
Windows IUEditor

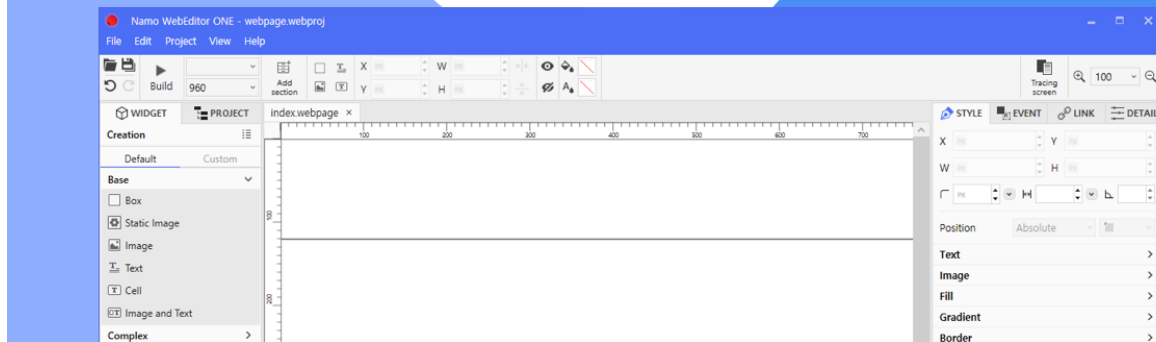
Jul 24, 2019

1	What is IUEditor?	3
1.1	Advantages	3
1.2	Values	3
2	Environment	5
3	License	7
4	Basic	9
5	Widget usage	17
5.1	Carousel	17
5.2	Transition	20
6	Screen	25
7	Menu	27
7.1	Menu	27
7.2	Shortcut	28
8	Toolbar	31
8.1	Default Buttons	31
8.2	For Widgets	33
9	Canvas	35
9.1	Canvas Thumb	36
9.2	Image Pop-Up	37
9.3	Text Floating Toolbar	38
10	Left Panel	41
10.1	Project	41
10.2	Structure	42
10.3	Creation	43
11	Right Panel	45
11.1	Style	45
11.2	Link	60
11.3	Event	62

11.4	Detail	66
12	Developer View	85
12.1	ID & Class	86
12.2	Attribute	86
12.3	Inline style code	87
12.4	Comment before element	87
12.5	Comment after element	88
12.6	Widgets	89
13	Project Properties	91
13.1	Site Information	91
13.2	Media Query	92
13.3	Build	93
13.4	CSS/JS	94
13.5	External API	95
13.6	Custom Code	96
14	Sheet	97
14.1	Page	97
14.2	Composition	97
15	Widgets	99
15.1	Layout Widgets	99
15.2	Basic Widgets	99
15.3	Complex Widgets	101
15.4	Programming Widgets	104
16	Javascript for Widget	109
16.1	Initialize	109
16.2	Multiple versions of jQuery	109
16.3	Widgets	109

The Shortest route from design to development

create your own site without coding.



What is IUEditor?

IUEditor is optimized to simplify the complex process of design and development.

1.1 Advantages

- IUEditor is a GUI-based program which allows users to design a prototype without any coding.
- Also, IUEditor allows users to develop a product or a website that supports multi-screen devices with just one project file.

1.2 Values

- IUEditor enables designers to work together with developers without publishers so that your team or company can save cost and time.
- Furthermore, IUEditor enables your team or company to ship products early, so you can adopt a lean process and iterate to build a better product or website.

CHAPTER 2

Environment

- OS : Windows 8.1 (64-bit), Windows 10 (64-bit)

Prerequisites

Prerequisites are installed with the IUEditor package. If not, you should install links below:

- .Net Framework 4.5.2+ [[download](#)]
 - Microsoft Visual C++ Redistributable [[download](#)]
-

CHAPTER 3

License

- Trial : 30 days, 2 pages
- Light (Basic) : 20 pages
- Pro : Unlimited

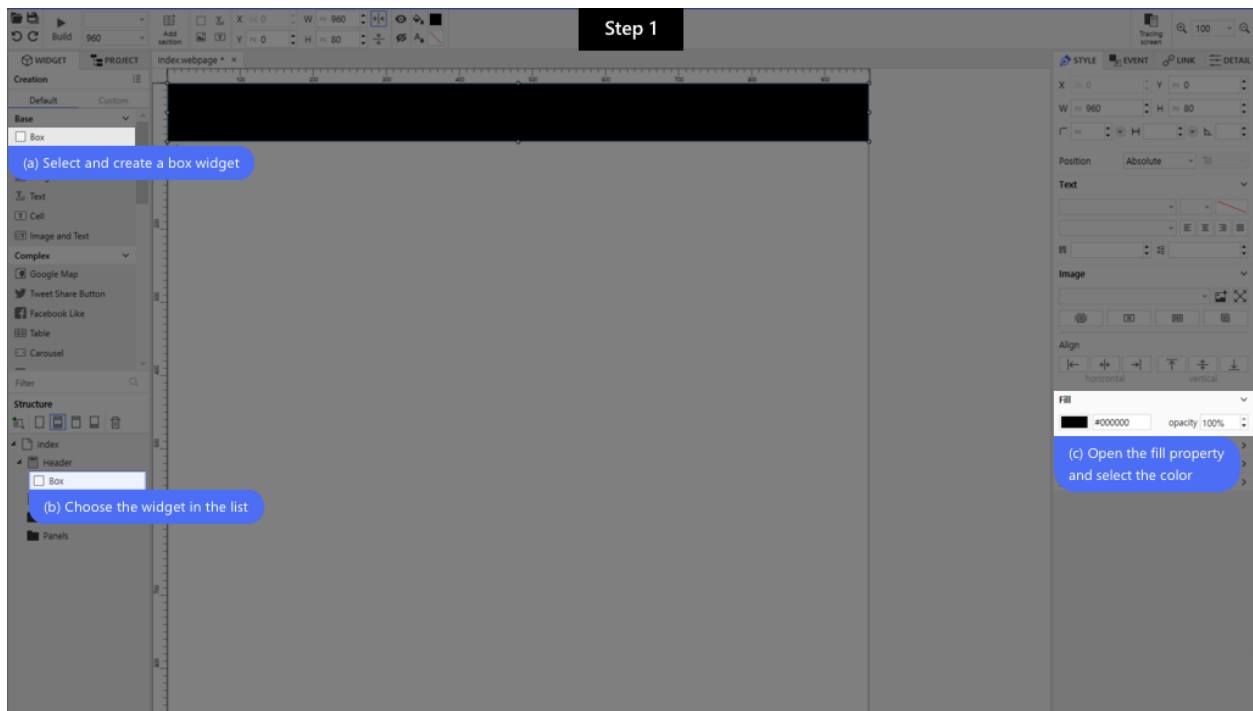
Note: For more information, go to [OFFICIAL SITE](#)

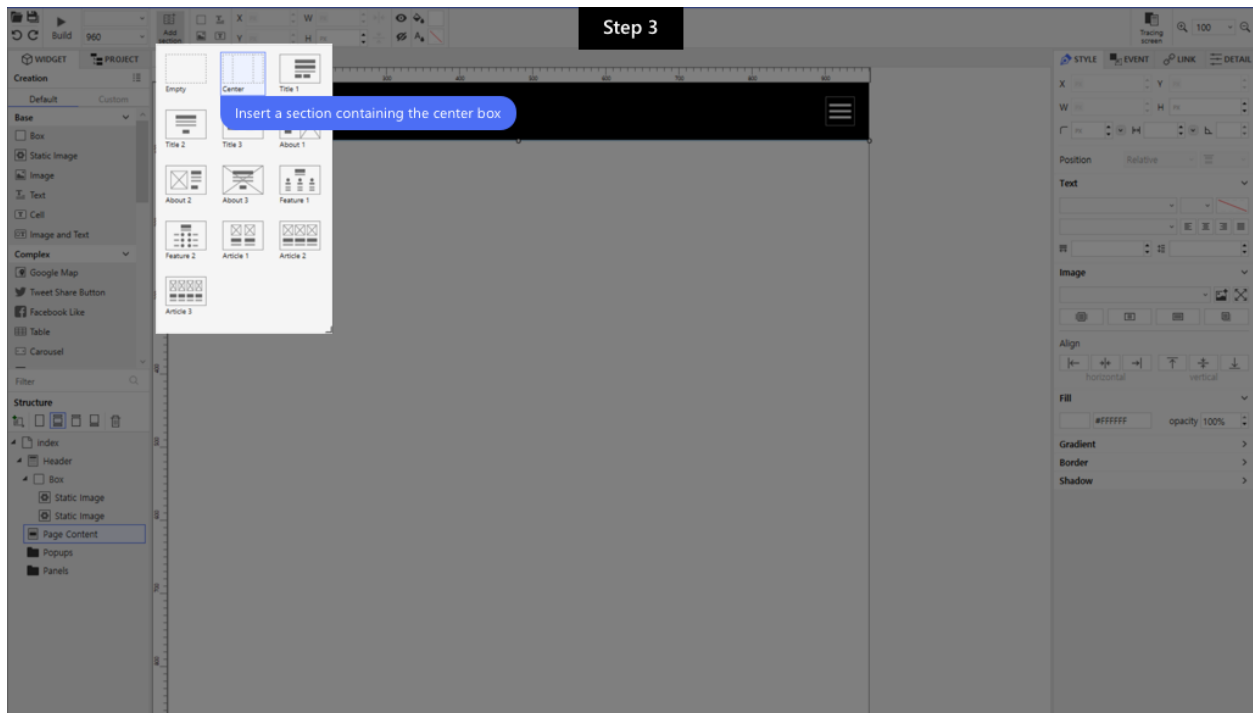
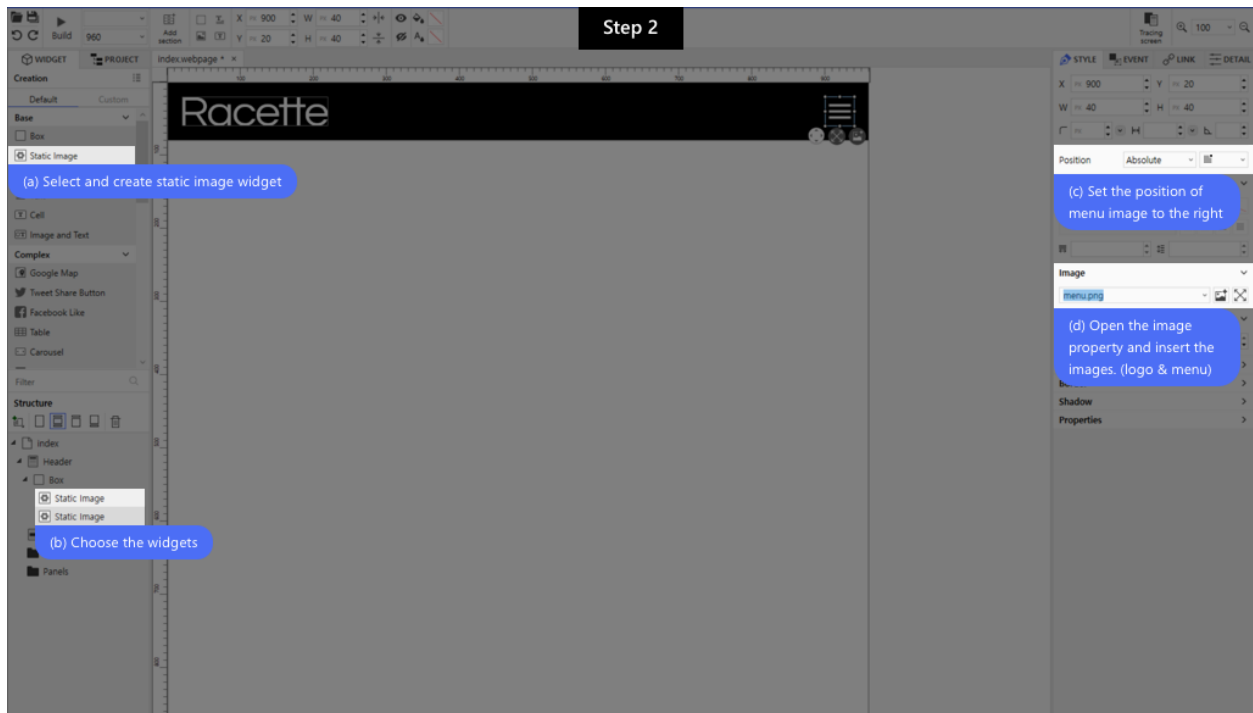
CHAPTER 4

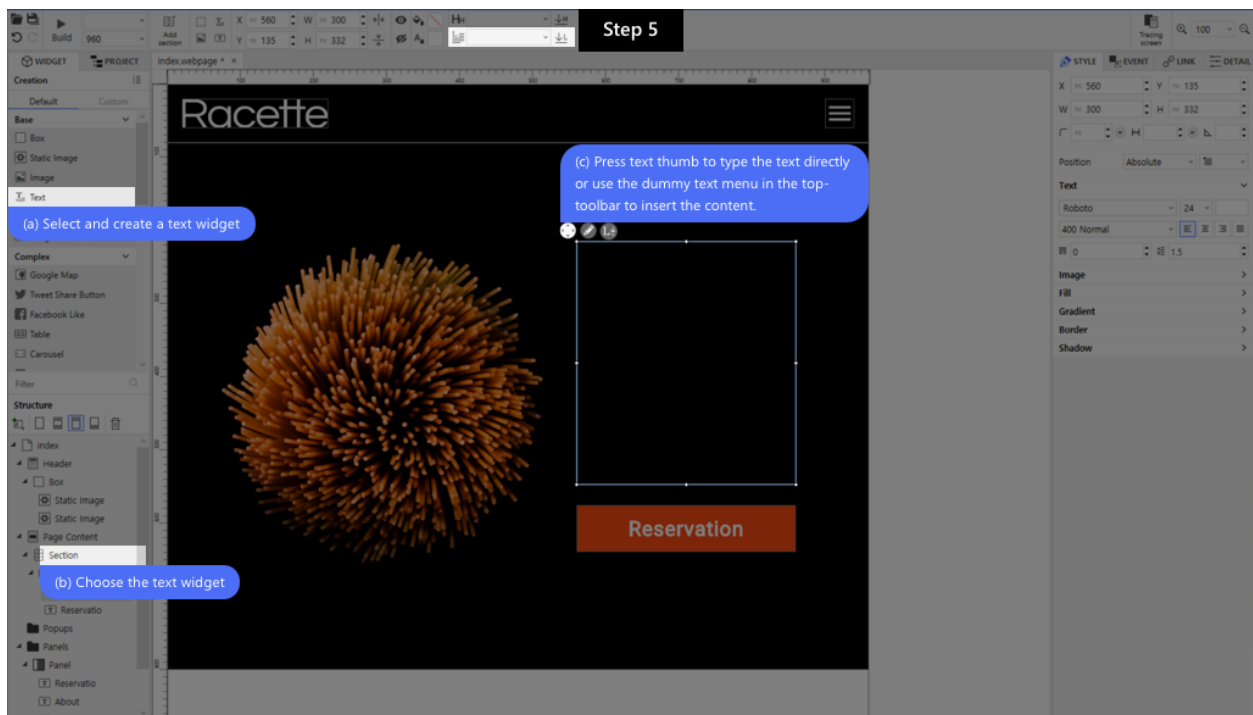
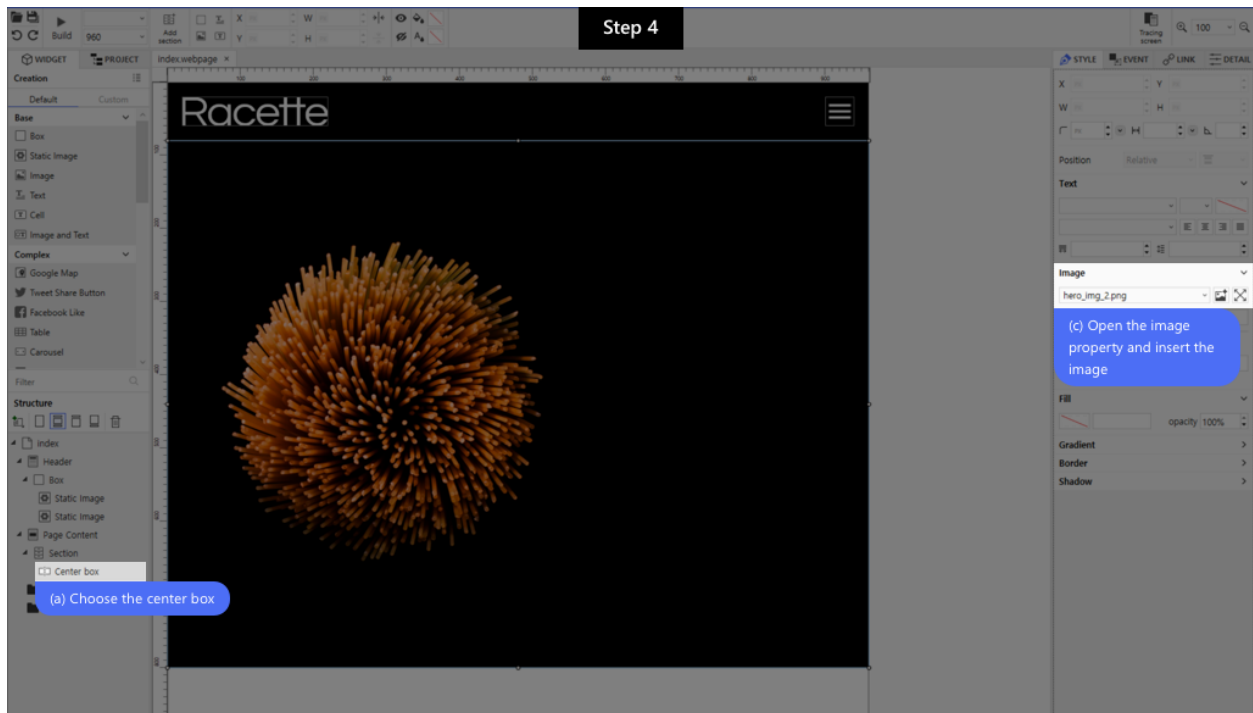
Basic

