Flux Quickstart Guide

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Introduction

This guide will take you through the process of creating, designing, and editing a web site step-by-step using Flux. The goal is to create a page like the one pictured below.

You will notice that some of the pages have a shaded bar at the top, these pages are not part of the guide, and are simply for further information.

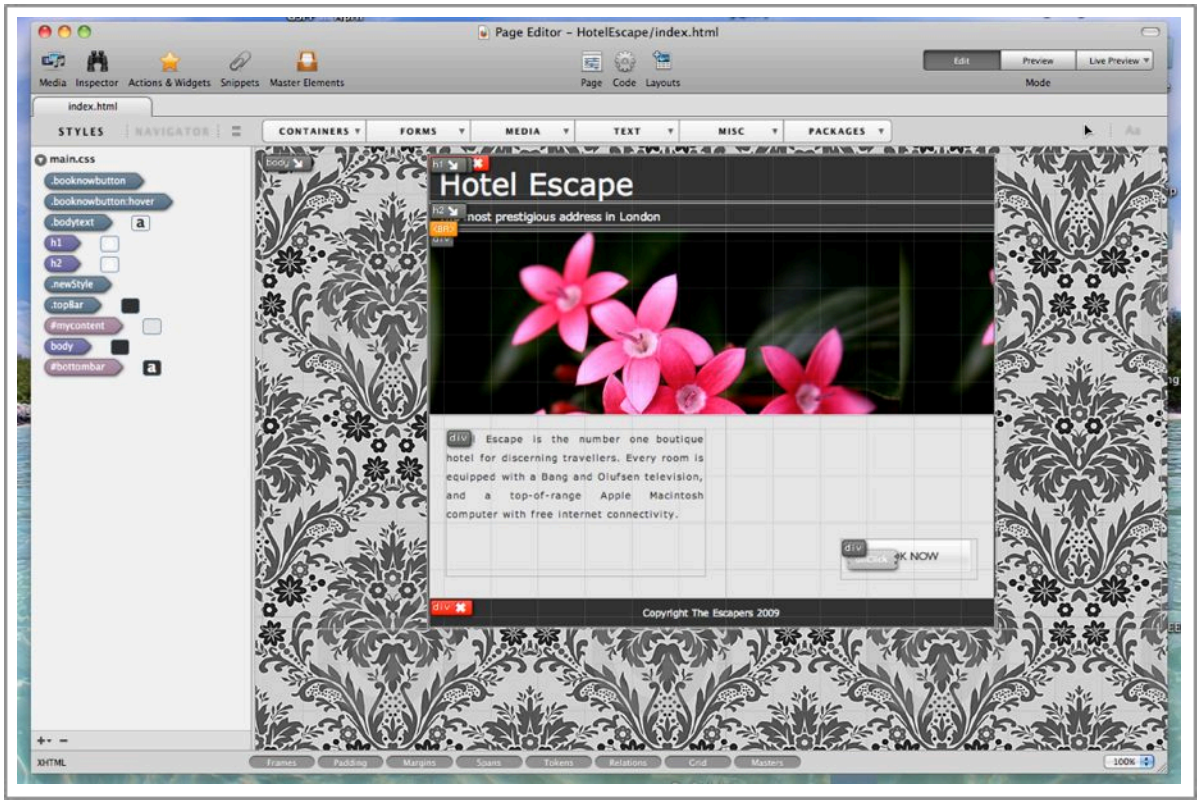
You can also see the same site be created in a screencast here, although the process is slightly different.

http://www.theescapers.com/screencast

Flux is a very advanced and powerful application, and if you've never used it before, or even if you have, The Escapers recommends you follow this guide to get the best out of Flux.

Thanks for trying Flux!

The Escapers Team

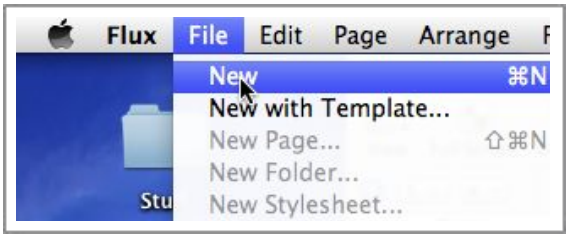


Create the Project

Step 1

Before we can create a web page in Flux, we must first create a Project.

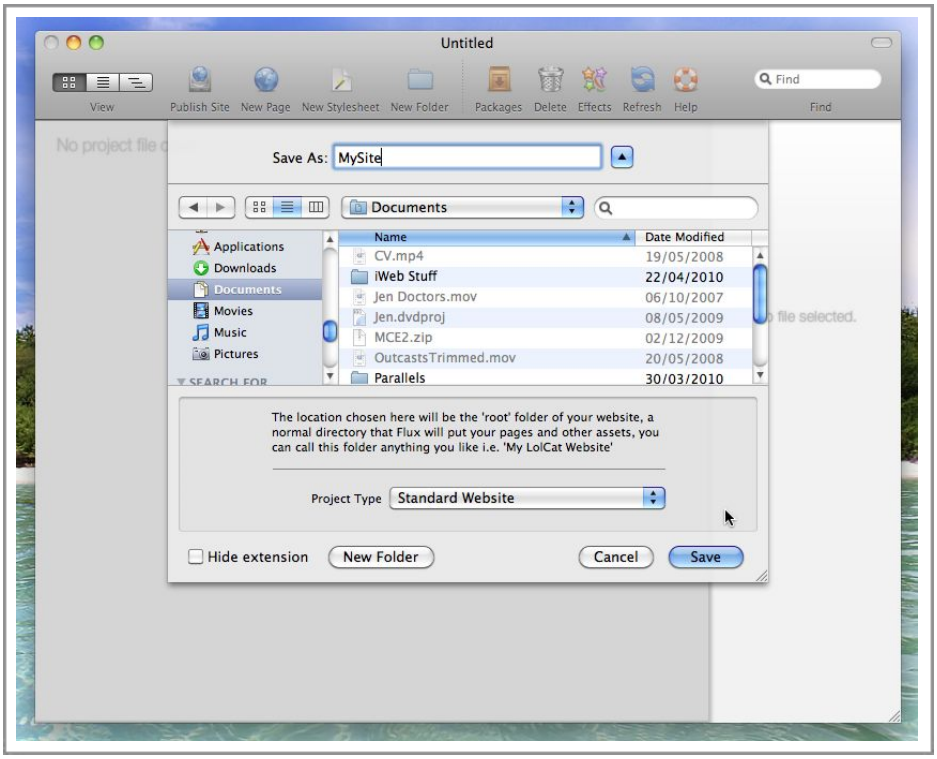
To create a Project from scratch, choose **New** from the **File** menu.



Step 2

You will be presented with a Save sheet.

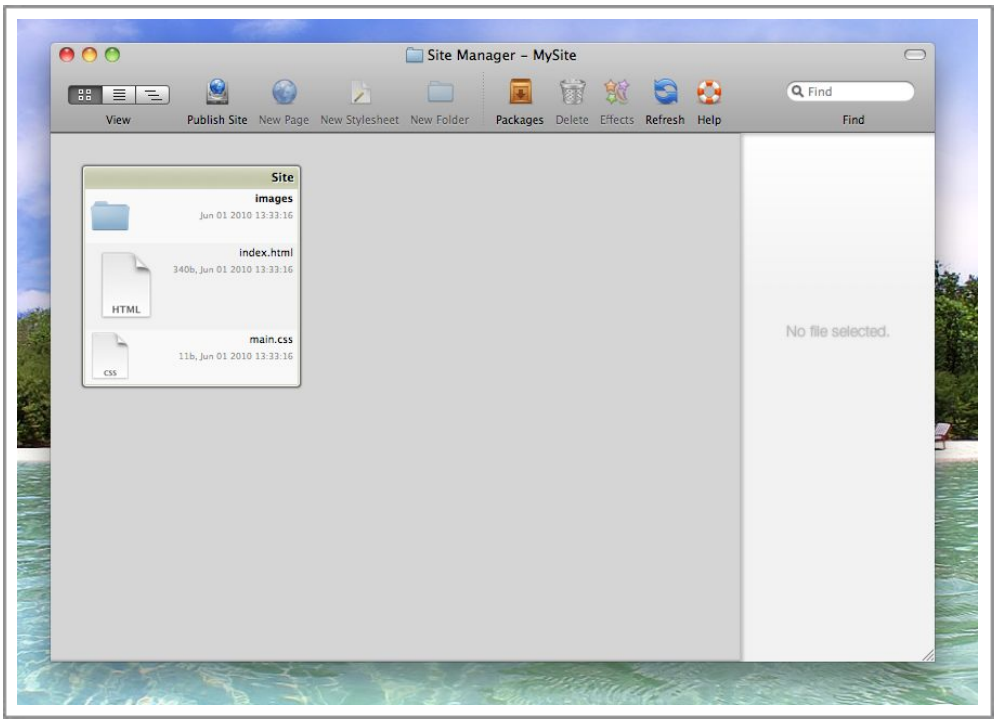
Choose a location for your new project, and type in a name for it, and press **Save**



Step 3

Flux will offer to create a new page and a new CSS file to help get you started. If you are just starting out in web design, and do not fully understand the relationship between CSS and HTML files, press **Yes**

A brand new site has been created, ready to use.

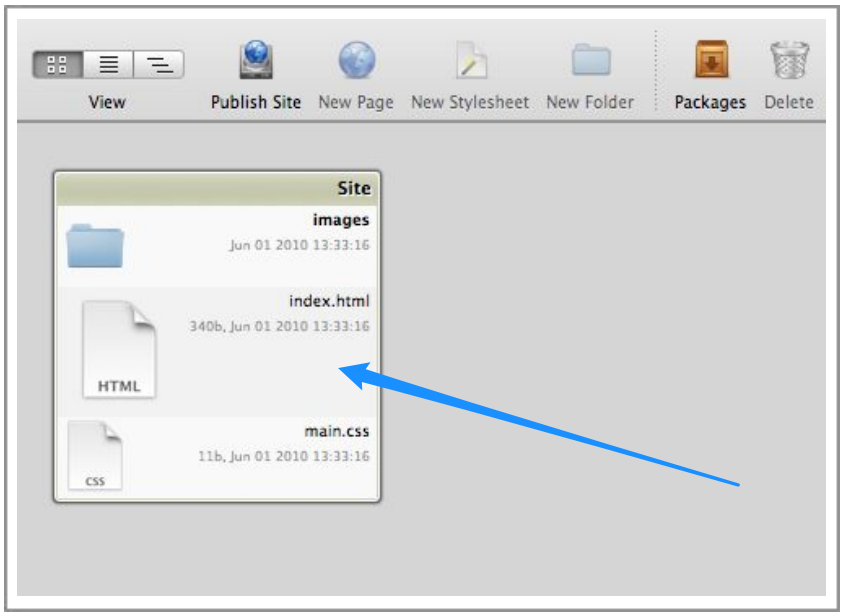


Remember, Flux projects are simply folders, so you can use any existing website folder, it doesn't need to have been created by Flux.

Open the page for editing

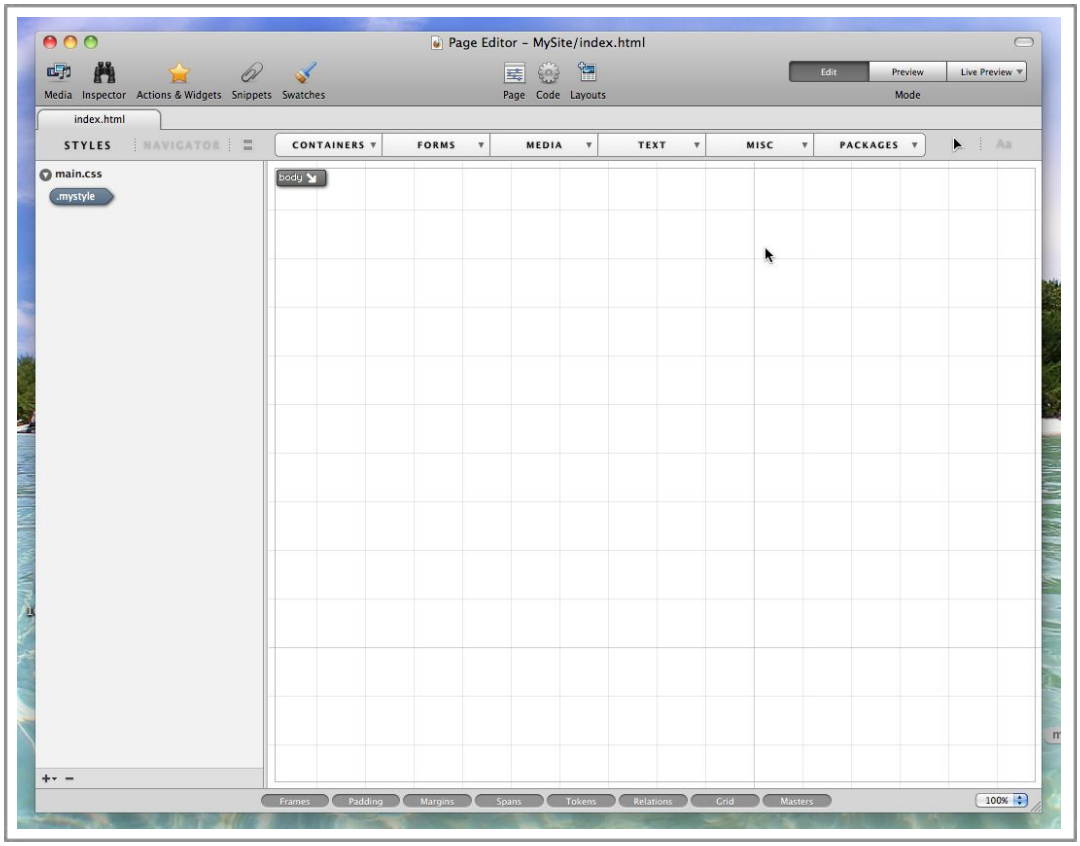
Step 1

Double-click the *index.html* file, this will open the file in Flux's **Page Designer**



Step 2

The **Page Designer** will open, displaying an empty page, and the CSS styles list has a single entry.

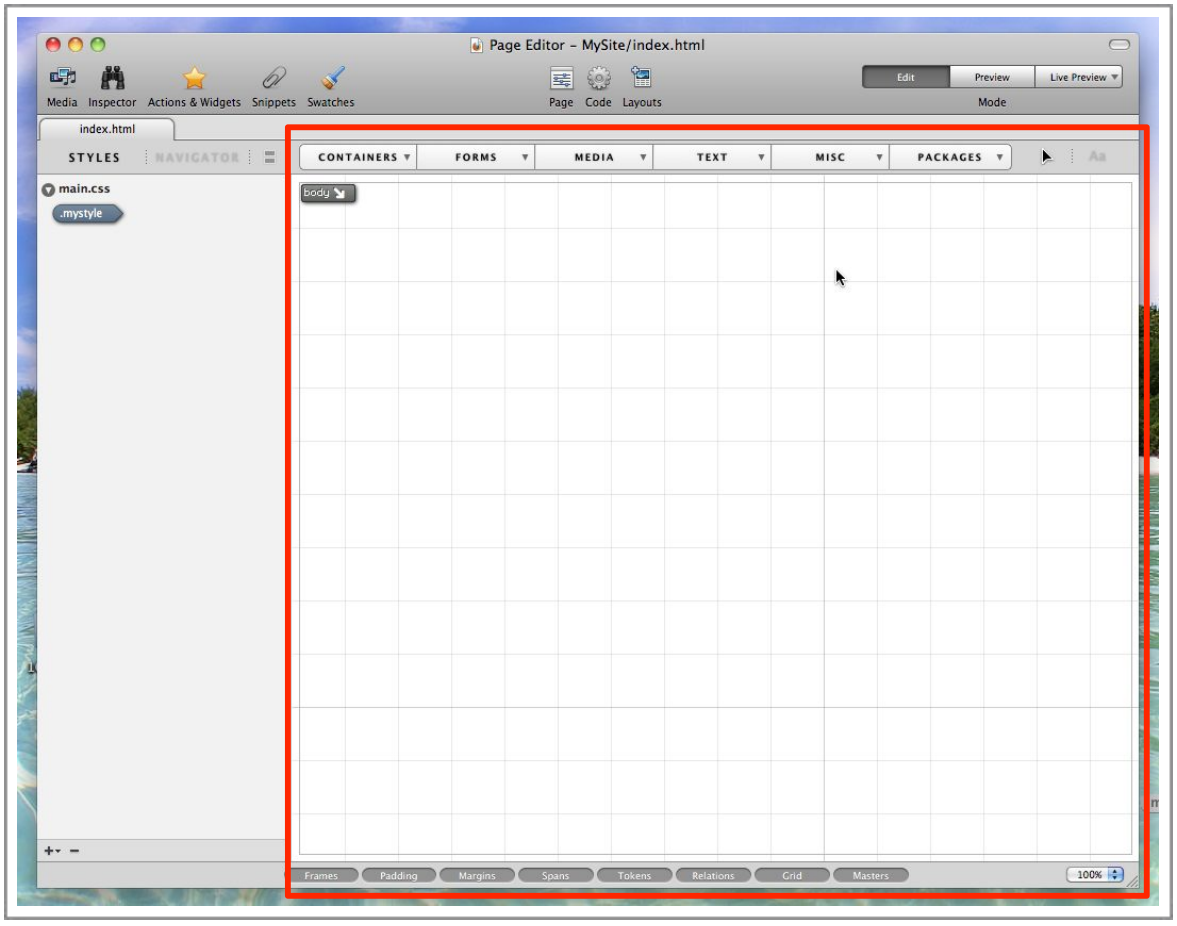


The Page Designer

All page editing and designing takes place in the Page Designer, which has a few distinct sections you need to be aware of.

Design Area

The area highlighted in red in the image below is the *Design area*, this is probably the area you will spend most of your time in Flux.



The *Design area* has two toolbars, one at the top, and one at the bottom.

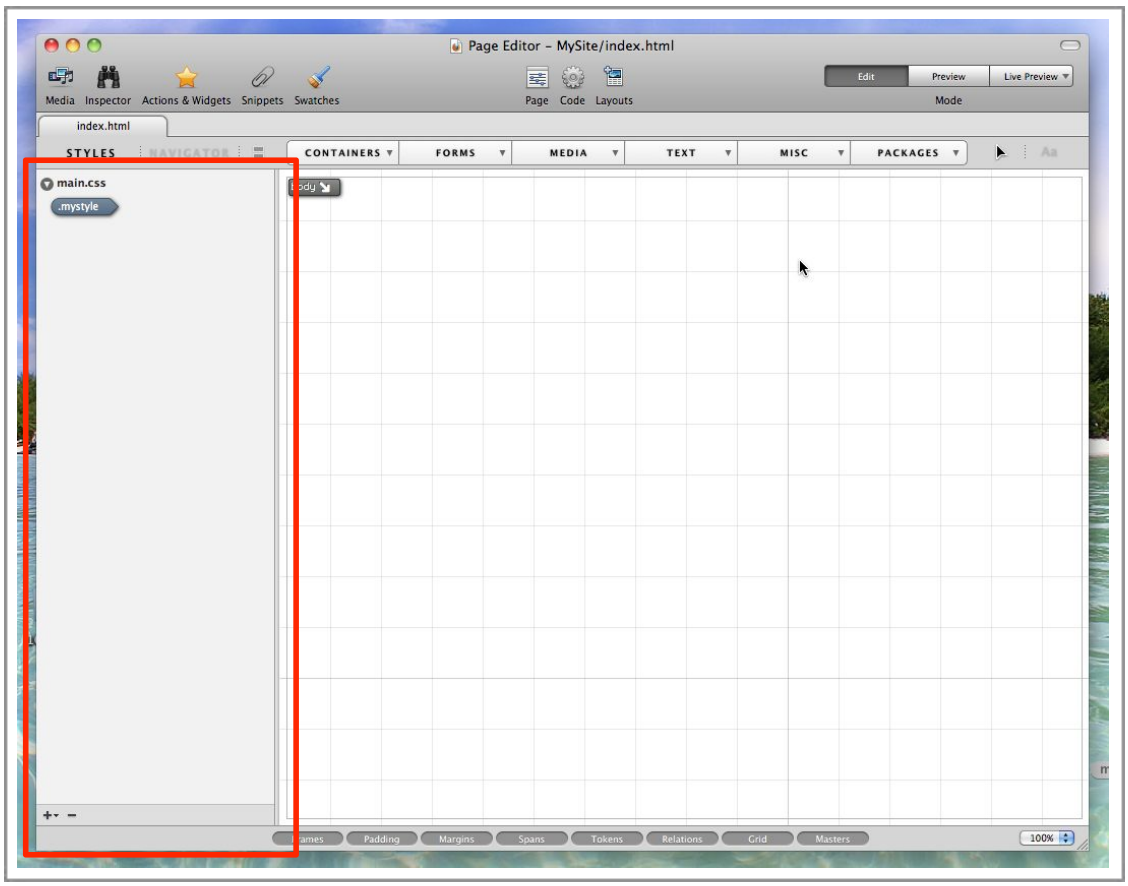
The top toolbar has two purposes, the buttons on the left of the toolbar are to create new elements on the page, and the buttons on the right of the toolbar toggle between *Movement mode* and *Text mode*, to move objects around on the page, or adjust their size, you should use *Movement mode*, and to edit text, switch to *Text mode*.

The toolbar at the bottom of the design area is used to toggle various display options, these options have no effect on the structure of your page, but they may make your life a little easier. For example, if you want to visually adjust the *Padding* of an object, you'll want to make sure you have the **Padding** option selected, as you will then be able to see, and change the padding of an object by dragging the handles on the element. When the **Padding** option is turned off, you will not be able to see the padding of the object, or change it. The more options you turn off, the less cluttered your page will appear.

It's important to remember that these options will never affect the actual page you are working on, just how it appears in Flux's Page Designer.

CSS Area

The *CSS Area* is on the left side of the Page Designer, it's a list of the CSS files that are linked to your page, and the CSS *Rules* within them.

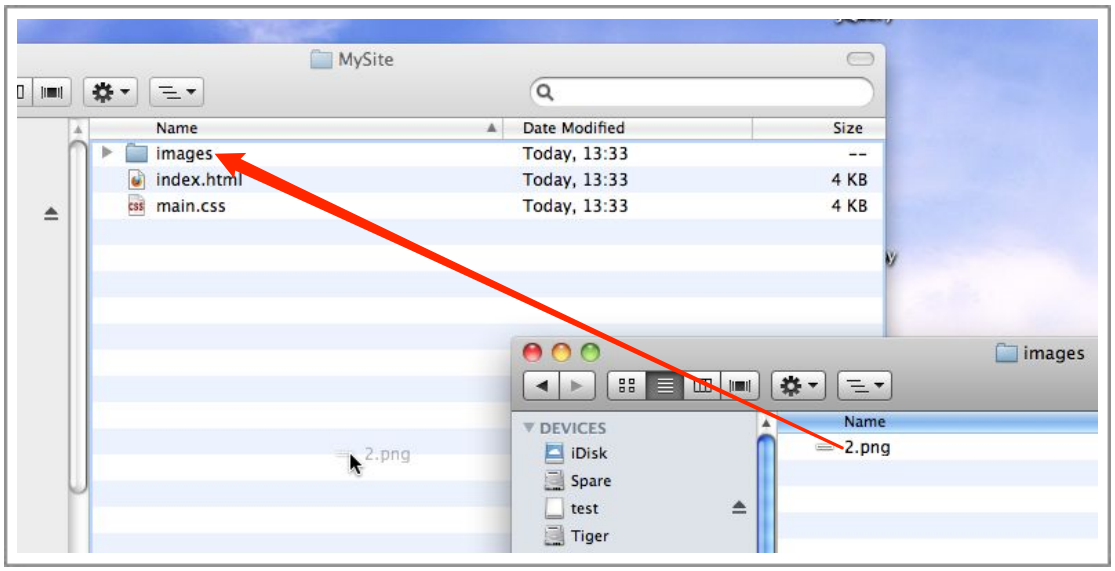


Adding Assets to your Project

Most of the *assets* in your project will be images, but the following instructions will also work for MP3s, Quicktime movies, fonts, and any other type of file you want to include in your project.

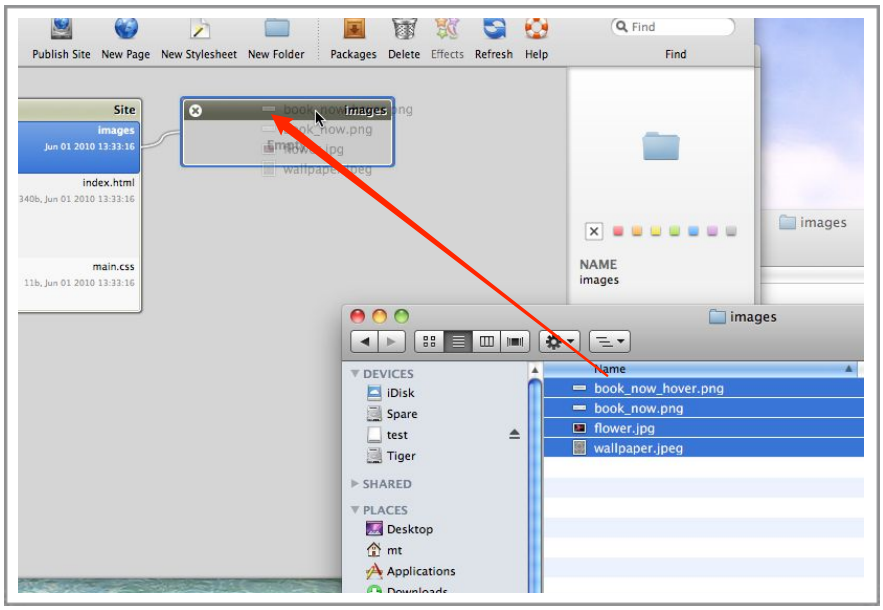
Method 1

You can easily add files to your project using the Finder, simply drag assets from anywhere on your Mac, to your project folder (blue arrow).
The Flux site manager will update automatically.



