, or XAMP.
2. Set up the local server according to the requirements of "Web server requirements" section.
3. Unpack the Novi Builder archive contents into one of local server directories, e.g. your-disk/wamp/www/novi/.
4. Launch Novi Builder using the link, which corresponds to the local server path, e.g. <http://localhost/novi/>

Installation on a remote server

To install Novi Builder on a remote server, you need to:

1. Perform remote server installation according to the requirements described in "Web Server Requirements" section.
2. Download and install the software for work with FTP, e.g. Total Commander 7+, FileZilla etc.
3. Upload Novi Builder archive contents to your hosting server. Let us consider the example of Total Commander:
 - Establish the connection with the server:
 - a. Navigate to the tab Net->FTP connect... (Ctrl + F)
 - b. Press the "New connection..." button
 - c. Fill in the fields, specifying the data given you by your hosting provider:
 - Session (the name of your connection, not granted by the provider, specify any suitable name)
 - Host name[Port]:
 - Username:
 - Password
 - d. Press "OK"
 - Upload the necessary files to the server:
 - a. Navigate to the tab Net->FTP connect... (Ctrl + F)
 - b. Select the previously created connection name, "Session" field
 - c. Press "Connect ..."
 - d. Copy Novi Builder archive contents
 - e. Navigate to the proper directory (root directory of your domain name by default).
 - f. Paste Novi Builder archive contents.

Web Server Requirements

To ensure the correct work of Novi Builder, your server should meet the following requirements:

- Apache 2.2+
- PHP 5.4+

Apache Settings

- Turn off ModSecurity module or other security module
- Turn on mod_rewrite module

PHP Settings

- php_memory_limit = 64M
- upload_max_filesize = 64M
- post_max_size = 64M
- max_input_time = 60
- php_max_input_vars = 1000
- max_execution_time = 30
- short_open_tag = 1
- error_reporting = E_ALL ^ E_WARNING

** Names of configuration settings may vary a little bit.*

System Requirements

To ensure comfortable work with Novi Builder, your system should meet the following requirements:

- Browser: Chrome 50+ or Safari 10+
- 4GB RAM or more
- Display with minimal resolution of 1024 x 768
- CPU with minimal clock rate of 1GHz
- Keyboard and mouse
- Minimal Internet transfer rate of 1 Mbit.

Getting Started

Importing the project

Please be attentive! After importing your project, the current one will be deleted.

Before loading a project into Novi Builder, you will need to do the following:

- Transfer HTML pages that need to be displayed in builder into the root directory of your project.
- Add all project files to a .zip archive, and after the archiving is finished, all files should be located in the archive's root folder.

To load a project into Novi Builder, you need to:

- Open the page with the builder on a local or hosting server.
 - Open the main menu (press the Novi Builder logo icon) located in the upper left corner of the interface.
 - Select "Open".
 - Press "Choose file" in the appeared dialog box.
 - Select the desired project in .zip format.
 - Press "Import project".

After importing you will be suggested to reload the project, please accept this.

System Settings

Working with fonts

Novi Builder has 10 most popular fonts from Google Fonts enabled by default.

How to add a font

To add a font, you need to:

- Open the page with the builder on a local or hosting server.
 - Open the main menu (press the Novi Builder logo icon) located in the upper left corner of the interface.
 - Select "System settings"
 - Press "+" in the table of "Text Editor" section in the appeared dialog box. Enter necessary information in the following fields:

FontName – the font name, which will be displayed in the interface during font selection.

CSS Value – the value to be added by means of the builder as a CSS attribute.

Link – URL to the resource where the font is located.

- Press "Save changes".

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

How to change a font

To change the font used in your text, you need to:

- Open the builder page.
- Go to "Edit mode" by pressing a proper button in the middle of the upper panel.
- Select the necessary text.
- Press the "Change font" button of an appeared text editor.
- Select the desired font from font list.

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

Project Customization

Rules of editing elements

To detect the user's interaction with the project layout elements, Novi uses the layer system.

A layer is a rule, which defines the logical group of layout elements for manipulations in the visual editor (dragging, pasting, deleting, duplicating, transporting, and others).

How to add or change a layer

To add a layer, you need to:

- Open the builder page.
- Open the main menu (press the Novi Builder logo icon) located in the upper left corner of the interface.
- Select "Project configuration".
- In the "Project Layers" section, press "+" in the bottom of the table.
- Fill in the fields according to the "Rules of creating layers" section.
- Press "Save changes".

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

Rules of creating layers

When creating layers, you need to enter the following parameters:

- Name – a name, which will be displayed on hovering over an element in the visual editor.
- Element – a CSS selector that defines the logical group, to which this rule applies.
- Can be inserted to – a CSS selector determining an area of manipulations with the logical group.

Example of layer usage

Let's take as an example an empty project without any layers.

After entering the "Edit mode", you don't have the ability to interact with layout elements, and you need to add a layer.

Create a layer according to the paragraph "How to add or change a layer" with the following parameters:

- Name - Section
- Element - .section
- Can be inserted to - body

Thus, a layer called "Section" is created, which will contain all elements of HTML layout with .section class. All manipulations (dragging, adding etc.) will be happening in the context of its parent - <body>.