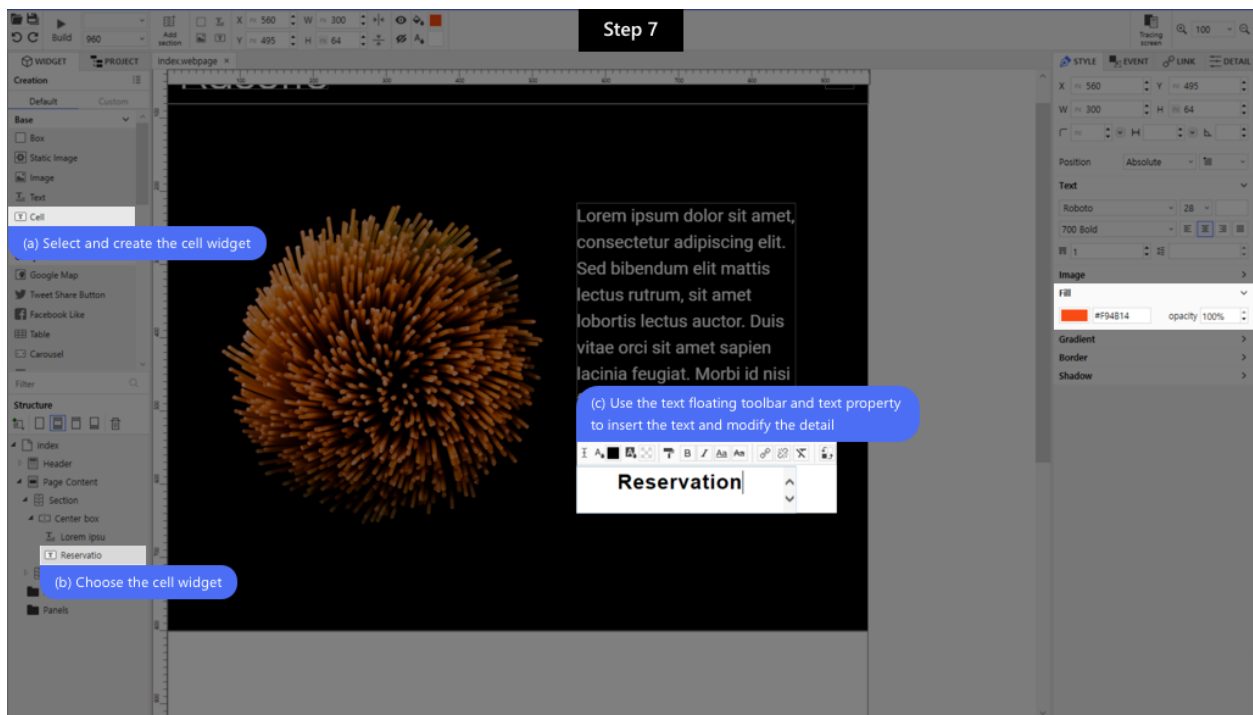
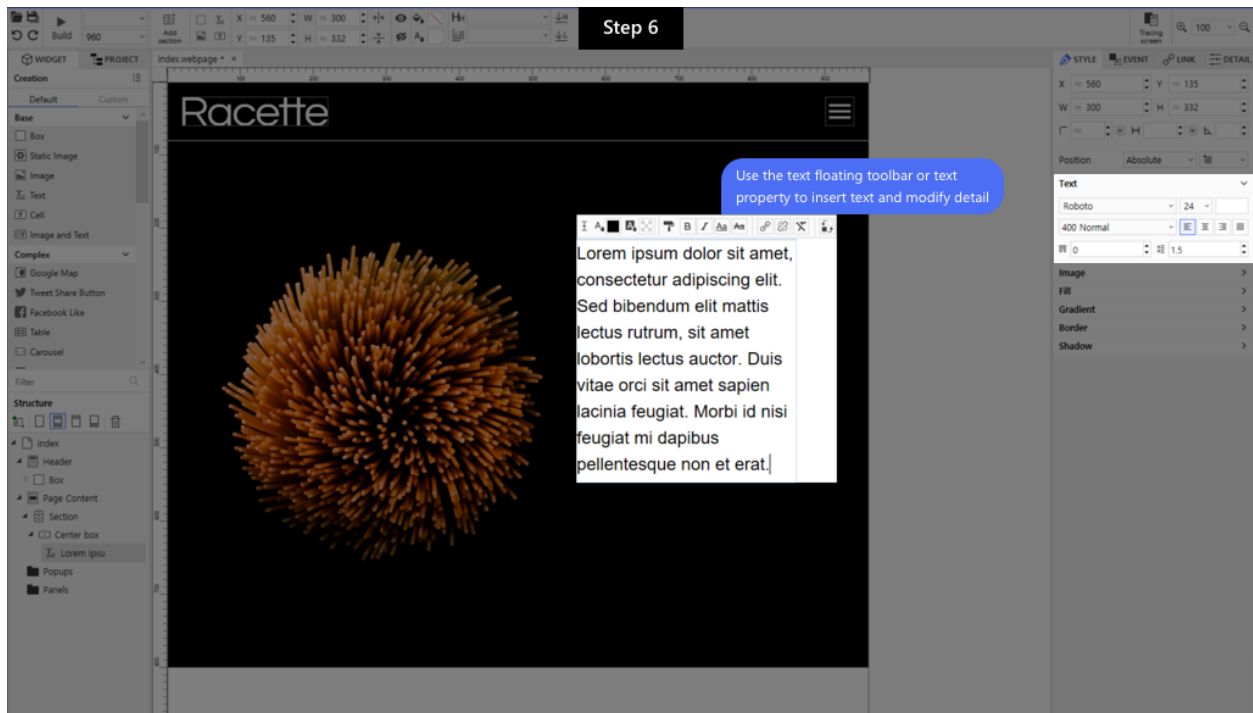
Create a simple landing page through tutorials and set up a responsive web through media query settings.

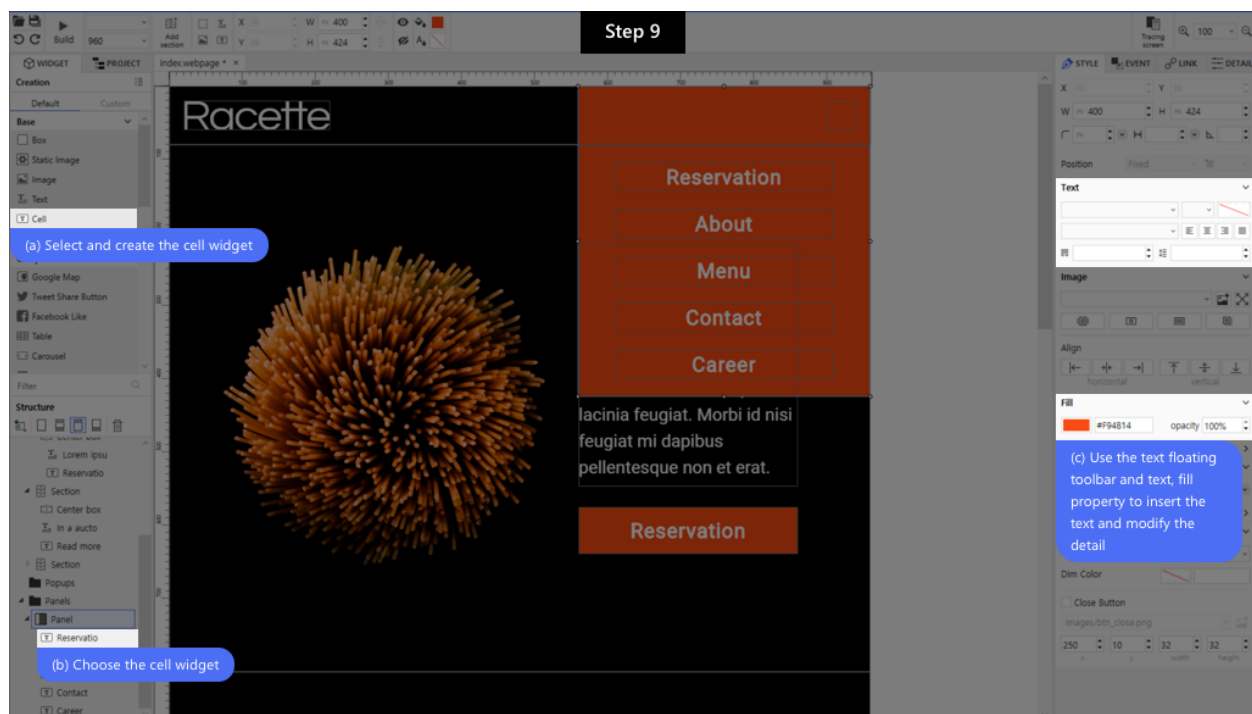
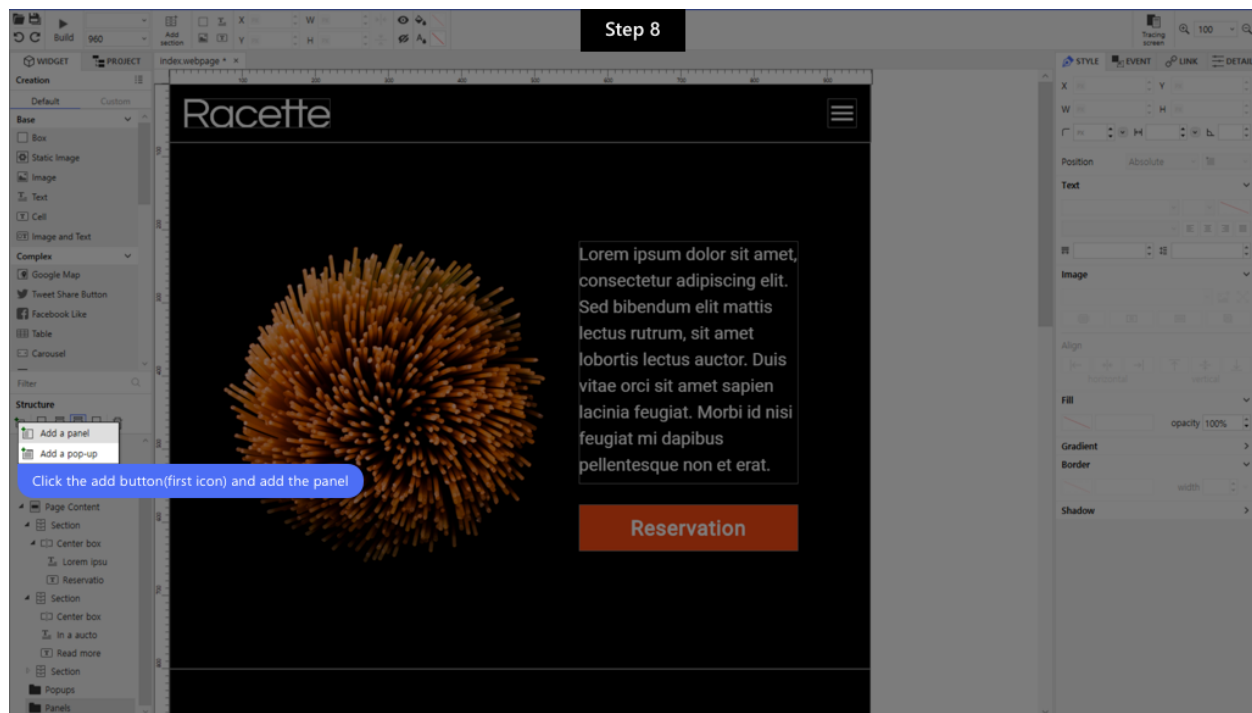
If you need a project file, click this [link \(project\)](#). or if you only need the images used in the tutorial project, click this [link \(images\)](#).

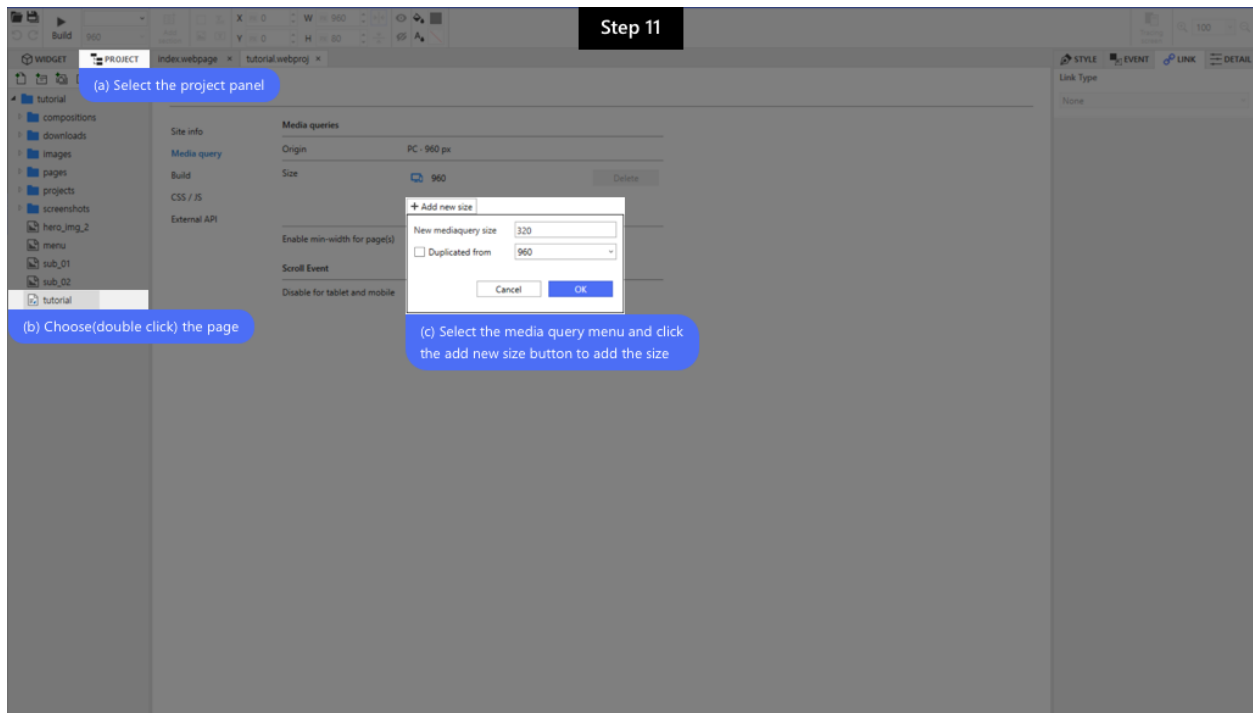
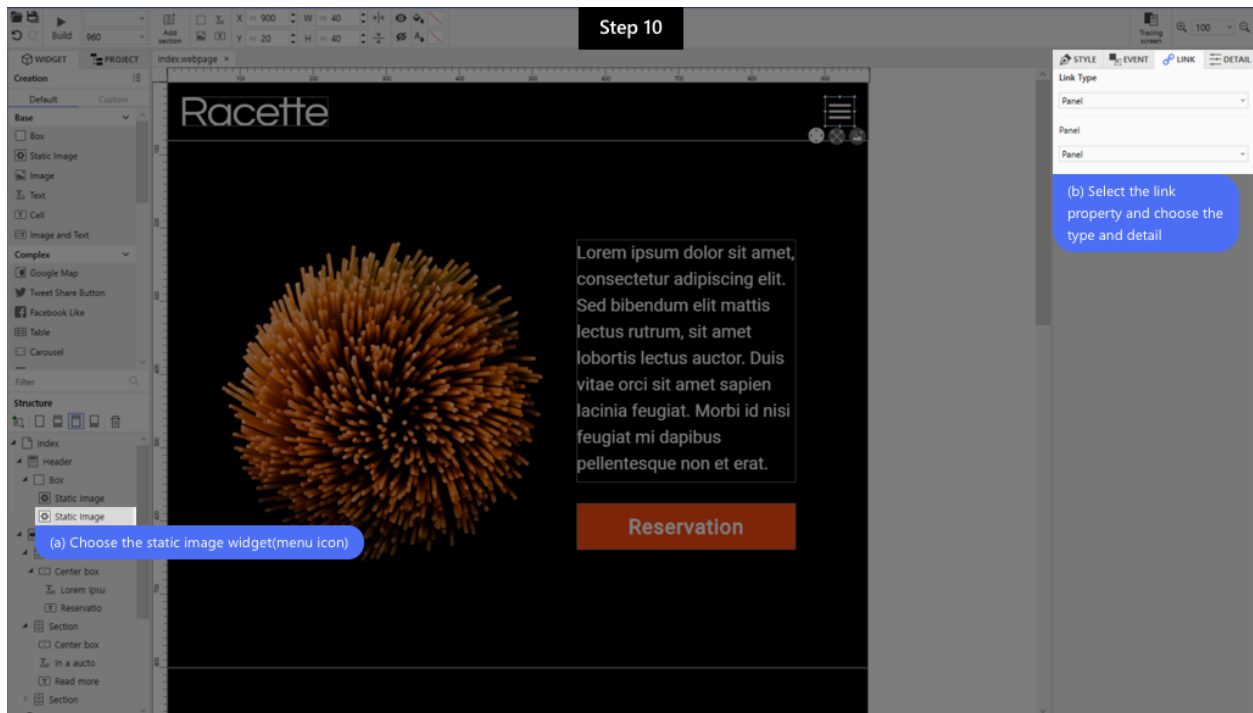