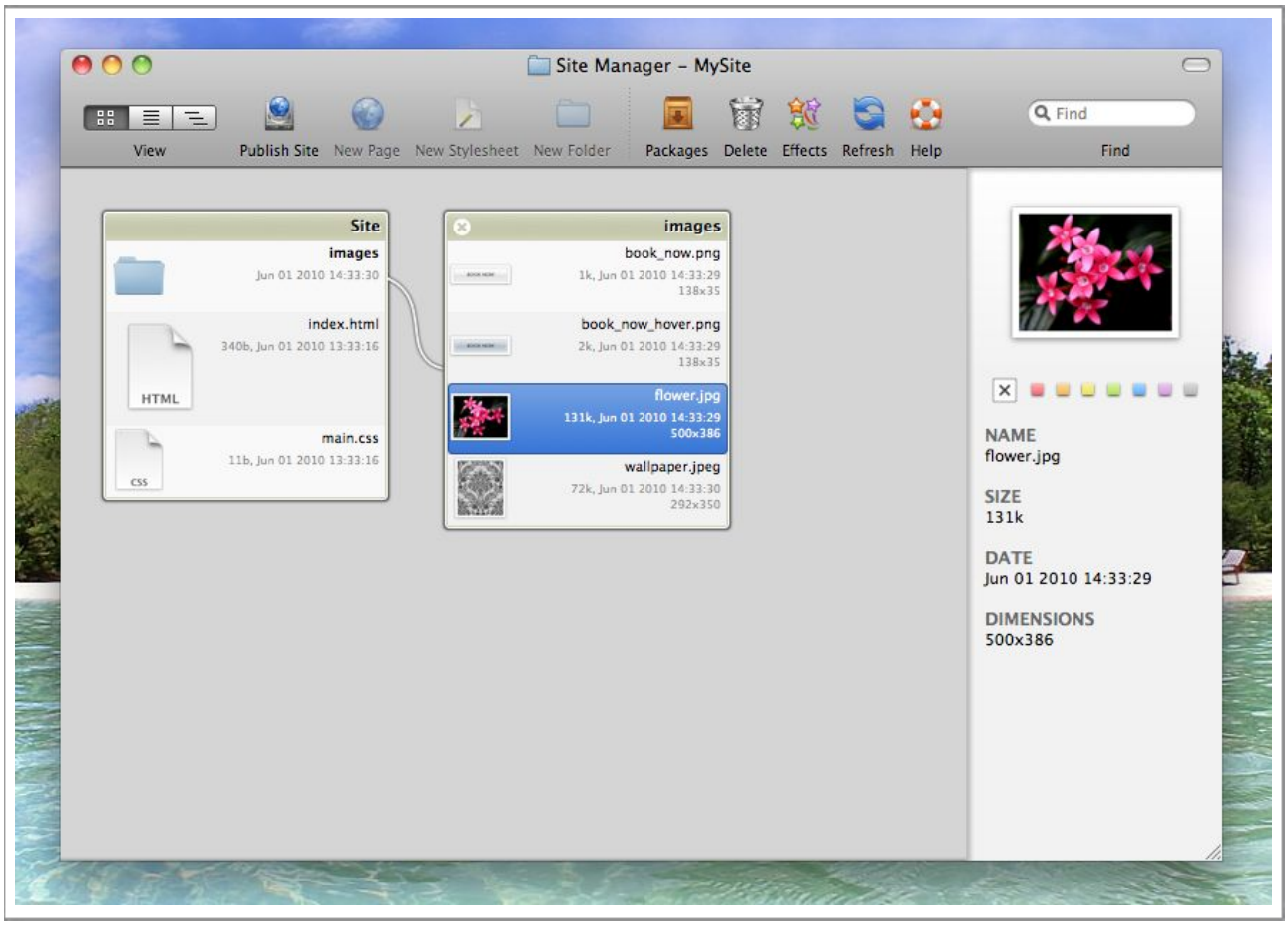
Method 2

You can simply drag files from the Finder to Flux's **Site Manager**, note that it's important to drag the files to the title of the folder you want to put the files in, as shown by the red arrow in the image below.



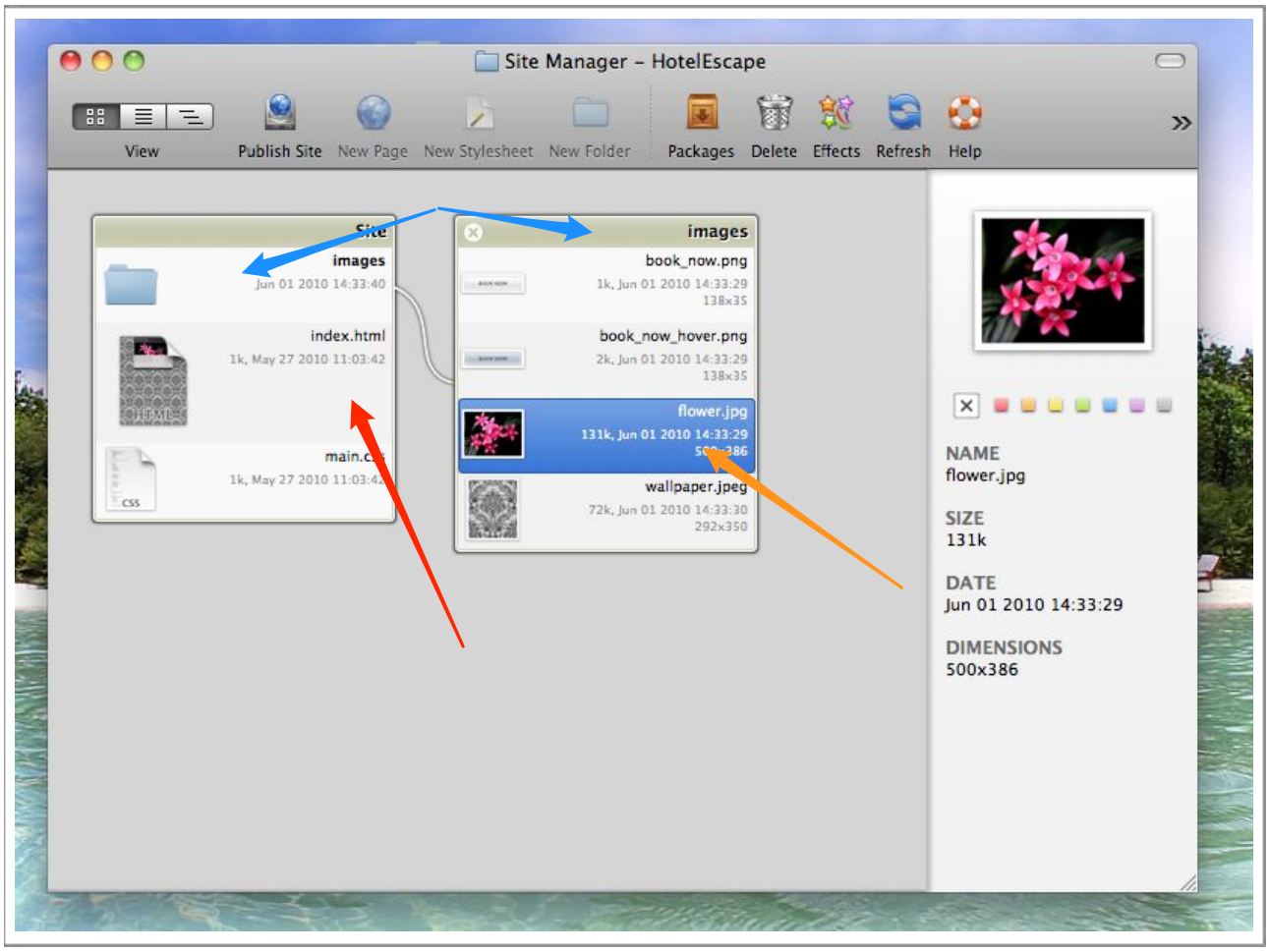
Summary

Both of the above methods will have the same result, the images will now be in your project, this means that Flux can 'see' them, and they can be used in your pages.



The Site Manager

The **Site Manager** is where you can view the structure of your site, open pages for editing, import assets, and publish your site.



In the image above, the red arrow points out a web page, it has a thumbnail to aid quick identification, to edit the page, simply double-click it.

The blue arrows point out a folder, the left most blue arrow is the folder, and the right blue arrow is the contents of the folder.

The orange arrow points to an image file, you can double-click images to open them in the default application.

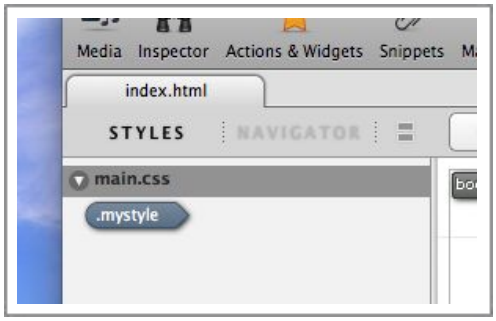
To copy a file from the Finder, simply drag it to the title of the folder in the **Site Manager**.

Configuring the *body* element

The *body* element controls the background of your page, we want our new web page to have a nice image as background, so we need to setup the body to do this.
It's possible to configure the body using an external style, or inline, it's generally considered to be good practice to use an external style, so that's what we will do now.

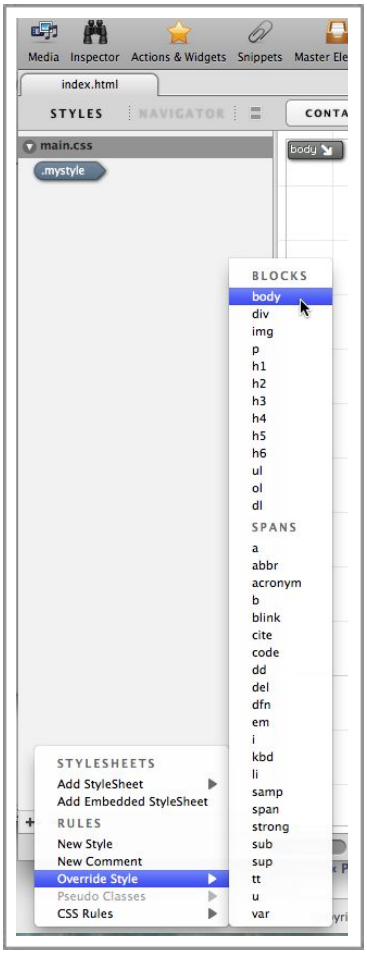
Step 1

The first thing we need to do, is to create the *body* style. At the moment, our page has the *main.css* file linked to it, it's in this file we will create our *body* style.
Since we only have one CSS file linked, you don't need to select it specifically, but if you had more than one CSS file, you would need to select the file you wanted to create the style in.



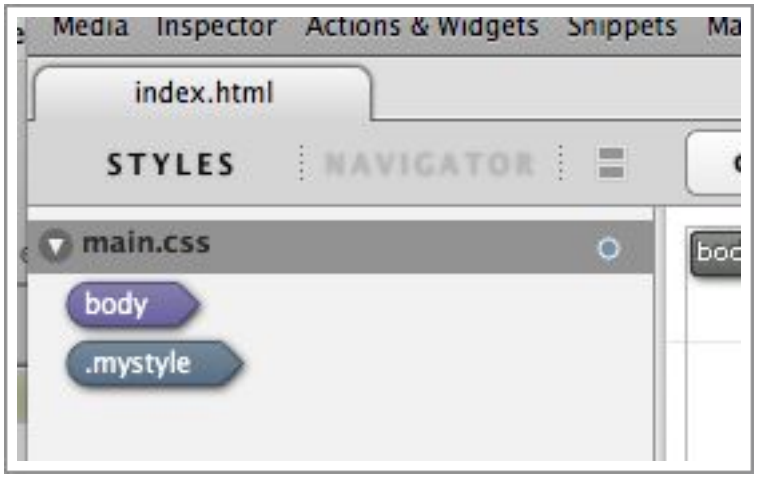
Step 2

Press the small '+' button at the bottom of the styles list to reveal a pop-up menu, in the **Override Style** submenu, choose **body**.
This will create a brand new CSS style (or *rule*) called 'body'
The name of the style is very important, it must be called 'body', or it will not work.
There are other ways to link a style to a particular element on the page, but for now, we will use this method, often called the *override* method.

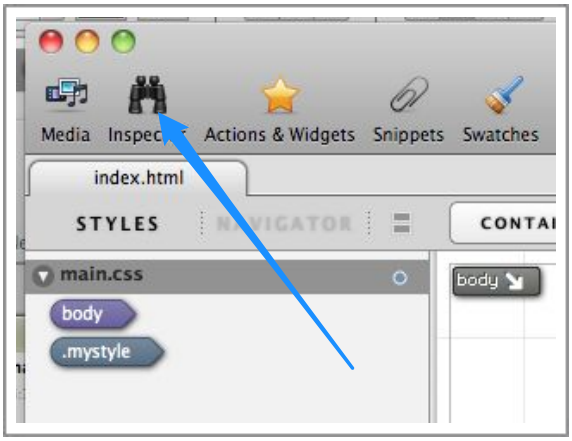


Step 3

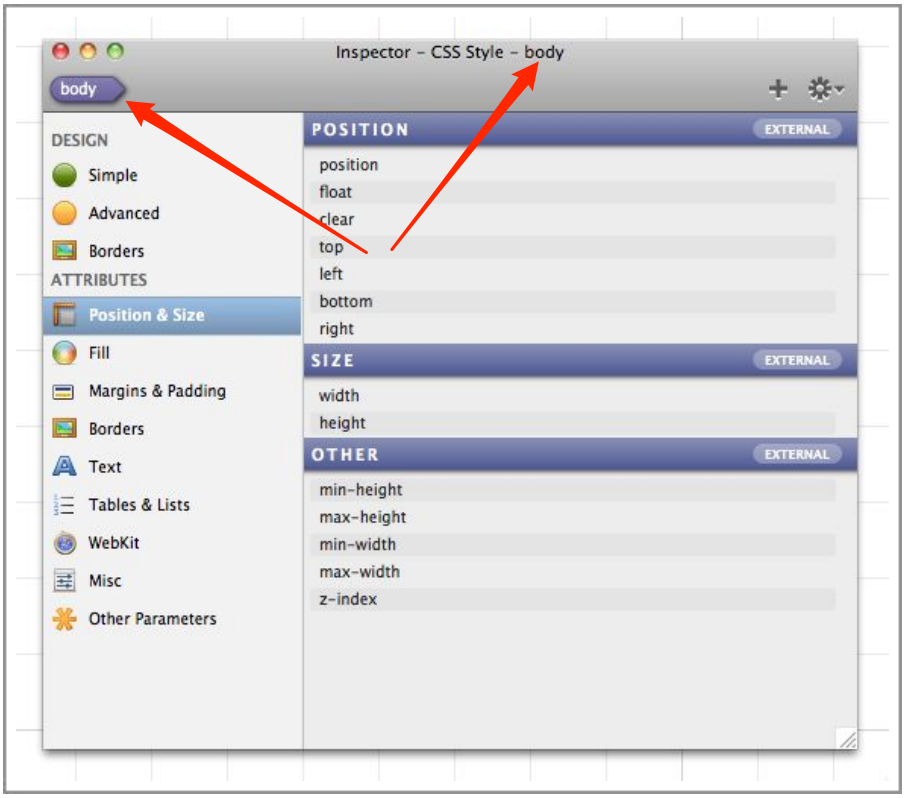
Now we have created the new CSS rule, we need to set it up to display a background image. So make sure the style we just created is selected.
You may also have noticed that a little dot has appeared to the right of the CSS filename, this means the CSS file has been modified, but is unsaved, so now is a good time to save.
Press Command-S to save, this will save modified CSS files in addition to the page itself.



Open the **Inspector** by pressing Command-6 or the Inspector toolbar button.



We can now use the Inspector to edit the *body* style. The Inspector will edit whatever object we happen to have selected, but we can make sure we are editing the correct element by checking what the Inspector states in the title bar.



Select the 'Fill' area of the Inspector to display all the 'Fill' related attributes.

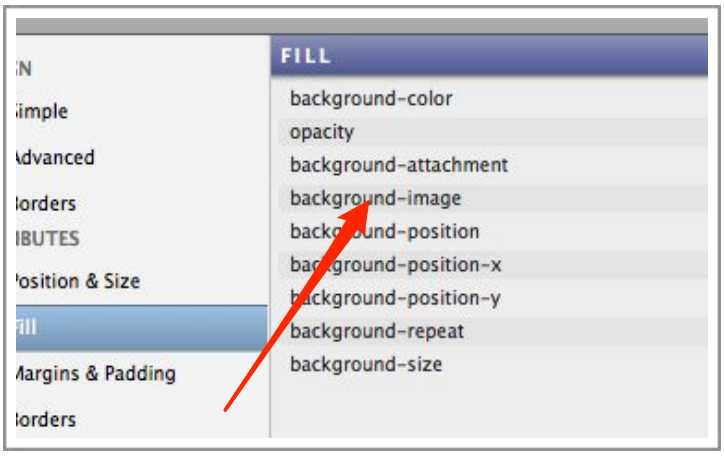
Step 4

We want setup a background image, so click the 'background-image' item.

When it's clicked, it will expand. If an item is expanded, it means that it

is enabled, although it doesn't have a value assigned to it.

The easiest way to assign a value, i.e. the name of the image, is to click the little downward pointed arrow, and choose an image from your project.

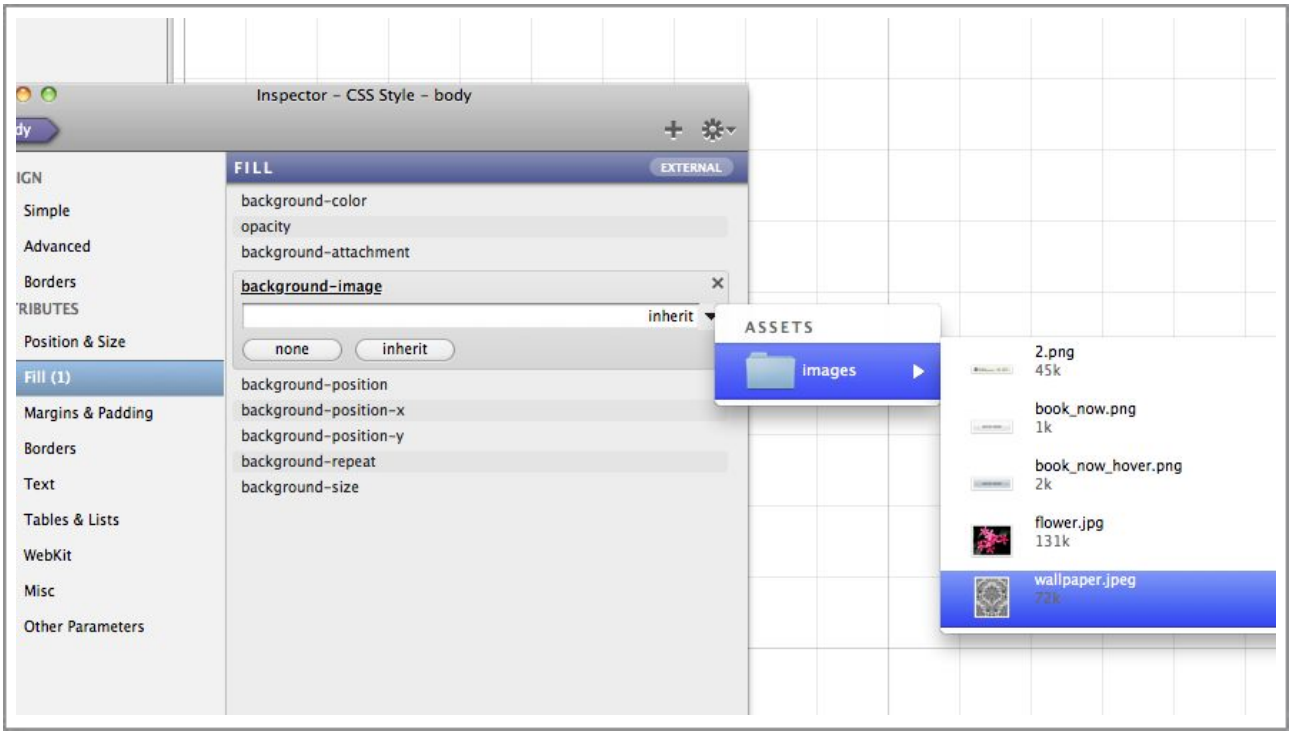


At the moment, there are no images in you project, so see the 'Adding Assets to your Project' section of this guide.

If you want to use the same images as we use in this guide, you can download them from http://www.theescapers.com/tutorial_images.zip To prevent duplication of effort, we recommend you copy all the images in this archive to your project, as the others will be used later in this guide.

Step 4

Choose the appropriate image from the pop-up menu, in this case 'wallpaper.jpeg'.

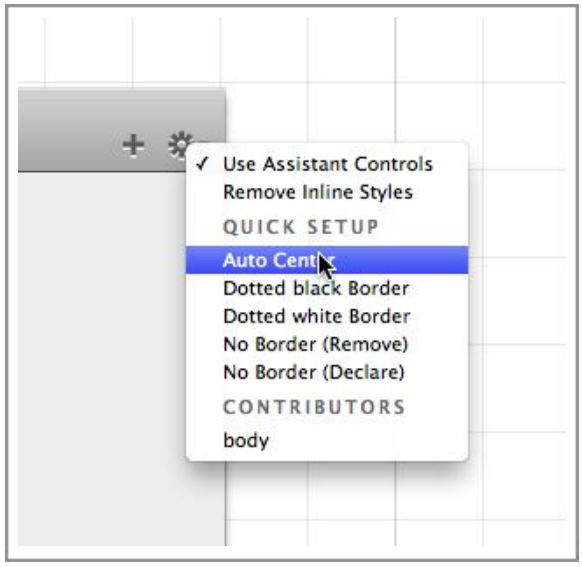


The image should immediately appear as the background of the page.

The Inspector

Almost all parameters are changed via the **Inspector**, for both CSS rules and elements on the page.

The **Inspector**, amongst other things, controls the *properties* of CSS Styles, both external and inline.

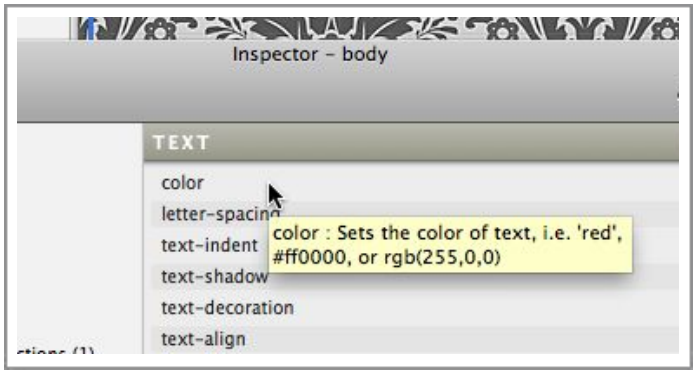


Quick changes

Many common configuration options can be accomplished via the 'Gear' menu on the **Inspector**. These 'Quick Setup' entries, can save a lot of time by populating many *property* values at once.

Enabling properties

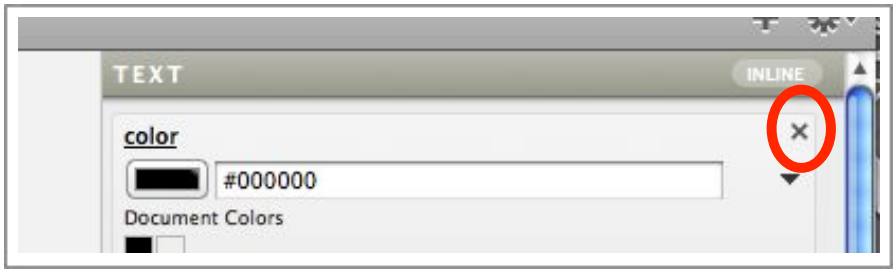
Before you can setup, say, the *color* property of a style, you need to first enable it. This is done by simply clicking on the disabled property.



After being clicked, the property will expand to reveal options concerning it's value, in this case there is a color well for picking a color via the standard Mac OS X color picker. There is also a text field where a color can be manually typed in i.e. `rgb(255,0,0)` or `#ff0000`

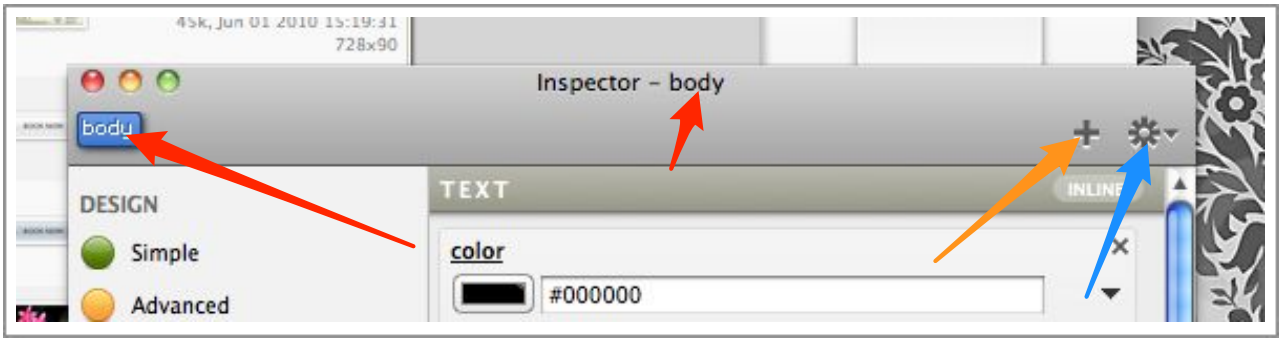
Disabling properties

When you want to remove a property, press the little 'x' button, this will remove the property and it's value from the selected style or element.



