

User Manual for BloSHome 1.0.6 alpha
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[IF YOU'RE ENGLISH NATIVE AND SEE SOMETHING CONFUSED, DON'T HESITATE TO TELL ME]

LEGAL NOTICE

This package is a Freeware Open-source ; « alpha » meaning here that it is in a working but inachieved state, delivered AS IS !

It cannot be sold. If you modify it, you must keep reference to this original release through this mention in a visible location for final user (for example, in the about-box) : « Based on BloSHome 1.0 (c) FFh Lab / Eric Lequien, 2006-2013 – www.ffh-lab.com ».

If you acquired a copy of this project from a repository (SVN, Git, etc) and decide to contribute rather than going towards a separated derivation, contact me : once we're agree, you'll gain write access to the main repository and will become co-author of BloSHome, duly mentionned in the software itself.

If you develop an independent derived software which could become a commercial product, you should contact me to take a fair agreement, depending of the part of BloSHome in your own realisation.

Not any warranty being attached with this code, you agree to use it at your own risk and be the only one responsible about any direct or indirect effect on your blogs and related data.

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INTRODUCTION

A day of 2009, a friend of mine who don't know anything about computers wanted a blog inside a website. On my side, I already used the Blossom blog engine for my own "embedded" blogs. So, naturally, I implemented one for him... And the first big problem came as an obviousness : how to do he manages his blog's content as easier as possible, without learning neither HTML nor FTP ? So, the idea of BloHome germinated in my mind and I started to develop it with the goal to have something usable as quickly as possible ; this explaining the choice to go with VB6.

During these last years, even if not all features are achieved (but the main ones, yes), we used it with happiness. My two blogs — <http://ffh-lab.com/blog> and <http://eric-lequien-esposti.com/blog> — are both under Blossom engine with their contents managed through BloHome.

DEVELOPEMENT & CREDIT

BloHome has been developed in Visual BASIC 6.0 SP6 and DHTML (HTML, CSS, Javascript) through WebExpert 6 under Windows 2000 Pro, XP Pro and Seven Pro 32-bit. Then, it has been tested in real size against some blogs powered by the Blossom engine 2.1.2 under Unix/Linux/FreeBSD, Apache and Perl 5.8 interpreter.

Also, thanks to every author and publisher of the third-party pieces embedded in BloHome :

- The WYSIWYG HTML editor TinyMCE © Moxiecode Systems AB
- The FTP client DiFtpCli6 © Jean-Luc Delbeke (MODified for BloHome)
- The (de)compression library Zlib © Jean-loup Gailly and Mark Adler
- The Zlib / Zip interface class © Andrew McMillan (MODified by Jack/Yan35)

And finally, mention the use of the EasyImage plugin for TinyMCE © FFh Lab.

PREREQUISITE

You are supposed to have a blog under Blossom engine. Otherwise, this software will be useless for you.

See the « About » box in the « ? » menu of the software itself for any useful link (including the ones to download and understand Blossom).

INSTALL/UNINSTALL

Just launch the installation clicking on the « Setup.exe » file.

An eventual uninstallation will be as merely too, clicking on the provided shortcut installed in the group under the Windows « Programs » menu, or via the available « Add/Remove Programs » function in the Windows control panel.

USE

First of all, you have to create a project for your blog going through the top left "Project" menu. During creation, you'll define the project's settings. Particularly take care of the CSS and options which depend of Bloxom plugins.

Once done, you can create and edit your articles offline (this being a big advantage when you have not a permanent connection), in the local workspace.

When you're ready to publish an article, you push the "Connect" button and wait for connection to be established. Then you navigate to the remote category to target and click "Publish" or "Preview" button, depending if you're sure or prefer to see the article in real context before to release it.

Personnally, I always go with a private preview, then I double-click on the remote article (or using the "See online" button) to reach it using the default Web browser. If the result satisfy me, I change the article status from "private" to "public" using the switch at bottom right corner of the BloHome interface. If I'm not satisfied, I simply use the "Copy" or "Move" button to retrieve the article in the local workspace ; and re-edit it.

Also, be aware BloHome keep trace of every action you do in a log file (one per session under the "log" subdirectory) and saving every article and its eventual attached images in a ZIP archive (under "data/<nom_de_projet>/archive" subdirectory) at every upload (publish or preview)... Thus, you're always able to figure out and recover things using these two crucial pieces.

Finally, if you want to participate to the BloHome development (as developer, translator or any role you could imagine), just follow the indications at <http://ffh-lab.com/bloshome.html> (including link toward public repository with source code, dev. notes and others documents).