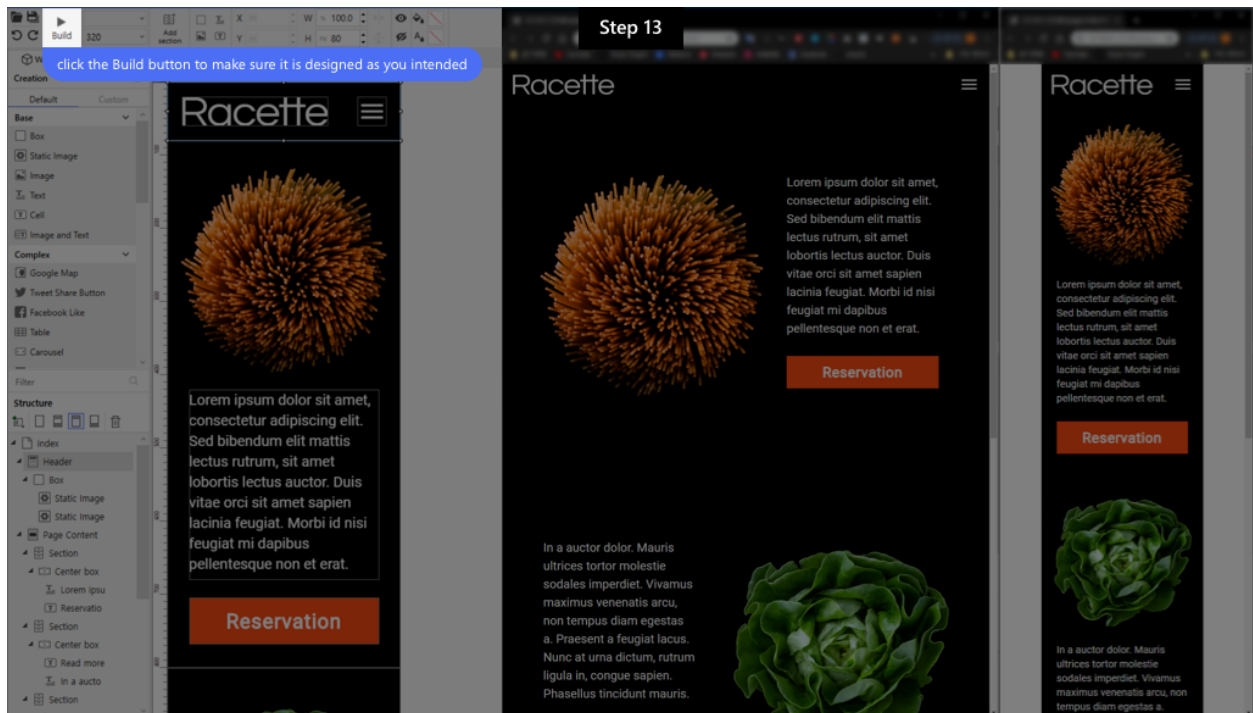
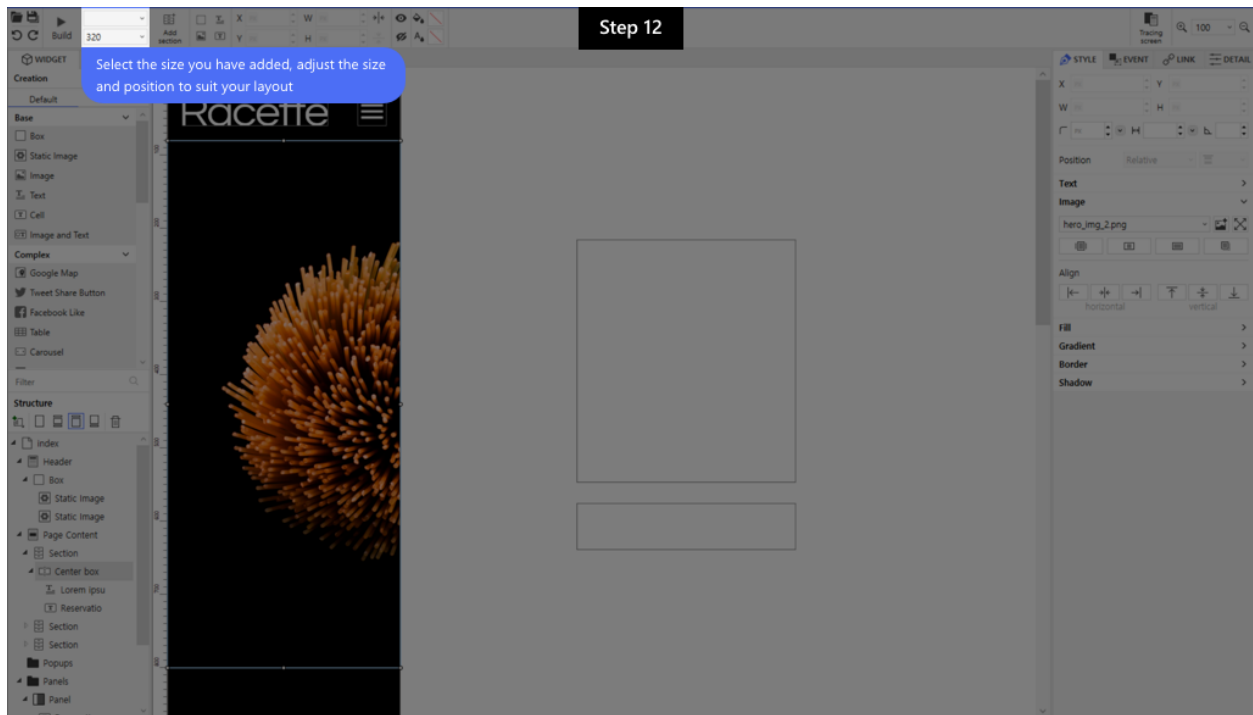










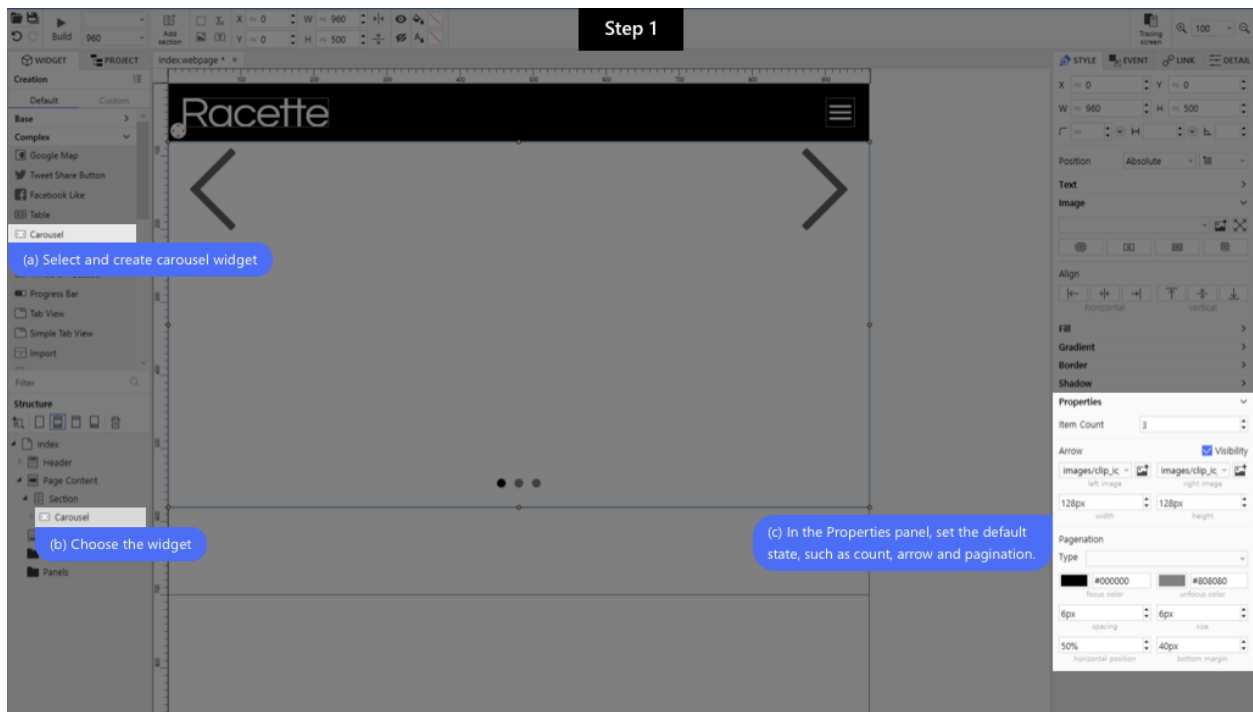


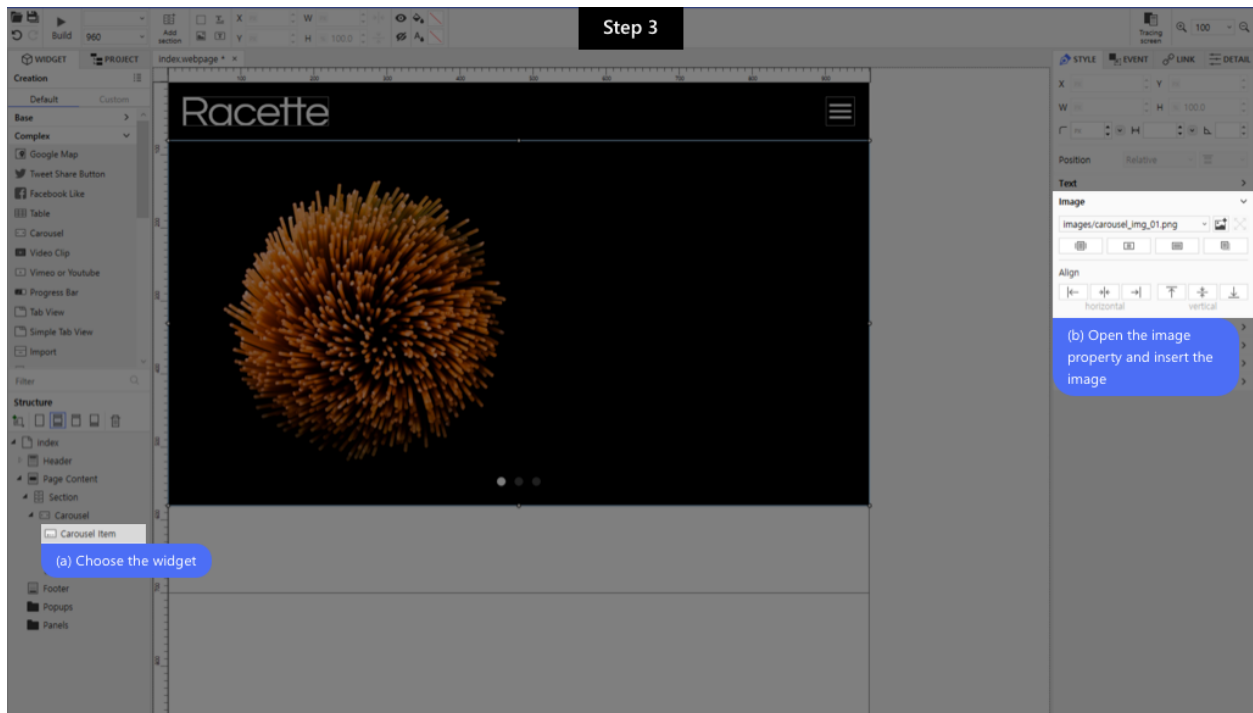
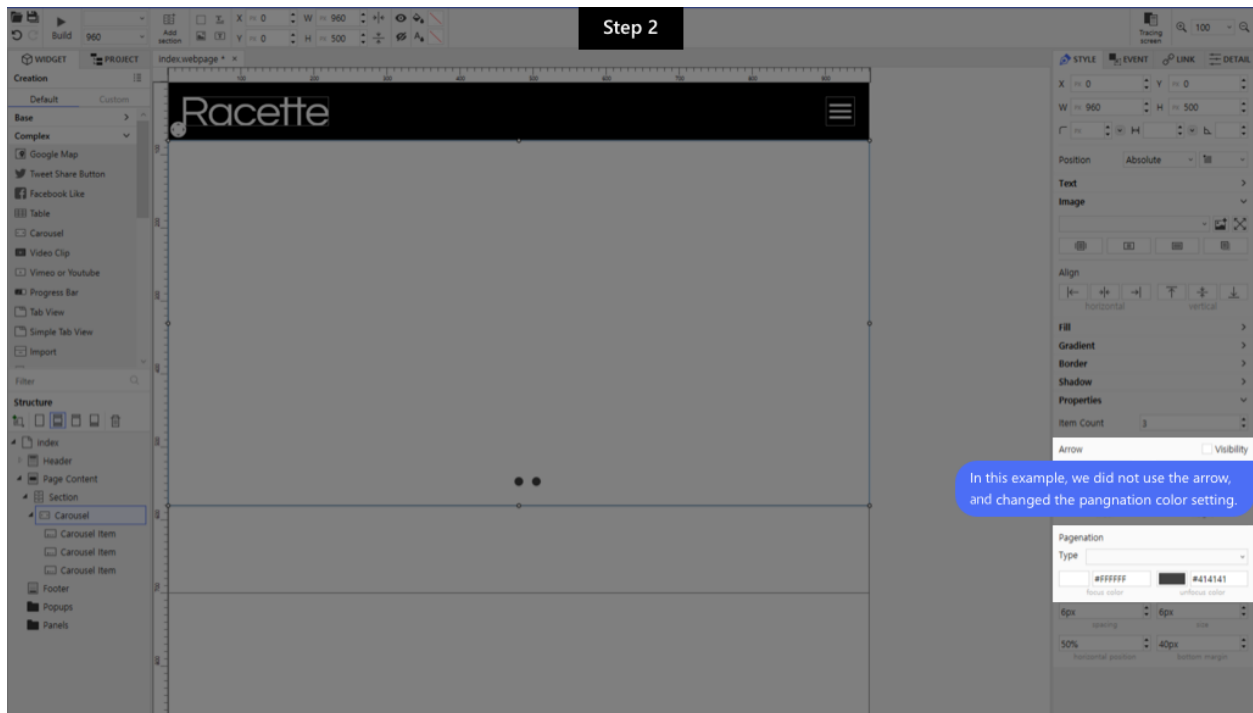
CHAPTER 5

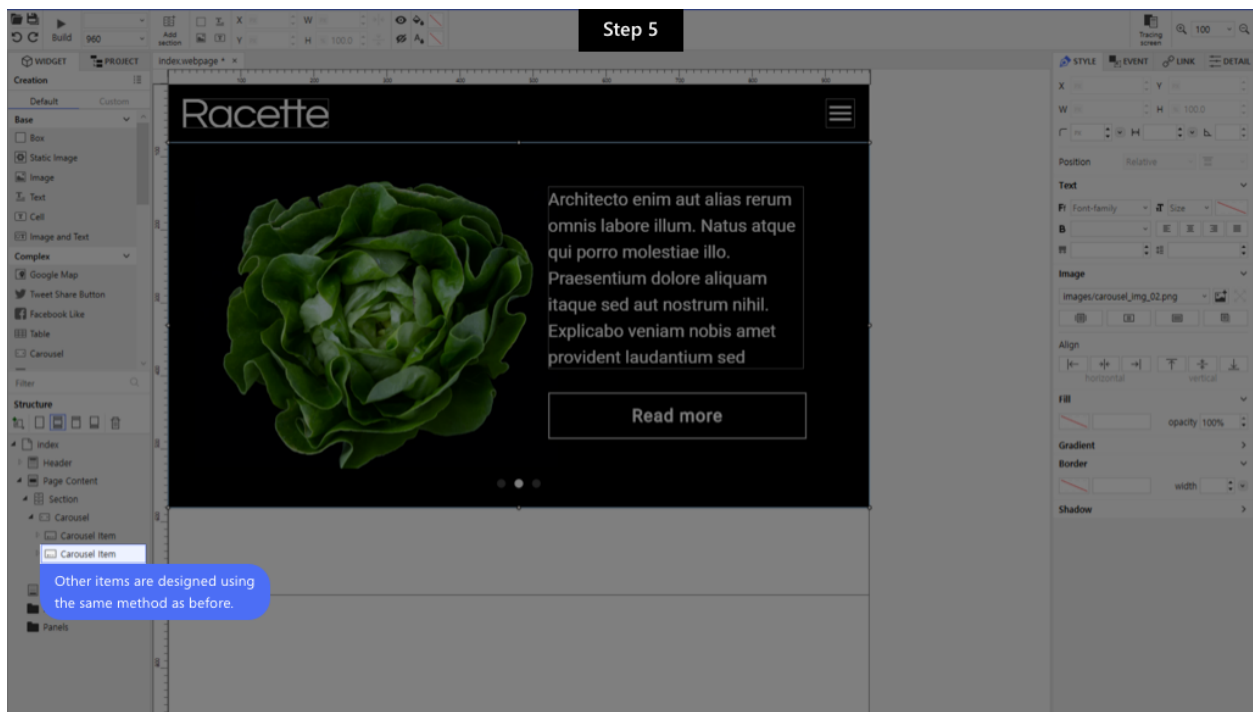
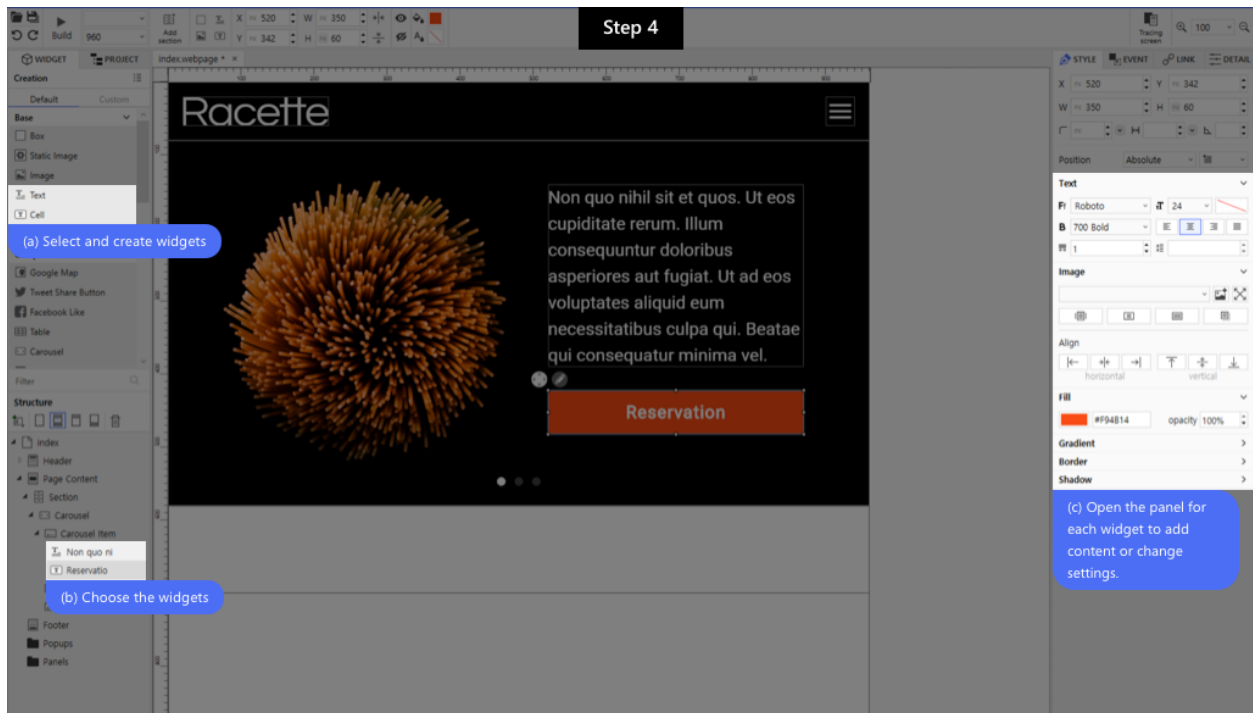
Widget usage

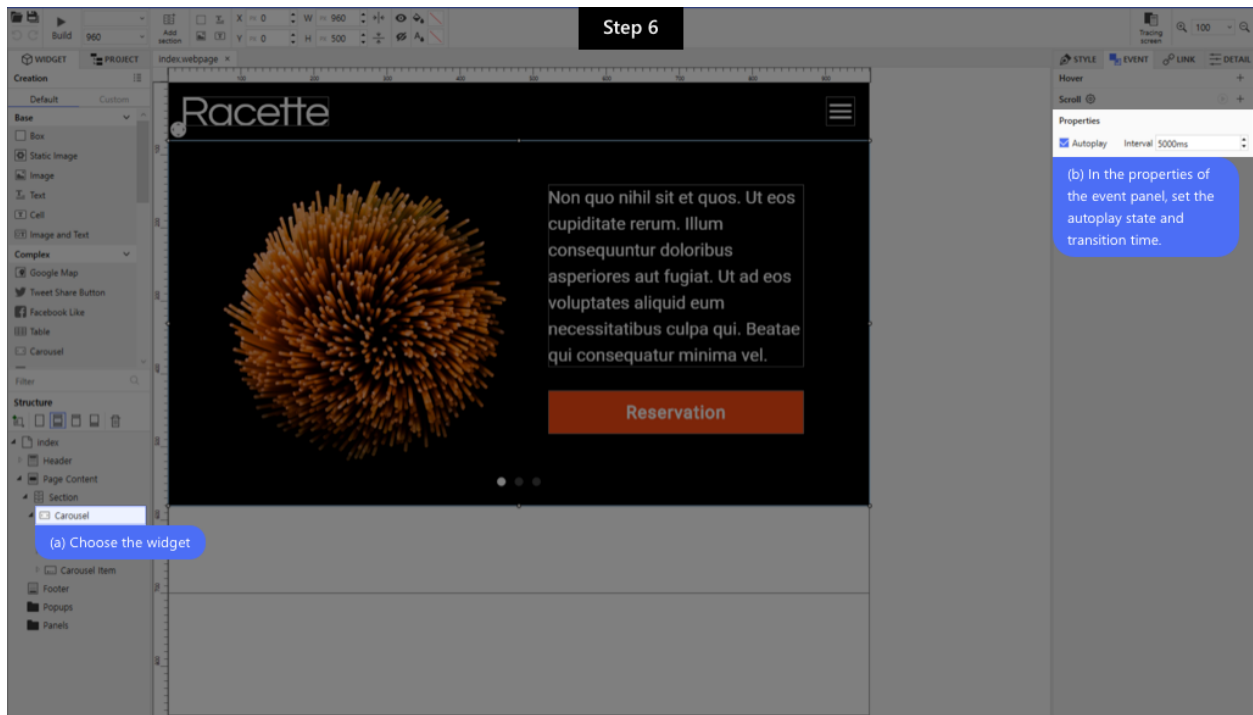
Widget usage tells you how to use widgets with somewhat complicated usage.