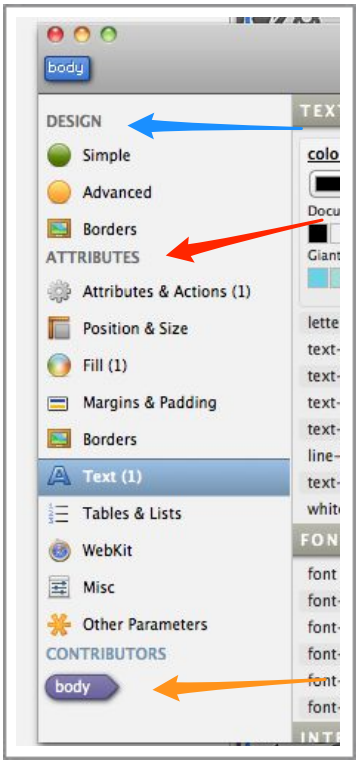
Toolbar

The most important area of the **Inspector** toolbar is pinpointed by the red arrows, these items indicate what the **Inspector** is editing at that time, it's very important you don't accidentally edit the wrong style or element, so always keep an eye on these items.



The blue arrow points out the 'Gear' menu, where useful options are held.
The orange arrow points out the '+' button, this button allows you to enter a *property* manually.

Side Bar

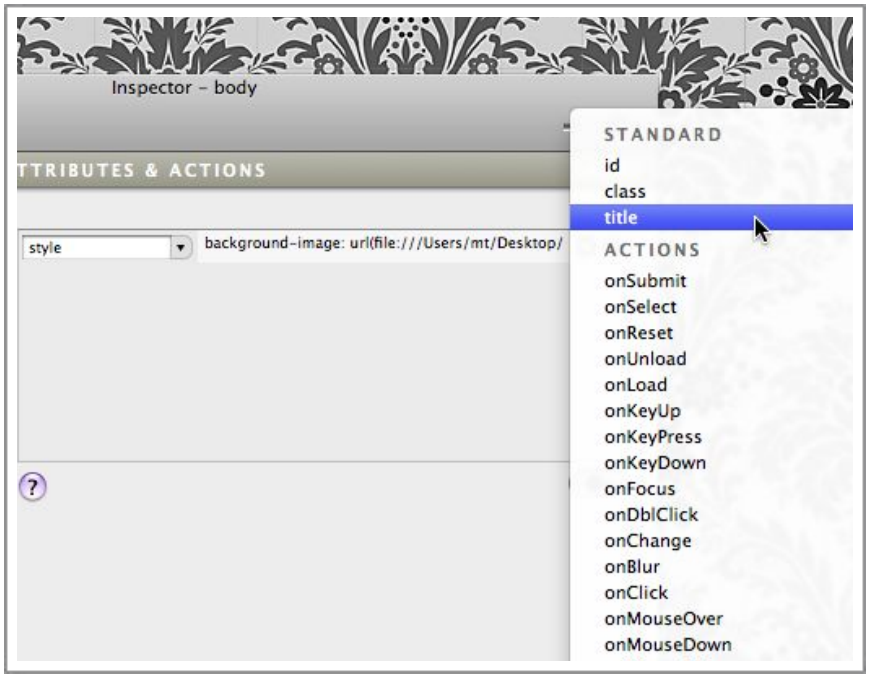


Styles and elements, have hundreds of possible options, so they have been split into sections to allow them to be easily found. These sections are split into two groups, the first, pinpointed with the blue arrow in the image to the right, is the 'Design' group, these sections are easy to use configurations, where you can visually alter styles.
The second group, pointed out by the red arrow, contains all the options, and they can be modified individually and accurately.
The third group, pointed out by the orange arrow is quite different from the other two, as it only appears when you are editing elements and not styles.

The **Contributors** section lists the styles that an element is linked to, i.e. styles that *contribute* to how an element looks and behaves.
You can click on these contributor styles to make them editable in the **Inspector**.

Attributes & Actions

Like the Contributors sections, the **Attributes & Actions** section only applies to elements, not styles.



In this section, you can view, edit, and create new attributes in an element.

An attribute is, for example, the `href="www.apple.com"` in a *<a>* tag, or the `class="mystyle"` in a *div*.

You can easily add attributes using the small 'Gear' button under the attributes table, there are many preset options, including Zope specific attributes.

To remove an attribute, simply press the small 'x' buttons next to the attribute.

You can press the small 'i' button to view or edit the attribute in a much larger editor, which is useful for attributes with long values.

Inline and External styles

It's very important to understand that the **Inspector** can edit both *inline* styles and *external* ones, and the **Inspector** has indicators to tell them apart.

The colors of these indicators are configurable in the Preferences.

Adding an object to the page

Before you add any object to the page, you need to first select the parent object that you want to insert the object into. The first object you create will have the *body* object as it's parent, the *body* object can be considered to be the root object.

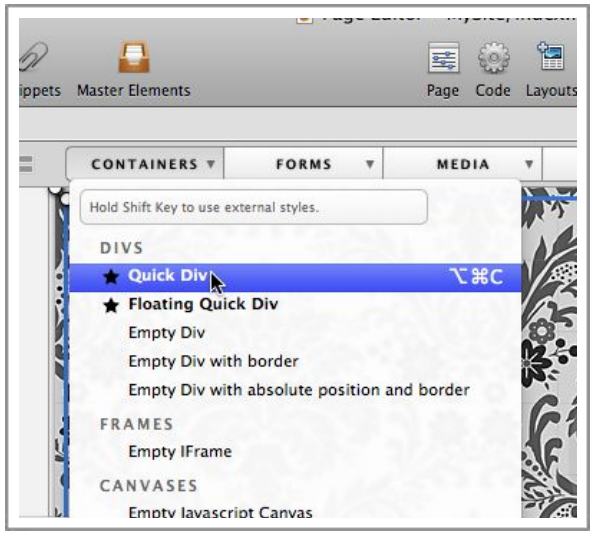
Step 1

Select the parent, in this case, it's the *body* element, so you can click almost anywhere on the page to select it.

Step 2

Once the element is selected, we need to add a new *div*, a div can be considered to simply be a container for objects, than can be decorated as you see fit. Use the **Quick Div** option, as this type of *div* comes pre-configured with certain values that make them easier to work with.

The **Containers** menu has a lot of different type of objects to choose from, the differences are explained in the Flux Reference Manual, which is available from the **Help** menu.



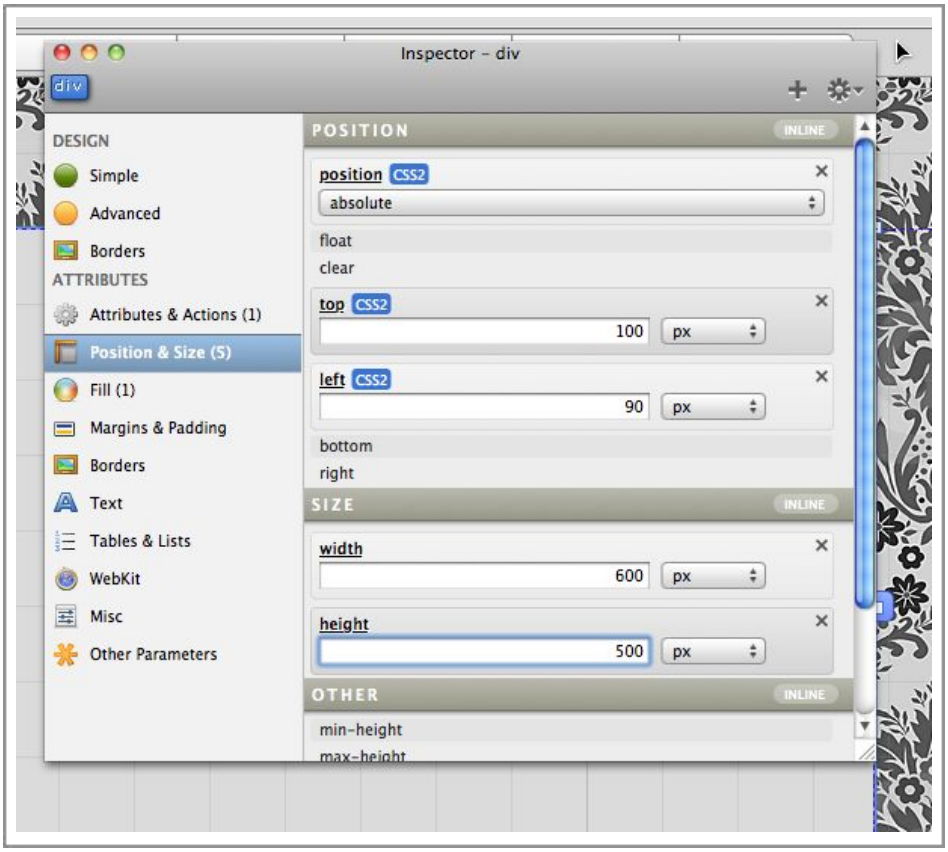
Step 3

Once you have created the new *div*, select it by clicking on it, and we can start configuring it.

The image below shows the new *div* is selected on the page.

Step 4

We want this object to become the main container on the page, and for it to float in the center. We will first set the size of the object, we want it to be 600 px (pixels) width, and 500px tall.



Make sure the object is still selected, and choose the **Position & Size** section of the **Inspector**.

See how there are already values populated, this is because we created a **Quick Div** which creates a *div* with some values already configured.

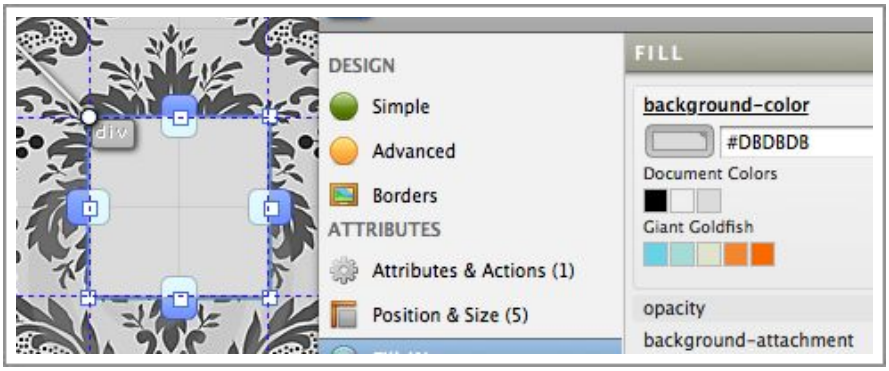
Change the *width* value to 600 and the *height* value to 500. You will see the selected object on the page change immediately.

Note :At the top of the Inspector sections, you will see the word **Inline**, this means the values are being made directly to the element on the page, and NOT via an external style, don't worry about this, we will make it into an *external style* later.

Step 5

Now, we will change the color of the element, so we need to switch to the **Fill** area of the **Inspector**, and enable the **background-color** attribute.

Once, the *background-color* attribute is enabled, click the color well and choose the color you want the container to be.

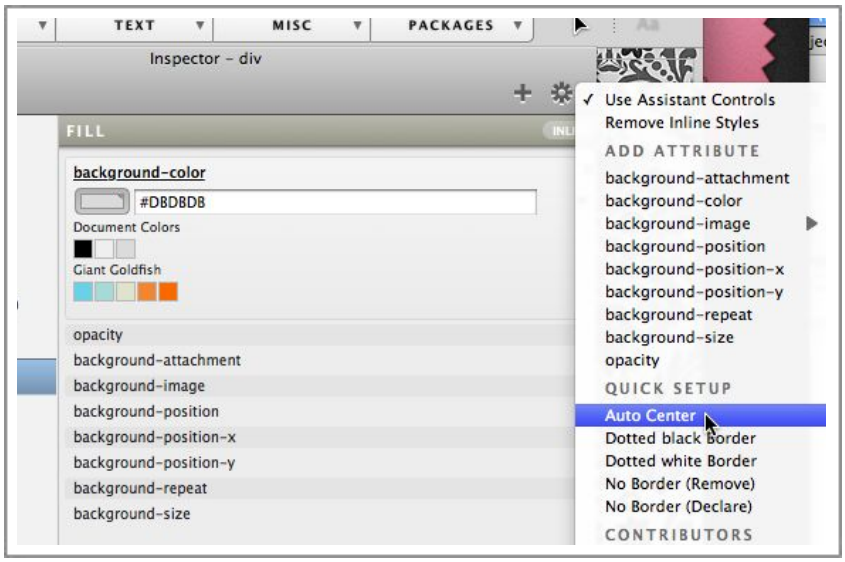


You can choose any color you like, but for this design, we recommend a light grey. Again, you will see the change happen immediately, and the element will be much easier to see on the page.

Step 6

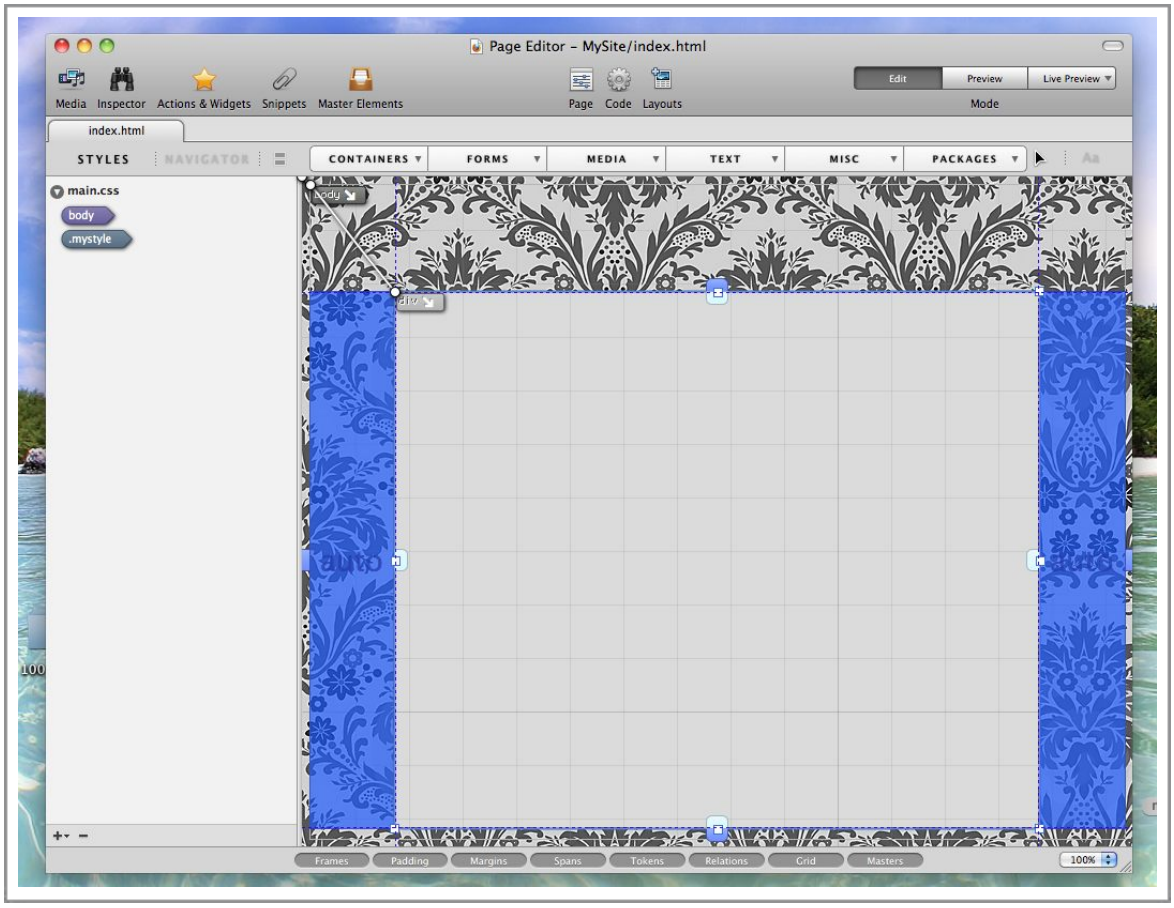
The last step of this section is to put the container in the right place. At the moment, it's on the page, in a fixed location, we want to make it centered.

Flux makes centering object very easy, with the element still selected on the page, choose **Auto Center** from the Gear menu at the top right of the **Inspector.**



You will see the object move to a different position straight away, although it may not be centered, this is because the element may still have **left** value assigned, if it does, remove it by switching to the **Position & Size** section of the **Inspector** and clicking the little 'x' next to the **left** value.

You can also set the **top** value to a different value, around 100 would probably be about right.



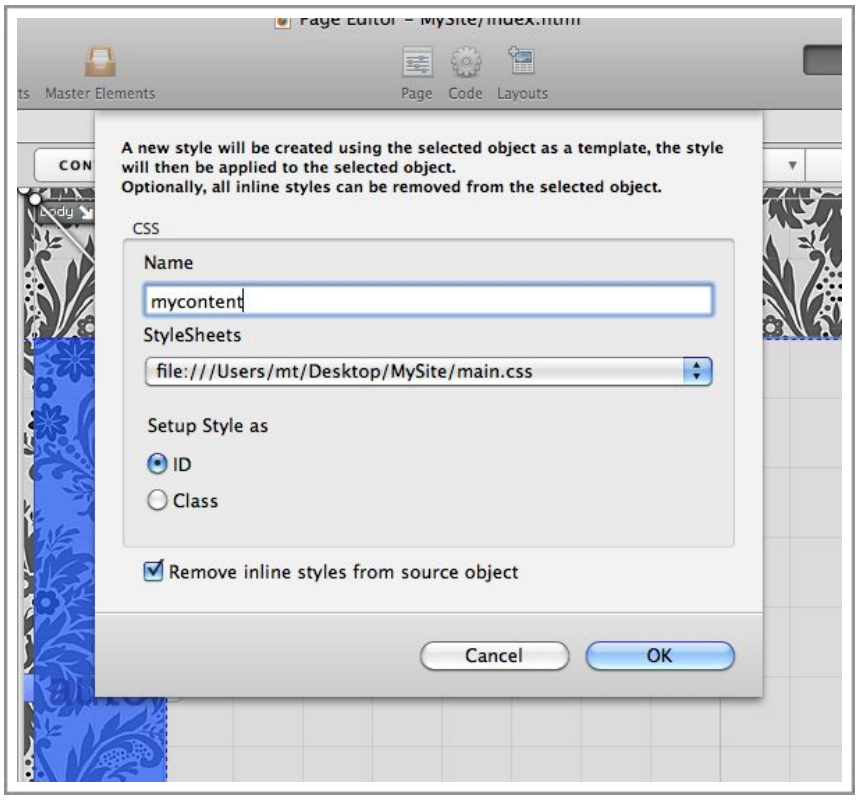
Your page should now look like the image display above. If you cannot see the blue margin areas, check that the "Margins" button at the bottom of the window is clicked on.

Creating the external style

The element we have just created has the CSS styling embedded *inline*, this is generally considered undesirable, and it's better that styles are *external*.
In this section of the guide we are to convert *inline* styles into *external* styles.

Step 1

Make sure the element we have just created is still selected, and choose **Create Style with...** from the **Edit** menu.
Enter a name for your new external style, in this case, we will call it 'mycontent'.
Choose the stylesheet to save the style in, in our example, there is only one StyleSheet attached to our page, so we don't need to choose.
We also need to choose if we want to create the external style as an *ID* style or a *Class* style. In this case, choose *ID*.
Lastly, we need to decide if we want Flux to remove the inline styles in the selected object, in this case, we do, so make sure this option is checked.



Step 2

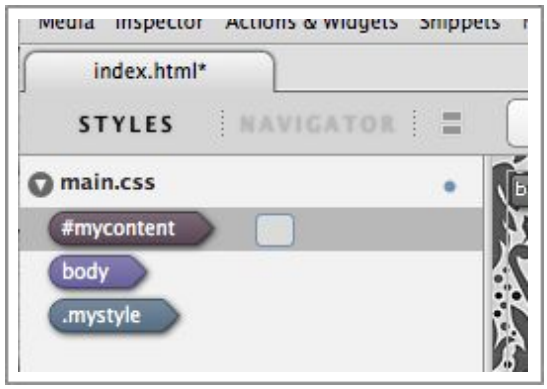
After performing this operation, the page shouldn't change at all, but a new style will be visible in the Style List, called '#mycontent', the '#' sign means it is an *ID* style.
Flux has also 'linked' the external style to the page element by setting the ID attribute in the page element.

Editing the #mycontent style

Now we have created the external style, we can make a few changes to it.

Step 1

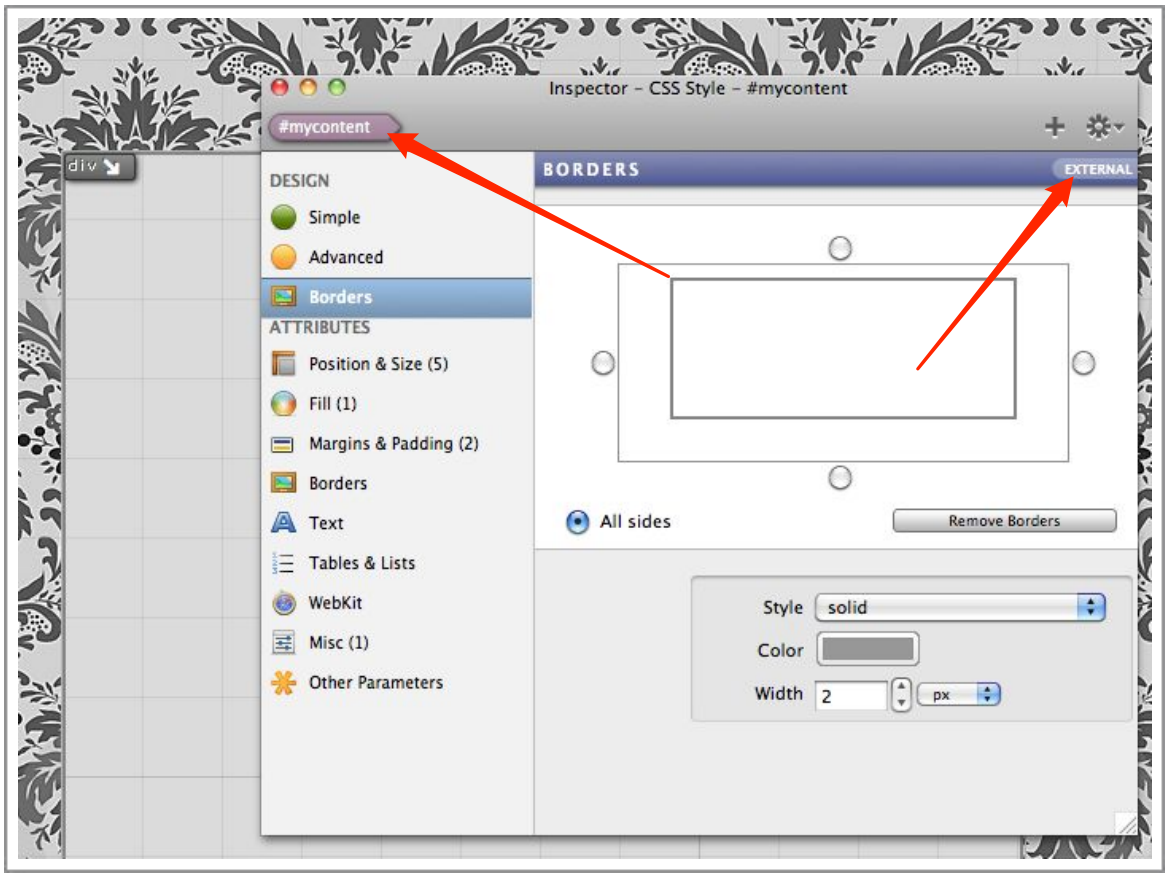
Select the #mycontent style in the styles list and open the **Inspector**.
Let's alter the border of this style, by choosing **Borders** under the **Design** section of the **Inspector**.



Step 2

Make sure you are editing the external style by checking the **Inspector** at the two locations pinpointed by the red arrows in the image below.

Select the 'All sides' option, as we want the change the border on all the sides of the element.



Change the style to 'solid', pick an appropriate color, and set the width to 2px.
Changes will happen immediately.

Preview your page

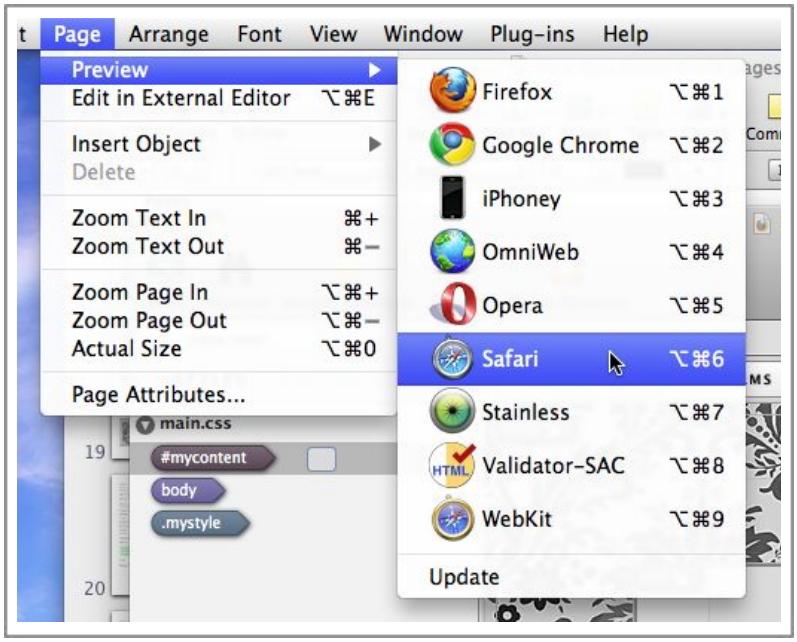
We've make quite a few changes, so now would be a good time to preview your page, Flux can preview your page in two different ways.

Method 1

Choose a web browser installed on your system from the **Preview** submenu, which is found in the **Page** menu. You may need to use **Update** option before any browsers appear in this list.

Once you choose the browser, your page will be opened in that browser.

Your page and stylesheets will be automatically saved before the preview.



