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1. Overview

This manual describes the features of the environment for web development "Constructor", which is currently present in the Release 1 and Version 6.

The latest manual is available on the STRATOLABS <http://www.stratolabs.de> domain and can be obtained from ordinary licensees of full versions from there.

Furthermore, if you have questions or suggestions about this or any other product of STRATOLABS, then please do not hesitate to contact STRATOLABS under contact@stratolabs.de

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2. Start of the application

When you launch the application, the following dialog appears:

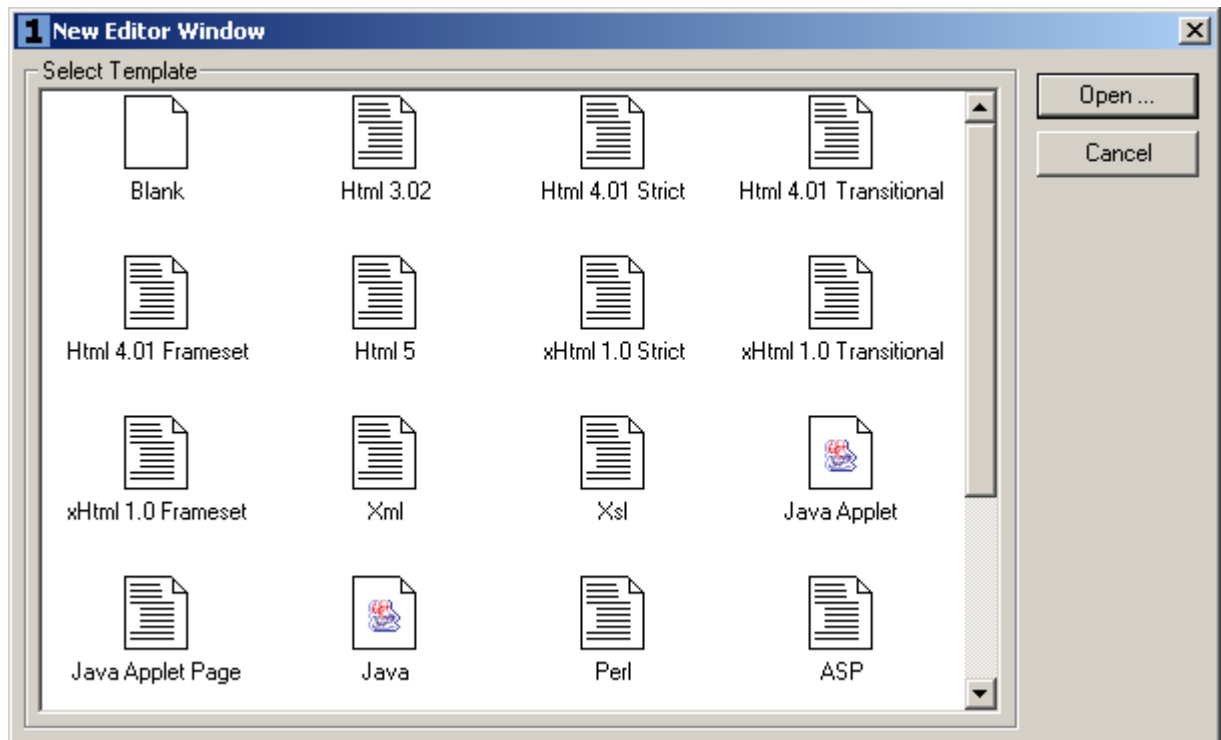


In this dialog, you learn that the use of this software application 89, - EURO is for the present version. Under the tab "Payment" you know the address to which you must pay the license fee.

To start the application, click on the "Start ...".

3. Open new Editor Window

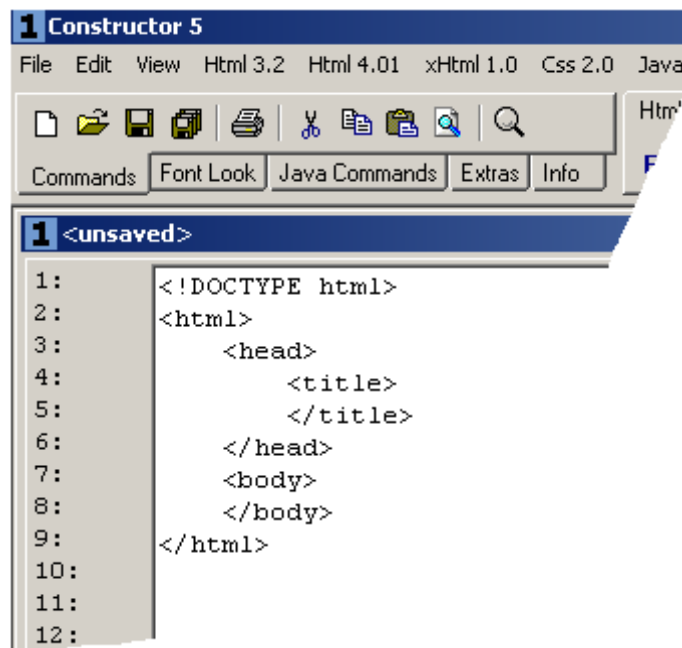
If you want to open a new editor window, you will encounter the following dialog:



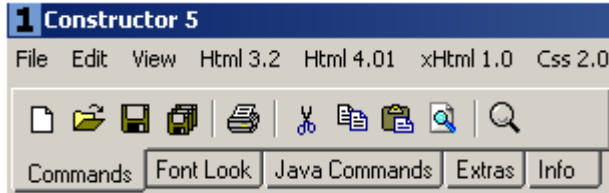
Here you can select the template, which has been the backbone of the selected format.

4. Use new editor window

If you open a new editor window, you have several options to choose from when editing:

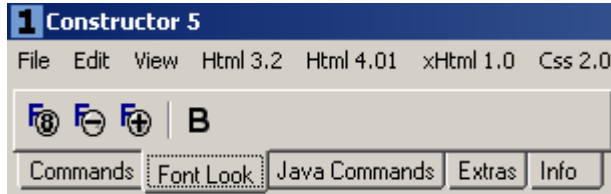


1 Bar „Commands“



Within the Command Bar "Commands" you can save the contents of one or all editor window and print. Parts can also be copied, cut and pasted. It can continue to search for a string in an editor window. Then, the result of an editor window to be displayed in a display program (browser).