5.1 Carousel

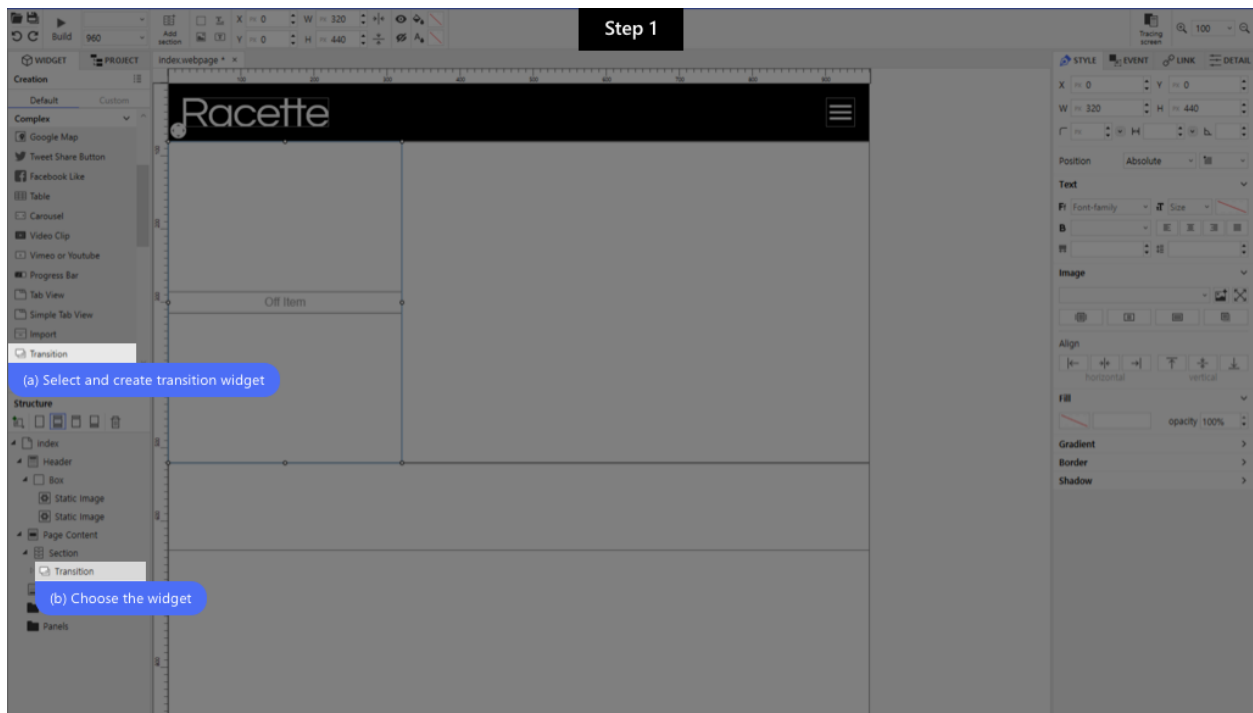


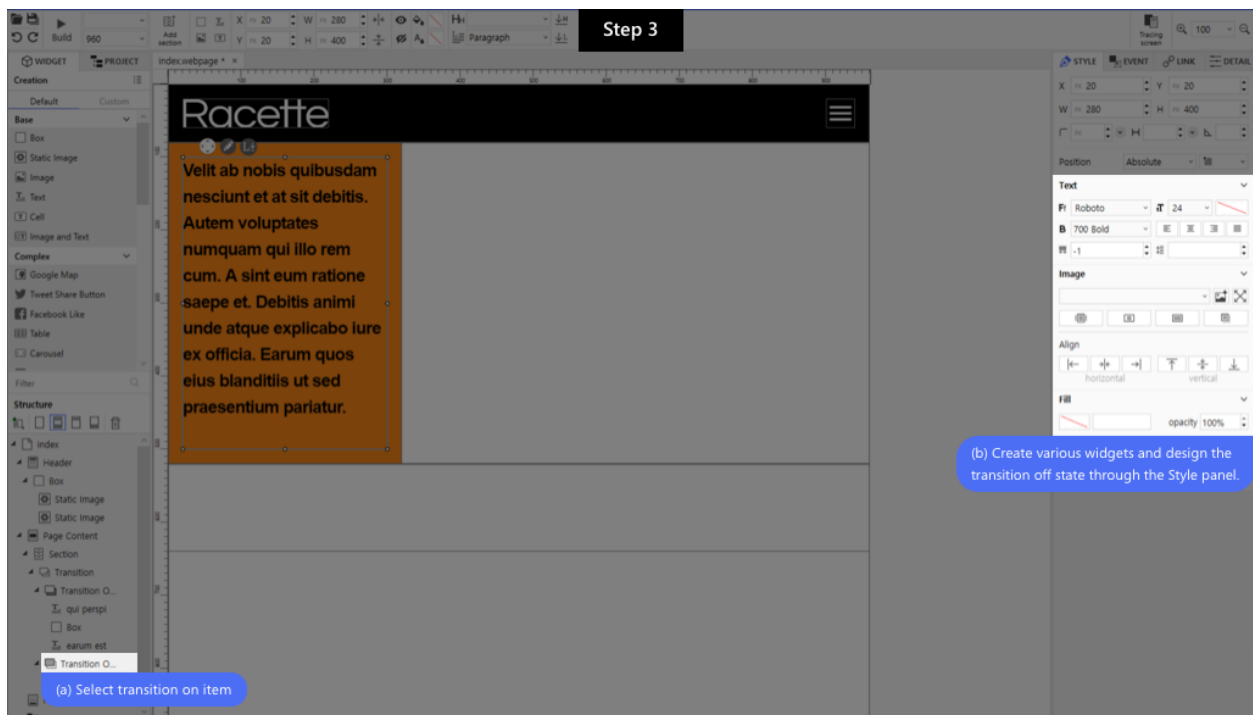
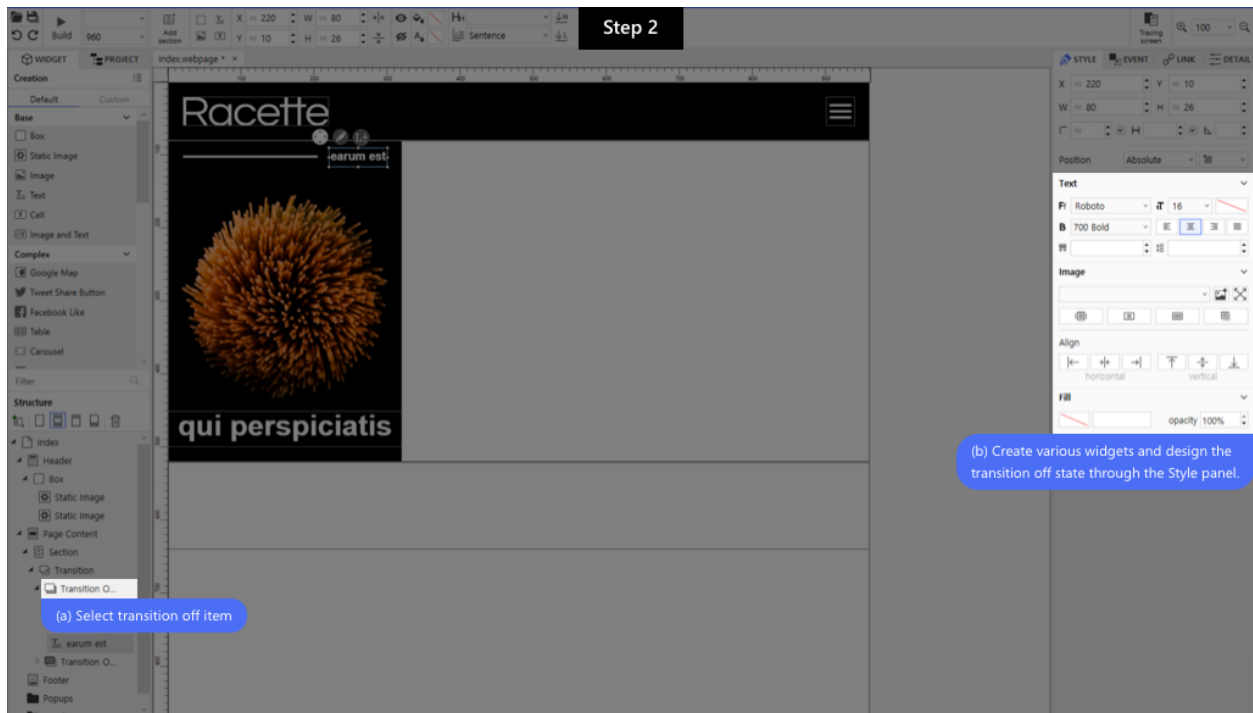


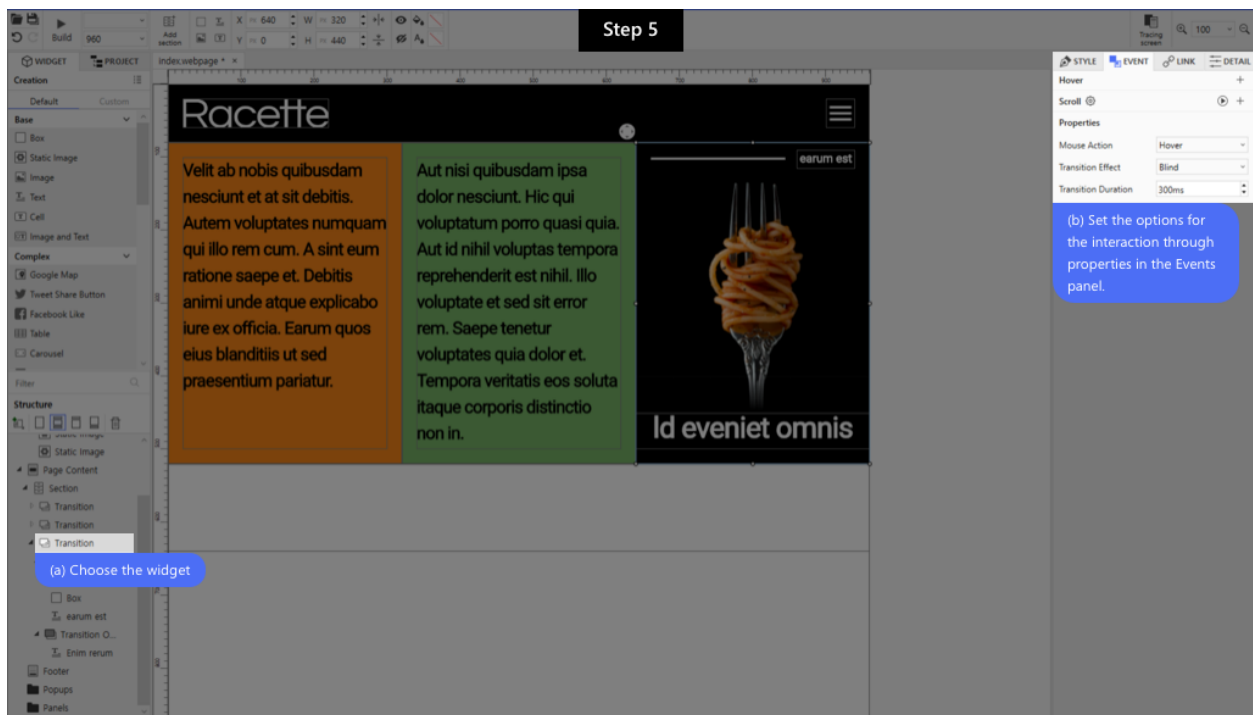
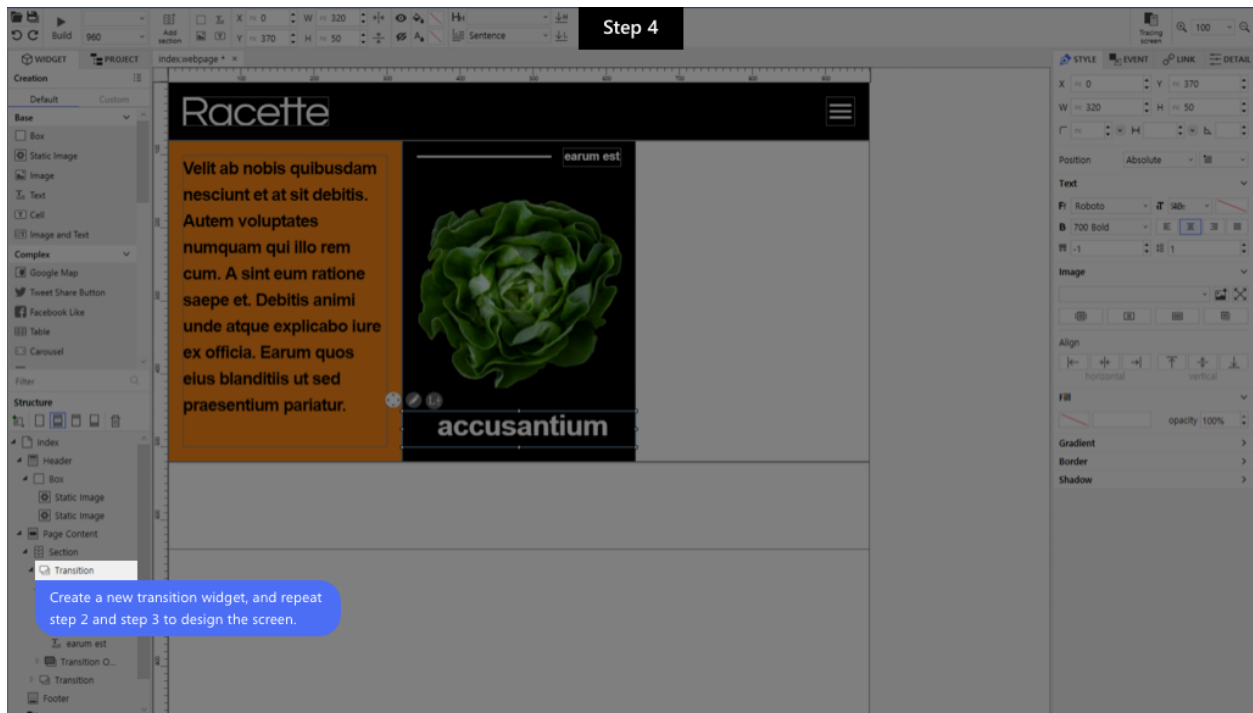