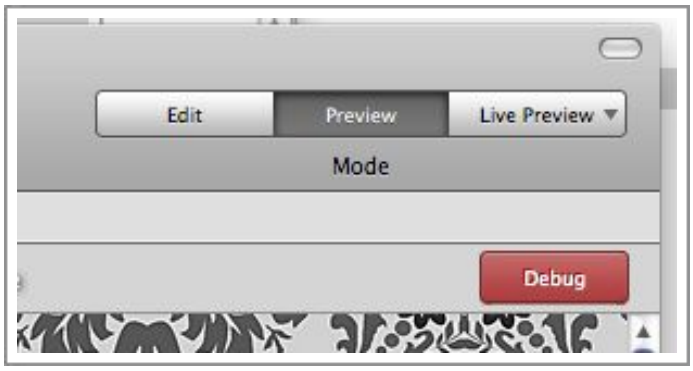
Method 2

Another method of previewing, is to use Flux's built-in web browser, to do this, simply press the middle section of the button bank at the top right of the **Page Designer** window.

Your page and stylesheets will be automatically saved before the preview.

Flux's built-in Preview function is very similar to the Apple Safari web browser supplied with your Mac.

Once you have finished previewing, press the 'Edit' section of the button back to return to editing your page.



It's recommended that you preview your page in a few different browsers, particularly Firefox, as many web users use this browser.

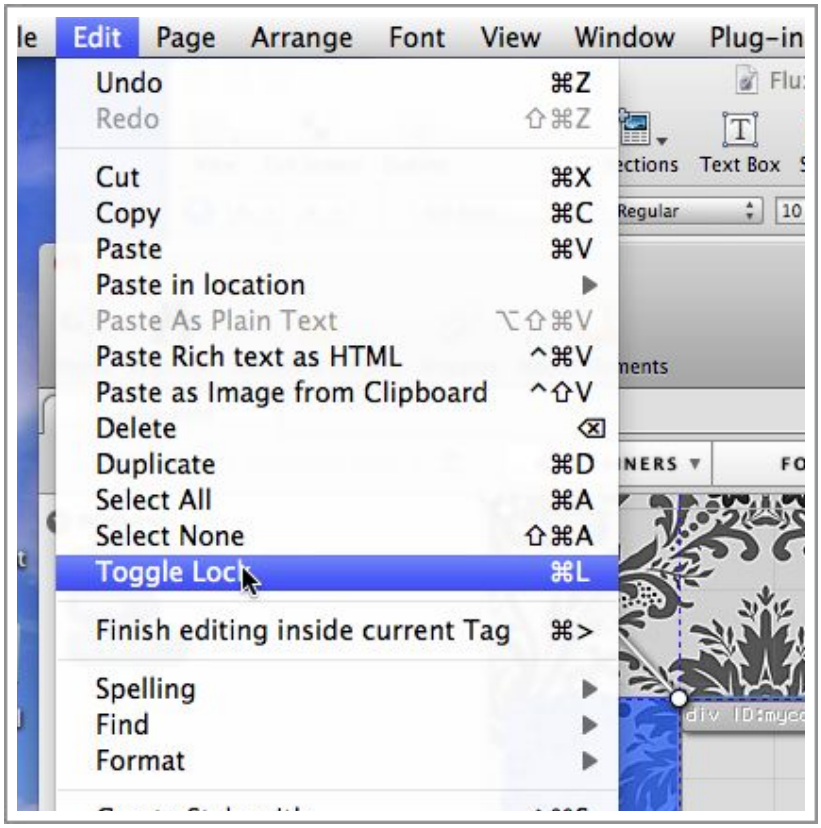
Locking objects

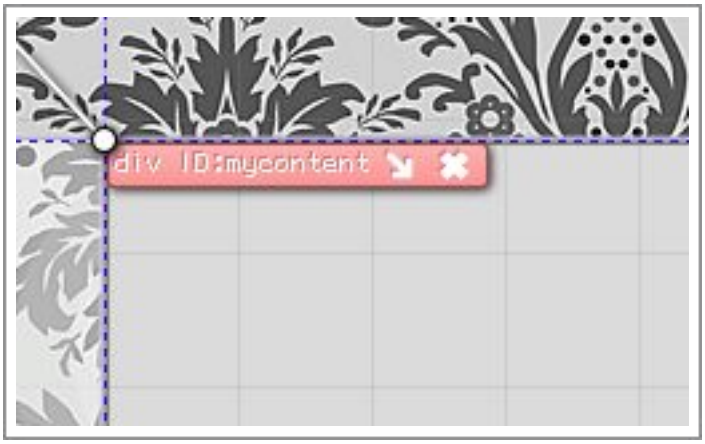
We're finished editing our new object now, so to prevent accidental editing, we can *lock* the object.

To lock the object, make sure the object is selected, and choose **Toggle Lock** from the **Edit** menu, or use the shortcut Command-L.

You won't be able to edit this object visually until you unlock it using the same method, although you can still edit the object using the **Inspector** and the **Code Editor.**

Locked objects are visually recognizable as their *tags* turn red, and the drag handles for resizing are disabled and grey.

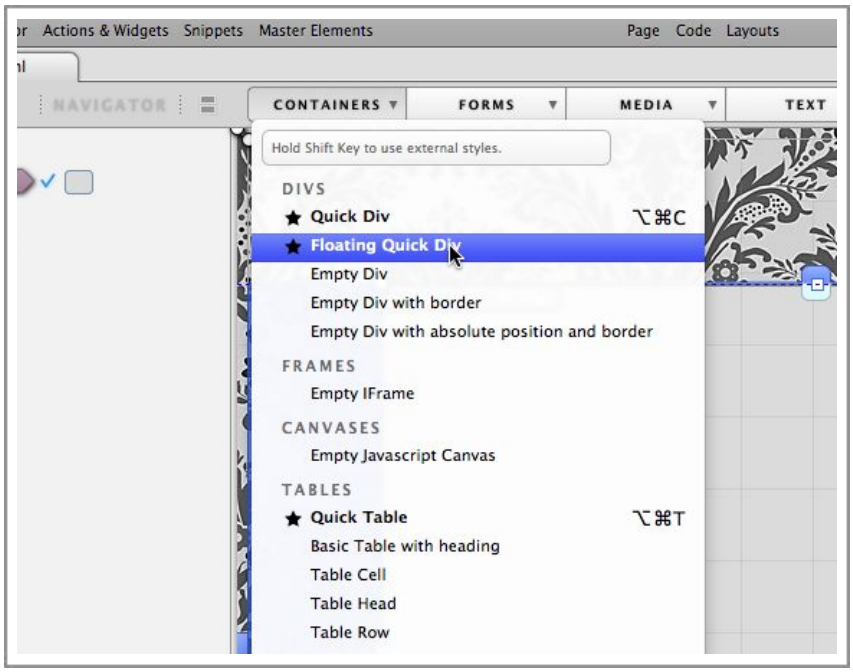




Creating another new object

In this part of the guide, we are going to create the bottom bar part of the website, where we can write copyright information.

Step 1

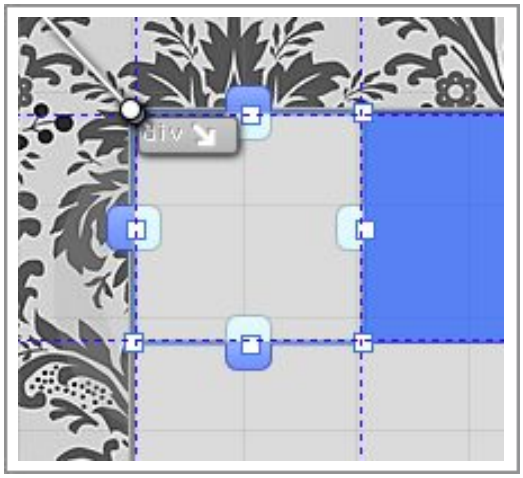


Before we create our next object, make sure you have selected the object that is intended to be it's parent, i.e. the object we have just created. This is very important, if we select the wrong parent, the structure of our page will be incorrect.

Our next object is going to be a floating div, so choose **Floating Quick Div** from the **Containers** menu.

You will see the object appear at the top left of the large grey element we created in the previous section. If it appears in the top left of the *body* element instead, then delete it, and try again, making sure you have the correct parent object selected.

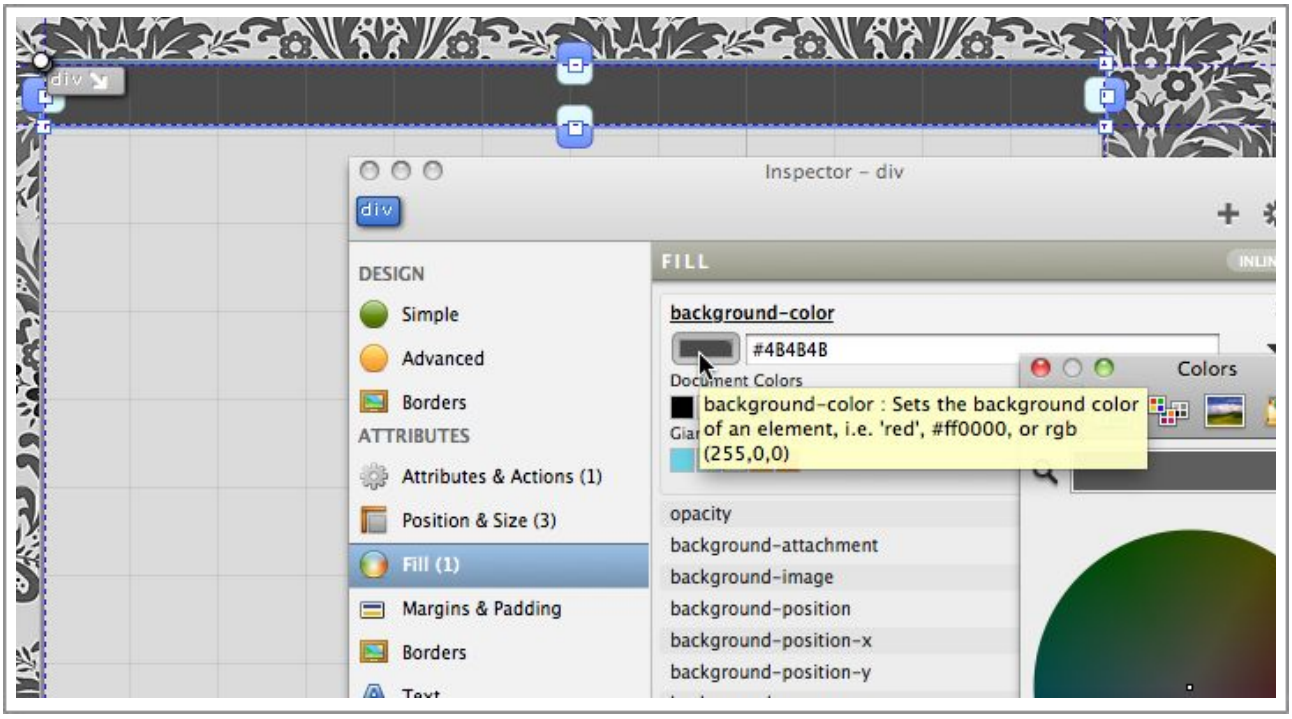
Step 2



Click and hold the mouse button on the bottom right drag handle of the object, and drag the object to roughly the desired size, it's width should equal that of the parent element, and it's height should be about the width of a ballpoint pen. We can adjust it more accurately in the **Inspector** later, this is just an exercise to get used to using drag handles to resize an object.

Step 3

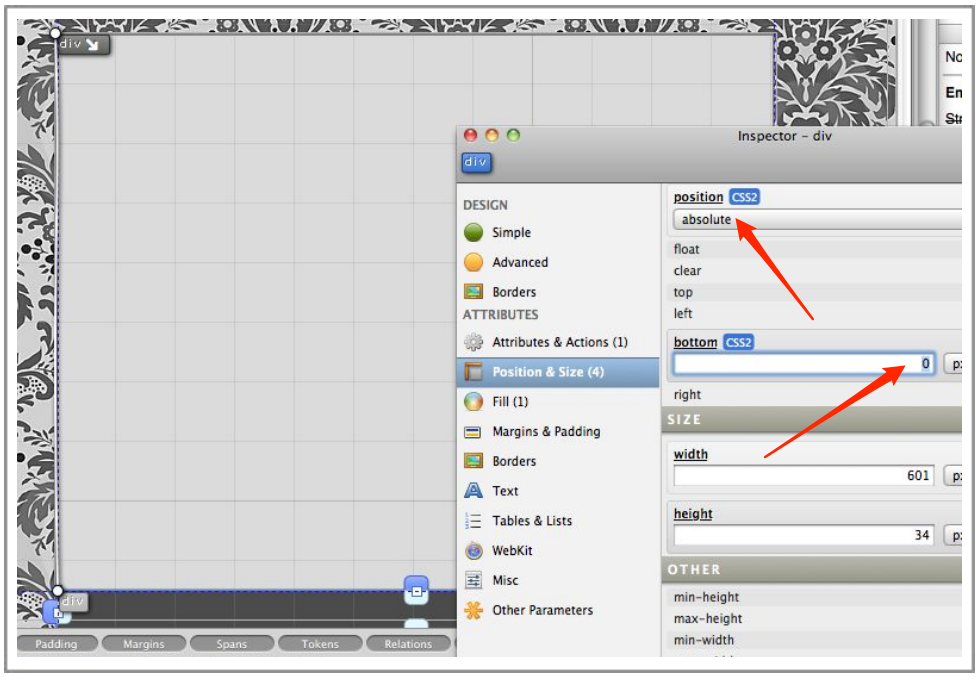
Once you have dragged the object to roughly the correct size, use the **Inspector** to set the color to a dark grey color.



Step 4

Next, we need to make the object hug the bottom of it's parent element.

To do this, switch to the **Position & Size** section of the **Inspector**, change the **Position** to *absolute*, enabled the *bottom* and set it to 0px.



Step 5

Since we just used the drag handles to get it roughly the correct size, we can get exactly correct now using the **Inspector**.

Set the width to 100 and set the width unit to '%', this will make the object 100% of the size of it's parent, i.e. exactly the same width.

Step 6

Like before, we have been making these changes *inline*, and now we want to make them external.

So, just like we've done before, make sure the element we have just created is still selected, and choose **Create Style with...** from the **Edit** menu.

This time, we will call the style ‘bottombar’, and again, it will be an ID style.
It’s important you carry out this last step, or the rest of the tutorial will not work correctly.

Entering text into an element

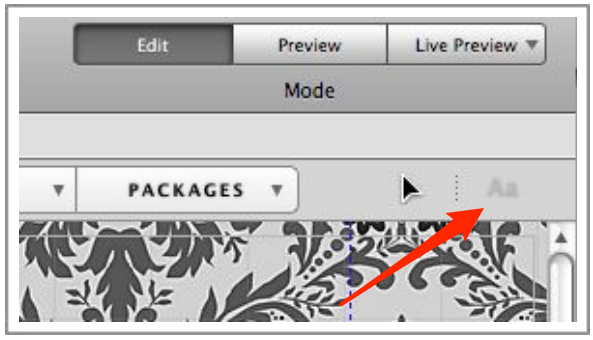
The element we just created is intended to display copyright information, so lets enter some now.

Step 1

Switch to *Text mode* by pressing the button pictured below.

Step 2

Click inside the bottom bar we have just created. It may be difficult to see, but a flashing cursor should appear where you can start typing.

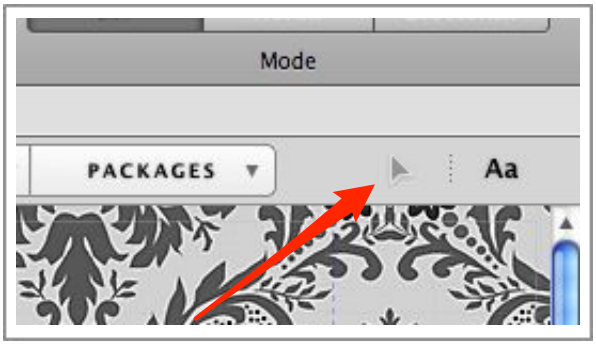


Step 3

Enter your text, for this example, we will enter 'Copyright The Escapers 2009'

Step 4

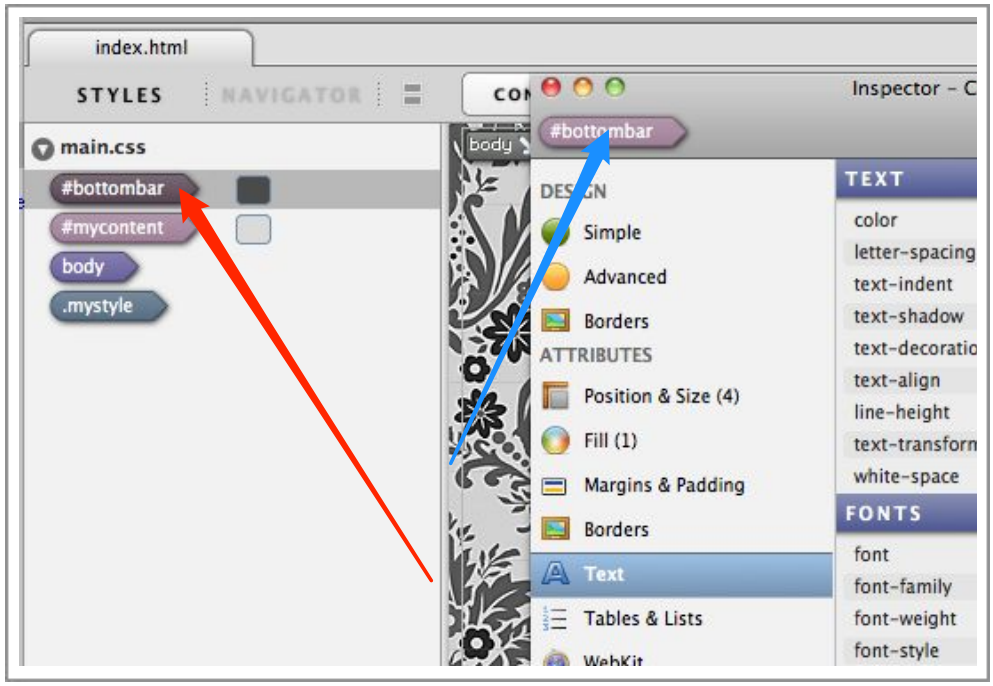
Switch back to *Edit mode* to complete the text changes. Save the document by pressed Command-S.



Text styling

The text we've just entered doesn't look very pretty, the alignment is wrong, the color is wrong and it needs to be moved down inside the object.
First, lets tackle the color.

Step 1



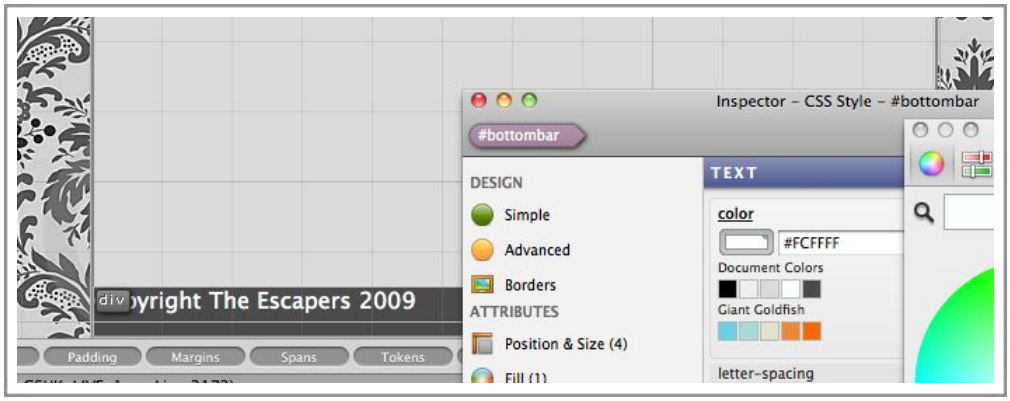
To correct the color, we need to edit the #bottombar style that we created earlier.
Select the style in the Styles list and open the **Inspector** to the **Text** section.
Making sure you are editing the correct style by checking the top of the **Inspector** (check the correct style is being edited, it's pinpointed by the blue arrow in the picture to the right)

Step 2

Enable the *color* attribute by clicking on it, and use the colorwell to select an appropriate color, maybe white, or a light grey.

As with the other attribute changes, you

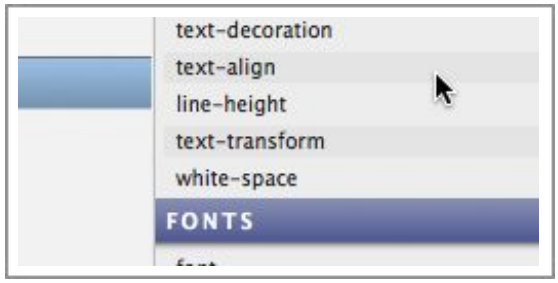
will see this take effect right away.



Step 3

We've corrected the color, so now let's take care of the alignment. Alignment is done in the same place in the **Inspector.**

This time, enable the *text-align* property, and set it to 'center'.

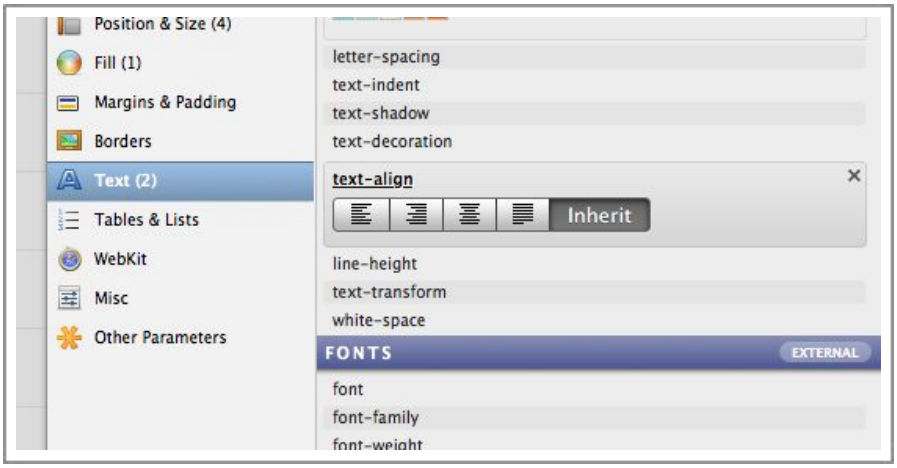


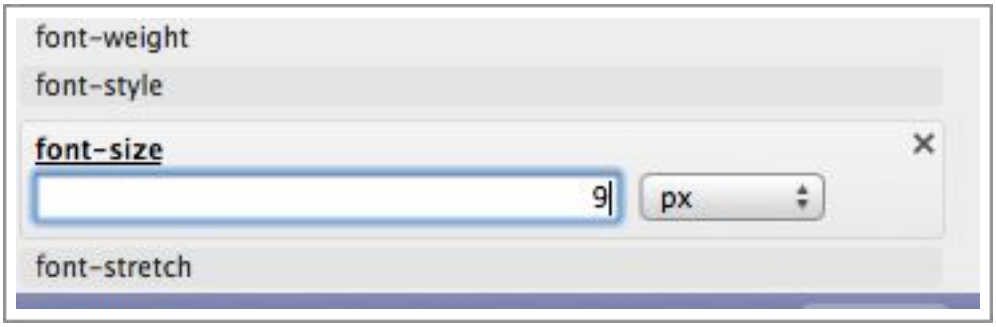
Your text should now look similar to the picture below, both the color and the alignment are now correct.

It's important to realize that these changes are being made to the *CSS style*, and not the element, the element is linked to the style.

Step 4

Next, we need to change the font size, so enable the **font-size** property, and change to 9px.





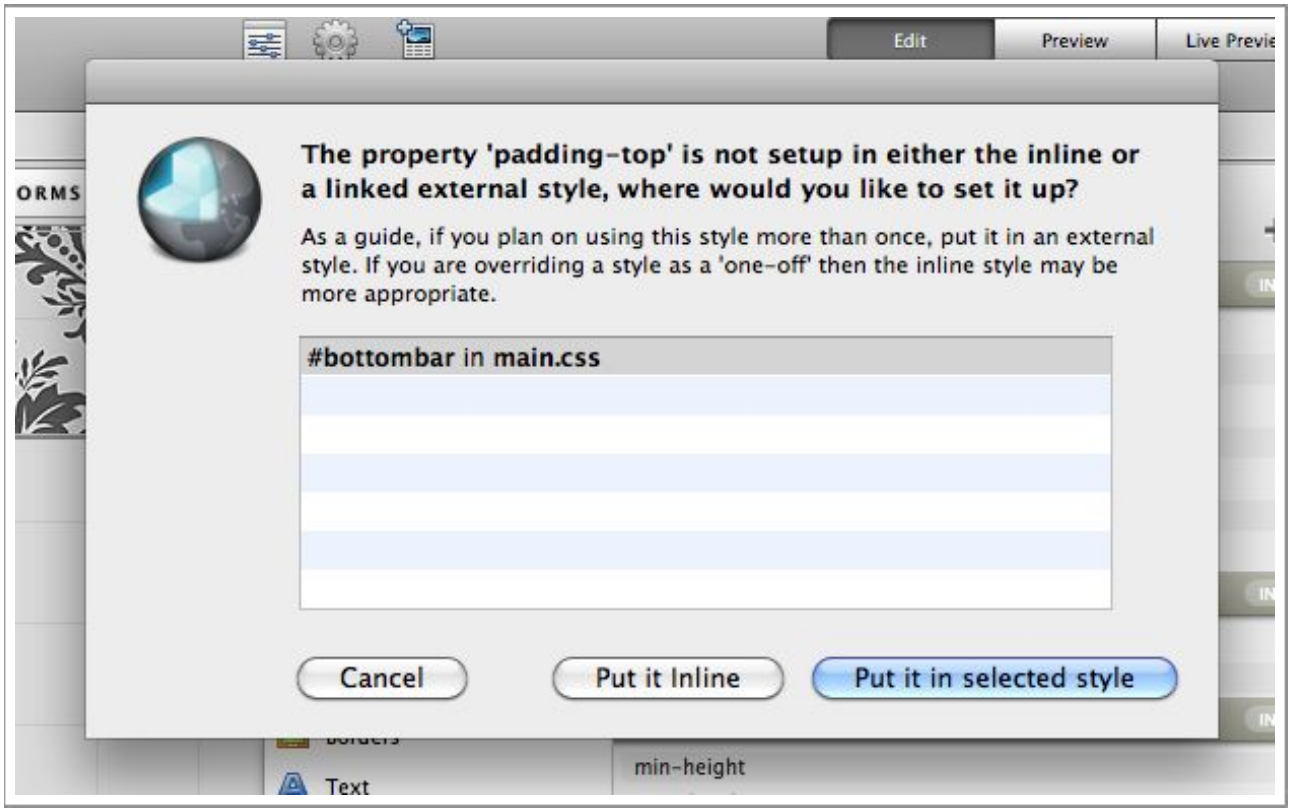
Padding

At the moment, the text of our bottom bar is at the top of the element, it would probably look a lot nicer if it was pushed down a little more towards the centre of it's container.
A good way to achieve this, would be to use *padding*. Padding is like the inner margin of an element, for example, if you had a container *div* with a paragraph of text within it, and you set a 1cm top padding, the text would start flowing 1cm from the top of the div.