2 Bar „Font Look“

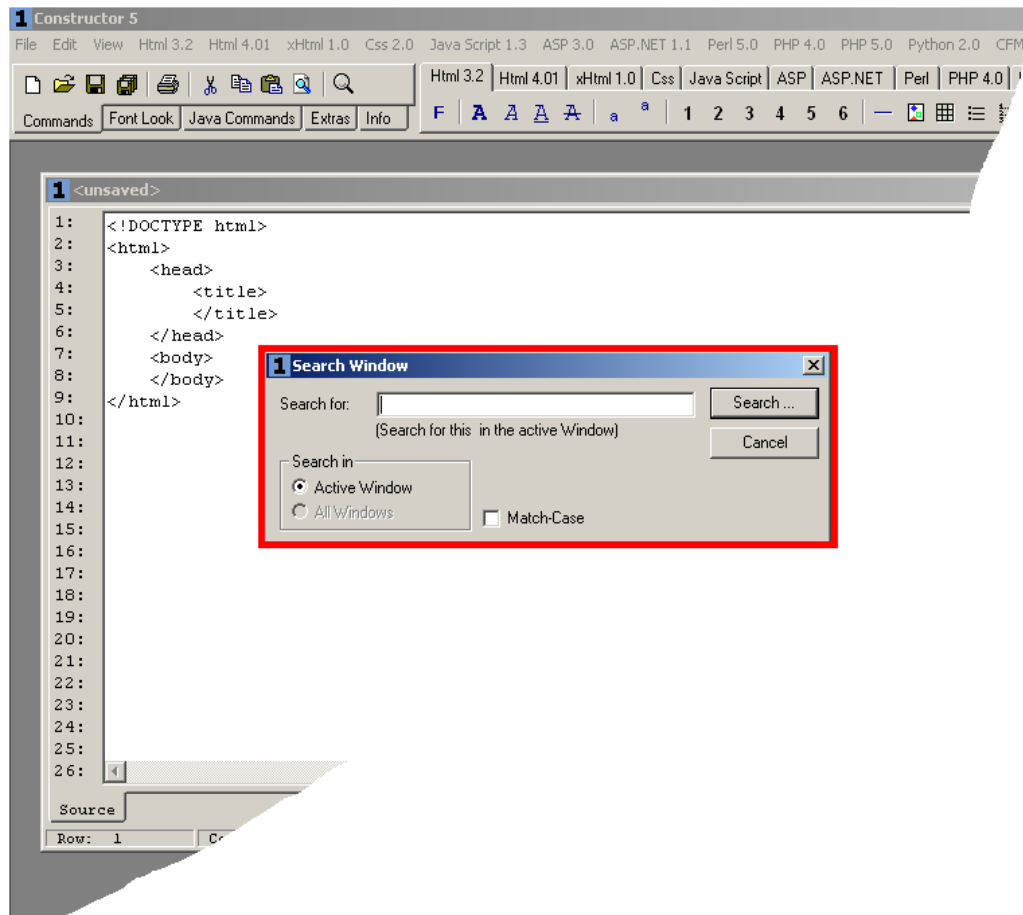


Within the Command Bar "font look" you can determine the appearance of the text in the current editor window. Including font size are normally made smaller or larger and bold type.

3 Text Processing

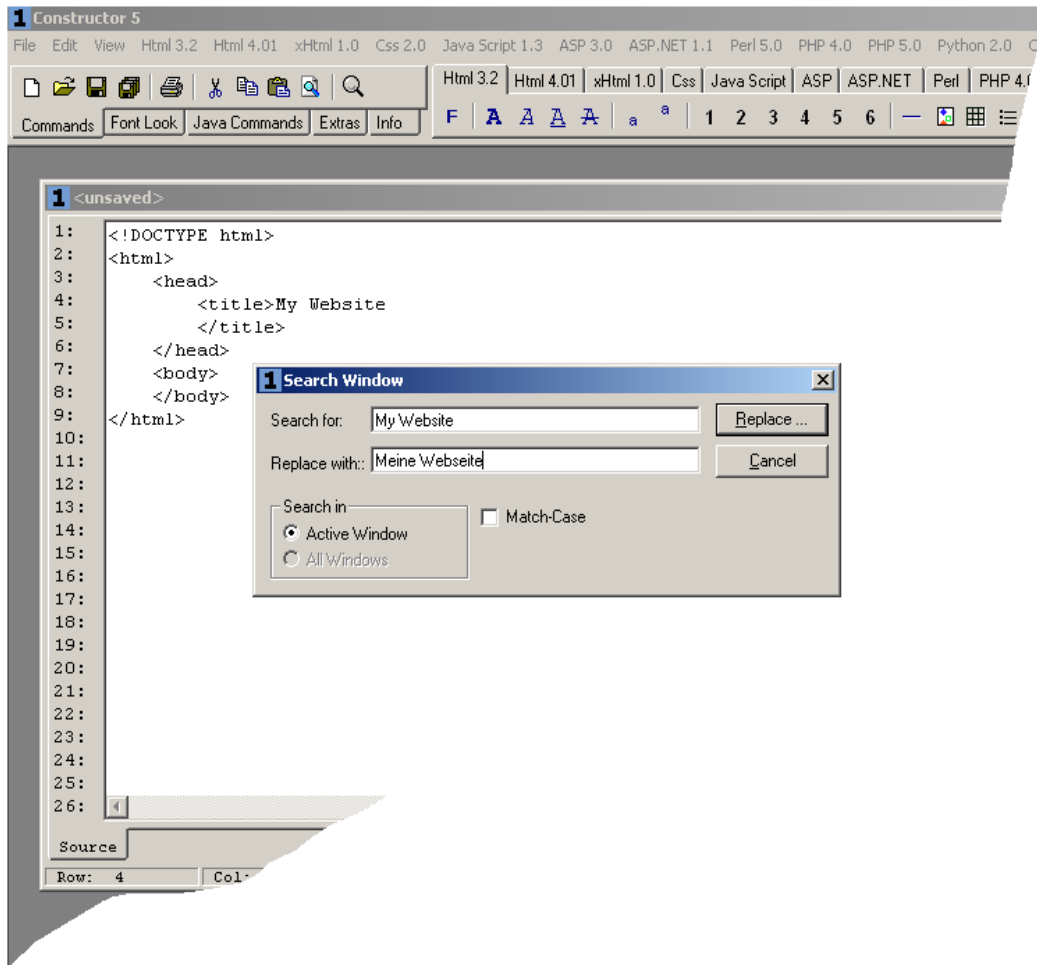
Two dialogues is possible to look at a current editor window for text or replace specified text by another.

