ogEditor readme file

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01 Overview

01-1. ogEditor - Unique WYSIWYG Editor

ogEditor is web based WYSIWYG HTML editor with built-in File Manager. ogEditor has some unique features never seen before. One of the most useful features is Tag Selector. With Tag Selector, you can view and edit tag's attributes and internal styles while working in the Design view of a html page. Tag Selector displays the entire chain of tags that apply to the current selection or to the cursor position. When selecting any of the tags its corresponding element will be highlighted in Design view and the selected element's attributes and internal styles are also displayed and can be edited in Property editor window.

It offers a complete integration package for ASP.NET and PHP

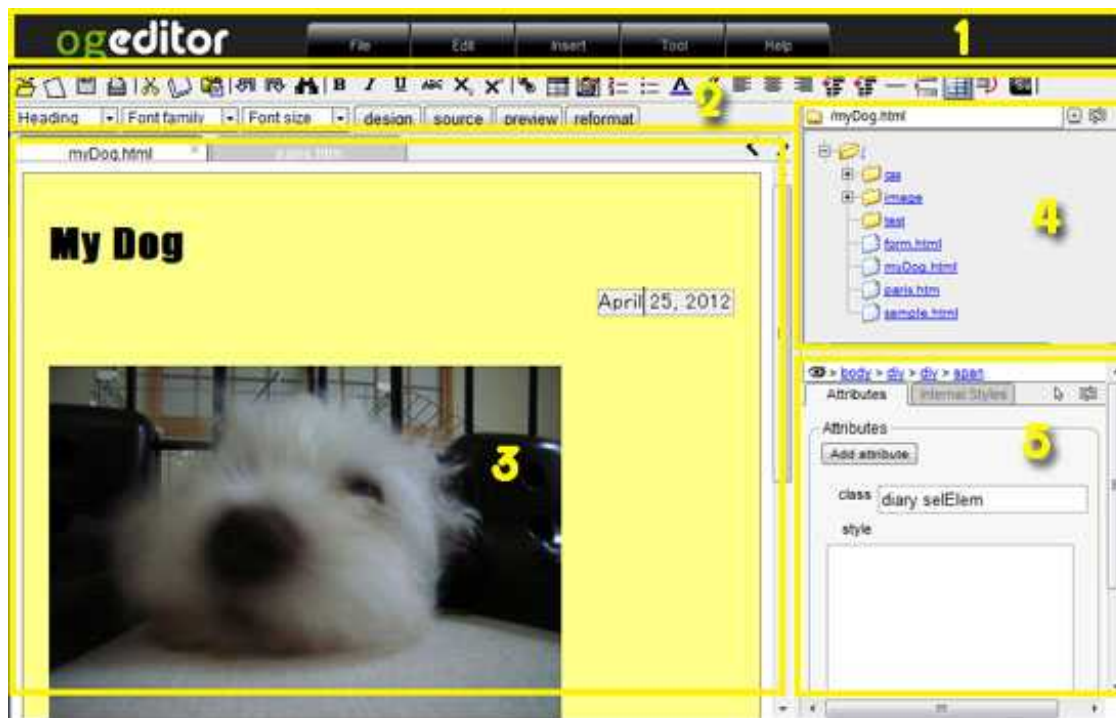ogEditor can be used to create many different types of documents.

- Html
- Javascript
- Cascading Style Sheet
- Text

01-2. Views

ogEditor has two ways in which you can view and edit content: the Design view and Source view. Design view enables you to view and edit a HTML page in a WYSIWYG-like environment. Source view allows you to view and edit the code of the document directly.

01-3. Work Area

The work area of ogEditor is subdivided into five primary areas: Menubar, Toolbar, Document Editor, File Manager, and CSS Handler areas. You can resize Document Editor, File Manager, and CSS Handler area by dragging the dividers between them.

1. Menubar
2. Toolbar
3. Document Editor
4. File Manager
5. CSS Handler

02 Minimum Requirements

02-1. Requirements

1. In your site, there should be the end-user-workspace directory where ogEditor can access for read and write.
2. In the end-user-workspace directory, there should be a private workplace folder for each user.
3. PHP or ASP.NET web application should run on your site.

** end-user-workspace is the directory where your end users work will be stored.

02-2. Cross Browser Compatibility

Compatible with Chrome, Firefox, Safari, Opera, and Internet Explorer 7+

03 Integrating ogEditor into Your Site

03-1. Four Easy Steps to Integrate ogEditor into Your Site.

1. Register the ogEditor Community forum and download the integration package for PHP or

ASP.NET.

2. Unpack the content of the zip archive into any directory under your PHP or ASP.NET web application.

3. Place the following lines in head tag of any page in your site, or simply use **ogEditor.html** file. Please do not forget to replace the src="..." with your own link.

```
1  <script type="text/javascript" src="ogEditor/vhplusConfig.js"></script>
2  <script type="text/javascript" src="ogEditor/js/sysConfig.js"></script>
3  <script type="text/javascript" src="ogEditor/js/ogEditor.js"></script>
```

4. Edit the following configuration files to make ogEditor work the way you want it to.
    - PHP version: **ogEditor/const.php** and **ogEditor/vhplusConfig.js**
    - ASP.NET version: **ogEditor/web.config** and **ogEditor/vhplusConfig.js**

5. Since ogEditor need to know the name of the user's private root folder when it is called, the name of the user's private root folder should be passed to the ogEditor embedded page using querystring **?user=name_of_private_folder**. So, your link to call the ogEditor embedded page should look something like this:

    ogEditor.html?user=name_of_private_folder

FAQ

1. What is _ed.htm?

To make ogEditor work properly, _ed.htm file should be placed in every directory in the workspace. This task will be done by ogEditor in the following steps.

1. When the ogEditor is loaded, it first reads the value in the ogEditor/build/firstTime.txt.
2. "0" will recursively delete the existing _ed.htm and recreate new _ed.htm files in the end-user-workspace, then set the value in ogEditor/build/firstTime.txt to "1".
3. "1" will skip deletions, but browse the entire directory of end-user-workspace and create _ed.htm when the file is missing.

** Please remember that _ed.htm file will never updated as long as the value in the ogEditor/build/firstTime.txt is "1". The value should be edited from "1" to "0" in case you change the location of the end-user-workspace later.

2. How to create Custom Control?

Will update soon!

3. How to create Custom Template?

Will update soon!

For more info please check the links below.

Official site: http://www.ogEditor.com/

Document: http://www.ogEditor.com/document.html

Forum: http://www.ogEditor.com/phpBB3/

Video Tutorials: http://www.ogEditor.com/gettingStarted.html