The purple handles in the image above are the *padding* handles, they may be a different color on your Mac, but they are always the inner handles.

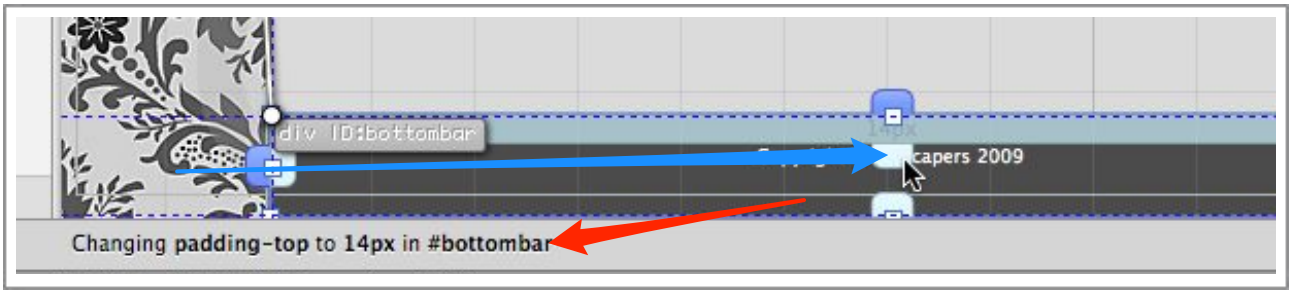
Step 1

Click and hold the mouse button on the top padding handle, you can visually adjust it, but first you will be asked if you want to make the padding *inline* or *external*.



Make sure the #bottombar style is selected, and press the 'Put it in selected style' button.
Now you have chosen where to store the padding changes, you can use this handle to tweak the padding. There are a few important points to be aware of.

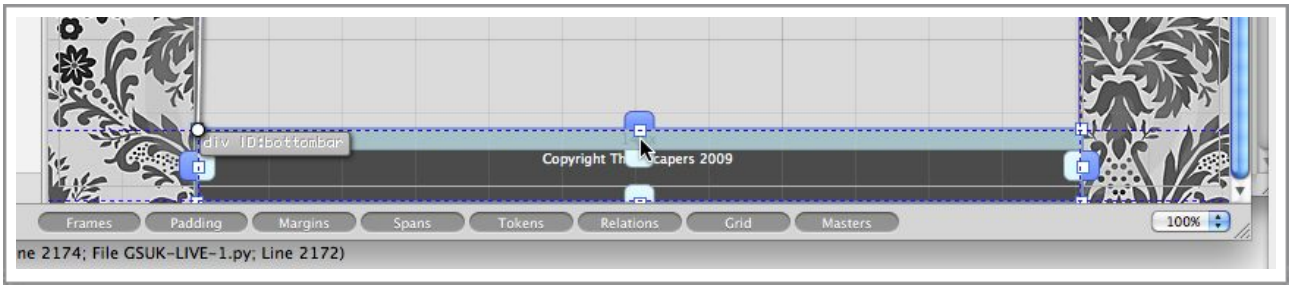
a) The padding changes will affect all elements that are linked to #bottombar, unless overridden.
b) The overall size of the element will increase, this may seem a little odd, but this is how padding is defined to work by the W3C.
c) The change you are making visually is explained at the bottom of the Flux window (See red arrow).



We recommend you set the padding to around 10px.

Step 2

As we explained in note 'b', the overall size has increased, so we need to adjust the height of the element to account for this.
Adjust the size by tweaking the bottom square handle to adjust the height, since this box is still anchored to the bottom, only the height will change.



Again, the change you are making is explained at the bottom of the window.
We recommend changing the height to around 20px.

Once you have made these changes, use Command-L to lock the element.

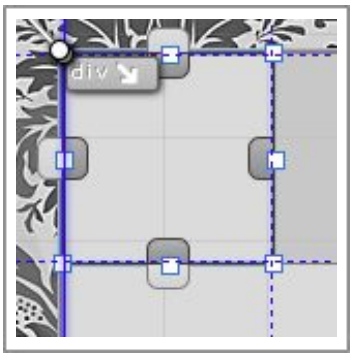
Creating a heading

Step 1

Create another 'Floating Quick Div' making sure to use the element selected in the image below as the parent.

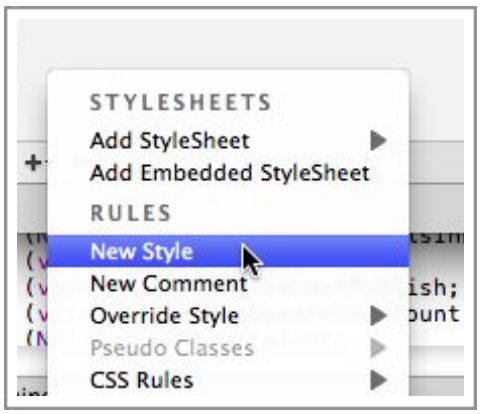
It's always very important to get the structure of your site correct, if you don't, it'll be difficult to rectify when the page gets more complex.

Once you have created the new floating div, it should appear on your page in the same location as the image to the right. If it does not, delete the div and try, again, making sure you have selected the correct element as the parent.



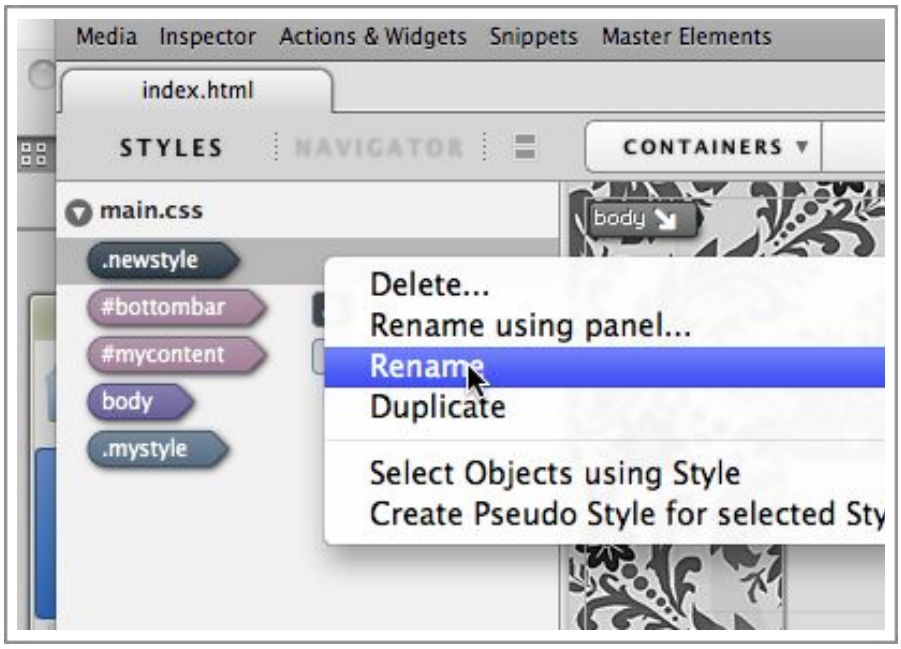
Step 2

For this element, we are going to make a style from scratch, so create a new style by pressing the small '+' button at the bottom of the Style Lists, and choose **New Style**.



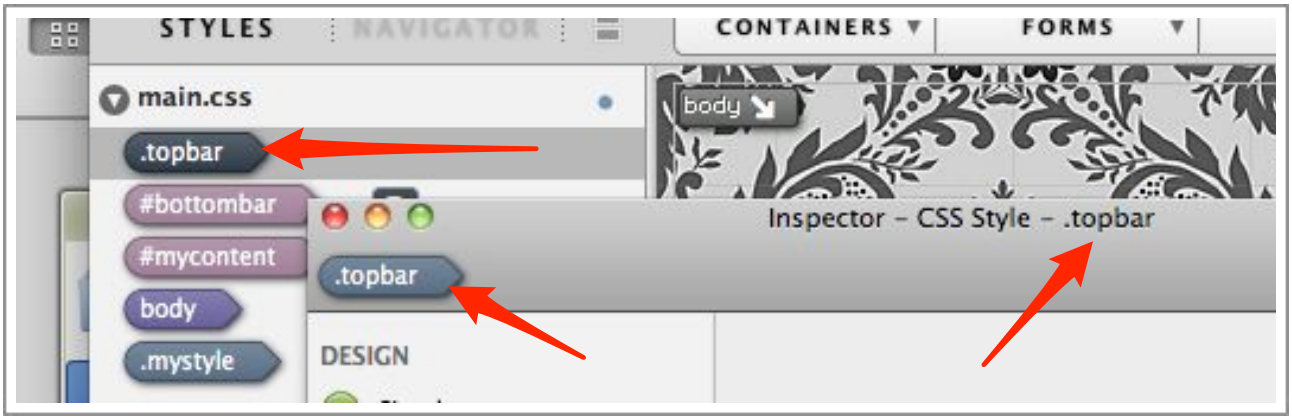
A new style will be be created called '.newStyle', we will rename this to something more descriptive. Select the style in the list, and either right-click your mouse, or control-click, to reveal the contextual menu.
Choose 'Rename' from the menu, and type in the new name.

In this case, we will call the new style '.topBar'
The preceding '.' in the name, means it's a *class* style, not an *ID* style like we have been using so far.



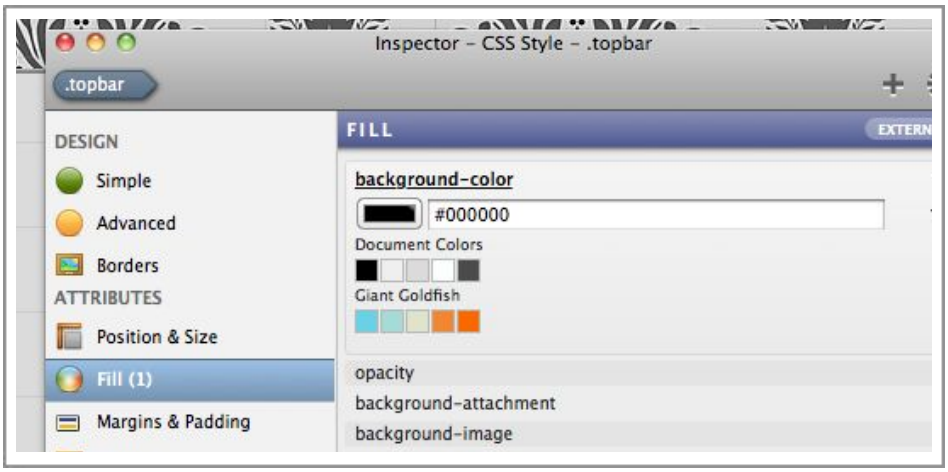
Step 3

Make sure the '.topBar' is selected in the Styles list and open the **Inspector**, as usual check to make sure you are editing the correct object in the **Inspector** by checking the values pinpointed by the red arrows.



Select the **Fill** section of the **Inspector** and enable the *background-color* property.

Set the color to the same color as the #bottombar style, the easiest way to do this is to use the color picker feature of the Mac OS X color palette (pictured below.)

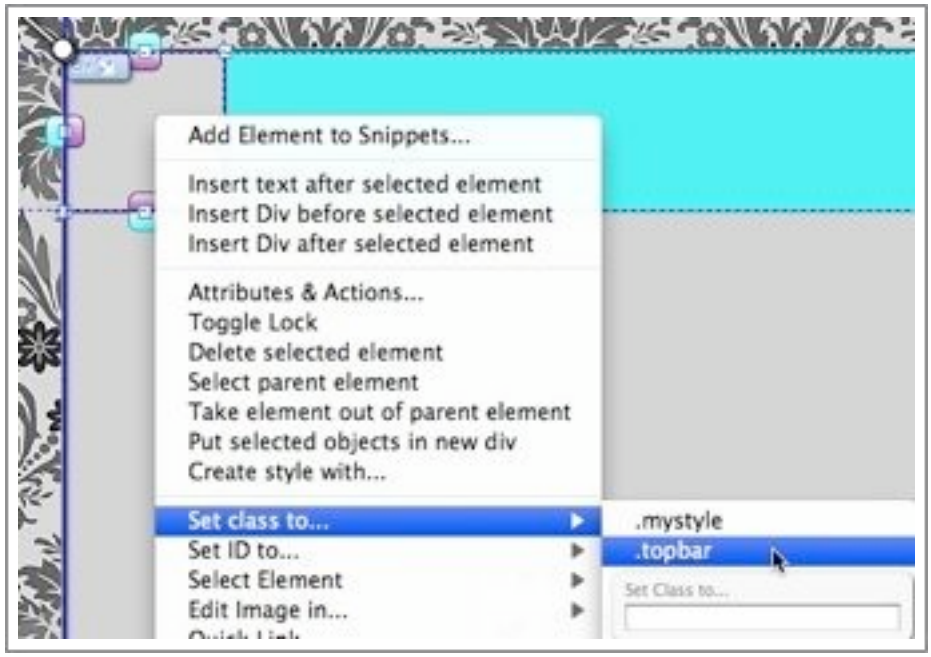


An alternative solution would be to setup a 'Swatch' to keep track

of all your colours, in the screengrab, the ‘Giant Goldfish’ swatch is active.

Step 4

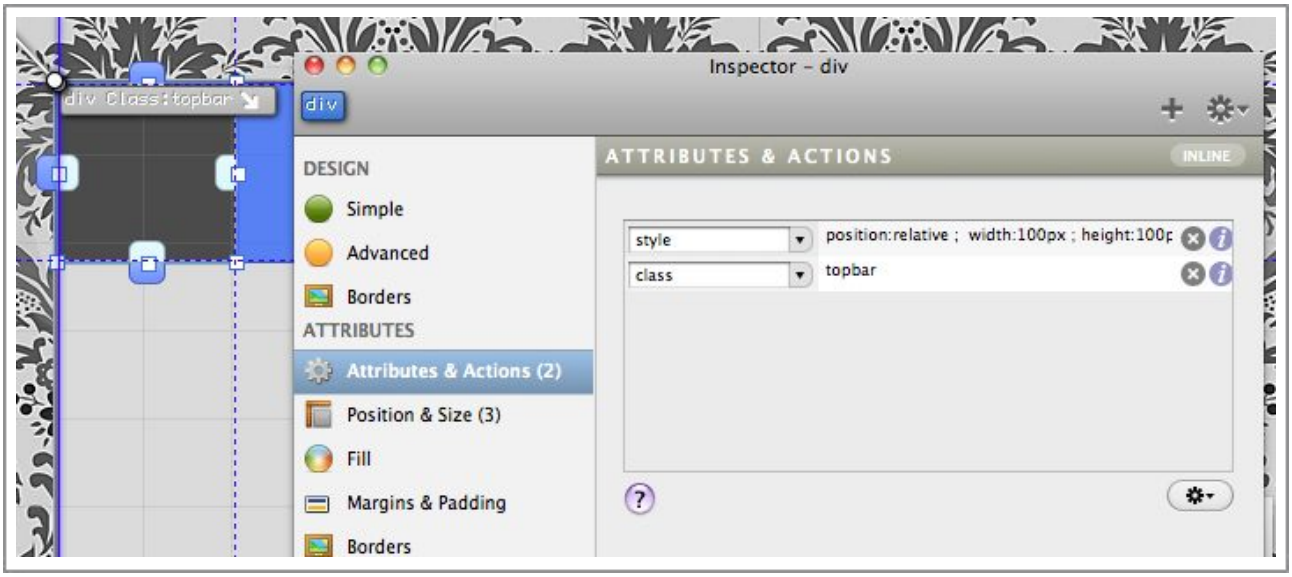
You may have noticed that the changes you are making to this style are having no impact on the look of the page, this is normal, and it's simply because, although you have created the element, and the style, we have not linked the two yet, so let's do that now.



Make sure the floating div you created earlier is selected on the page.
Right-click (or control-click) to pop open the contextual menu.
Choose the '.topbar' style from the **Set class to...** sub-menu.
You have now linked the *.topBar* style to your floating div, this means the floating div will adopt it's style from the .topBar style. You will see the floating div change color immediately to the *background-color* you setup earlier.

Step 5 – Optional

To understand how the element is linked to the style, select the floating div, and select the **Attributes & Actions** section of the **Inspector**.



You will see all the attributes of the element listed, the 'style' attribute is the *inline* styles, this value is generated by Flux based on the options you have selected in the **Inspector**. The other attribute is 'class' which is the value that is linking this element to the '.topBar' style.

Step 6

Now that the style is linked to the element, any changes we make to the style will be immediately reflected on the element.

We will now set the *width* and *height* property of the style.

Select the .topBar style in the Styles List for editing in the **Inspector**, and select the **Position & Size** section of the **Inspector.**

As always, make sure the **Inspector** is editing the correct object, in this case, the *.topBar* style.

Enable the *width* property,and set it to 100% as shown in the image to the right.

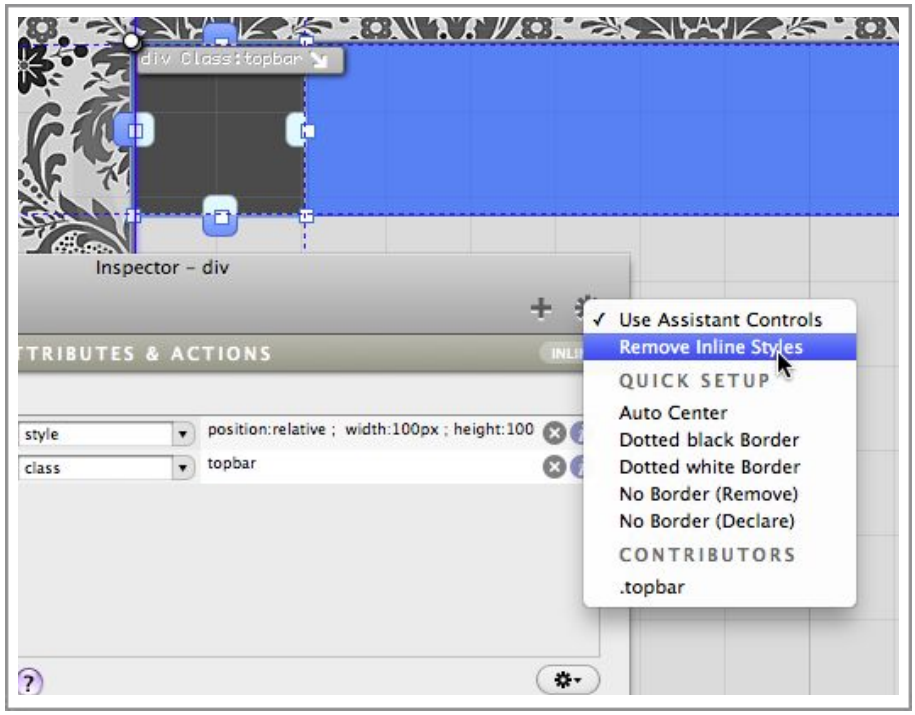
Enable the *height* property,and set it to 60px.

You will probably notice that the size of the element hasn't changed, even though the style is linked to it. Why? Because the element still has *inline* styles that are overriding the values in the *external* style. *Inline* values always override *external* ones.

We need to remove the *inline* styles from the element on the page, so select the element on the page, open the **Inspector** and use the 'Gear' menu to choose the **Remove Inline Styles** function.

When you have done this, you will see the *width* and *height* changes appear on the page, as there are no overriding styles now.

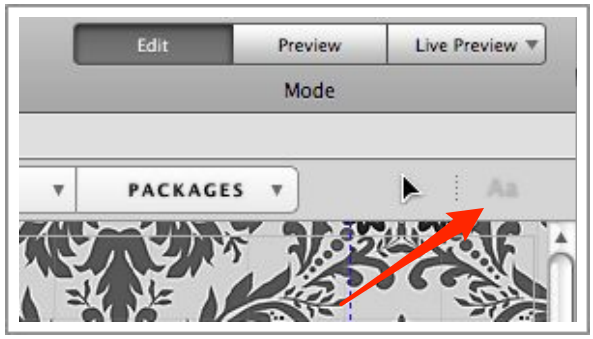
Your page should now look like the image below.



Now that the style is setup correctly, you can use the drag handles to make the div bigger or smaller, and the *.topBar* style will be modified automatically.

Step 7

Now, let's enter some text into the heading element.



Switch Flux into Text mode, by pressing the button pointed out in the image on right.
You can now click inside the heading element, due to the dark background, it may be difficult to see the text caret, so look carefully.
You can now type in a heading, we've entered 'Hotel Escape', but of course, you can enter any text you want.

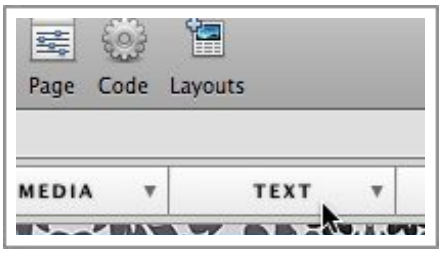
Once you have entered the text, we want to make it much bigger, so we will apply the H1 style.

Step 8

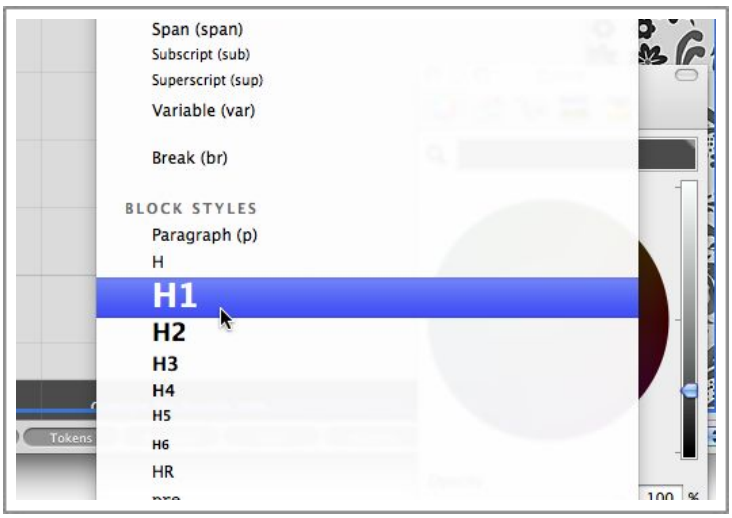
Select the text you have just entered (you need to stay in Text mode for this), by clicking and dragging across the text, just like you would in a word processor or an email message.

When you have selected the text like in the image to the right, we will apply the H1 tag to the text.

Click in the 'Text' toolbar button, and choose H1.



You will see the text immediately increase in size, as the default properties of the H1 tag include a large font size.



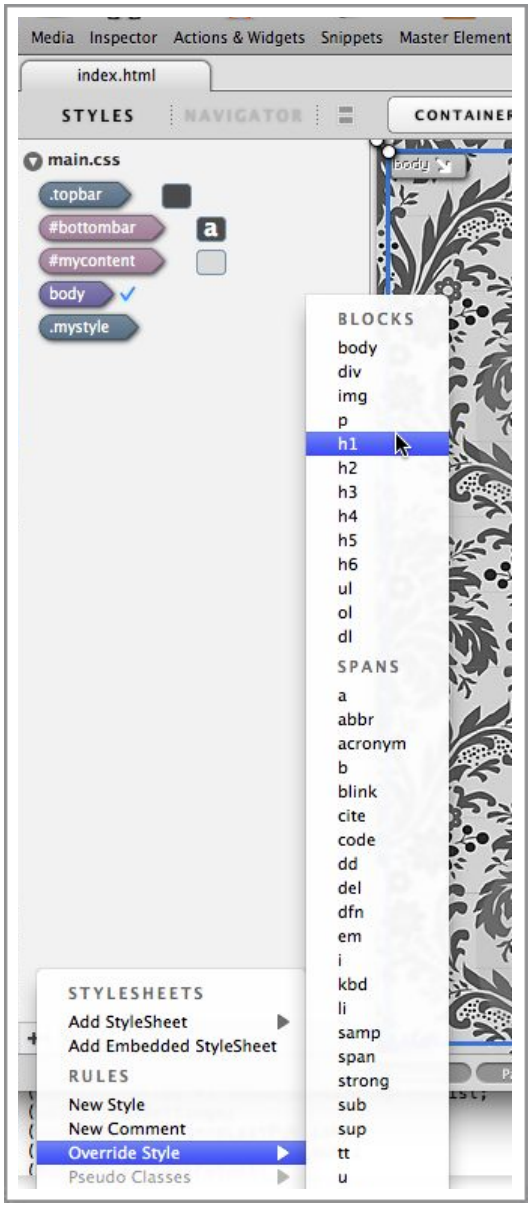
You will also have noticed that your grey heading box has moved down the page a little bit, this is due to other (unwanted) default properties of the H1 tag, we will learn how to correct this in the next chapter.

Setting up the H1 style

So far, we've setup *class* styles and *id* styles, now we are going to setup a different type of style, often called an *override style*. It's often called this because they override existing styles, like 'H1' or 'b'.

Step 1

Our first job is to create the style, Flux makes this easy by listing almost all of the styles we can override, so we simply need to choose it from a pop-up menu (pictured right).



Once the new *h1* style has been created, we need to change a few properties in the **Inspector** to make it look the way we want.

Make sure the *h1* style is selected (pictured left), and open the **Inspector**.

As usual, double-check the **Inspector** is editing the correct element by checking the toolbar.

Step 2

The first properties we will define in the *h1* style will be the *margin-top* and *margin-bottom* properties. It's these properties that are causing the empty gap at the top of the main container.