1 Search Window



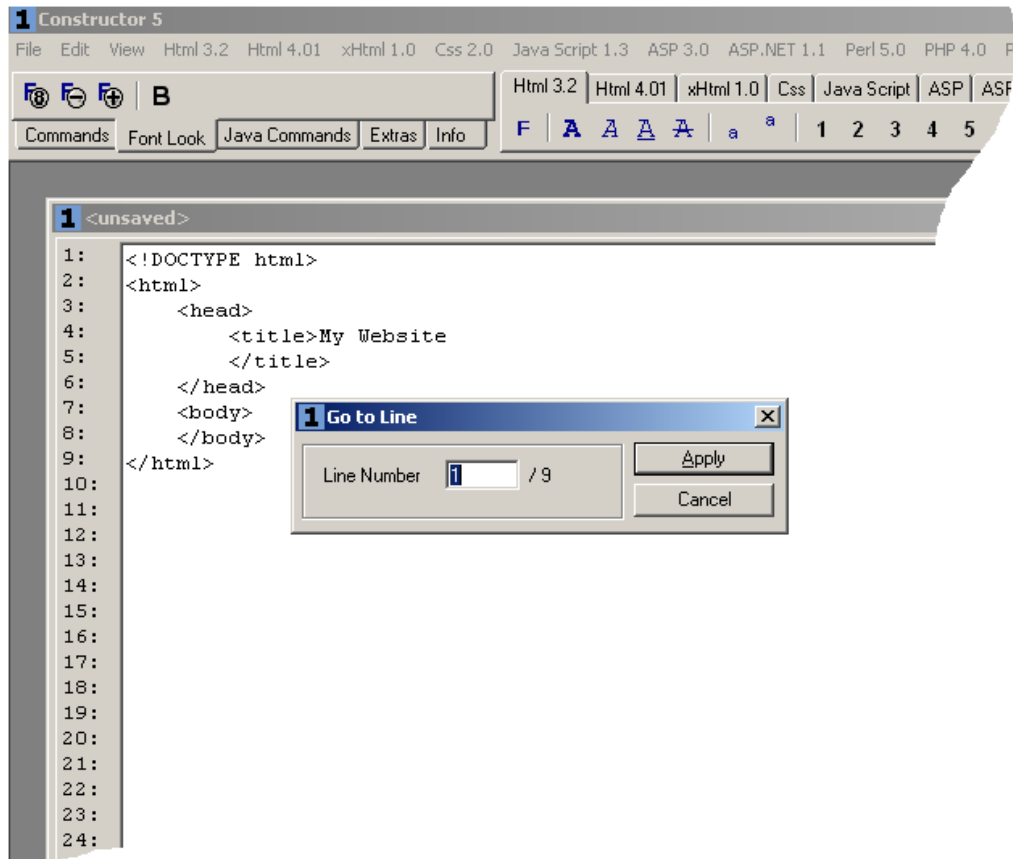
In the Search window, after the occurrence of a term in the current editor window are searched.

2 Search and Replace Window



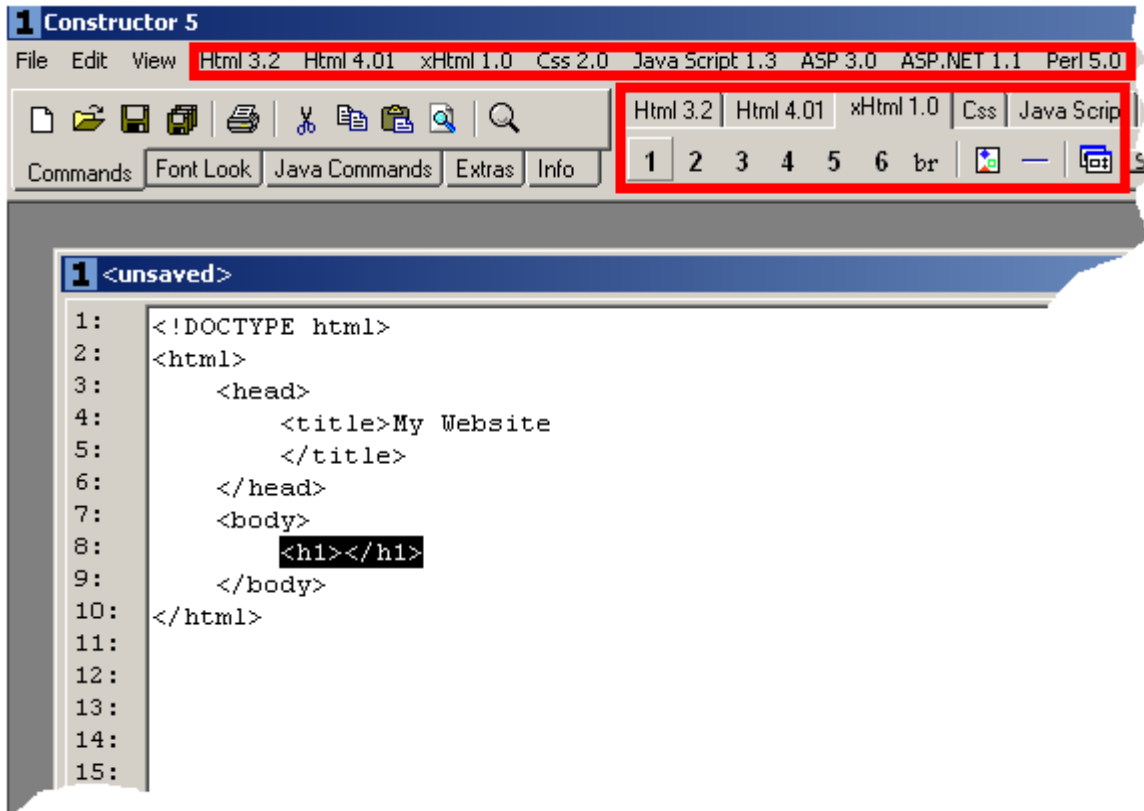
In the Find and Replace window, the search text in the current editor window is replaced by a specific text.

4 Go to Line window



With this window you can jump to a specific line item.