After saving the layer in "Edit mode" (when elements with .section class are present on the target page), and while hovering over the layout element, which corresponds to the created layer, for example:

```
<section class="section">
```

```
...
```

```
</section>
```

an editor panel will be shown with options of dragging, duplicating, and deleting.

The area of dragging, in this case, will be limited to the "body" tag listed in the parameters of Section layer, i.e. you will not be able to move an element with .section class outside the borders of <body>, for example to <footer>.

Also if there are saved presets in the project (how to work with them is described in the "Working with Presets" section), after hovering over an area where presets (HTML code specified in them) can be applied according to layers, a module of adding presets will be displayed.

Preset Management

Pay attention that using presets requires added layers as described in the "Rules of editing elements" section of the current documentation.

A preset is a separate independent part of an HTML page. Actually, it is a set of HTML tags with its own structure, CSS classes, and nesting. Any part of HTML page may act as a preset but for the convenience, it is better to store independent components of a page in presets, for example, a

banner, a section, a form, a column, a sidebar etc. You can learn more about working with presets in this section below. Before starting to work with presets, we recommend you to read the section "Rules of creating layers".

How to create a preset

There are 2 ways of creating a preset:

- Create a preset using the preset panel
- Use the context menu of visual editor

In the first case you need to:

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, press "Add new preset".
- Fill in the fields as shown in the paragraph "How to correctly set the parameters when creating a preset" of this section.
- Press "Save preset".

In the second case:

- Open the builder page.
 - Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
 - Select the necessary area.
 - Open the context menu by pressing RMB.
 - Choose "Save as preset".
 - Fill in the fields as shown in the paragraph "How to correctly set the parameters when creating a preset" of this section.
 - Press "Save preset".

In the first case, you need to set the preset layout. In the second case, the layout will be taken from the element you selected in the "HTML Code" text field.

How to correctly set the parameters when creating a preset

In the "Preset name" field, specify the preset name.

You also need to specify keywords in the "Keywords" field that allows finding the proper preset. We recommend you to state the preset keys relying on the content written in them. For example, the section with our clients will have the key named "Clients" or "Partners".

The text area "HTML Code" displays the HTML code, which will be inserted into the selected page after the preset is applied.

Checkbox "Deploy on preset insertion" defines whether the page will be reloaded when the preset is inserted.

How to add a preset preview

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Upload preview" from the context menu of the target preset.
- Press "Choose file" in the opened modal window.
- Press "Upload Image"

How to edit a preset

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
 - On the appeared panel, select "Edit" from the context menu of the target preset.

How to duplicate a preset

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
 - On the appeared panel, select "Duplicate" from the context menu of the target preset.

How to delete a preset

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Delete" from the context menu of the target preset.

Adding the preset to the page

There are 2 ways to add a preset to the page:

- With the help of the preset panel.
- Using the preset insertion module.

In the first case you need to:

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, find the necessary preset.
- Drag the preset into the visual editor area by holding LMB, therewith the area of insertion will be highlighted by a solid blue line.

In the second case:

- Open the builder page
- Go to the "Edit Mode" by pressing a proper button in the middle of the upper panel.
- Hover over the area where you need to add the preset.
- If the preset is present and if it meets the layer rules, "+" will be displayed, press it.
- Select a necessary preset in the appeared dialogue window.

Page Management

How to add a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Add new page" on the appeared panel.
- Enter the page name and press "Create page".

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

How to switch a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Select the proper page by pressing LMB on the appeared panel.

How to delete a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Delete" on the appeared panel.

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

How to duplicate a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Duplicate" on the appeared panel.

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

How to add the page preview

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Upload preview" on the appeared panel.
- Press "Choose file" in the appeared modal window.
- Press "Upload Image"

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

Troubleshooting

Novi is not responding after click made on some element in Visual Editor

This kind of problem can occur due to several bad scripting practices within JS code of your template. Try to turn off your scripts one-by-one, until you find a bad one. Now, you have two options:

- Disable this script in Novi Builder using if (!window.xMode) condition
- Replace this script with a different one

Novi is not able to export or save my template

Probably, your server settings don't meet the required ones described in "Web server requirements" section.

JS editing

Novi Builder is compatible with any JS scripts that don't work with dynamic content (don't create additional DOM Nodes, don't execute any Ajax processing).

Compatibility with scripts that work with dynamic content is not guaranteed.

A proper plugin is required for this category of scripts.

The working logic or style display of your scripts may differ if the check is active:

```
if ( window.xMode ) {  
    // Your JS code executed in Design Mode and Edit Mode of Novi Builder.  
} else {  
    // Your JS code that will not work in Design Mode and Edit Mode of Novi Builder.  
}
```

Please pay your attention that the xMode attribute of window object will be available after the document is loaded, in this concern, the abovementioned code listing will look as follows:

```
$document.ready(function () {  
    var isNoviBuilder = window.xMode;  
    if ( isNoviBuilder )  
        { // Your JS code executed in Design Mode and Edit Mode of Novi Builder.  
    } else  
        { // Your JS code that will not work in Design Mode and Edit Mode of Novi Builder.  
    }  
});
```

Restricting access to Novi Builder

To restrict access to Novi Builder you need to:

- Open the root directory of Novi project.
- Rename the `._htpasswd` file to `.htpasswd`

- Rename the `._htaccess` file to `.htaccess`
- Configure the `.htaccess` file as described in "Configuring the `.htaccess` access file" of the current section.