To define these properties, select the **Margins & Padding** section of the **Inspector**, and enable, and set both properties to 0px.

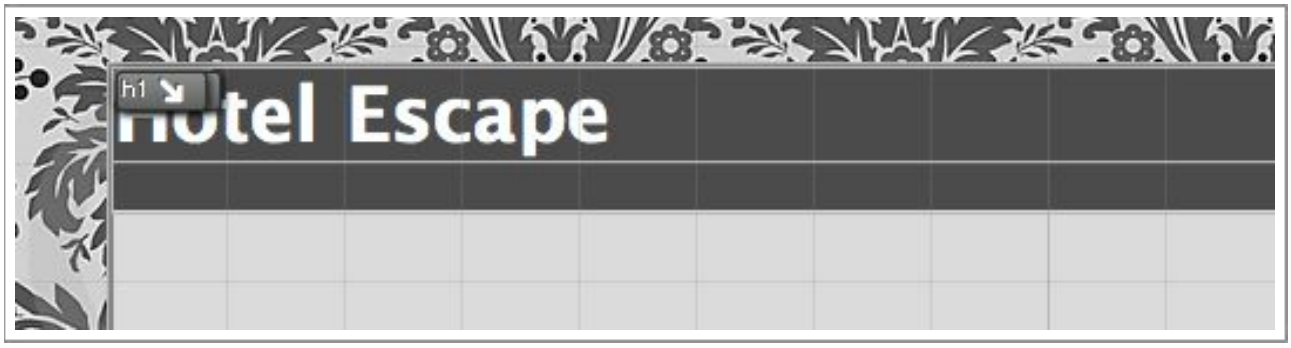
You will immediately see the unwanted gap disappear, this is because the *H1* style (and almost all others) have default values. To make matters more complicated, different web browsers have different defaults!

The are CSS packages that 'reset' these default values such as BluePrint, these packages are fully compatible with Flux, and are worth investigating for more complex sites.

Step 3

Now, lets set the color. Making sure the **Inspector** is still editing the *H1* style, switch to the **Text** section, and enable the *color* property.

As we have done before, use the color well to set the color to white.

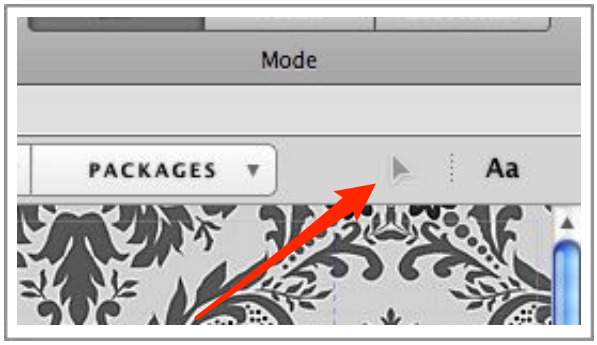


Your heading should now look like the image above.

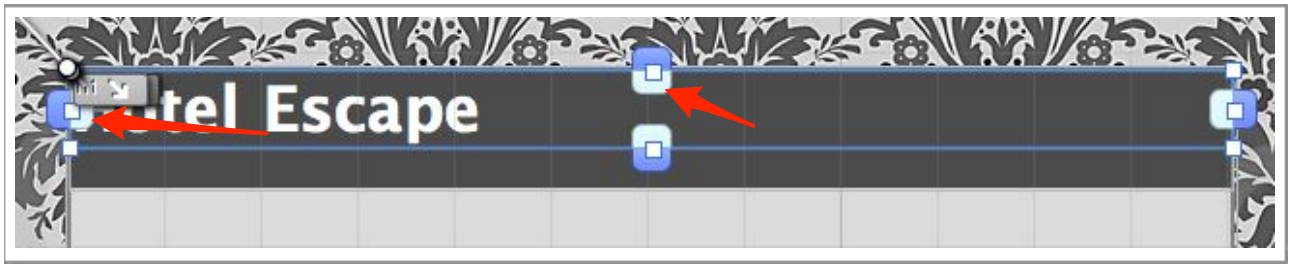
Step 4

We also need to move the text downwards, and to the right to make it look a little better.
We could make these changes in the **Inspector**, but for a learning exercise, we will use the on page controls.

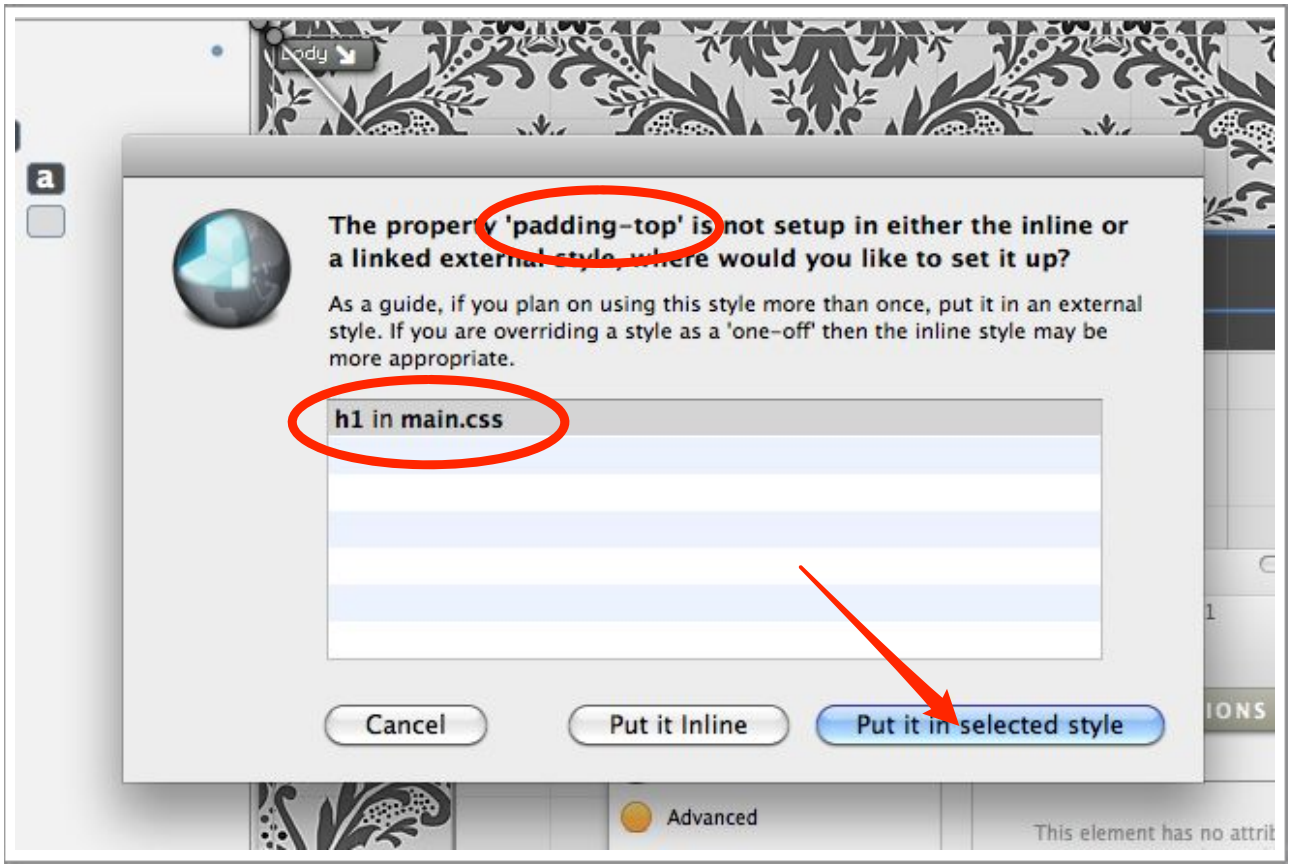
Switch to **Edit** mode, by pressing the button pictured to the right.
Make the 'H1' element selected by clicking on it.



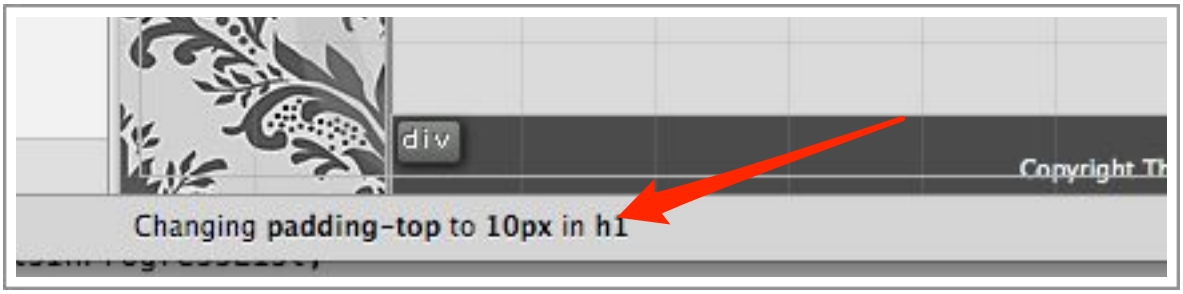
You can tell which is the selected element as it's handles will be available for use.
To alter the padding, drag the handles pointed to by the red arrows, note, your handles may be a different color. Let's start with the top handle.



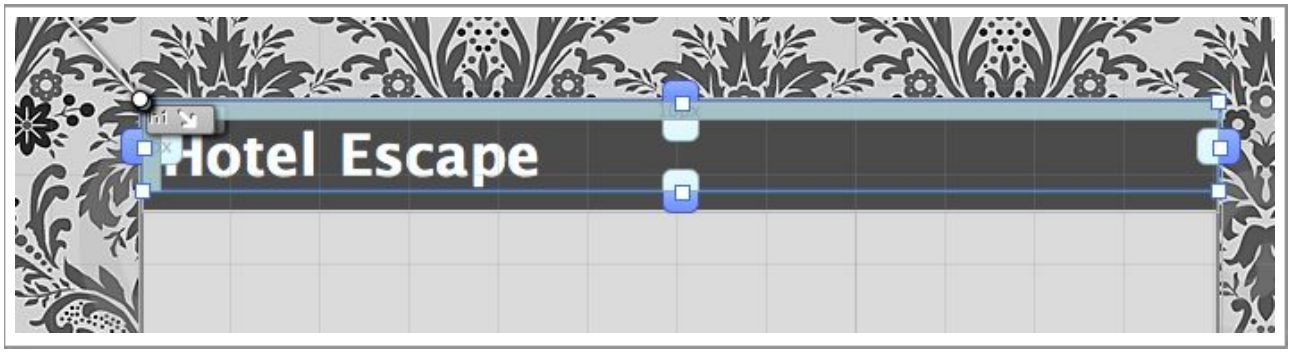
As you have not set these *properties* before, a dialog will appear to ask you where you want to save them.
In the list, you will see your *H1* style, choose this location, and press 'Put it in selected style'.



Repeat the process for the left handle, set both to around 10px. The indicator pictured below will assist you in setting the correct value.



Your heading should now look something like the image below.



Create a subheading

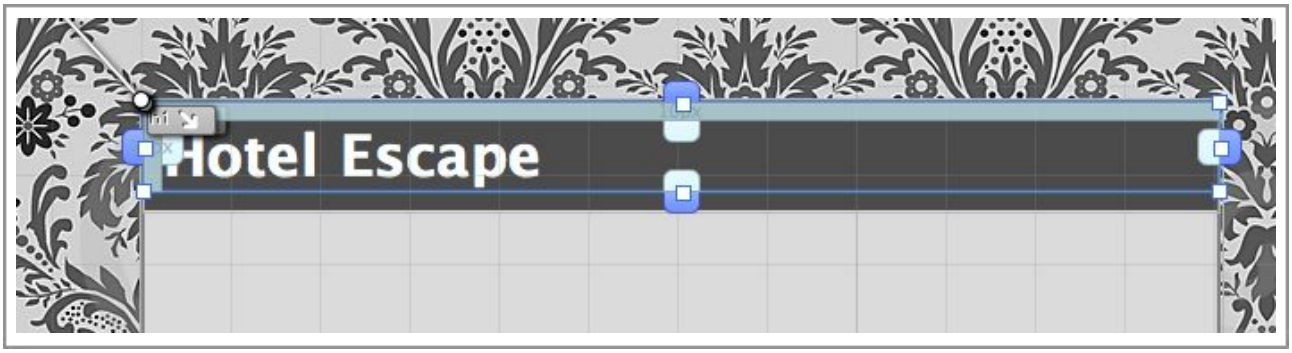
We will now make a subheading, under the main heading, you could use an almost identical technique to the main heading, but as a learning exercise, we will do a little differently.

Step 1

Select the *H1* element and press Command-C to copy it to the clipboard.

Step 2

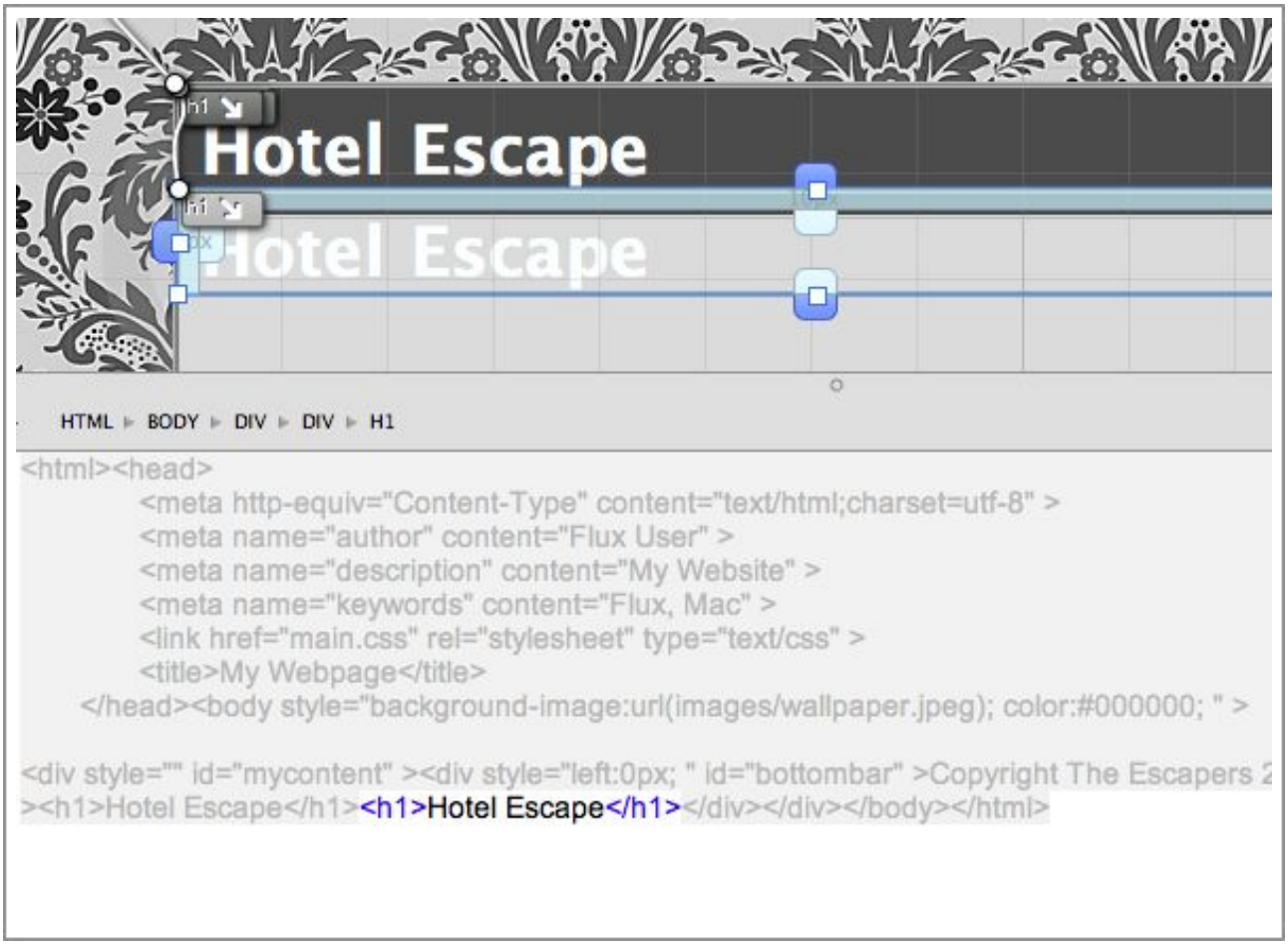
Select the containing element (the dark gray box, pictured below)



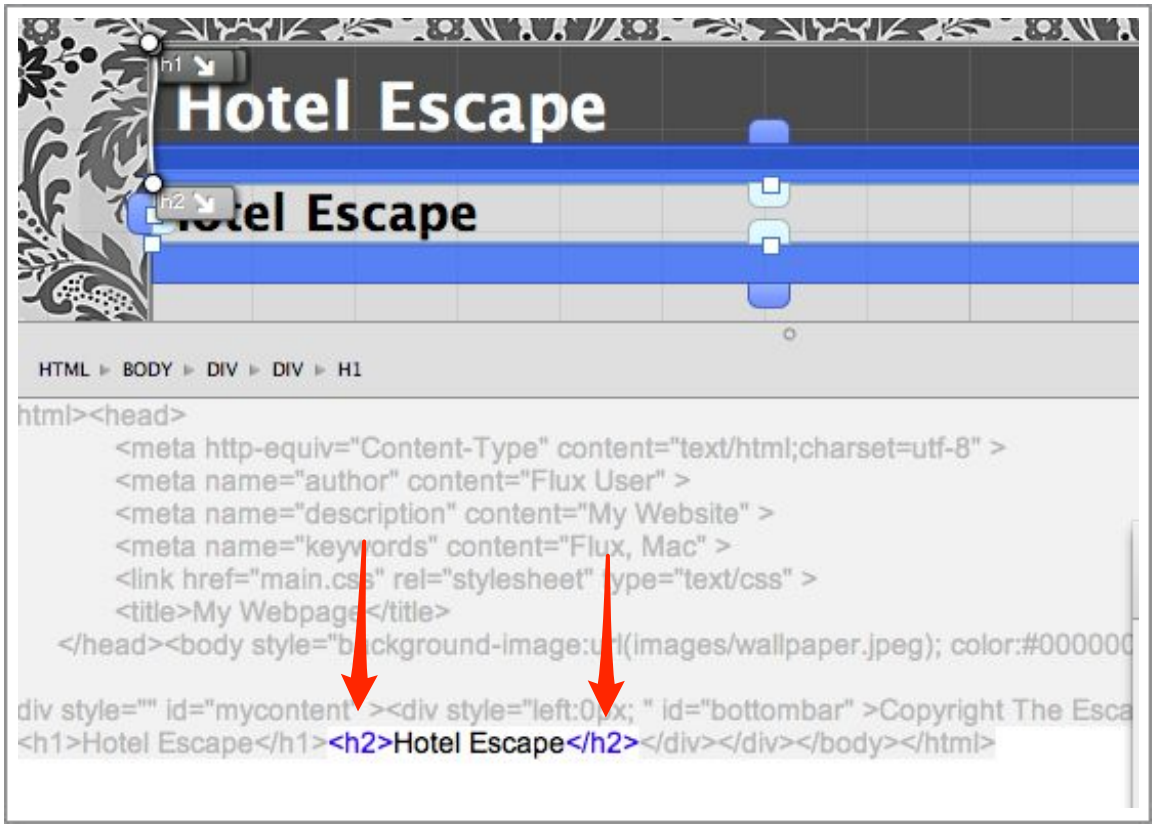
Press Command-V to paste, and you should end up with something like the image below.

Step 3

We need to now change the element we have just pasted. We will make the changes in the **Code Editor**, press Command-3 to open it.



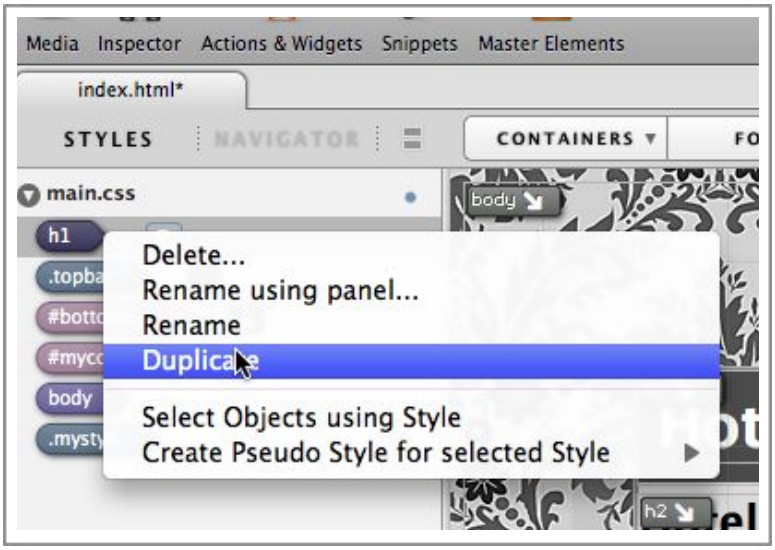
The **Code Editor** will display the underlying HTML code of any object you select on the page. To try it out, select the second of the two 'Hotel Escape' elements, and change the tags so it looks like the image below.



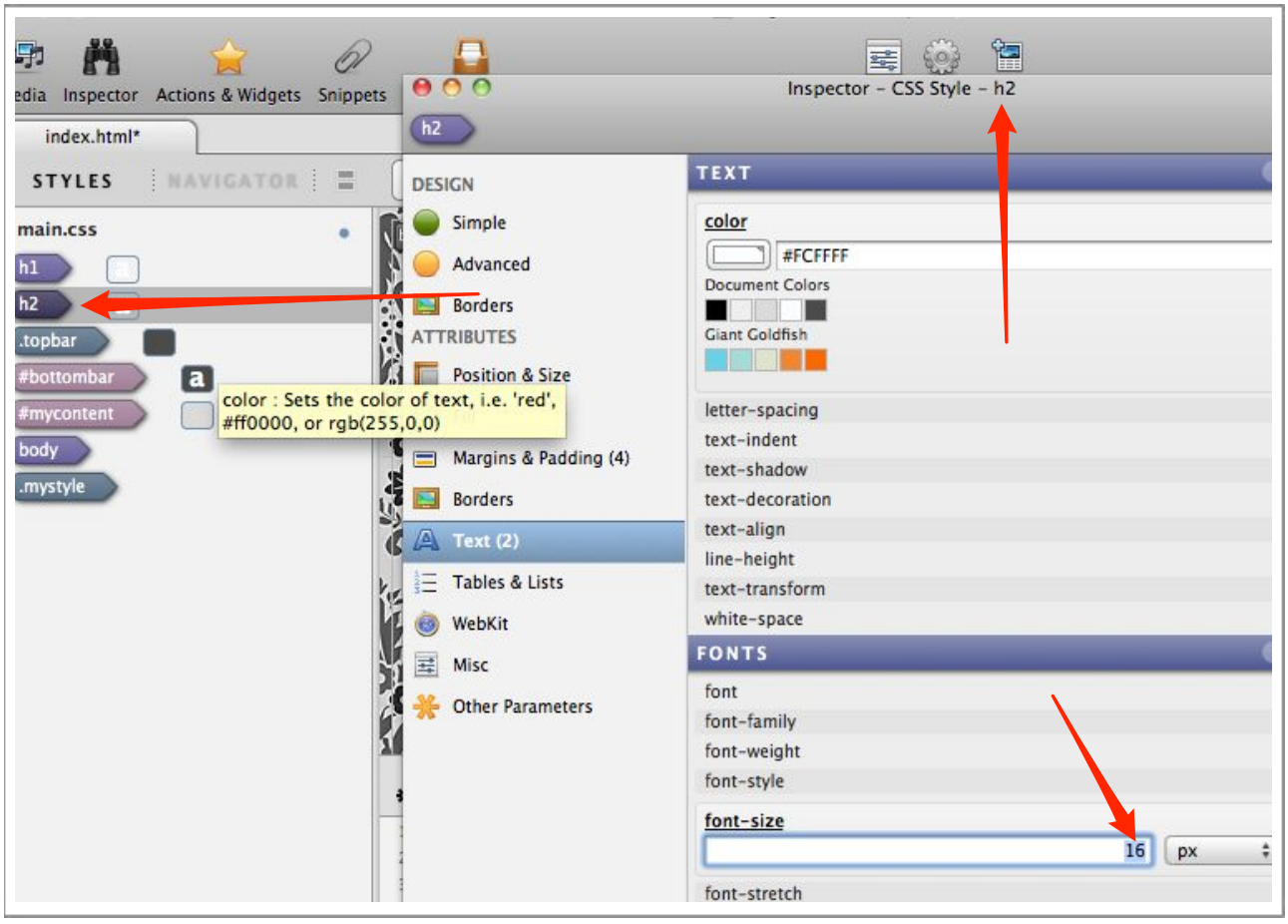
As you change the H1 tags to become H2 tags, you will see the page change, the text will look different,as our *H1* style is no longer taking effect. We need to create a *H2* style.

Step 4

To create the *H2* style, we will duplicate the *H1* style. To do this, simply select the *H1* style in the Styles List and choose **Duplicate** from the contextual menu.
Then, simply rename the style as we have done before, change the name from *h1* to *h2*.



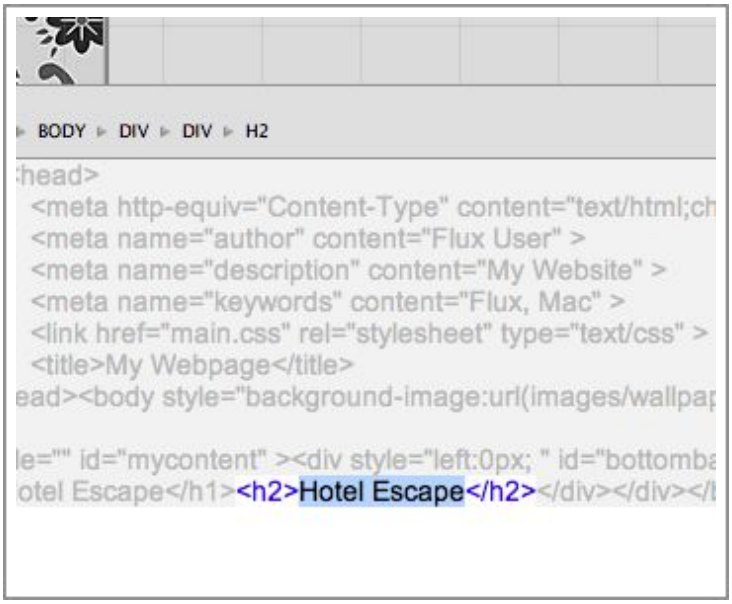
You will see the second 'Hotel Escape' element on the page change size and turn white.
It has become white, as it's now adopting it's style from our newly created *h2* style.
It has shrunk in size because the default style of a H2 element is smaller than the default size of a H1 element.