5. Using Templates

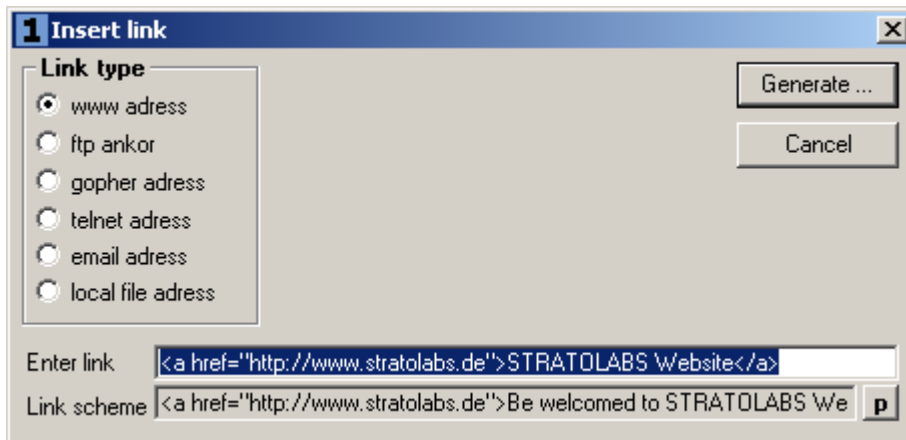


Use source code for the most common components of these components by inserting by a menu item or the buttons (marked in red). Even wizards are available (see next chapter), with which complex source components can easily be included.

6. Use of the Wizards

Assistants are meant to simplify again returning complex tasks. With wizard source components are inserted at the current cursor position or selection in the current editor window.

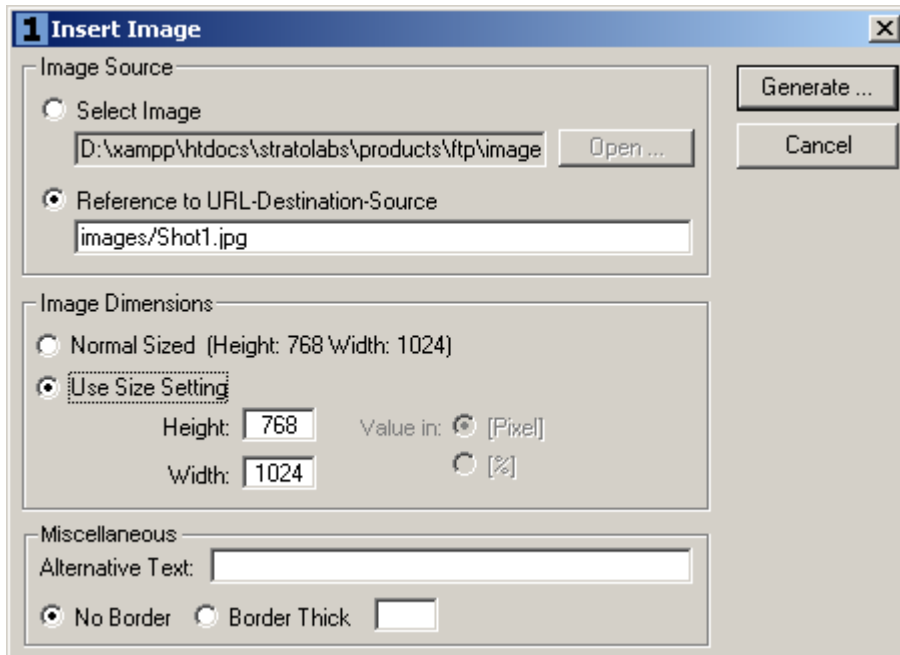
5 Insert a hyperlink



Use this wizard to insert a hyperlink. The choices are:

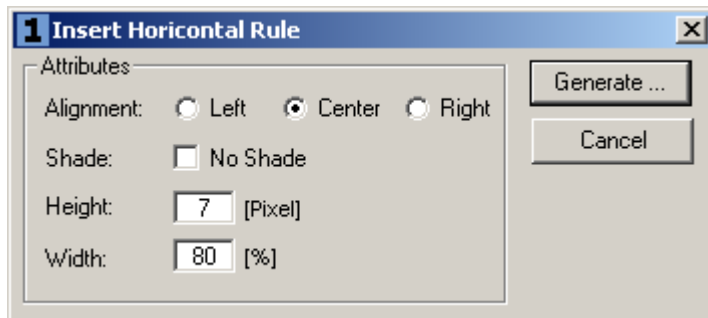
- WWW Adress
- FTP Adress
- Gopher Adress
- Telnet Adress
- E-Mail Adress
- Address a local file (is mostly used for offline operated websites on the file system)

6 Insert Image



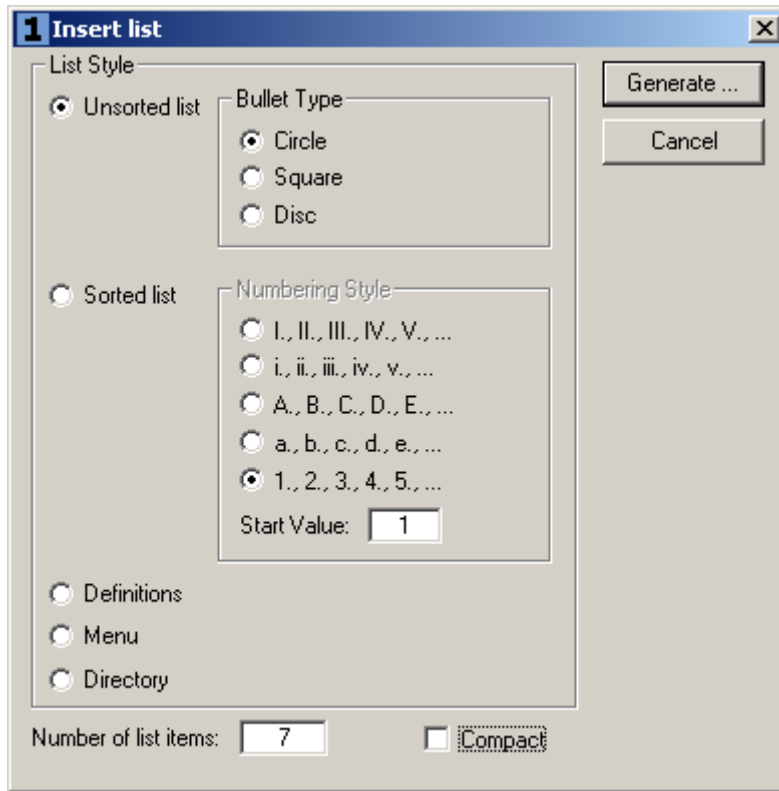
This wizard allows you to add the current source position an image. Optionally specify a directory path or a reference to the image. Then, the normal size of the image can be defined, or a custom size in [pixels]. It is also important that for the Accessibility Statement of websites can be given an alternative text. Last, a border can be drawn around the image, in which the value specifying the width in [pixel].