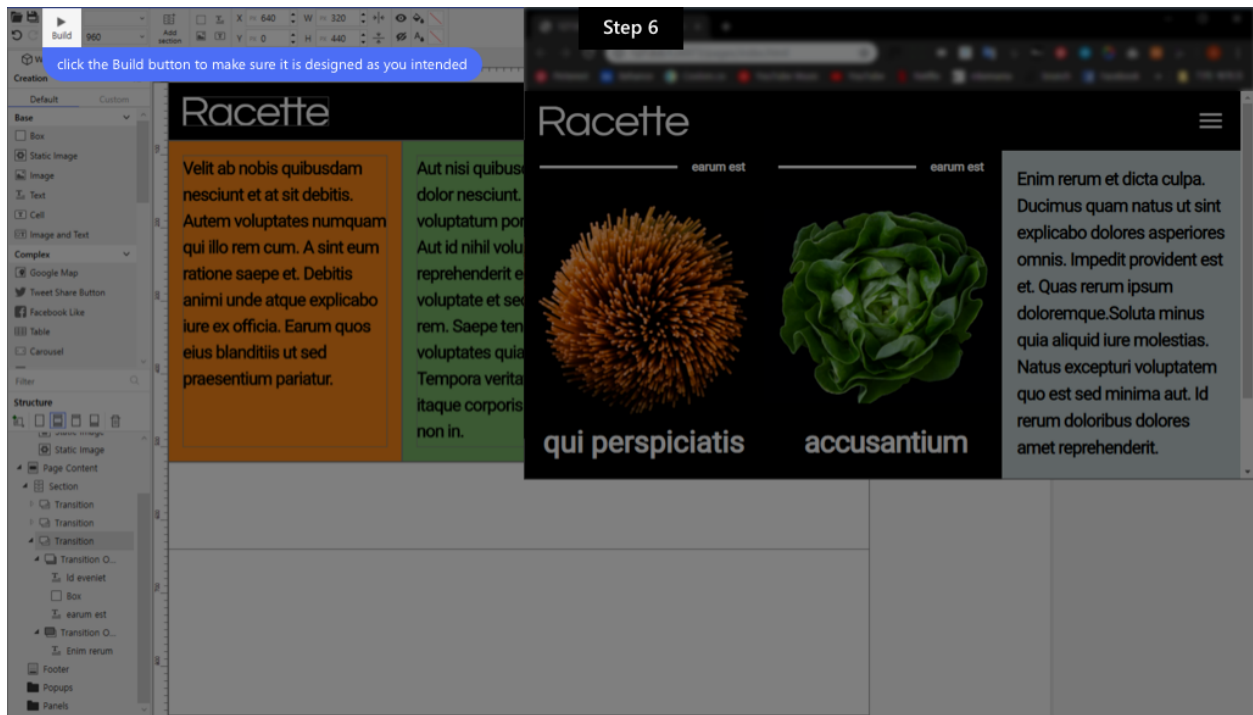


5.2 Transition





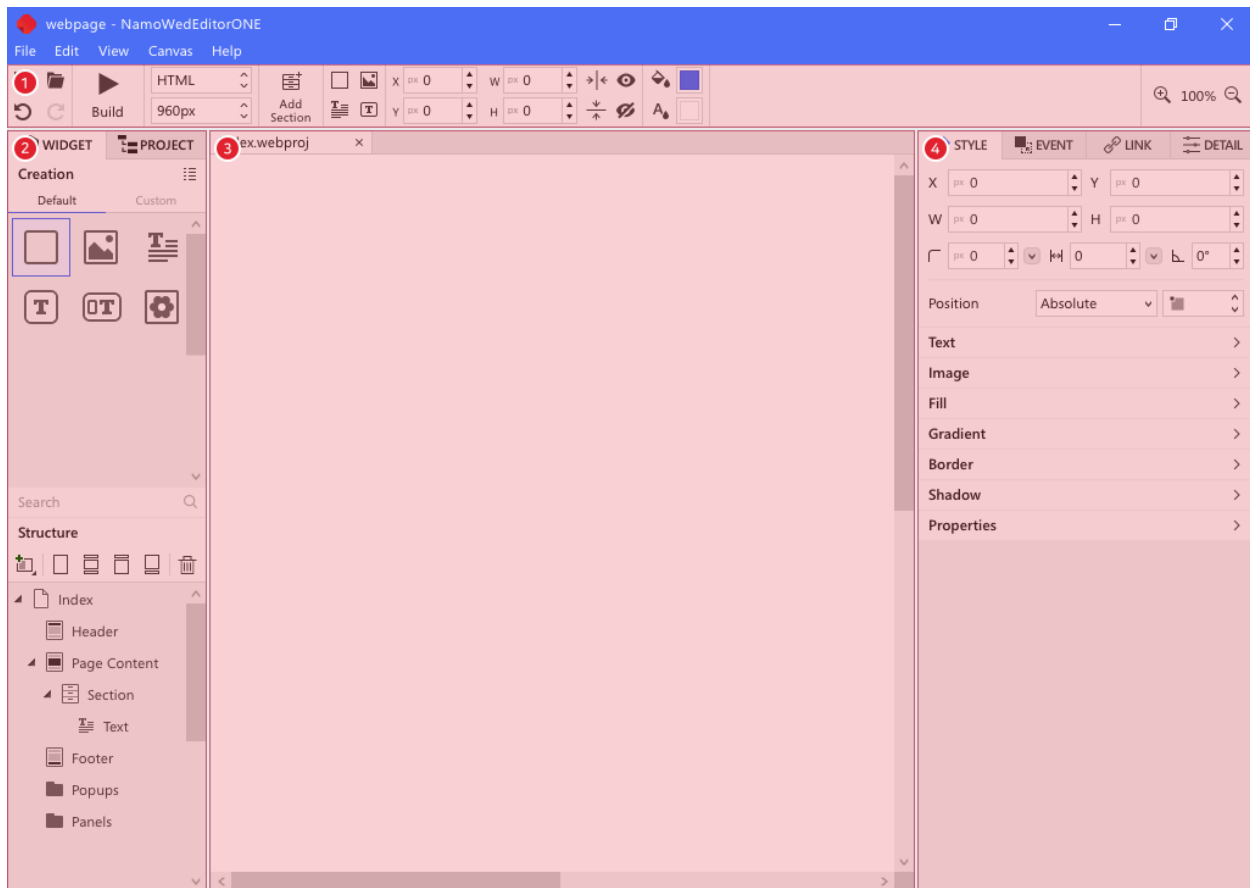




CHAPTER 6

Screen

IUEditor's screen is divided into four areas: the upper toolbar (1), the left panel (2), the canvas (3), and the right panel (4).



7.1 Menu

7.1.1 File

Set up settings for the project.

- New : Create a new project.
- Open : Open a saved project.
- Recent Files : Open a recently used project directly.
- Save : Save the current project.
- Save As : Save the current project under a different name.
- Close : Close the current project.
- Exit : Exit the program.

7.1.2 Edit

- Undo : Cancel the work in progress and return to the previous step.
- Redo : Undo the progress you canceled.
- Copy : Copies the currently selected file or widget.
- Paste : Pastes the currently copied file or widget.
- Cancel : Cancels the status according to the current status. - Cancel adding a new widget while drawing a new one. - When you are editing text, you leave the Text Edit Mode.

7.1.3 View

Show or focus panels.

- Developer : Open the developer view panel.
- Start page : Show or close the start page.

7.1.4 Canvas

- Refresh : Draw the new canvas.
- Show outline : Draw the outline of the widget. It is mainly used when there is no widget background.
- Show Ruler : Show or hide (vertical/horizontal) rulers.
- Increase zoom
- Decrease zoom

7.1.5 Help

- About : Notifies you of the current version of the program.
- Home : Go to the IUEditor site.
- License
- Acknowledgements
- Leave Feedback

7.2 Shortcut

- `ctrl + n` : Create a new project
- `ctrl + o` : Open a project
- `ctrl + s` : Save a current page or composition
- `ctrl + shift + s` : Save a whole project includes all pages, compositions and resources
- `alt + F4` : Close IUEditor

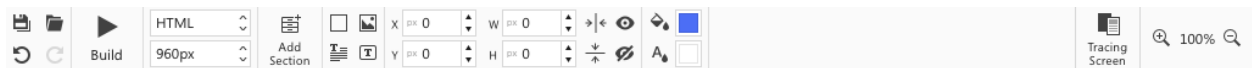
-
- `ctrl + z` : Undo
 - `ctrl + y` : Redo
 - `ctrl + c` : Copy a widget (or page/ composition) if it is selected
 - `ctrl + p` : Paste
 - `ctrl + d` : Duplicate a widget (Copy & Paste)
-

- `F5` : Refresh canvas
- `ctrl + l` : Show outline

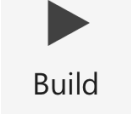
- `ctrl + r` : Show ruler
- `ctrl + +` : Increase zoom
- `ctrl + -` : Decrease zoom

Toolbar

Toolbar is located at the top of the screen and is a collection of frequently used or essential functions in the program.

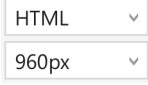
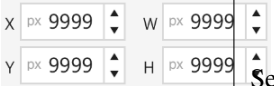
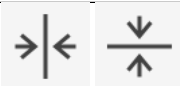


8.1 Default Buttons

UI	Name	Description
	Save all	Save all the pages of the current project you are working on.
	Open	Import projects or files in addition to the project you are working on.
	Undo & Redo	Cancel or revert the progress.
	Build	Create an html / css / js file based on the elements in the current project. Build Before you create a build, you must save the project locally.

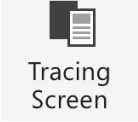
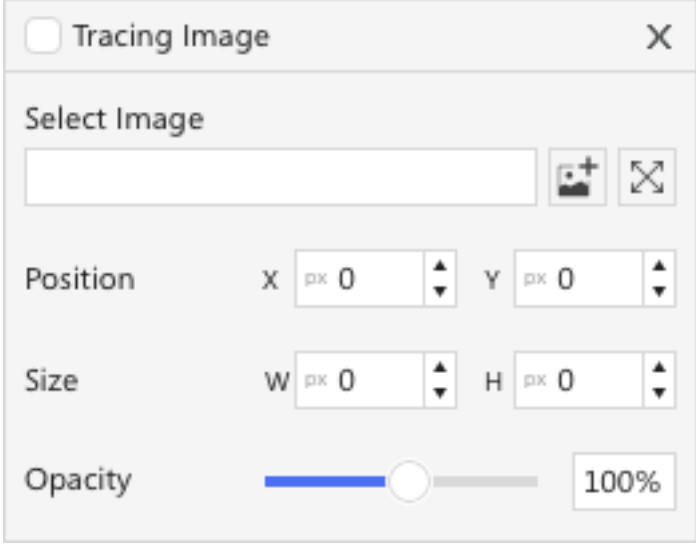
Continued on next page

Table 1 – continued from previous page

UI	Name	Description
	Mediaqueries	A property that allows you to set the project's output status (to generate HTML for your situation) and the size of the current media query.
	Add Section	Add a new section. Click to view the template through a thumbnail. Automatically insert when you select the desired template.
	Box	It is the most basic widget and it is created with <div> tag. It is mainly used for setting the layout, and also for grouping sub-elements.
	Image	Insert <i>Image</i> allows you to insert the desired image in various ways. Press the Fit widget size to image area button to automatically change the widget size to match the imported image size.
	Text	The text is generated with the <p> tag. You can create text and double-click to enter text, You can change the settings of the text using the floating toolbar created at the top of the input box.
	Cell	A widget with text automatically centered. The height (h) of the widget can only be a pixel (px) unit.
	Set a <i>Position</i> and <i>Size</i>	This property allows you to set the size and position of the widget. It can be set in units of pixel (px) and percentage (%).
	Align	A widget that allows you to position the widget on the x / y axis.
	Display	This property is used to <i>show</i> or <i>hide</i> the selected widget.
	Fill	A property that can change the color of the widget.
	Text Color	A property that can change the color of the text.
	Zoom	This property zooms in and out of the canvas.

Continued on next page

Table 1 – continued from previous page

UI	Name	Description
	Tracing Screen	<i>Tracing Screen</i> is a function that allows you to insert the desired image into the work area.  When you click the button, a popup pops up and sets detailed options along with loading the image.

8.2 For Widgets

8.2.1 Text

1. Apply a Text Style



It is a function that can set font size and thickness of title in a predetermined style.

2. Insert Dummy text



It is a function that can generate dummy text matching sentence, paragraph, number, e-mail address, and other forms.

8.2.2 Button Style

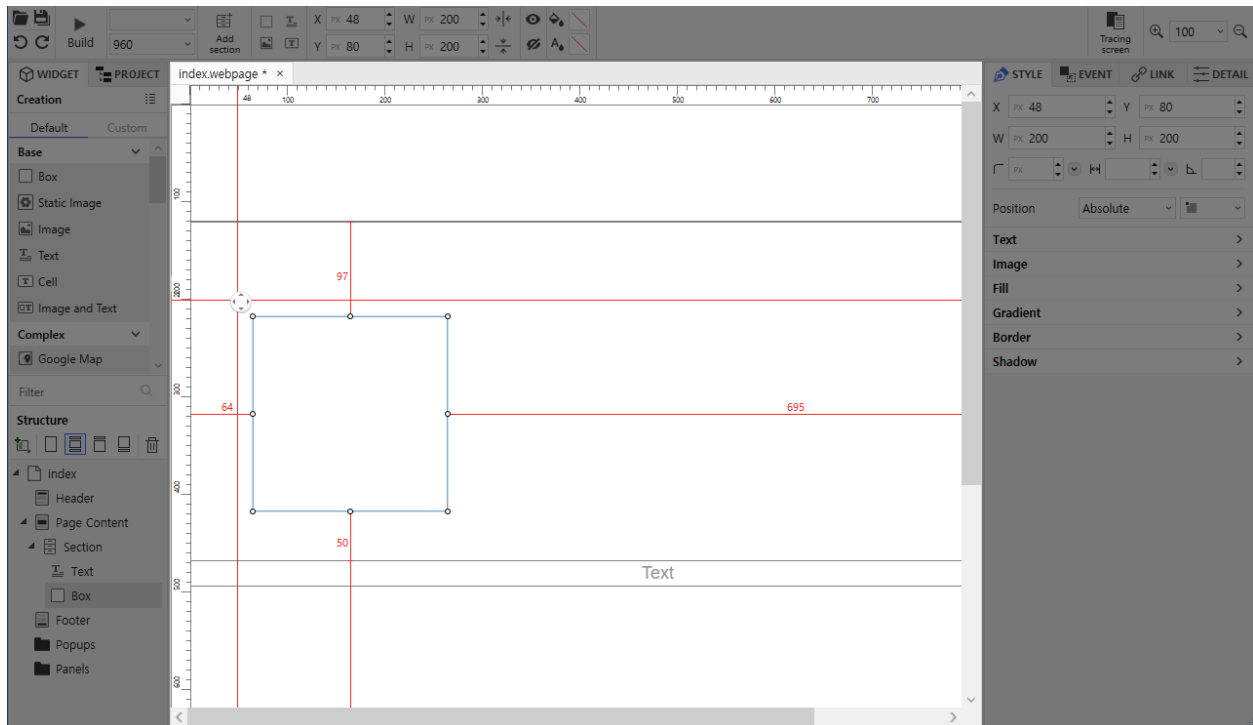


It helps you quickly apply prepared button styles.

CHAPTER 9

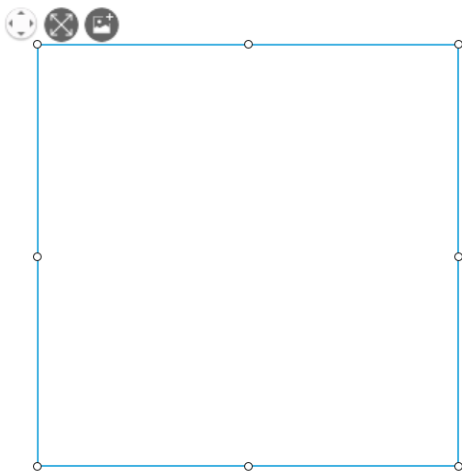
Canvas

The canvas is a screen that actually works in the editor. The canvas has a toolbar that makes it easy to insert text and images.



Menu	Shortcut	Description
Show Outline	ctrl + l	Show outline menu shows the area of the structure or the size of the widget in lines.
Show Ruler	ctrl + r	Show ruler menu is used to indicate the size and location of the widget. When the ruler is on, detailed coordinates will appear when you move the widget, click the cursor on the ruler at the desired position, and the guideline will be created.

9.1 Canvas Thumb



- Move



Move the widget.

- Fit



Transform the widget size of inserted image size.

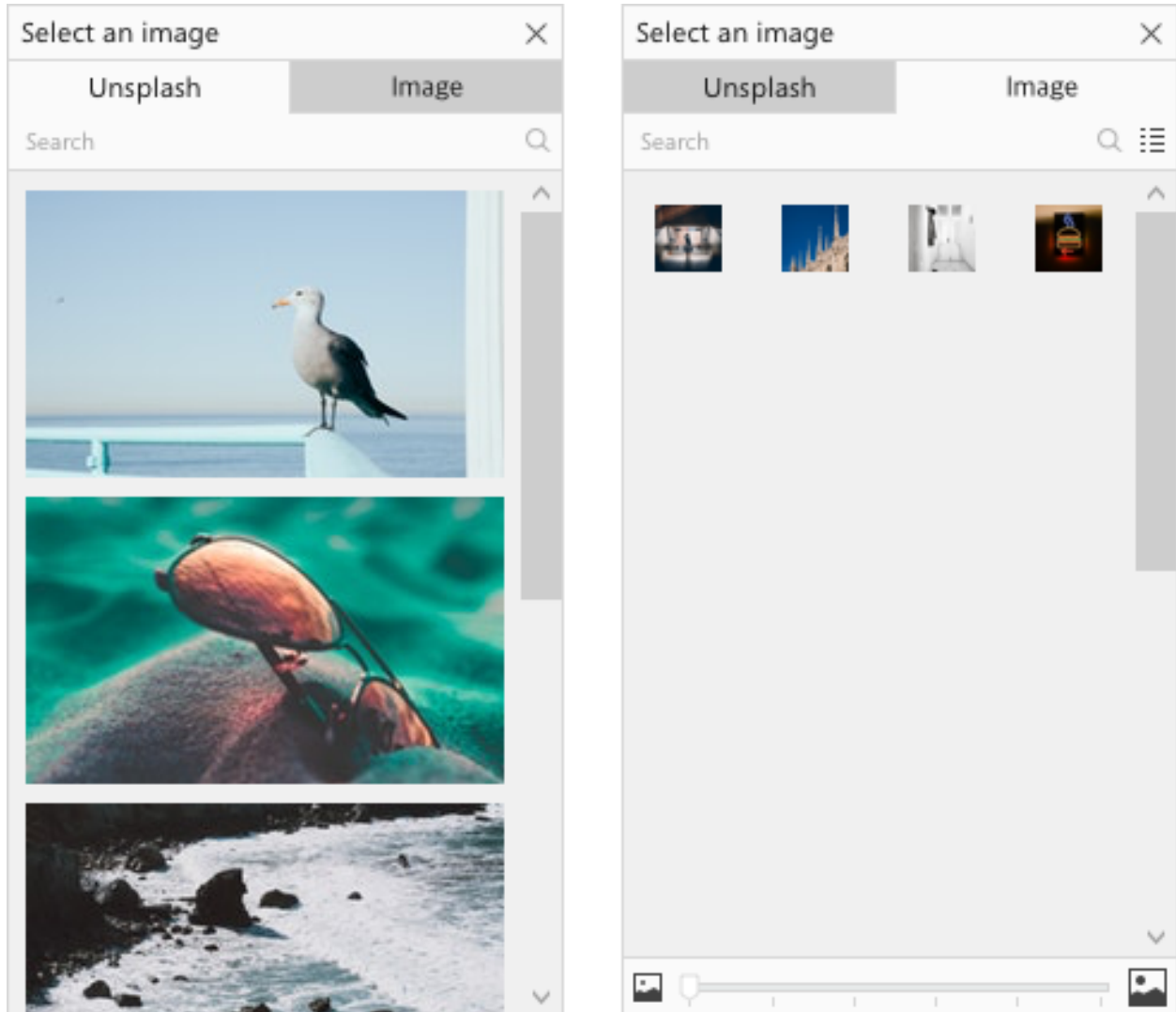
- Insert Image



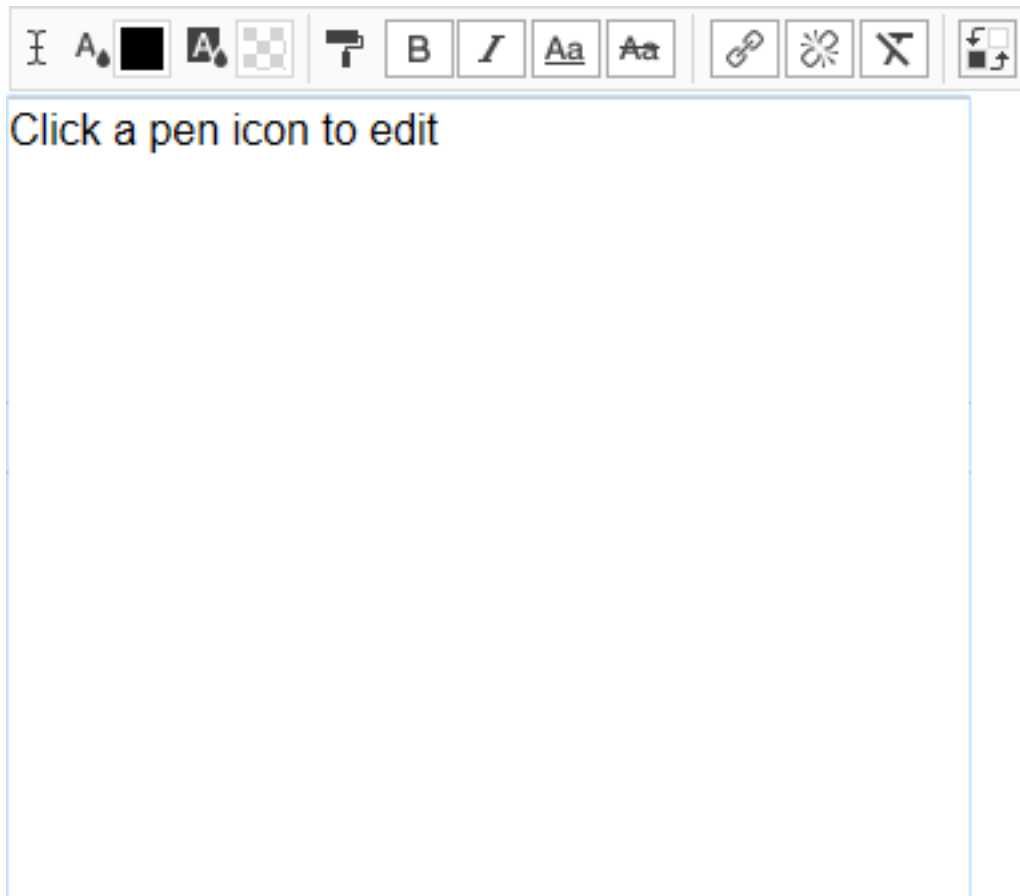
Open widget to search for images, or insert imported images.