Using the **Inspector**, change the *font-size* property of the *h2* style to an appropriate side, somewhere between 12px and 16px (see image above).
The heading should now look like the image below, so all we need to do now, is to change the text, again, we will use the **Code Editor**.

Step 5

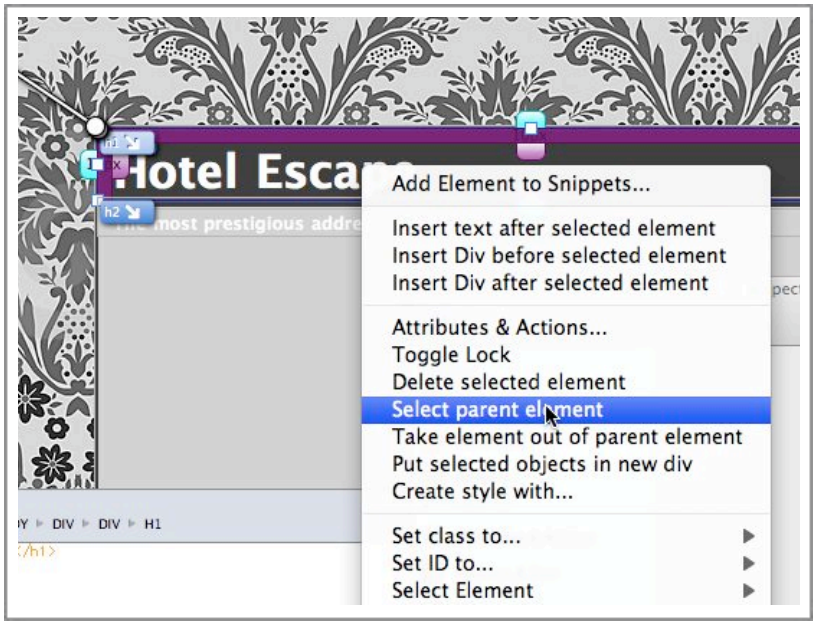
Select the bottom 'Hotel Escape' element, and open the **Code Editor** (Command-3) if it is not already open.
Select the 'Hotel Escape' text and replace it with 'The most prestigious address in London', the change will be applied to the page a few seconds after you finish typing.
You might find, that the bottom line of text doesn't quite fit on the dark gray box.
If this is the case, select the gray box, and use the bottom drag handle to resize it.



You might find it difficult to select this element, as it's covered by the elements on top of it. To select it, select one the covering elements, which are children of the grey box, and use the **Select Parent Element** function in the contextual

menu.

In complex websites, objects can often overlap or obscure other ones, so take care to select the correct object. You can also use the Navigator to help you select the right object.



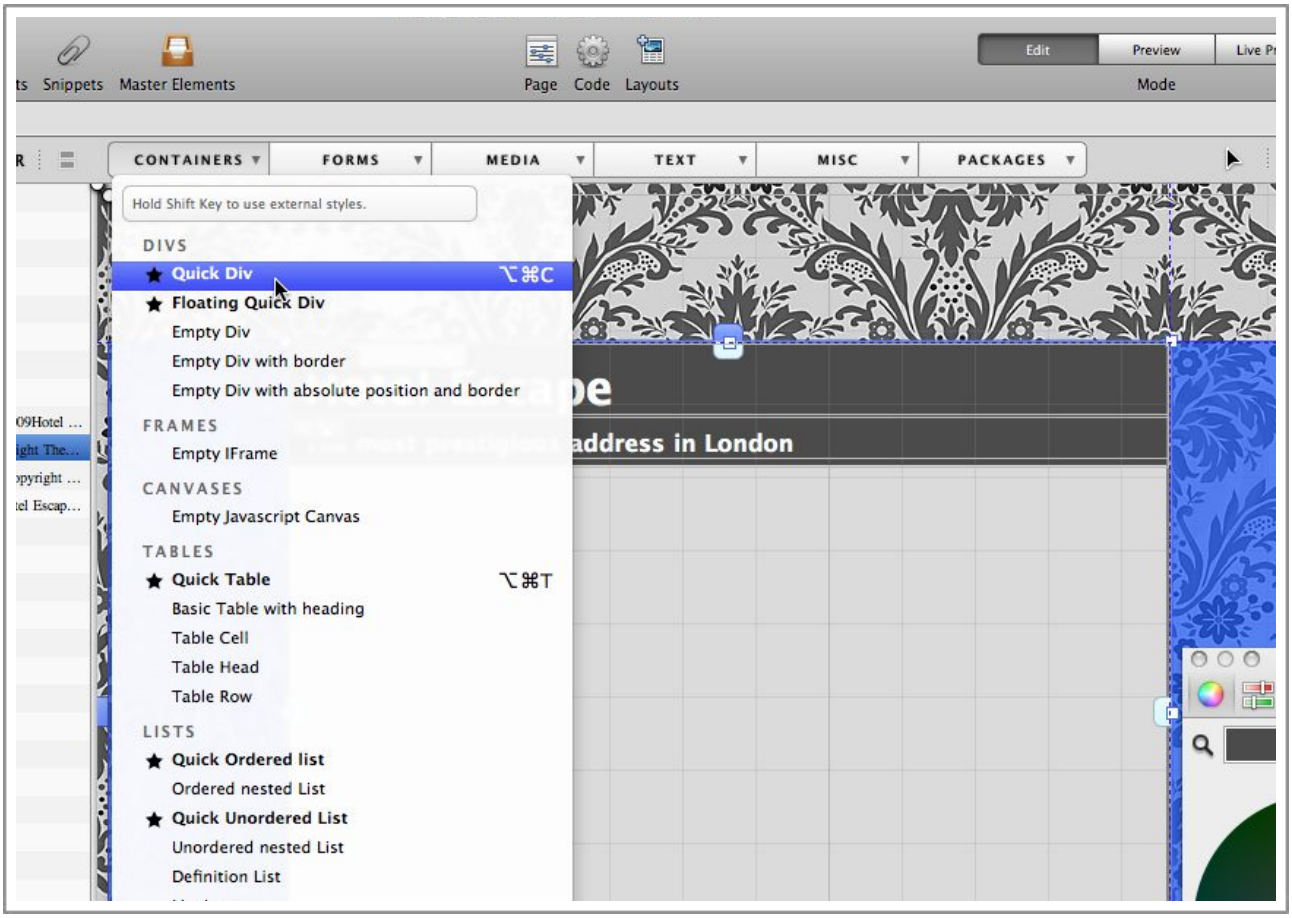
You should now have a heading that looks something like the image below.

Adding an image to the page

Much earlier in this guide, we added some images to the project, and used one of them for the 'wallpaper' of our page. Now, we're going to use another one of these images.

Step 1

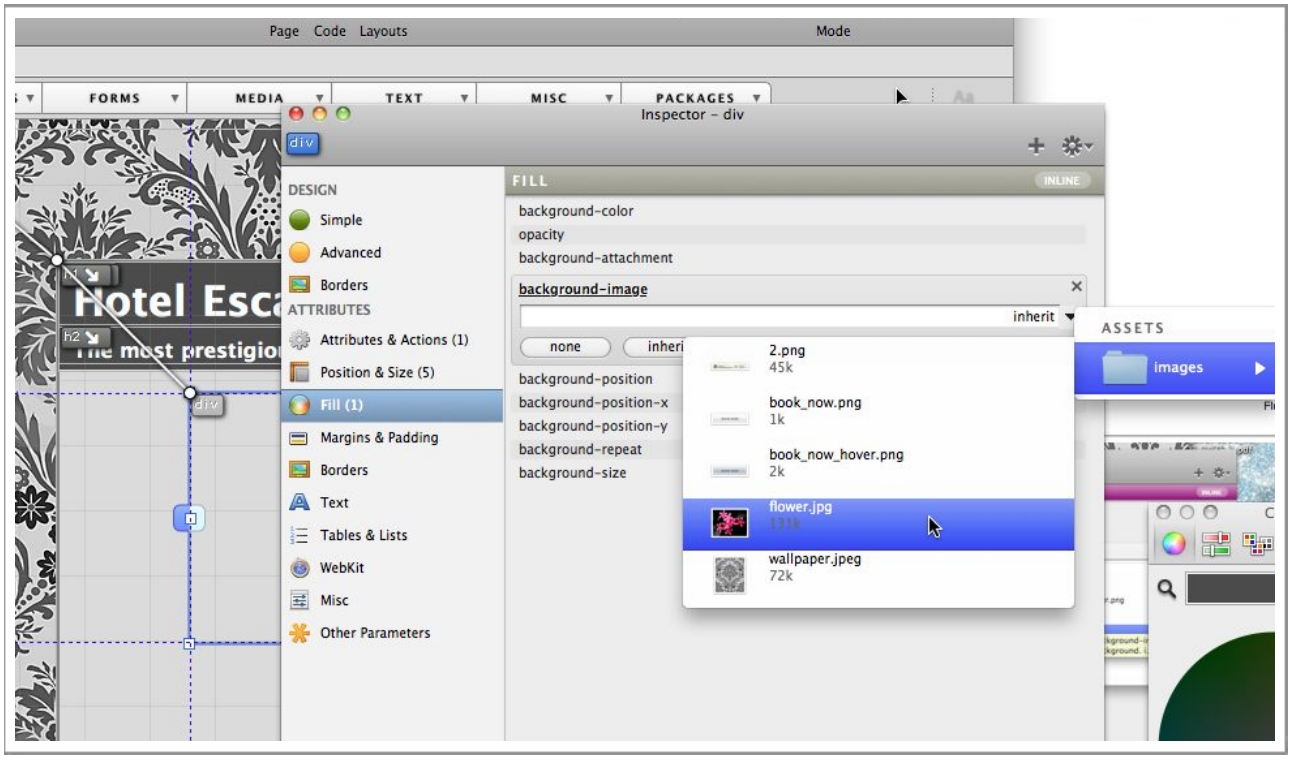
Select the main container on the page (large, centered, light gray box), and add a **Quick Div**.



This kind of *div* has some properties which have been preset to allow you to move it around an resize it on the page. Resize it to make it a little bigger.

Step 2

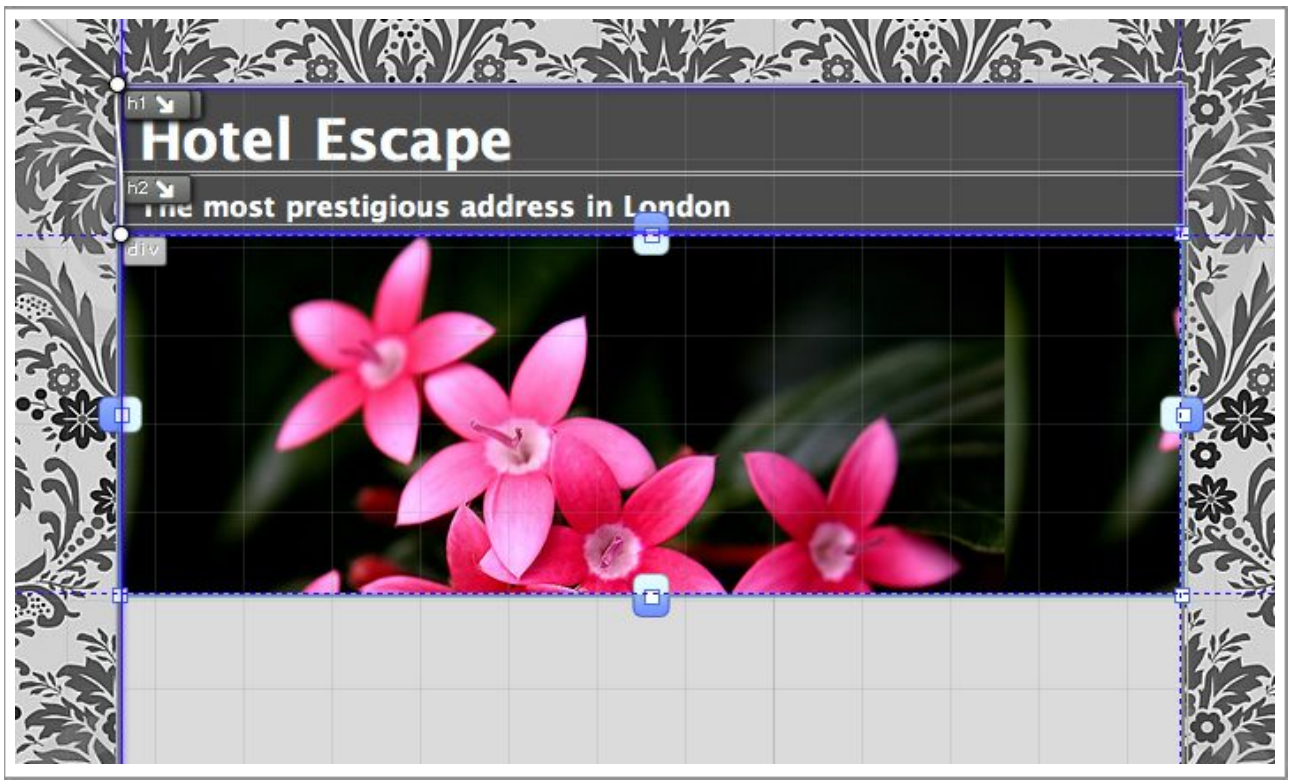
Making sure the new div is selected, open the **Inspector**, switch to the **Fill** section, enable the *background-image* property, and select the 'flower.jpg' image from the pop-up menu.



The selected image will become the background of the div.

Step 3

You can now resize the image to whatever size you like, and position it wherever you want.



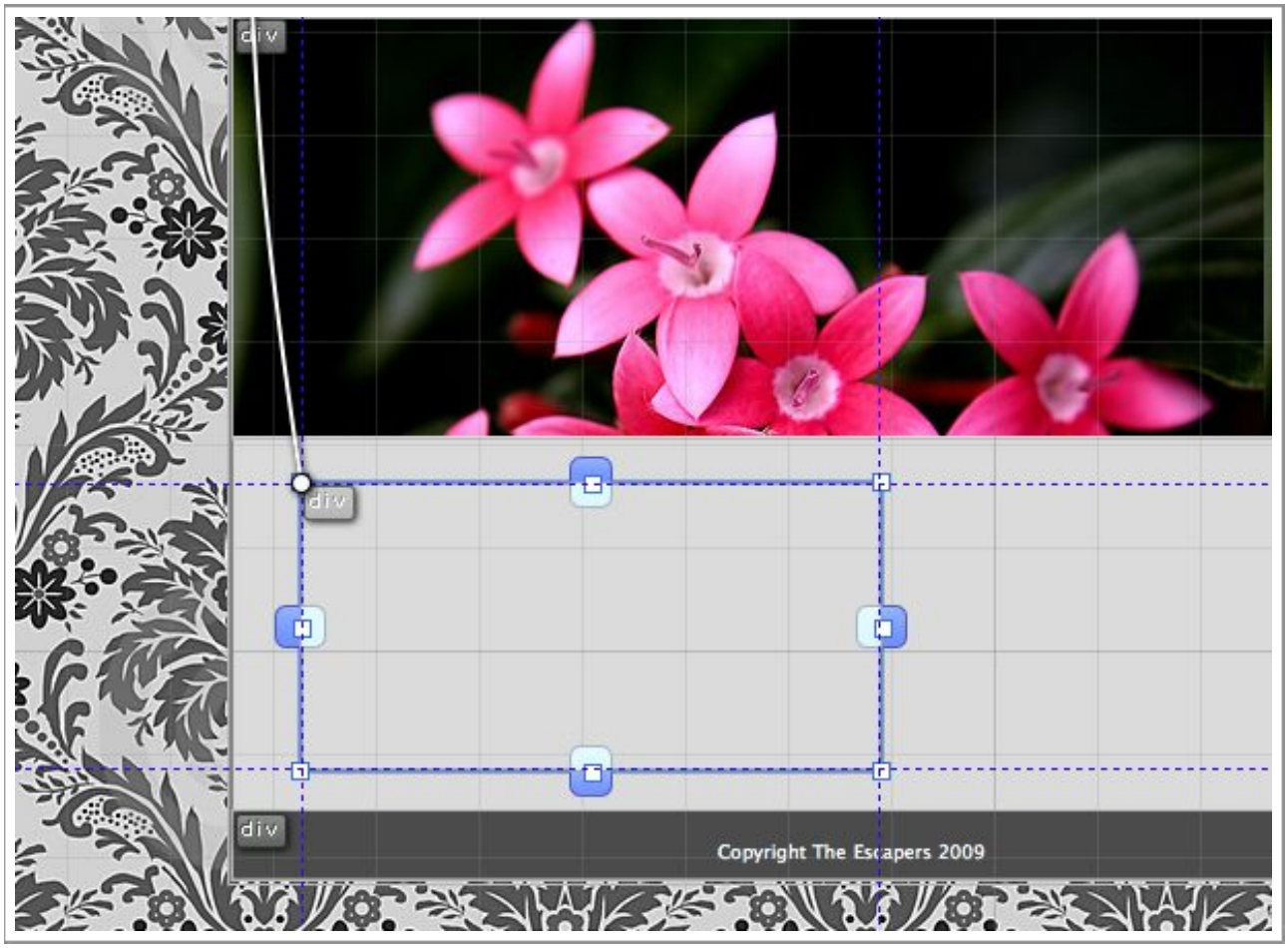
To position the *div* more precisely, you can use the arrow keys on your keyboard to move elements 1 pixel at a time, of course, you could also enter the co-ordinates manually using the **Inspector**.

All the changes made in this chapter have been done *inline*, you could use the **Create Style with...** function in the **Edit** menu to make it an *external* style if you want.

Adding a text box

Step 1

Select the main container on the page (large, centered, light gray box), and add a **Quick Div**. Move the new div to the desired location on the page, and resize it. See image below.

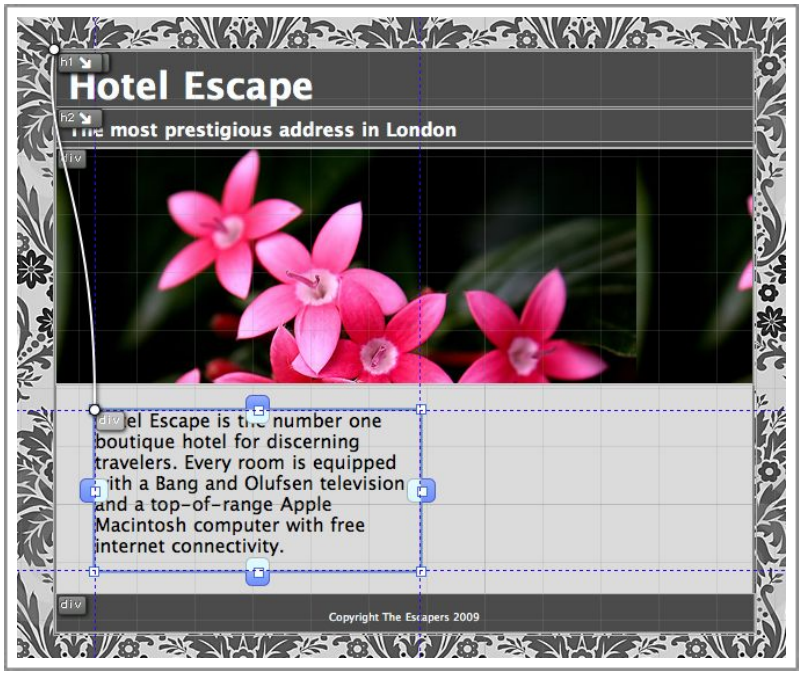


Step 2

Switch to **Text Mode**, and click inside the *div*. Enter the following text (or any other text you like)

"Hotel Escape is the number one boutique hotel for discerning travelers. Every room is equipped with a Bang and Olufsen television, and a top-of-range Apple Macintosh computer with free internet connectivity."

Once the text has been entered, your page should look like the image on the right.



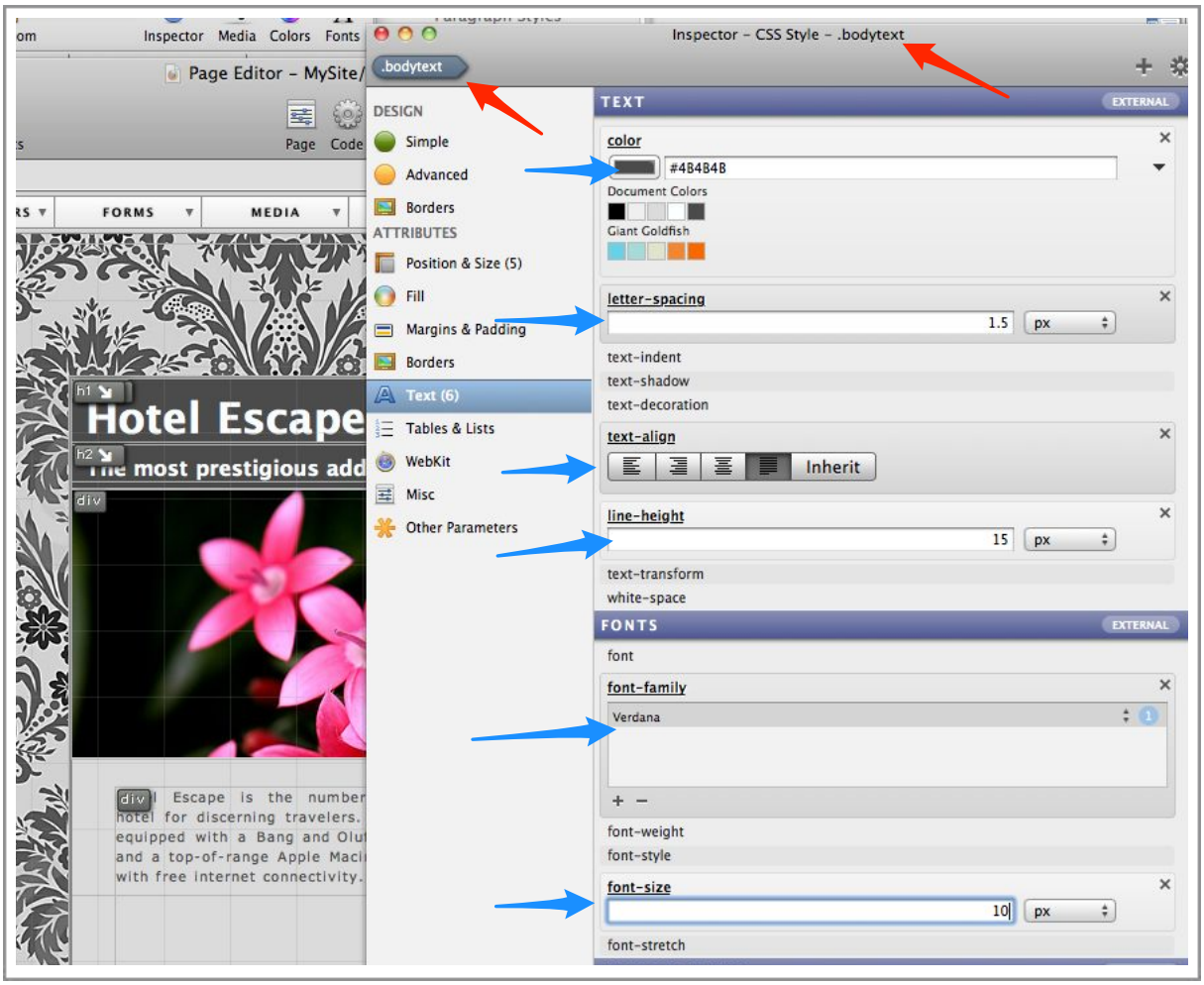
Step 3

Making sure the text box *div* is selected, use the **Create Style with...** function in the **Edit** menu to make it an *external* style.

Call the style 'bodytext' and make it a *class* style.

To make this text look a bit prettier, we will make some changes to the .bodytext style we have just created.

Step 4



Making sure .bodytext is selected in the **Styles List** and is being edited in the **Inspector**, setup all the parameters in image above.

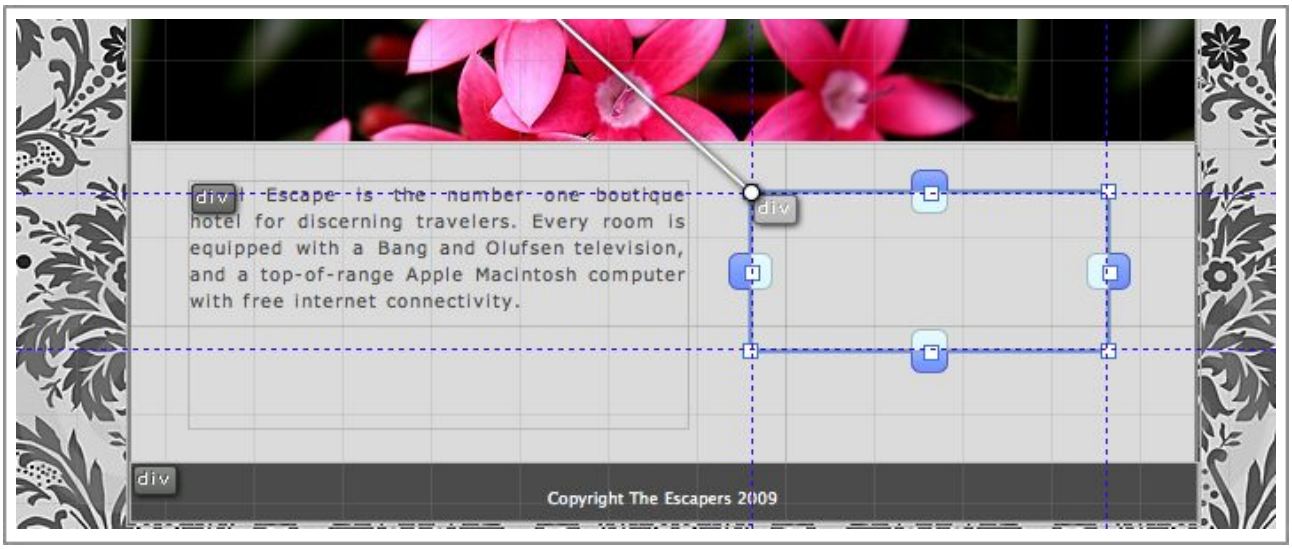
Try changing the values to see how they affect the display of the text.