7 *Insert an horizontal ruler*



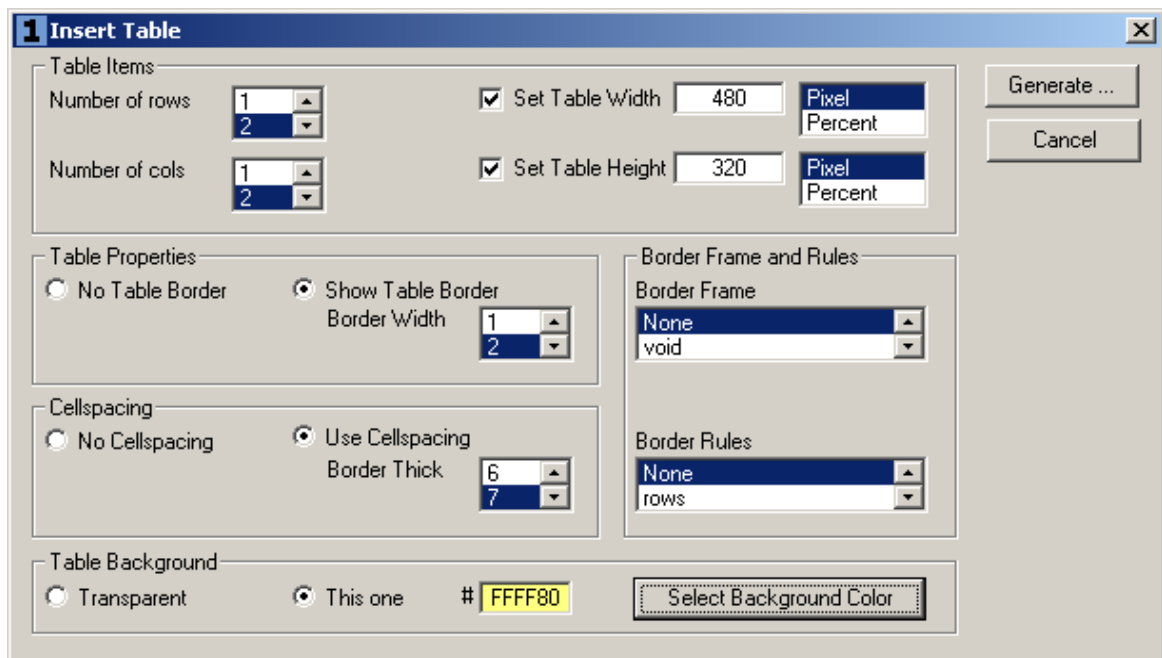
This wizard can be a horizontal line to be inserted. Besides the alignment left, center or right can be determined whether a shadow should be drawn. In addition, the height of the line in [pixel] is indicated and the percentage width.

8 Insert List



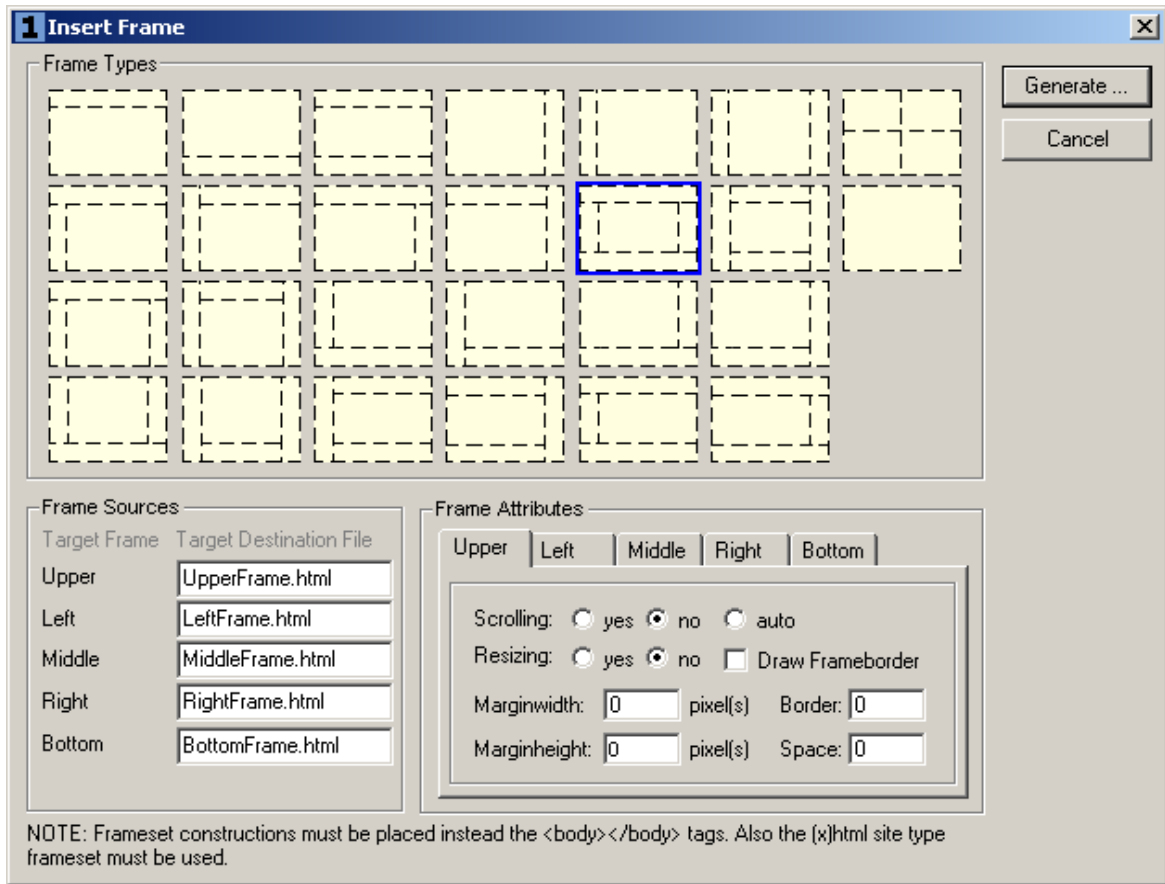
This wizard is used to insert list items. Selection consists in an unsorted list and a list Assorted. Both types of lists have multiple selections. Important is the number of list entries, enter them under "Number of list items" on.

9 Insert Table



This wizard is used to insert a table at the current cursor position in the current editor window. Can be selected, the number of rows and number of columns. Can also be selected, the width and height of the table. Select whether and wide the border around the table and whether content should be indented. Ultimately can be determined even if the table has a background color and the color to take this background.