9.2 Image Pop-Up

Image Pop-Up is a widget that allows you to search and insert images, or insert imported images. `unsplash` is a function that allows you to search and insert images uploaded to unsplash, and `image` is a menu that allows you to load and use images you have. The ticker at the bottom of the image pop-up allows you to adjust the thumbnail size of the image.



9.3 Text Floating Toolbar

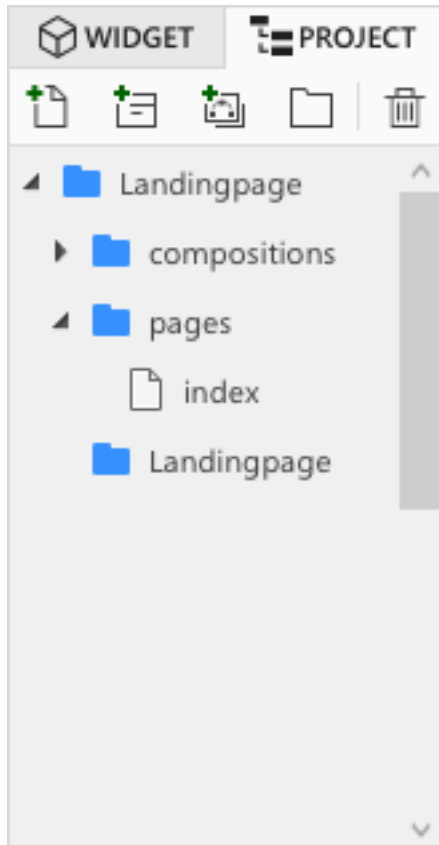


The Text Floating Tool bar is a toolbar that collects all the elements that make up the text. You can use this toolbar to edit and decorate your text. Fonts can be edited in the Style menu in the right panel.

UI	Name	Description
	Text Color	Change the color of the text.
	Text Box Color	Change the color of the text box.
	Bold	Change the text to bold.
	Oblique	Replace text with a slant.
	Underline	Draw an underline of the text.
	Line Through	Draw a line through the center of the text.
	Link	Attach a link to the text.
	Unlink	Remove the link to the text.
	Delete Font Style	Delete all styles applied to the text.
	Change Input box Background	Change the background color of the input box.

10.1 Project

A project panel is an area that checks the hierarchy of the generated project and manages detail pages. It consists of functions such as page creation, composition creation, resource addition, library creation and deletion.

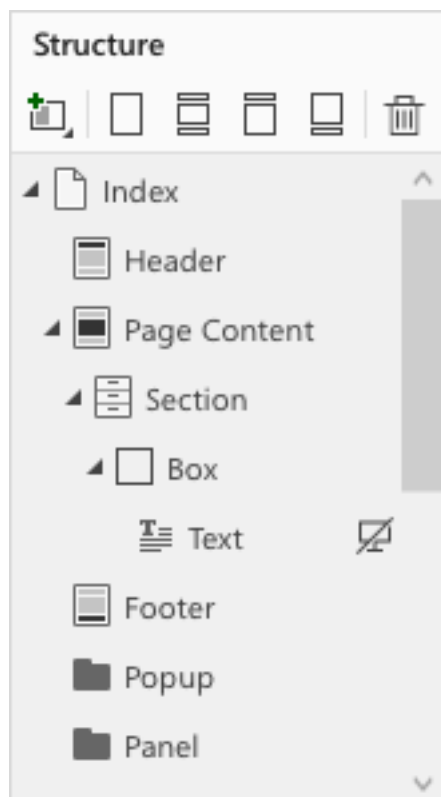


10.1.1 Buttons

UI	Description
	Create a <i>page</i> .
	Create a <i>composition</i> .
	Add a resource (image, css, js and more).
	Create a directory.
	Delete the selected page.

10.2 Structure

Structure is a panel that shows the structure of elements (sections, headers, footers, page contents, widgets, etc.) that belong to the currently selected page in tree form. You can delete elements, move them to drag and drops, or add new sections. You can also change the structure of this panel or modify the names of the added elements to the name you want.

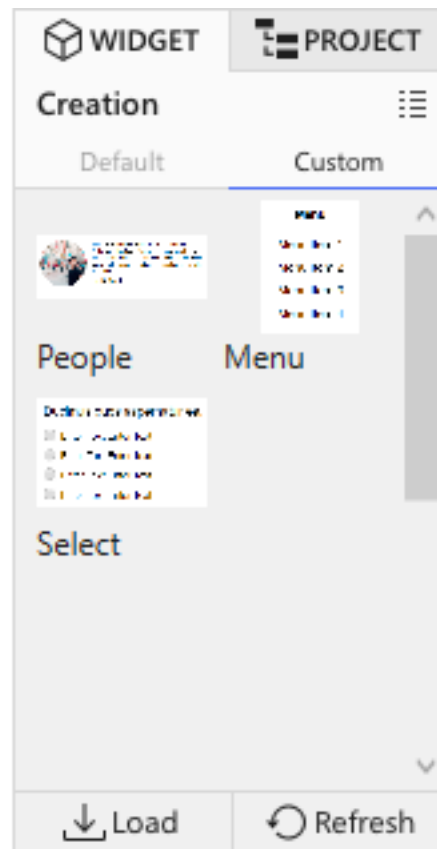
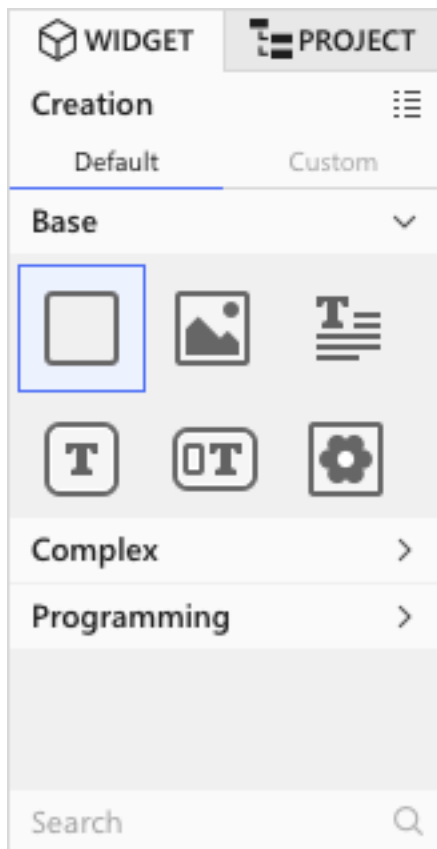


10.2.1 Buttons

UI	Name	Description
	Add a popup or panel	Show a list of panel and pop-up additions.
	Add a Panel	Add a panel to the panel group(panels).
	Add a Popup	Add a popup to the popup group(popups).
	Change an layout (Content only)	Set the layout of the structure to have content areas only.
	Change an layout (Header, Content & Footer)	Set the layout of the structure to header, content, footer.
	Change an layout (Header & Content)	Set the layout of the structure to header and content.
	Change an layout (Content & Footer)	Set the layout of the structure to content and footer.
	Delete widget(s)	Delete the selected widget.
	Hide widget(s)	When the cursor is placed on the widget, the function that appears will make the selected widget invisible on the canvas.

10.3 Creation

Creation is a panel of all the elements that decorate the page, consisting of the default widgets provided by the editor and the custom widgets that users can create and use. All of the widgets you want can be quickly found through the search bar on the *Creation* panel. and you can use the load button to load widgets created in other projects.



11.1 Style

Style property allows you to set the layout / text / fill / border / shadow / transparency / background image of the selected widget.

STYLE

EVENT

LINK

DETAIL

X

px 0

▲▼

Y

px 0

▲▼

W

px 0

▲▼

H

px 0

▲▼

⌞

px 0

▲▼

▼

⌞

0

▲▼

▼

⌞

0°

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Position

Absolute

▼

■

▲▼

Text

>

Image

>

Fill

>

Gradient

>

Border

>

Shadow

>

Properties

>

11.1.1 Property

Layout

X

px 0

▲▼

Y

px 0

▲▼

W

px 0

▲▼

H

px 0

▲▼

⌞

px 0

▲▼

▼

⌞

0

▲▼

▼

⌞

0°

▲▼

Position

Absolute

▼

■

▲▼

Set the location and size of the selected widget. Also, you can change padding, radius and transform rotate properties. You can choose first position in absolute, relative and fixed.

Text

Text ▼

font family ▼

10 ▲▼



font weight ▼



 0 ▲▼

 0 ▲▼

Set the font type, size, color, thickness, alignment and kerning.

Image

Image ▼

img source name ▼





Align





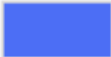
horizontal

vertical

Attache an image to the selected widget or sets the alignment of the inserted image.

Fill

Fill ▼



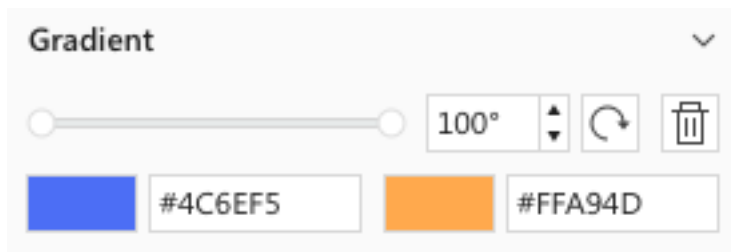
#4C6EF5

opacity

100% ▲▼

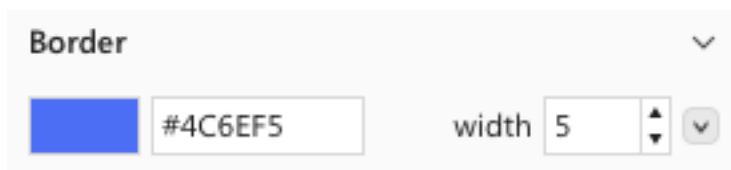
Change the color and opacity of the selected widget.

Gradient



Set the gradient color of the selected widget. You can change a range of colors and direction. You can clear all state by clicking *trash* button.

Border



Change the border-color and border-width of the selected widget.

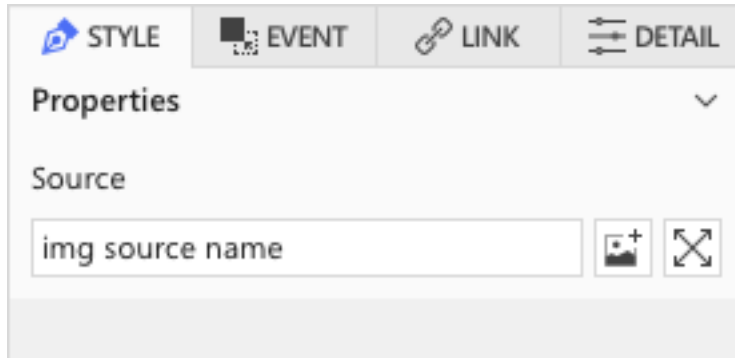
Shadow



Set the shadow of the selected widget.

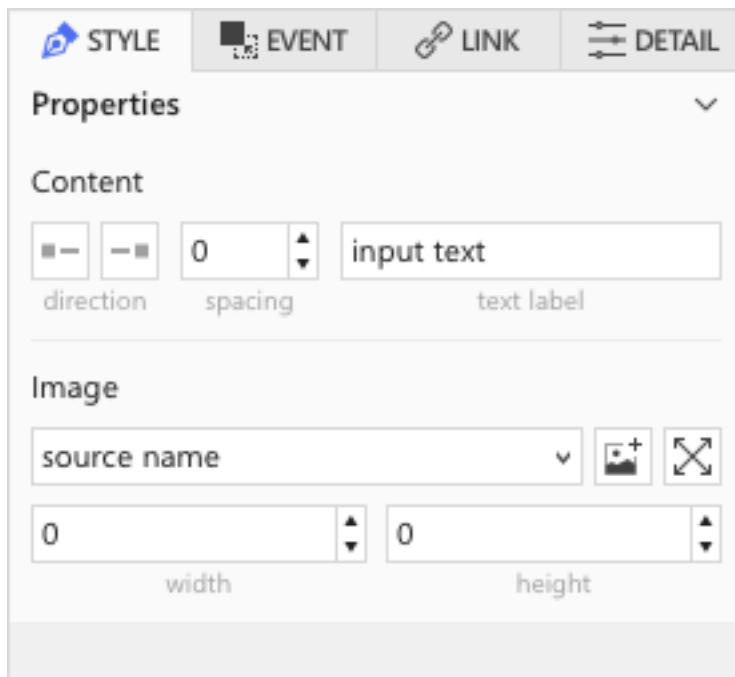
11.1.2 Widget's Property

Static Image



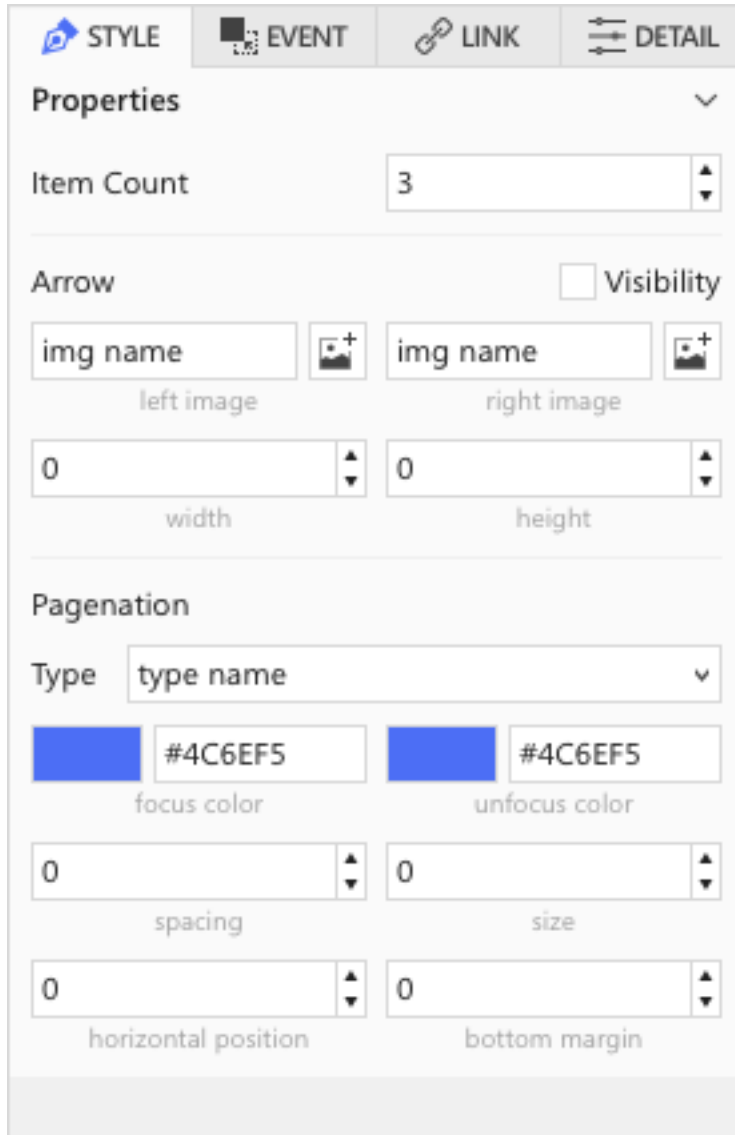
The static image property allows you to retrieve or insert the image you have through a URL. See [static image](#).

Image and Text



The image and text properties allow you to modify the alignment and spacing of images and text, insert and modify text and images. See [image and text](#).

Carousel



STYLE **EVENT** **LINK** **DETAIL**

Properties ▾

Item Count

Arrow ☐ Visibility

img name  img name 

left image right image

width height

Pagination

Type ▾

 #4C6EF5  #4C6EF5

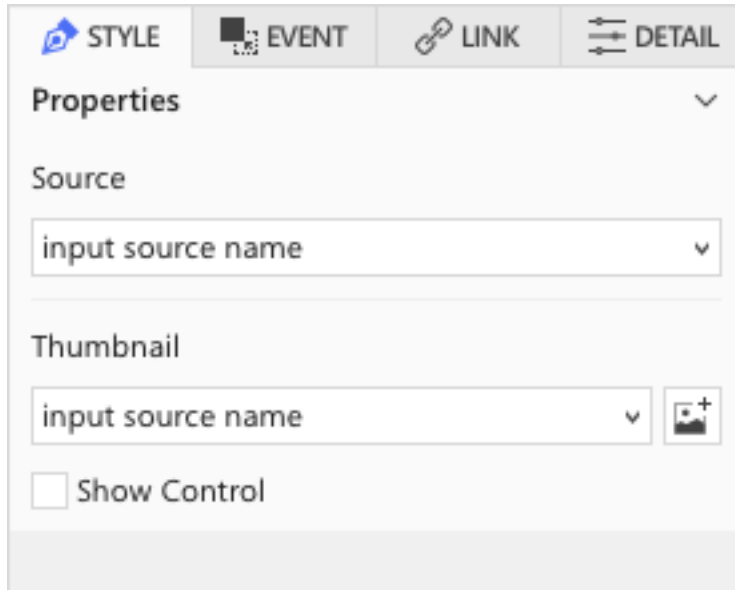
focus color unfocus color

spacing size

horizontal position bottom margin

The carousel property allows you to modify the quantity of content, shape, location, color, and so on. See [carousel](#).