KNOWN PARTICULARITIES

Some configurations may generate some behaviors which require a specific action of your part. Here are those I know :

- During launching of setup.exe under Windows Vista or Seven with the User Account Control (UAC) activated, you'll have to accept the installation and/or enter an administrator pass. This is necessary from the point BloHome will be brought to create files and directories (« data » and « log ») under its own « Program Files » space, while the new standard (introduced by XP and "forced" from Vista) is to do it separately under a system location dedicated to store the data for a specific user or all ones.
- If the User Account Control (UAC) is disabled and you're not logged as administrator, it's likely that the installation will refuse to go on : however, an explicit message will be displayed on screen.

HISTORIC

(also called « CHANGELOG » in the development jargon)

- **1.0 rev.6 alpha – 13th of january 2013**
 - Addition : management of the possibility to choose its chapo identifier in the editor for every project
 - Correction : bug generating error on update of remote commands when the blog is empty
 - Update of embedded TinyMCE editor from version 3.3.2 toward version 3.5.5
 - Compatibility of generated code from new media plugin (test iframe/youtube) and the local IE object
 - Correction : bad vertical alignment of the title and bottom buttons outside of box in the editor
 - Correction : download of type « Move » fell in an unmanaged case in some contexts
 - Addition : implementation of the bilingual mechanism (EN/FR) through menu and « .lng » files
 - Modification : full translation toward English of the code comments, help (EN/FR) and dev-notes.
 - Modification : simplification of the dev. tree for preparation to public repository
 - Modification : blocking or message (according to case) of the not developed commands in this alpha ed.
 - Ajout : manifest pour élévation droits afin d'éviter que l'UAC de Vista/7 virtualise les répertoires data/log
 - Addition : manifest to elevate rights and avoid that Vista/Seven UAC virtualizes the data/log directories
- **1.0 rev.5 alpha – 4th of march 2011**
 - Correction : error 339 on some plateformes without mswinsck.ocx
- **1.0 rev.4 alpha – 7th of april 2010**
 - Modification : cosmetic improvement of the user interface around the quick guide
 - Correction : bug generating an error #5 on UTF-8 saving for some articles
 - Modification : removing of printing feature from the article editor
- **1.0 rev.3 alpha – 12th of october 2009**
 - Correction : bug error #13 on exit through « Cancel » for a projet reputed incomplete (add bNoCancel)
 - Addition : choice of the server port in the project's parameters
 - Correction : bug generating an error #91 on contextual commands update if a double-click happens
- **1.0 rev.2b alpha – 5th of october 2009 : 1st version for use on public blog**
 - Modification : resizing of the about-box of the « Easy Image » plugin for TinyMCE
 - Correction : the commands groups labels about categories and articles are not grayed
 - Modification : enlargement of the articles editor for a better rendering on any screen > 1023 pixels
 - Correction : bug that kept the local path of an article image in pop-up after publication
- **1.0 rev.2 alpha – 20th of august 2009**
 - Addition : implementation of the « Copy » and « Rename » commands about a local article
 - Modification : regrouping of the update operations about local meta cache in a single download
 - Addition : algorithm¹ in conjunction with archives, in order to attempt to avoid unnecessary downloads
 - Addition : repatriation commands for any published article by « Copy » or « Move » ; cf. algo¹
 - Modification : adaptation of the article deletion for the private preview case ; cf. algo¹
 - Addition : realtime adjustment of the appropriated commands from the selected entry in blog list
 - Addition : local archiving in Zip format of any article, and associated images, published or in private
 - Correction : bug generating some artifacts in blog list, because of unmanaged columns on « .. »
 - Addition : settings and commands to allow the articles previews through public/private status on blog
 - Correction : elimination of the « . » & « .. » path, forced by FTP server, redundant with generated « .. »
 - Correction : renaming of the parameters area about encoding and images size as « Content »
 - Correction : bug generating an error on publication command with an empty workspace
 - Addition : indication of the flavor extension in project parameters
 - Addition : command "View Online" for a blog article, also available from double-click in remote list
 - Correction : support of a multi-resolutions icon application that exceeds the VB6 limitations
 - Addition : incorporation of plugin EasyImage (ezimage) 1.0 © FFh Lab for TinyMCE in the articles editor
 - Correction : authorization to don't indicate any excluded path nor any image size limit in parameters
 - Modification : the password is now hidden from view by default and visible on button
- **1.0 rev.1 alpha – 20th of june 2009**
 - Addition : gauge and info about progress on publication
 - Addition : management of the articles encoding (ANSI/UTF-8) by project
 - Addition : max. size of an editor gallery's image, according to project
 - Addition : number of attached files and type of encoding in header of local and remote articles lists
 - Addition : management of a cache for the slow meta-information about remote articles files
 - Addition : prohibiting launch of two BlosHome instances
 - Modification : replacement of IE7 dedicated iframe.dll with lighter and more universal shdocvw.dll
 - Correction : implémentation of an algorithm to reduce bug on WebBrowser init. with error #91

- 1.0 rev.0 alpha – 31th of may 2009 : 1st internal version.

Eric Lequien is software author on <http://ffh-lab.com> and novelist on <http://eric-lequien-esposti.com>