10 Insert Frameset



Use this wizard to add a frameset at the current cursor position in the current editor window. It is to specify different values, including the name of the individual frames, the values that set the appearance of these frames.

11 Insert Meta Tags

1 Insert Meta Tags

Meta Types

- Document Author: STRATOLABS Christian Benz
- Description: Company Website
- Keywords: Development
- Time Stamp:
- Robots:
- Charset:
- Expire Date:
- Refresh: URL Destination: [] Second: 5
- Editor: stratolabs laboratories (tm) constructor - markup language developme
- Set a Cookie: Cookie Value: [] Expires: Friday, 31-Dec-02

Buttons: Generate ... Cancel

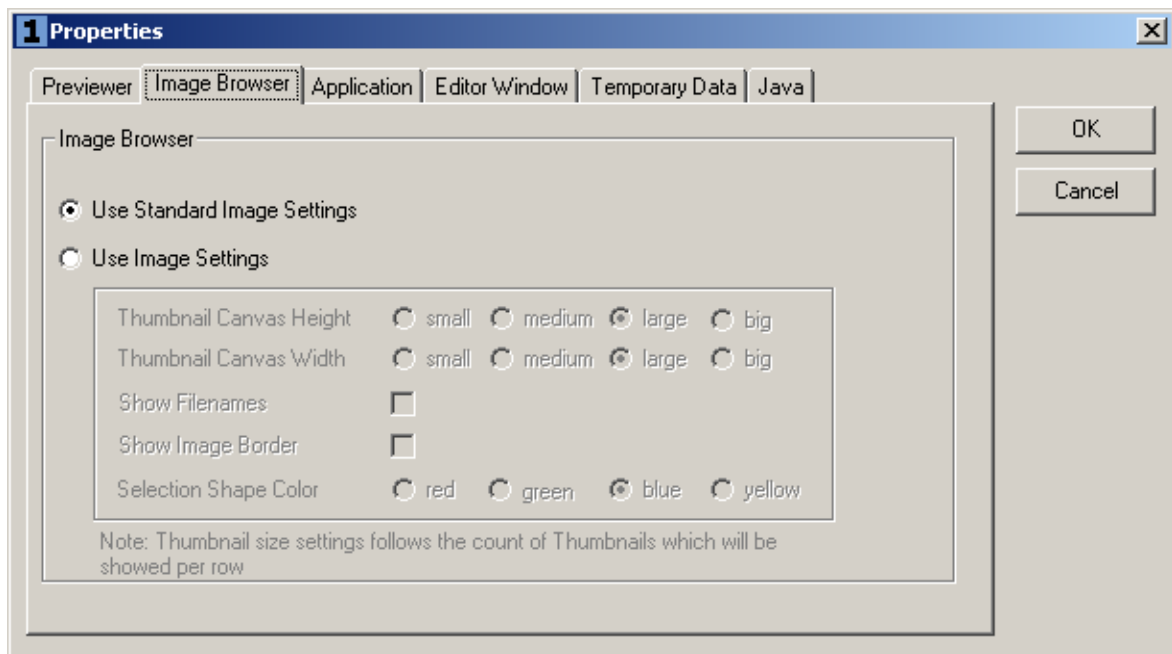
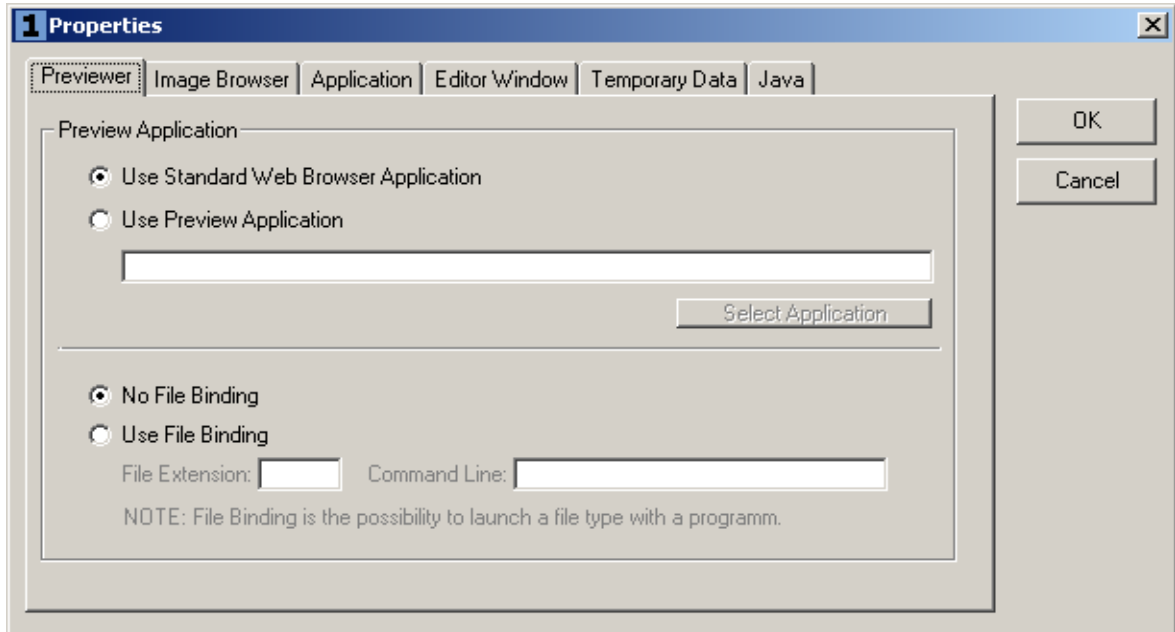
Using this wizard, you can enter information for meta search engines. From xHtml 1.0 these meta tags are extended by the Dublin Core meta tags.