Add a button

Our page is nearly complete, we just need to add a link to a new page, we will do this using JavaScript and a couple of images to make a more interesting link than just some blue,underlined text.

Step 1

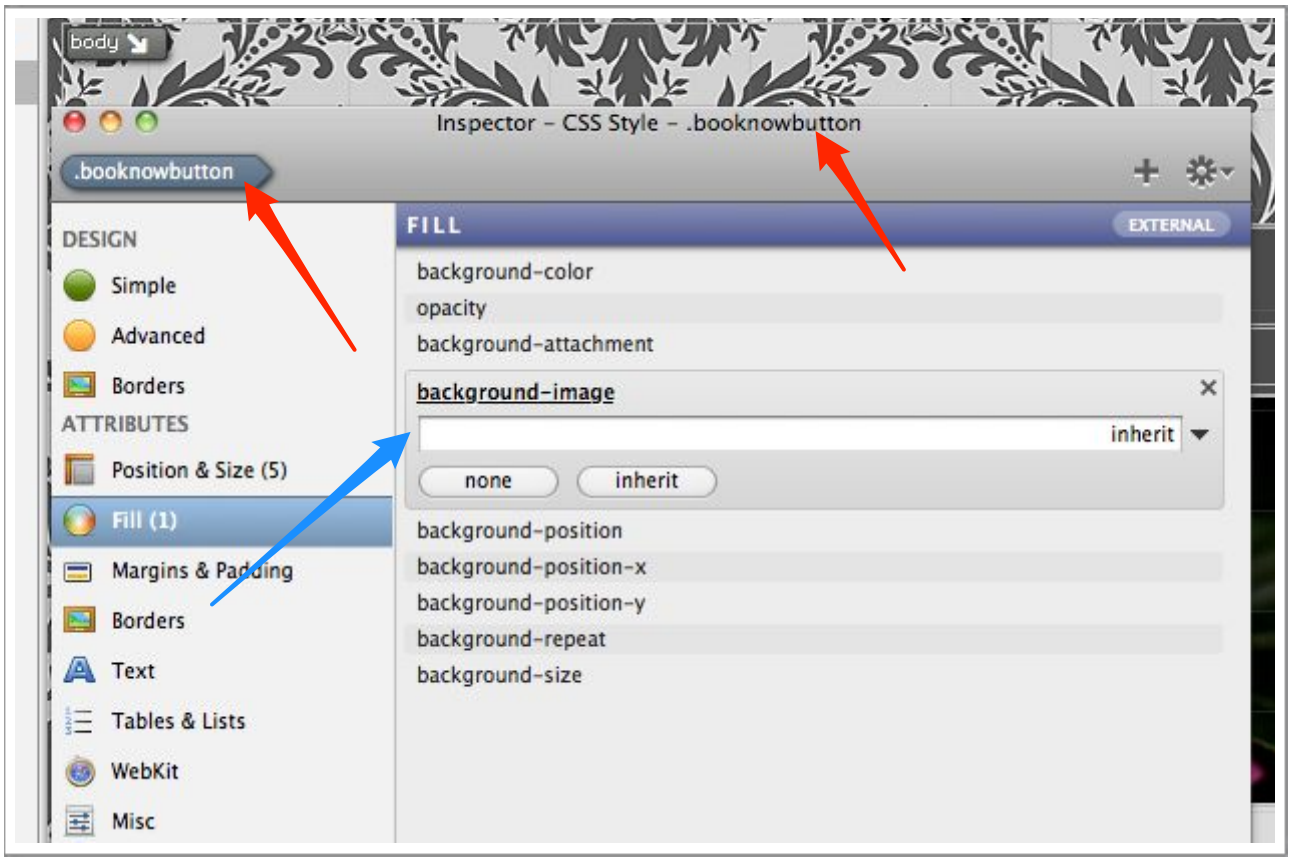
Select the main container on the page (large, centered, light gray box), and add a **Quick Div**. Move and resize the *div* so it looks like the image below, you don't need to be exact.



Step 2

Use the **Create Style With** function to create a style for the *div*, call it 'booknowbutton' and make it a *class* style.

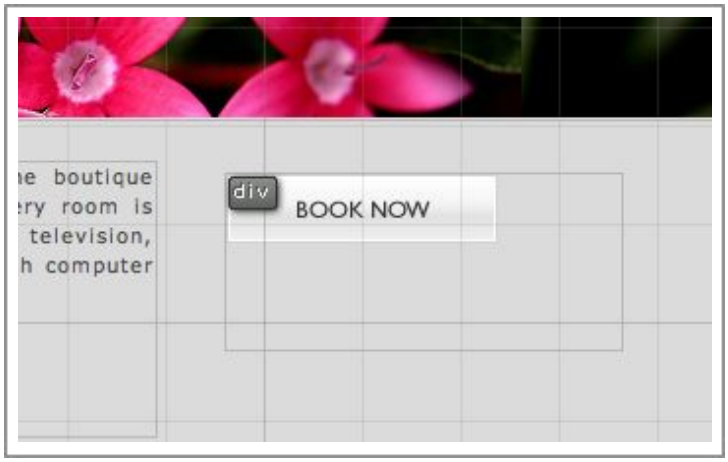
Step 3



Select the .booknowbutton in the **Style List** and open the **Inspector**, as usual, check you are editing the correct object.
Enable the *background-image* property, which is in the **Fill** section.
Choose the 'book_now.png' file from the pop-up menu.
You will see the image tiled across your *div*, to prevent the tiling, enable the *background-repeat* property and set it to 'no-repeat'.

Step 4

Your *div* should now look like the image to the right, we can see that the div is a little too big for the image, so use the resize handles to resize it to around the same size as the image.



Remember, if you want to put the button somewhere else, simply pick it up and move it.

Step 5

To make this button a little more interesting, we are going to setup a *pseudo-class*.

Pseudo Classes allow you to apply CSS styles when certain conditions are met, for example, you can apply a pseudo class to make links that have been visited appear in a different color.

We are going to setup a *hover* pseudo style, which will apply a style when the mouse pointer is 'hovering' over our element.

Press the little '+' button at the bottom of the **Styles List**.

Select the '.booknowbutton' style in the **Styles List**, and choose 'hover' from the **Pseudo Classes** submenu.

You will see that a new style has been created called '.booknowbutton:hover'

Step 6

At the moment, our new pseudo class has no properties, so it won't do anything, so let's add a *background-image* property.

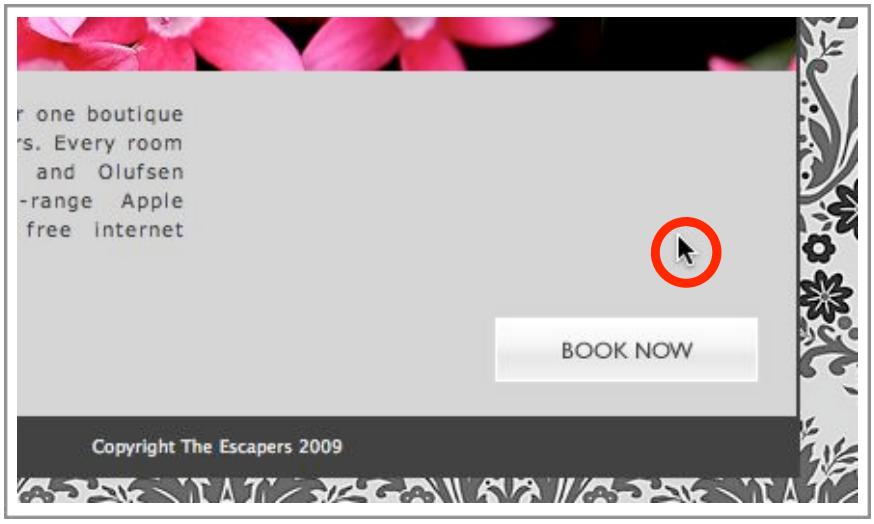
Select the '.booknowbutton:hover' in the **Styles List**, and enable it's *background-image* property in the **Inspector**.
This time, select the 'book_now_hover.png' image in the pop up menu.

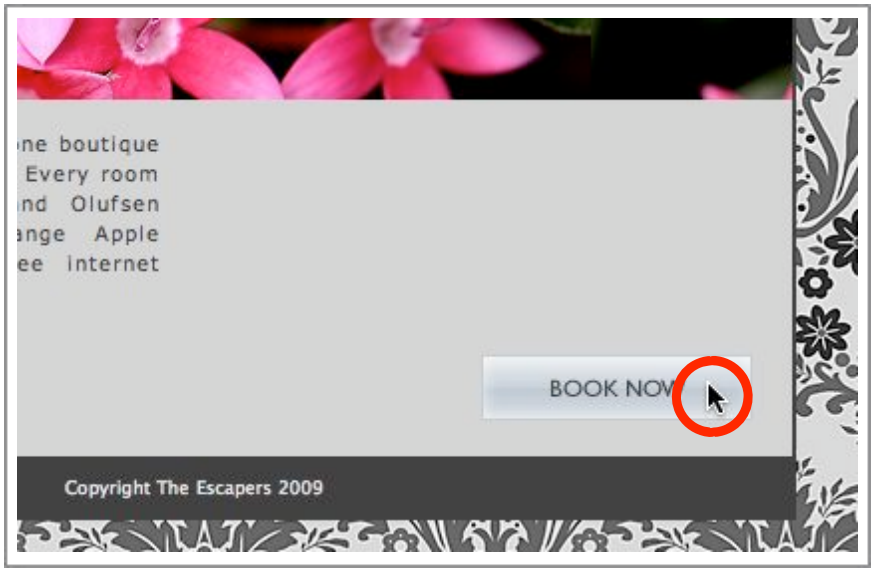
Step 7

Switch to **Preview Mode** to examine your page, if you move the mouse pointer over the the 'Book Now' button, the *pseudo class* will be applied and the image will change to a slightly darker variation.

Some older web browser do not support all *pseudo classes*, but any modern one will support the *hover*.

It's important to realize that *pseudo classes* will 'overlay' their style onto the main class they are based on, so all the other parameters like size, position, will still be taken from the original 'booknowbutton' style.



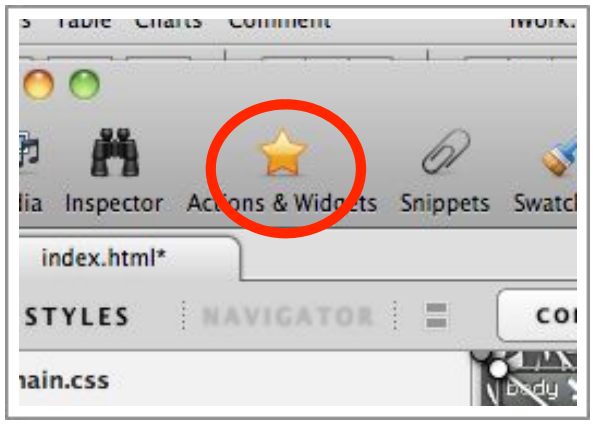


Adding an action

We've created a button, so now we need to add an action to it to make it actually do something.

Step 1

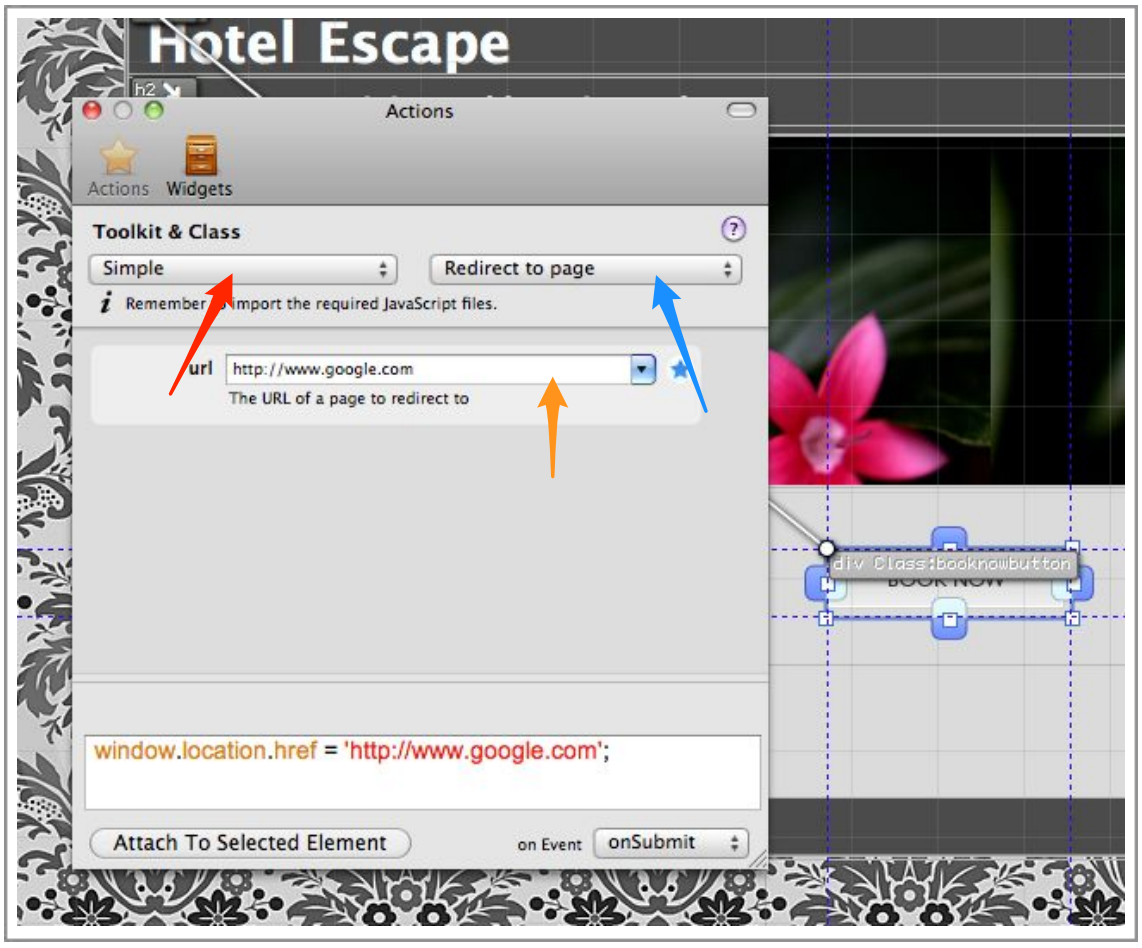
Open the **Actions** palette by pressing the 'Actions' button on the main Toolbar.



Step 2

The **Actions** palette is used to attach Javascript actions to elements on the page. We are going to add one of the simplest actions.

Choose 'Simple' from the pop-up menu pinpointed by the red arrow.



Choose 'Redirect to page' from the pop-up menu pinpointed by the blue arrow.

The middle (main) area of the palette will change, this is where parameters for the actions are set. This action only takes one parameter.

In the 'url' parameter field, type an URL to redirect to, we only have one page in our site, so for the sake of example, type another existing URL, i.e.

http://www.apple.com
or
http://www.google.com

Step 3

Select 'onClick' from the pop-up menu at the bottom right of the **Actions** palette (see image, right).

Once you have checked all the parameters are correct, make sure the button on the page is selected, and press the 'Attach to selected element' button.

This will attach the generated JavaScript code to the 'onClick' handler of the selected element.

Page Elements with actions attached will have markers on them for easy identification.

Step 4

Switch to **Preview Mode**, click the mouse button on the 'Book Now' button, and the new page will load. This make take a few seconds, like any other website.

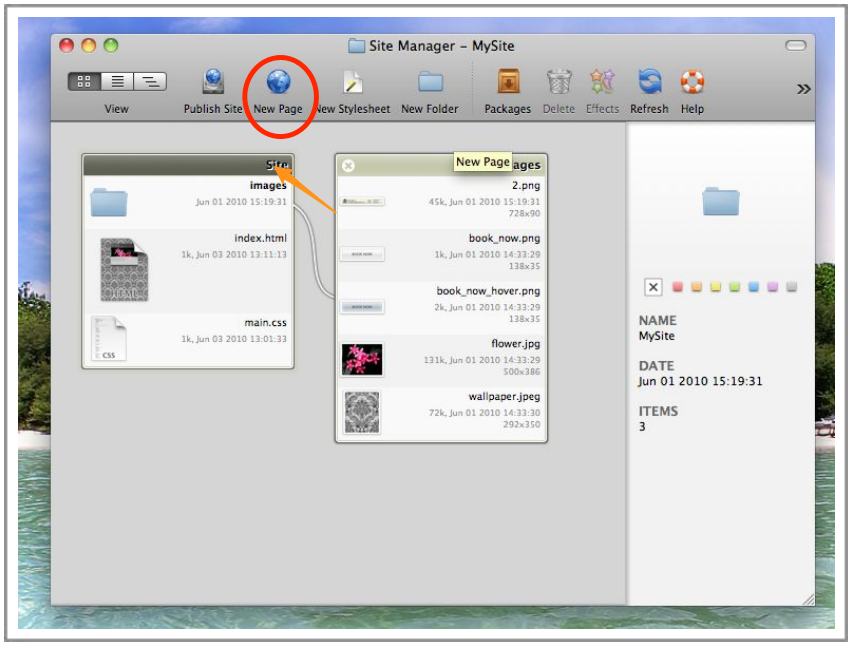
Well done! You have just created a website using Flux!

Create another new page and link to it

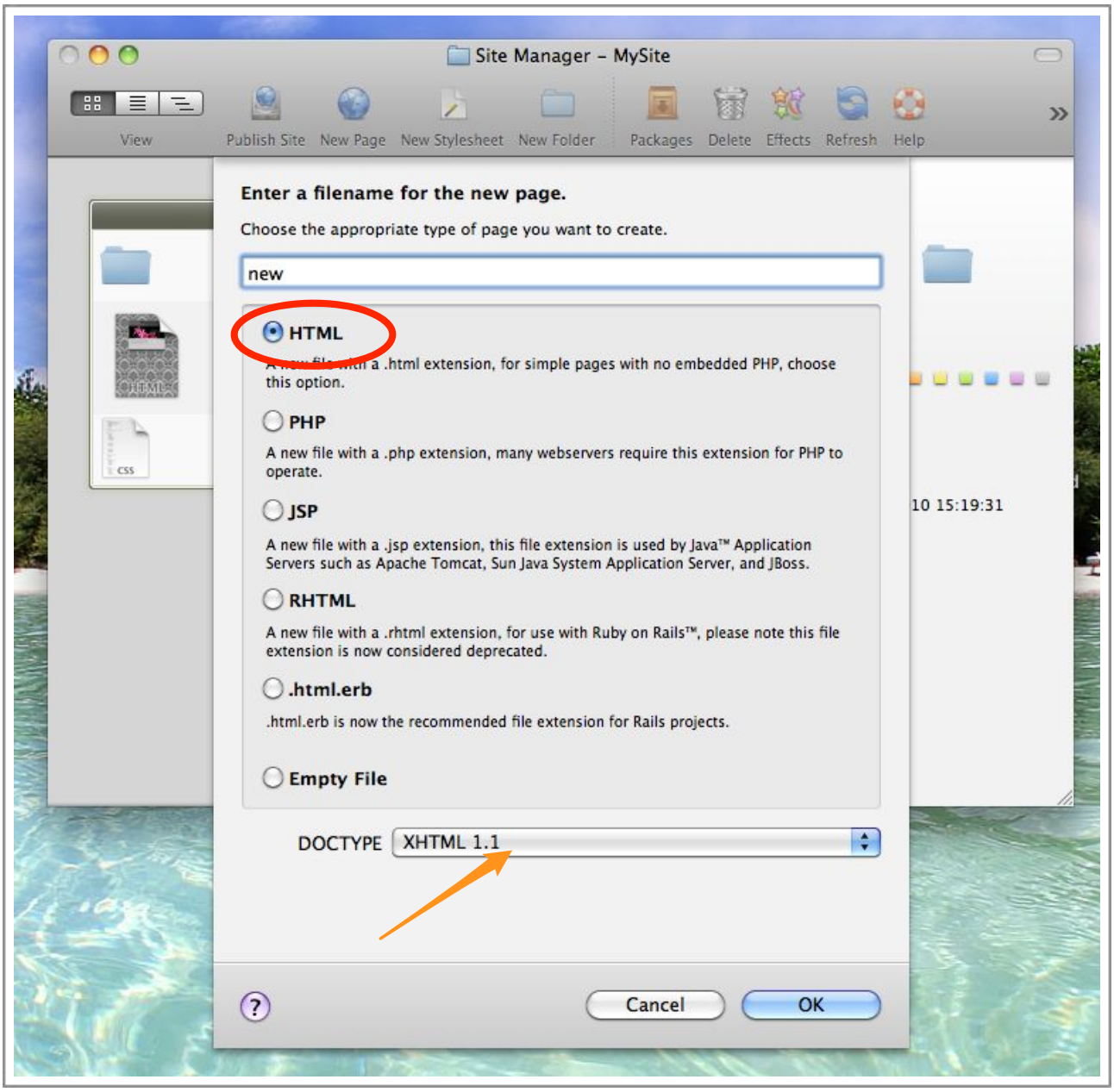
We've created a brand new page with images, CSS, and JavaScript. As one last task, we will create another new, much simpler page and link to it.

Step 1

In the **Site Manager**, select the 'Site' folder by clicking on it's title, and press the **New Page** toolbar button.



Step 2



In the sheet that appears, type a name for the new page, we will call it 'new'.

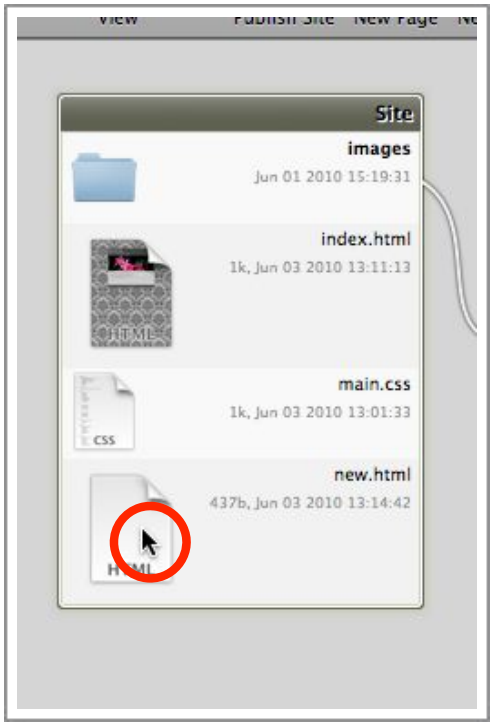
There are a few options allowing you to choose what kind of page to create, choose the top one to create a simple HTML file.

The last option is to choose what type of DOCTYPE to give your page. This can be changed later, but it's best to decide now.

In the image, we have chosen XHTML 1.1, but 'HTML 4.01 Transitional' is probably the most versatile, so if you are unsure, choose that one. Press OK.

Step 3

Double-click the 'new.html' file to open it in the **Page Designer**.



Using the skills you have learned in this guide, add some objects to the page, it doesn't matter what, as we are just using this page as an example to link to.

When you have added some elements, save and close the page.
You will see the thumbnail in the **Site Manager** update to show your changes.

Step 4

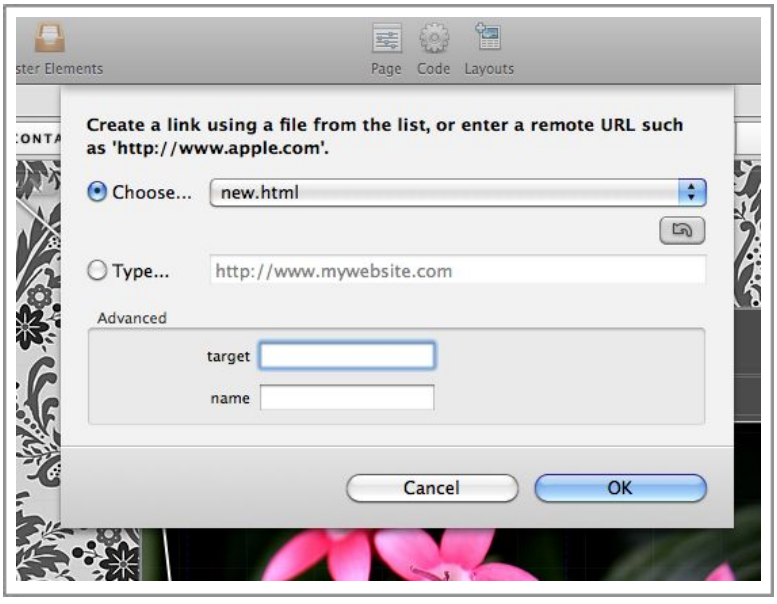
Now, open the 'index.html' page, and switch into **Text Mode**.

Select some text to make into a link, in this case, we have selected the 'room' text.

Use the right mouse button (or Control-Click) to open the contextual menu.
Choose **Quick Link...**
A sheet will appear allowing to either choose a page to link to, or type one in.

In this case, we will choose a page from the pop-up menu, the page 'new.html' that we just created.

Press OK and the link will have been created, you can switch to **Preview** mode to try it out.



The End

Thank you for reading this guide. If you have any ideas how we can improve this guide, or Flux itself, please contact us@theescapers.com

To learn more about Flux, visit our user forum at http://www.theescapers.com/phpBB3