The access is now restricted, here is the login data:

- User: user;
- Password: password,

The configuration of the user data is described in "Configuring the user data" of the current section.

Configuring the user data

To add or change the current user, you need to replace the `.htpasswd` file.

This file is created by the `htpasswd.exe` utility. If your machine has Apache webserver installed, then this utility is located in the directory of installed Apache in `bin` subcatalogue.

Note

To work with `htpasswd.exe` utility, you will need the command line interface. Next, we will describe the work with the command line using `cmd` utility, which is included with Windows.

Press "Start" -> "Run...", enter `cmd` and press OK. CMD utility window will open.

- Navigate to the directory where `htpasswd.exe` is located. For example, Apache Server is installed in `C:/Apache2`. In this case, you need to type `cd ../apache2/bin` in the command line and press "Enter".
- Enter the following: `htpasswd -cm .htpasswd admin` where:
 - `-cm` is the utility keys.
 - defines that new file with passwords needs to be created. If a file with the same name already exists, it will be overwritten.
 - `m` specifies MD5 encryption.
 - `.htpasswd` is a passwords file name.
 - `admin` is a username.

• In response, password input request and its repeat should appear. If everything is correct, then the next message will appear: Adding password for user admin. In `C:/Apache2/bin` directory `.htpasswd` file will appear. The username line and its password hash code will be located in this file. To add another user to `.htpasswd` file, remove `-c` key from the launch command of `htpasswd.exe` : `htpasswd -m .htpasswd admin`

Configuring the .htaccess access file

The `.htaccess` access file can be edited using any text processor, for example, Notepad++, Sublime etc.

Here is an example of the access file:

AuthType Basic

AuthName "Private zone. Only for administrator!"

AuthUserFile /usr/host/mysite/.htpasswd

require valid-user

, where

- AuthType — the type of used authentication.
- AuthName — the name of authentication working area or text, which helps the user understand what he/she is trying to access. For example, "Private zone. Only for administrator!"
- AuthUserFile — the passwords file path (`.htpasswd`). Pay your attention! Relative paths will not work. You can find out the path of the server root by asking your server administrator or by doing several easy steps described in "Getting the address of the server root directory".

• Require — one or several requirements that need to be done in order to access the restricted area.

Getting the address of the server root directory

To get the address of the server root directory you need: :

- Create `phpinfo.php` file in any text editor.
- Add the following content to the file: `"<?php phpinfo(); ?>"`
- Upload the file using FTP to your server into the directory where `.htpasswd` is located, for example `/www/novi/`. The uploading process is described in details in "Installation on a remote server" section of current documentation.
- Using the address bar of your browser enter the path where this file is located. For our example, the path is `/www/novi/phpinfo.php`
- In the appeared table find the cell named `DOCUMENT_ROOT` . The value in the "Value" column is the address of server root catalog.

Hotkeys

There is a range of useful hotkeys in various Novi Builder modules.

Application

- Ctrl + S - Save the project

Visual Editor (Edit Mode)

- Ctrl + Enter - deselect the current element
- Esc - deselect the current element

Visual Editor (Design Mode)

- Alt + ~ - navigate to the parent container of the selected item
- Ctrl + X - cut the selected item
- Ctrl + C - copy the selected item
- Ctrl + Alt + V - paste before the selected item
- Ctrl + V - paste into the selected item
- Ctrl + Shift + V - paste after the selected item
- Delete - remove the item
- Ctrl + D - duplicate the selected item
- Ctrl + Q - save the selected item as a preset

Code Editor

- Ctrl + S - Save in the editor
- Ctrl + L - file formatting
- Ctrl + D - remove the entire line
- Ctrl + Shift + D - duplicate the entire line
- Ctrl + Z - undo the last change
- Ctrl + C - copy into the clipboard
- Ctrl + V - paste from the clipboard
- Alt + Down - shift the line down
- Alt + Up - shift the line up
- Alt + Delete - remove to the end of the line
- Alt + Backspace - remove to the start of the line
- Ctrl + A - select all
- Shift + Left - select one symbol to the left
- Shift + Right - select one symbol to the right
- Shift + Home - select to the start of the line
- Shift + End - select to the end of the line
- Ctrl + Shift + Home - select to the start of the file
- Ctrl + Shift + End - select to the end of the file
- Ctrl + LMB (left mouse button) - set multicursor
- Ctrl + Alt + Right - select the next reiteration setting of multicursor
- Ctrl + Alt + Left - select the previous reiteration setting of multicursor
- Ctrl + F - find
- Ctrl + H - replace
- Ctrl + K - find the next item
- Ctrl + Shift + K - find the previous item