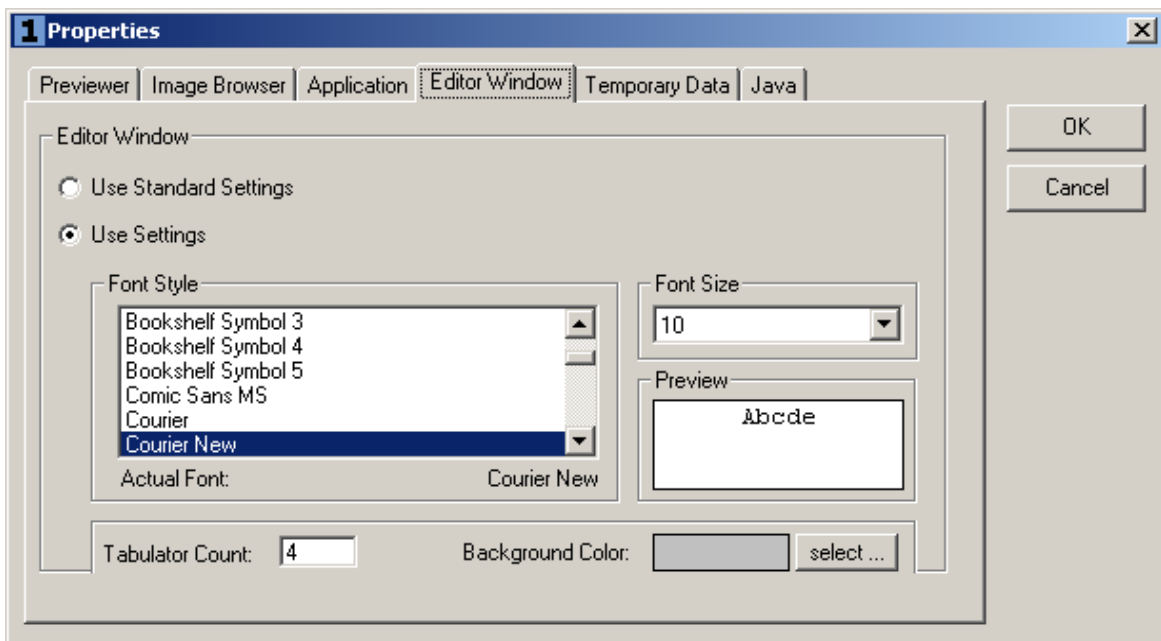
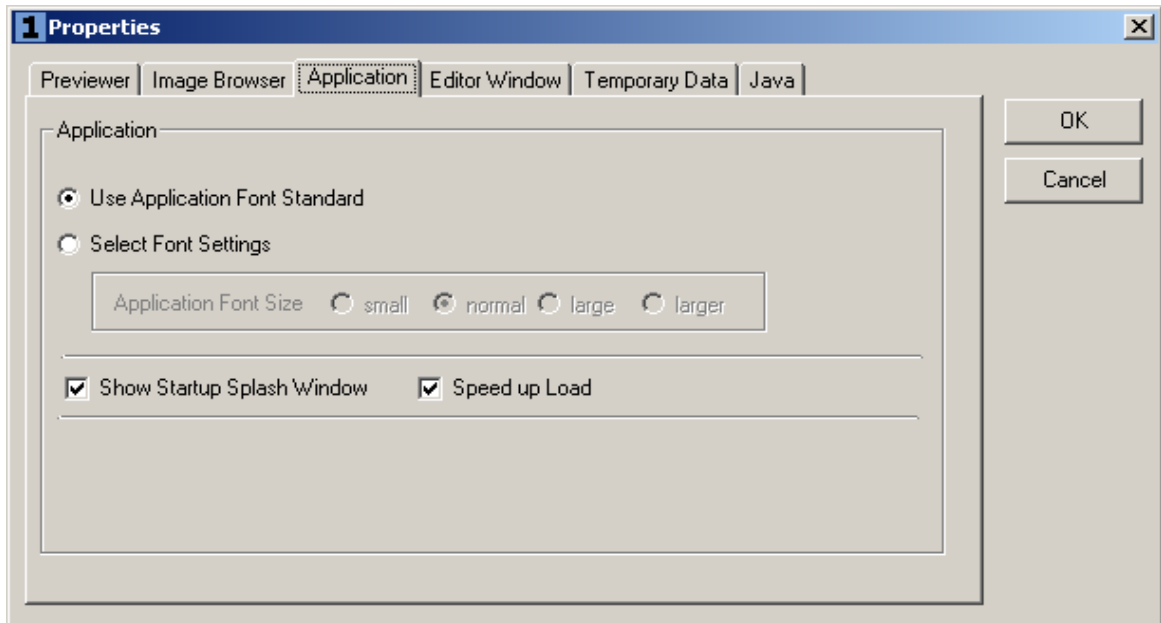
7. Extras