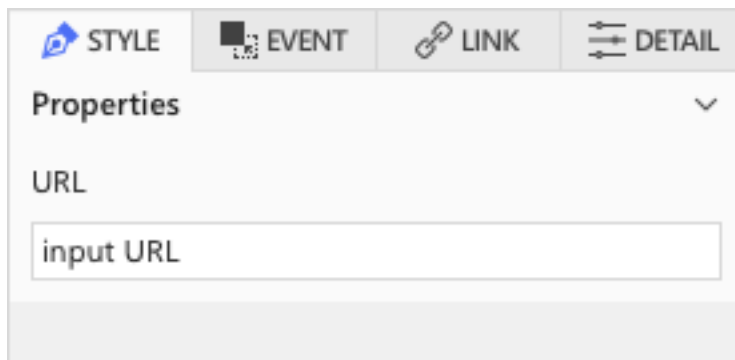
Video clip



The screenshot shows the 'Video clip' properties panel. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. The 'Source' property is a dropdown menu with 'input source name' selected. The 'Thumbnail' property is also a dropdown menu with 'input source name' selected, and it includes a small icon button with a plus sign. At the bottom, there is a checkbox labeled 'Show Control' which is currently unchecked.

Video properties allow you to insert resources or modify thumbnails. See [video clip](#).

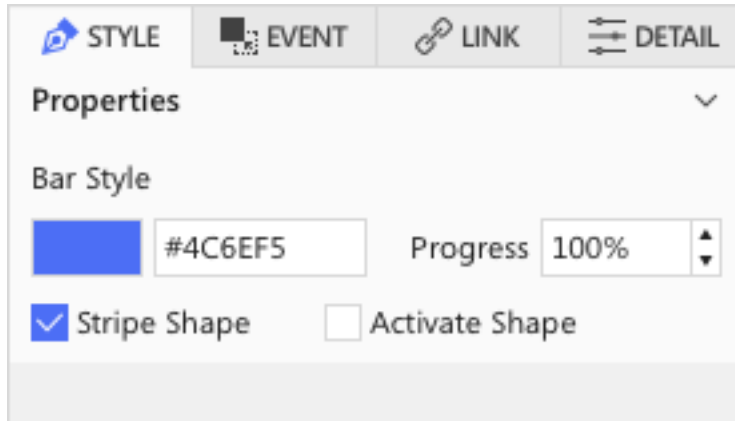
Vimeo or youtube



The screenshot shows the 'Vimeo or youtube' properties panel. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. The 'URL' property is a text input field with 'input URL' entered.

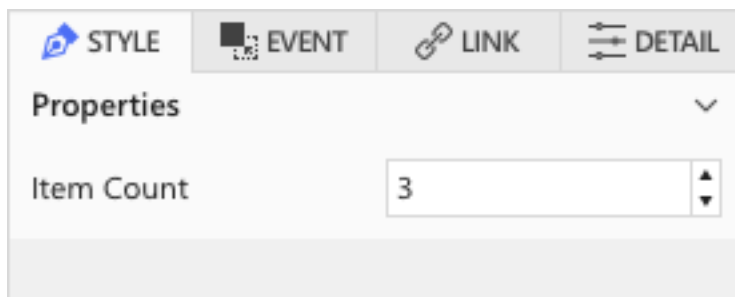
The youtube/Viemo property allows you to enter the url of the video you want to insert immediately. See [web movie](#).

Progress Bar



The process bar property manages colors, basic progress state, and appearance. See [progress bar](#).

Tab View



The tab view property manages the number of tab. See [tab view](#).

Simple Tab View

The screenshot shows the 'STYLE' tab selected in the Windows IUEditor. The 'Properties' section is expanded, showing settings for a 'Simple Tab View'. The 'Item Count' is set to 3. The 'Default Tab Button' section has four properties: font color (blue), background color (#D8D8D8), border color (blue), and border width (0). The 'Selected Tab Button' section also has four properties: font color (blue), background color (#D8D8D8), border color (blue), and border width (0).

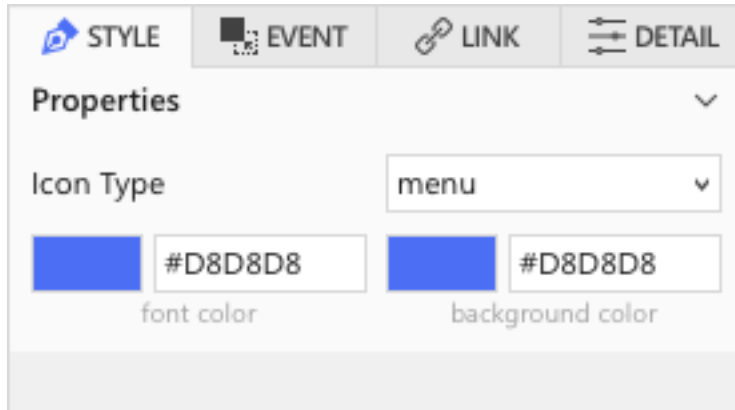
The tab view property manages the number and color of the tab, font color, and thickness and color of the line. See *simple tab view*.

Collapsible

The screenshot shows the 'STYLE' tab selected in the Windows IUEditor. The 'Properties' section is expanded, showing settings for a 'Collapsible' view. The 'Header Type' is set to 'single' and the 'Content Orientation' is set to 'bottom'.

The collapsible property manages header type and content orientation. See *collapsible*.

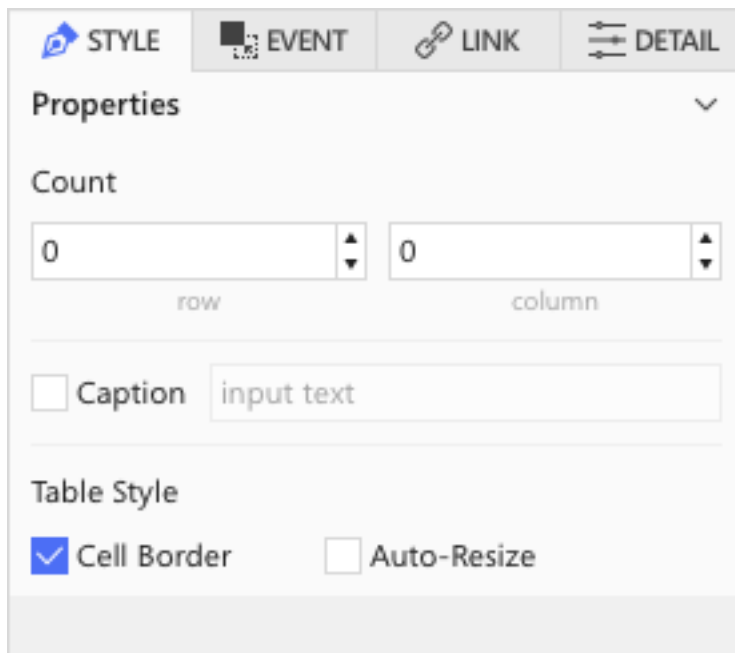
SVG



The screenshot shows the 'STYLE' tab selected in the top navigation bar. Below it, the 'Properties' section is expanded. The 'Icon Type' dropdown is set to 'menu'. There are two color pickers: 'font color' and 'background color', both set to the hex value #D8D8D8.

The svg property allows you to set the role or change the color of the inserted graphic. See [svg](#).

Table



The screenshot shows the 'LINK' tab selected in the top navigation bar. Below it, the 'Properties' section is expanded. The 'Count' section has two spinners: 'row' and 'column', both set to 0. There is a 'Caption' checkbox which is unchecked, followed by a text input field containing 'input text'. The 'Table Style' section has two checkboxes: 'Cell Border' which is checked, and 'Auto-Resize' which is unchecked.

The table property allows quick creation through the input of the row and column. See [table](#).

Slider

The screenshot shows the 'Slider' property panel in the Windows IUEditor. It has four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Under the 'Properties' section, there are three input fields for 'Value': 'initial' (0), 'min' (0), and 'max' (0). Below these is the 'Bar Style' section, which includes a color picker showing a blue square and the hex code '#4C6EF5', and two checkboxes: 'Stripe' and 'Activate', both of which are currently unchecked.

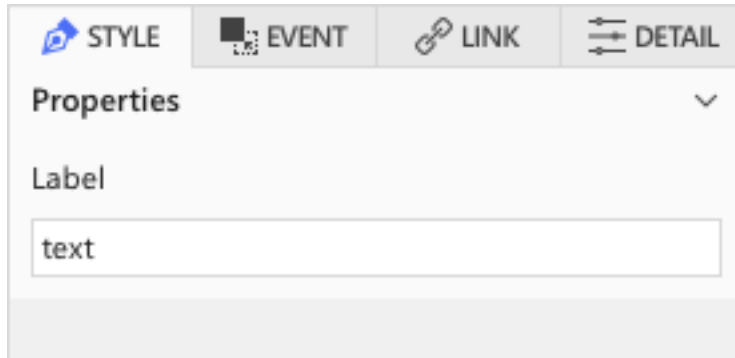
The slider property allows you to set the value of the slider and the color of the active state. See [slider](#).

Range Slider

The screenshot shows the 'Range Slider' property panel in the Windows IUEditor. It has four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Under the 'Properties' section, there are four input fields for 'Value': 'min' (0), 'max' (0), 'start' (0), and 'end' (0). Below these is the 'Bar Style' section, which includes a color picker showing a blue square and the hex code '#4C6EF5', and two checkboxes: 'Stripe' and 'Activate', both of which are currently unchecked.

The range slider property allows you to set the value of the slider and the color of the active state. See [range slider](#).

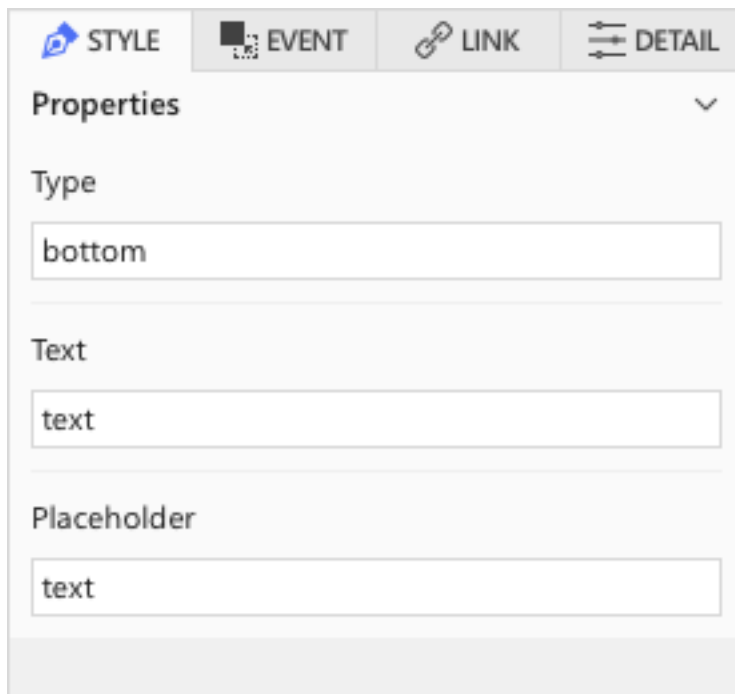
Button



The screenshot shows the 'Button' properties panel in the Windows IUEditor. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. The 'Label' property is visible, with a text input field containing the word 'text'.

The button property allows you to set the label of a button. See [button](#).

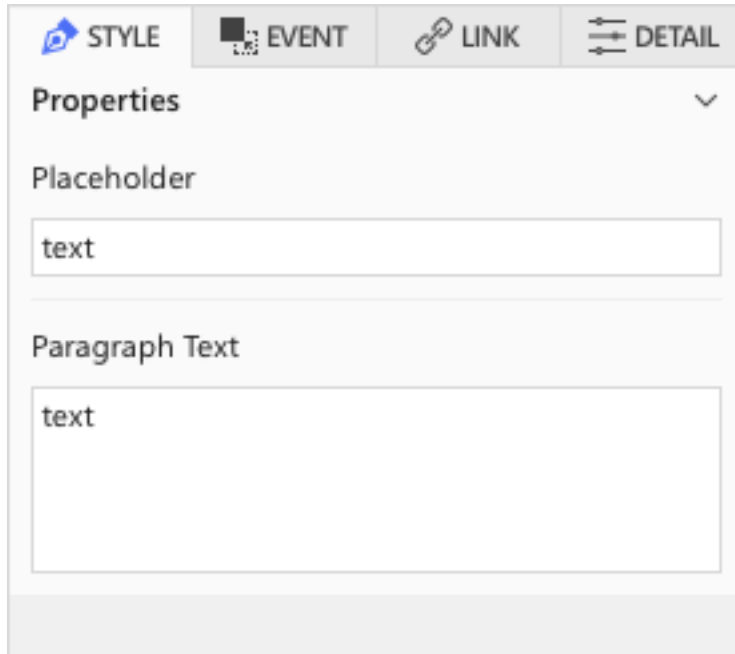
Input Text



The screenshot shows the 'Input Text' properties panel in the Windows IUEditor. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. The 'Type' property is visible, with a text input field containing the word 'bottom'. Below this is the 'Text' property, with a text input field containing the word 'text'. At the bottom is the 'Placeholder' property, with a text input field containing the word 'text'.

The input text property allows you to modify the type, text, and placeholder. See [input text](#).

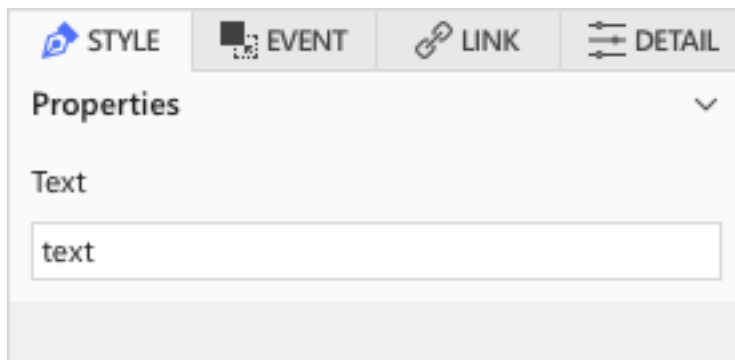
Input Paragraph text



The screenshot shows the 'Input Paragraph text' property panel in the Windows IUEditor. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. Under 'Properties', there are two sections: 'Placeholder' and 'Paragraph Text'. The 'Placeholder' section has a text input field containing the word 'text'. The 'Paragraph Text' section has a larger text input field also containing the word 'text'.

The input paragraph property allows you to modify the placeholder and paragraph text. See [input paragraph text](#).

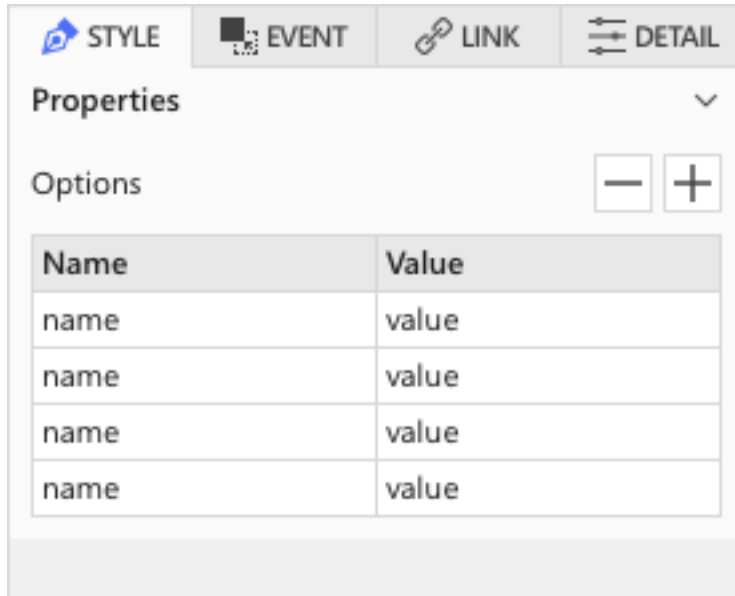
Label



The screenshot shows the 'Label' property panel in the Windows IUEditor. At the top, there are four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. Below the tabs is a 'Properties' section with a dropdown arrow. Under 'Properties', there is a 'Text' section with a text input field containing the word 'text'.

The label property allows you to modify the text. See [label](#).

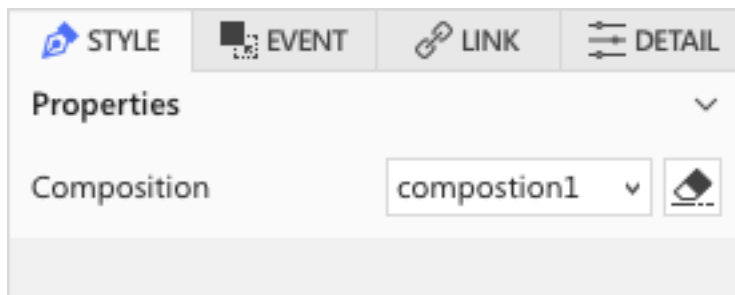
Select



Name	Value
name	value
name	value
name	value
name	value

In the select property, you can add or delete values and modify the name of the values. See [select](#).

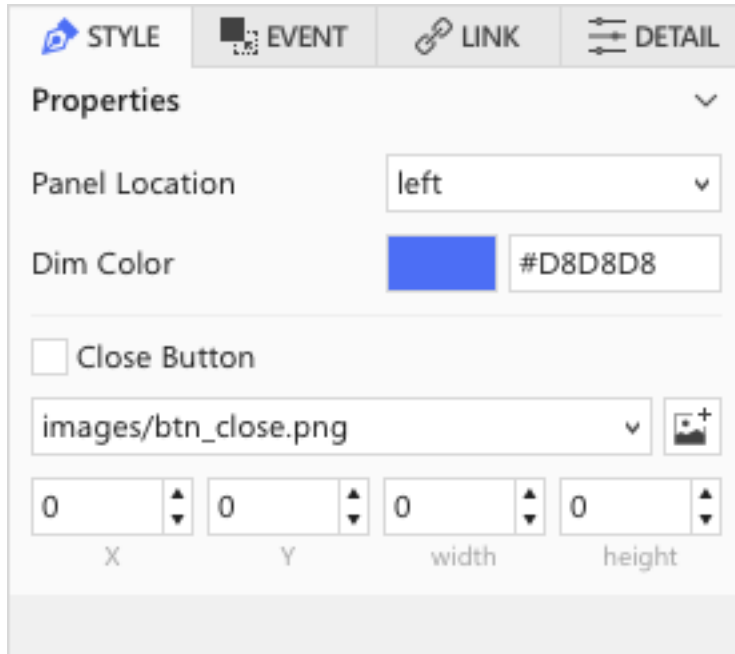
Import



Name	Value
name	value
name	value
name	value
name	value

In the import property, you can change or delete [composition](#). See [complex](#).