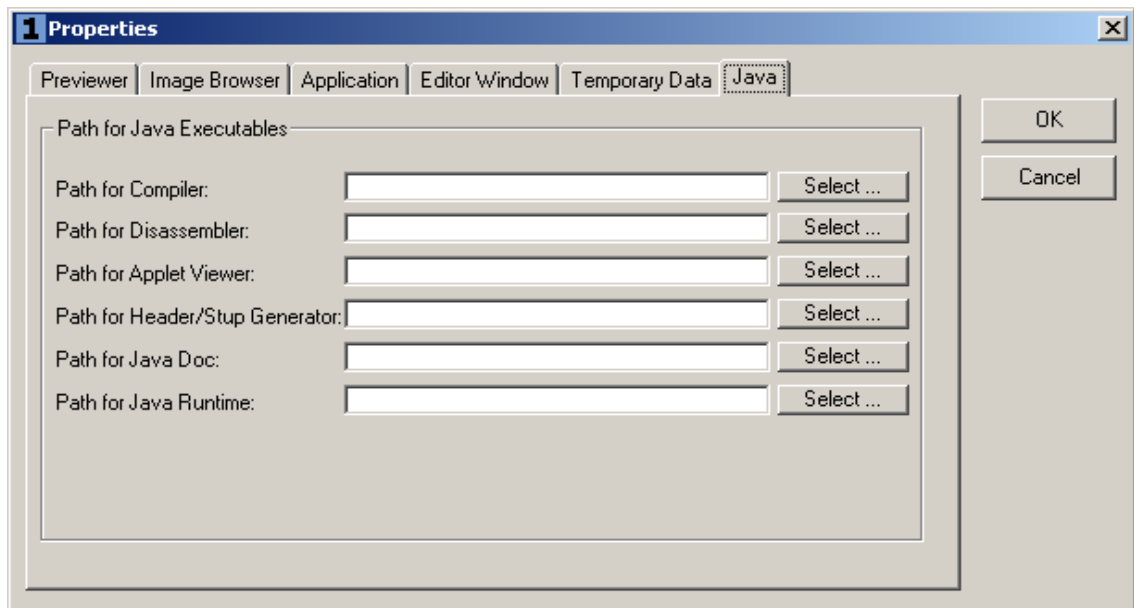
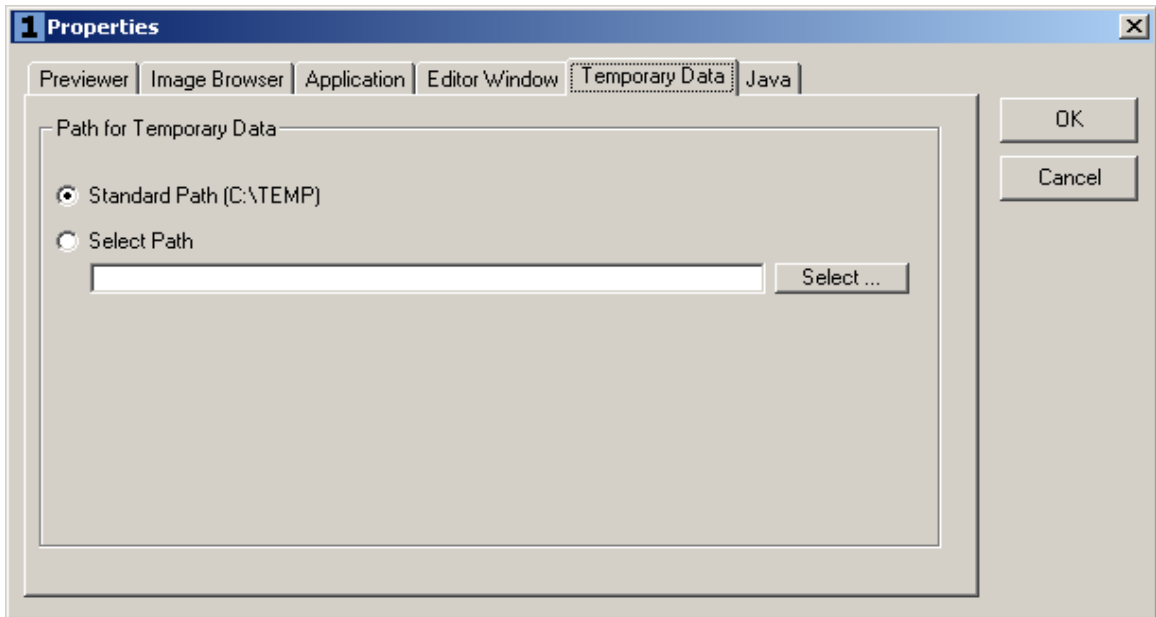
Under the Tools menu, there are currently three notable windows. The first window shows the properties. Here is possible to adjust the appearance and behavior of these application. The second window is the character table. "Last but not least" the third and final window is the colors window, with its HTML or Unicode code is set for a selected color to the current cursor position in the current editor window.

1 Properties Window

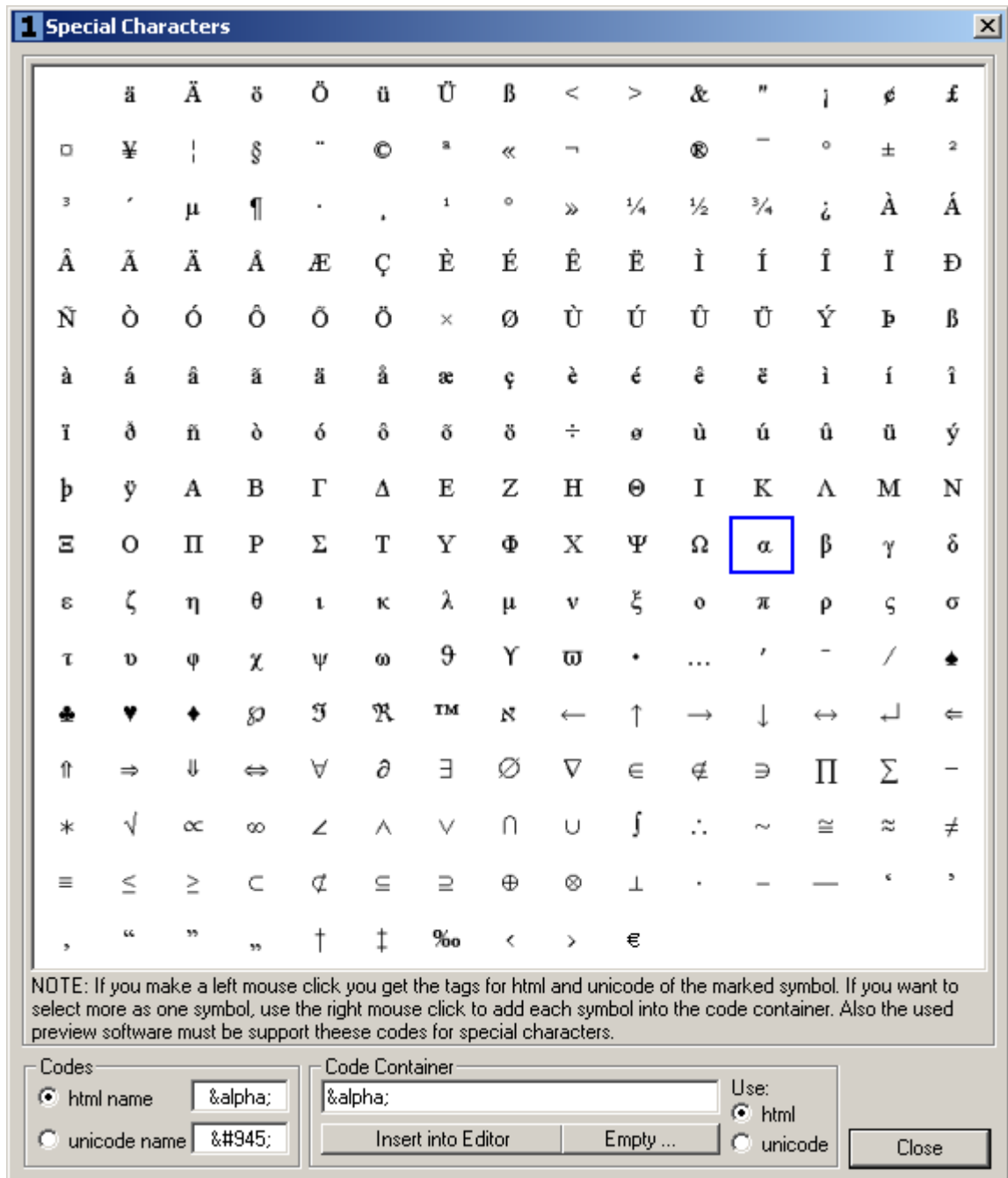
In the Properties window global settings on the appearance and function of the application can be set.







2 Special Characters



3 Colors Window