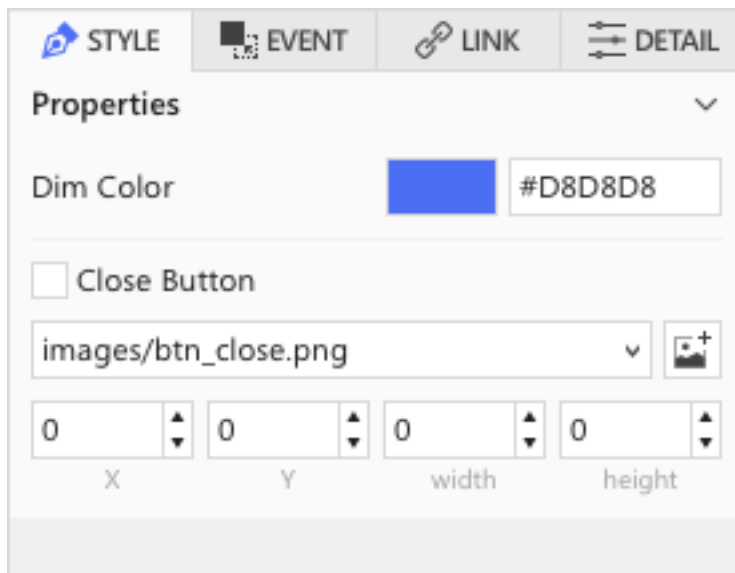
Panel



The screenshot shows the 'Panel' properties panel in the Windows IUEditor. It has four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. The 'Properties' section is expanded, showing a dropdown for 'Panel Location' set to 'left'. Below it is a 'Dim Color' section with a blue color swatch and a text box containing '#D8D8D8'. There is an unchecked 'Close Button' checkbox. Below that is a text box for an image path, currently showing 'images/btn_close.png', with a small image icon to its right. At the bottom are four numeric input fields for 'X', 'Y', 'width', and 'height', all set to '0'.

The panel property sets the position of the panel, the dim color, the use of the close button, the image, and the layout. See [panel](#).

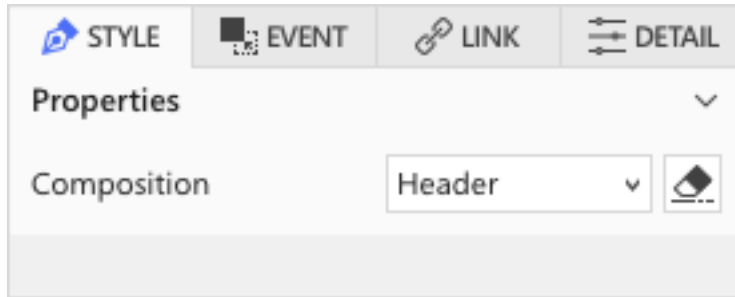
Popup



The screenshot shows the 'Popup' properties panel in the Windows IUEditor. It has the same four tabs: 'STYLE' (selected), 'EVENT', 'LINK', and 'DETAIL'. The 'Properties' section is expanded, showing a 'Dim Color' section with a blue color swatch and a text box containing '#D8D8D8'. There is an unchecked 'Close Button' checkbox. Below that is a text box for an image path, currently showing 'images/btn_close.png', with a small image icon to its right. At the bottom are four numeric input fields for 'X', 'Y', 'width', and 'height', all set to '0'.

The popup property sets the dim color, the use of the close button, the image, and the layout. See [popup](#).

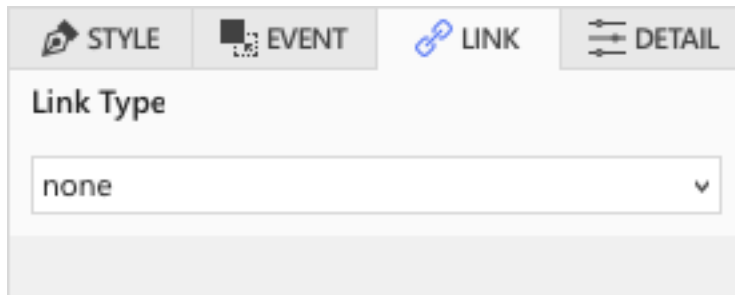
Header/Footer



The header/footer property sets the composition. See *structure*.

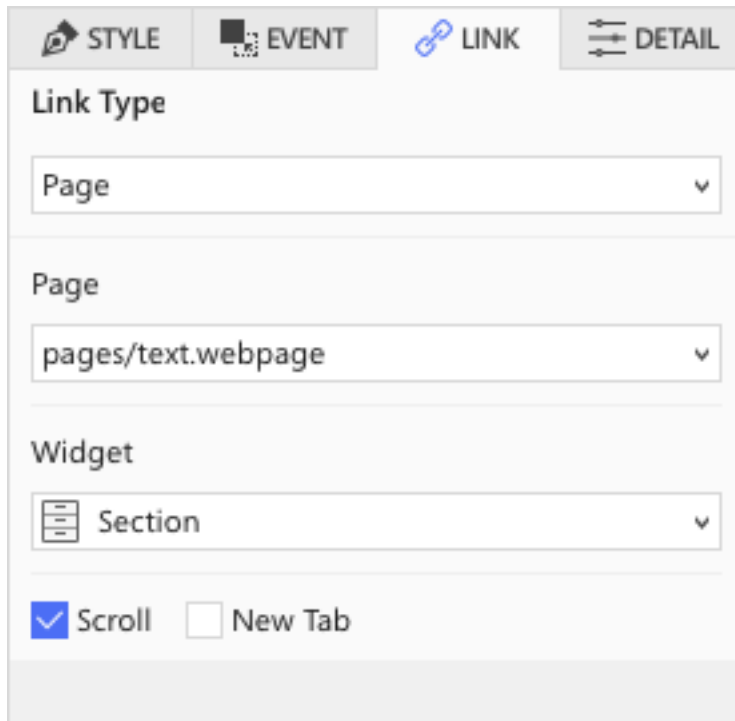
11.2 Link

It is a function to set a hyperlink to the URL, page in the project, popup or panel that enters the selected widget.



11.2.1 Type

Page Type



Link Type

Page

Page

pages/text.webpage

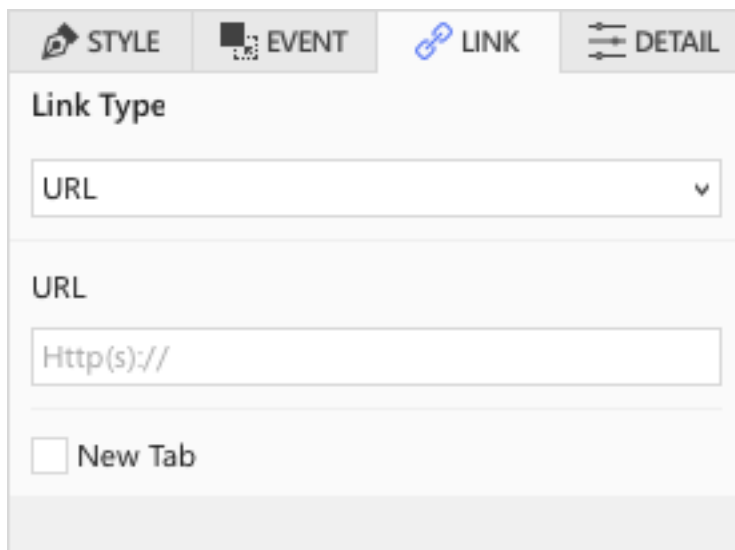
Widget

Section

☒ Scroll ☐ New Tab

Create a relative URL of the selected page. If the page is same to the current page and the widget is selected, you can use the scroll animation (smoothly move to the widget).

URL Type



Link Type

URL

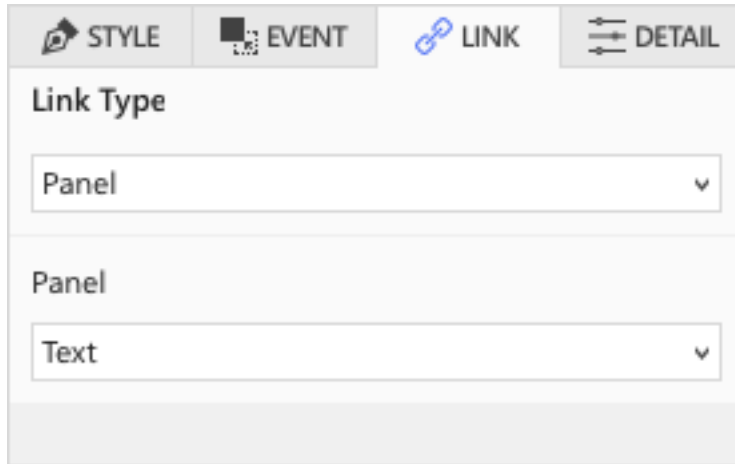
URL

Http(s):/

☐ New Tab

URL type sets the page to connect to using url.

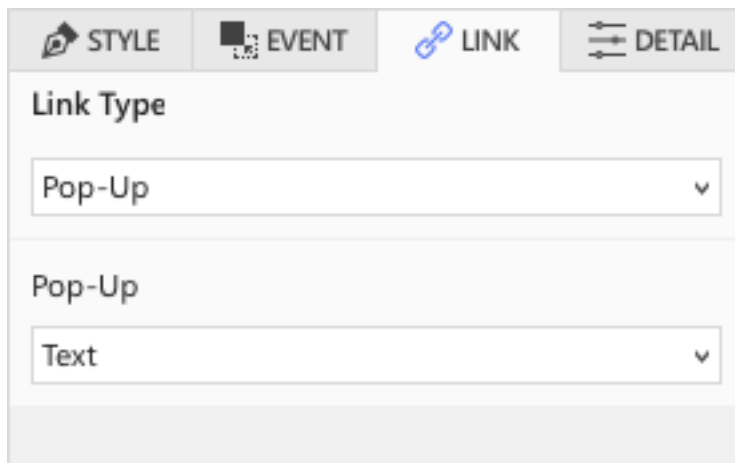
Panel Type



The screenshot shows the Windows IUEditor interface with the 'LINK' tab selected. The 'Link Type' dropdown is set to 'Panel'. Below it, a 'Panel' section shows a 'Text' dropdown.

For panel type, select a panel in the list to set the link type.

Popup Type



The screenshot shows the Windows IUEditor interface with the 'LINK' tab selected. The 'Link Type' dropdown is set to 'Pop-Up'. Below it, a 'Pop-Up' section shows a 'Text' dropdown.

For popup type, select a popup in the list to set the link type.

11.3 Event

Event properties allow you to set the interaction of the selected object. Hover and scroll are the basic interactions provided by the editor, and advanced settings are available through the advanced menu. However, only one event can be set for one object.

STYLE	EVENT	LINK	DETAIL
Hover ⓘ +			
× Grow ▼			
Scroll ⓘ ⓘ +			
× Fade ▼ Linear ▼			

11.3.1 Widget's Property

Widgets that require events to be enabled can be set with their own properties.

Carousel

STYLE	EVENT	LINK	DETAIL
Hover ⓘ +			
Scroll ⓘ ⓘ +			
Properties			
☐ Autoplay Interval 500ms ▲▼			

See *carousel*.

Collapsible

 STYLE	 EVENT	 LINK	 DETAIL
Hover		Ⓢ +	
Scroll Ⓢ		Ⓢ +	
Properties			
Mouse Action	Click ▾		
Transition Effect	Blind ▾		
Transition Duration	500ms ▲ ▾		

See *complex*.

Tab view & Simple tab view

 STYLE	 EVENT	 LINK	 DETAIL
Hover		Ⓢ +	
Scroll Ⓢ		Ⓢ +	
Properties			
Transition Effect	Blind ▾		
Transition Duration	500ms ▲ ▾		

See *tab view*. and See *simple tab view*.

Transition

 STYLE	 EVENT	 LINK	 DETAIL
Hover		ⓘ +	
Scroll ⓘ		ⓘ +	
Properties			
Mouse Action	Click ▾		
Transition Effect	Blind ▾		
Transition Duration	300ms ▲▼		

See [transition](#).

Panel

 STYLE	 EVENT	 LINK	 DETAIL
Hover		ⓘ +	
Scroll ⓘ		ⓘ +	
Properties			
Transition Effect	Overlay ▾		
Transition Duration	500ms ▲▼		
☐ Close when click outside			

See [panel](#).

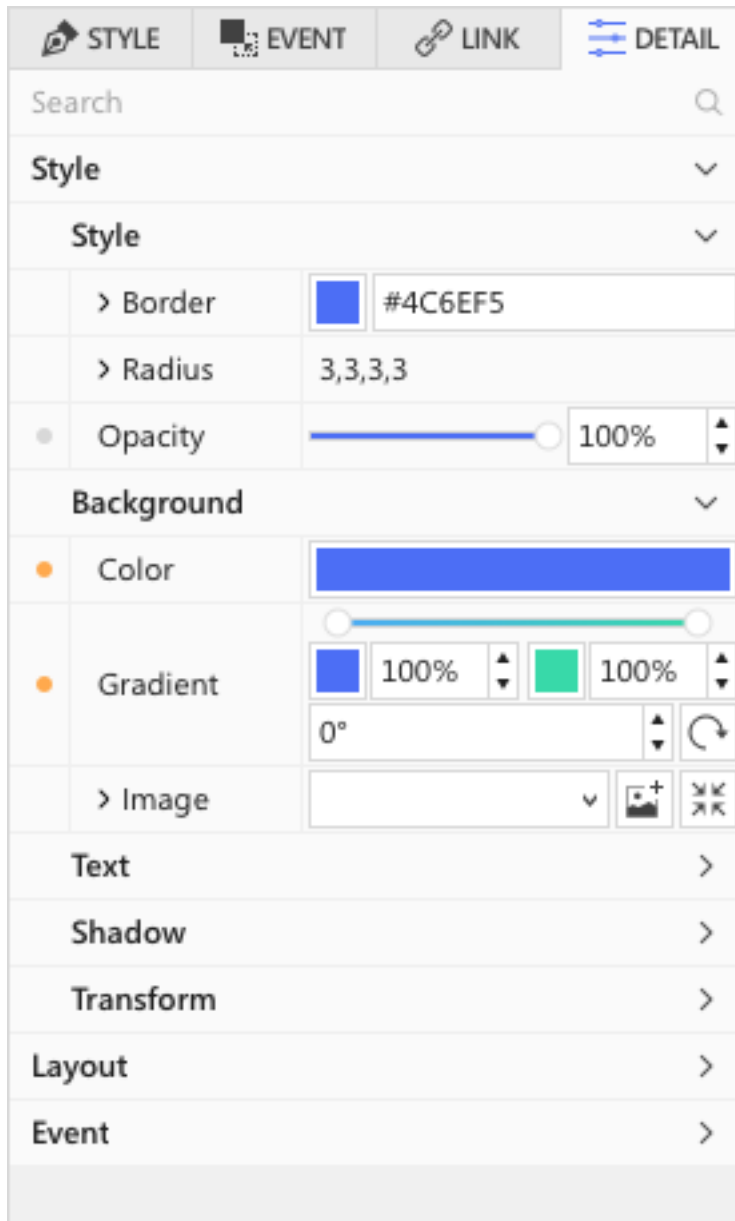
Popup

 STYLE	 EVENT	 LINK	 DETAIL
Hover ⓘ +			
Scroll  ⓘ +			
Properties			
Transition Orientation	Top Down ▼		
Transition Duration	400ms ▲ ▼		
☐ Close when click outside			

See *popup*.

11.4 Detail

Detail property provides functionality for fine-tuning widgets.



The circular UI in front is a UI that tells the property to apply the media query. On the first column, if the circle is orange, the value is in the current media query. Otherwise, the value is from other media queries or default value (cascading value). You can clear current value by clicking the circle.

11.4.1 Section

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
Set section fu		☐	

- Set section full-height : Section height is same as the height of web browser (js).

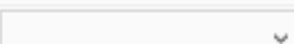
11.4.2 Text

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
Type	Text 		
• Ellipsis			

- Type : You can change a text tag in `<p>`, `<h1>` and `<h2>`
- Ellipsis : You can add ellipsis to a selected line.

See [text](#).

11.4.3 Static image

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
Source			
Alternative text			

- Alternative text : `alt` attribute in `<img>`

See [static image](#).

11.4.4 Image and text

 STYLE  EVENT  LINK  DETAIL	
Search 	
Properties 	
Content 	
Direction	 
• Left padding	px  
• Right padding	px  
• Text & Image	px  
Align	   
Text 	
Label	Button
Image 	
Source	
• Height	px  
• Width	px  
• Top margin	px  
• Bottom margin	px  

- **Image**
 - Top margin
 - Bottom margin

See *image and text*.

11.4.5 Google map

STYLE		EVENT		LINK		DETAIL	
Search							
Properties ▼							
Map ▼							
	Google map J	No Key Go project setting					
	Longitude	-74.0059413					
	Latitude	40.7127837					
Control ▼							
	Zoom level	12					
	Zoom control	☐					
	Street control	☐					
Marker ▼							
	Use	☒					
	Image						
	Title	New York					
Map style ▼							
	Color theme	Default					

- **Map**
 - Google map API key : You can get from google map. It should be set in project setting.
 - Longitude : The longitude of your location
 - Latitude : The latitude of your location
- **Control**
 - Zoom level : 1~18
 - Zoom control : Show a zoom control or not
 - Street Control : Show a street control or not

- **Marker**
 - Use : Show a marker or not
 - Image : You can change a marker image.
 - Title : The popup message when clicking a marker
- **Map style**
 - Color theme

See *google map*.

11.4.6 Tweet share button

The screenshot shows the Windows IUEditor interface with the 'DETAIL' tab selected. The interface includes a toolbar with 'STYLE', 'EVENT', 'LINK', and 'DETAIL' tabs. Below the toolbar is a search bar and a 'Properties' section. The 'Properties' section contains three rows: 'Tweet messag' with a text area, 'URL to tweet' with a text input field, and 'Button size' with a dropdown menu set to 'Medium'.

Properties	
Tweet messag	
URL to tweet	
Button size	Medium

- Tweet message : The text message
- URL to tweet
- Button size : Medium or Large

See *tweet share button*.

11.4.7 Facebook like

STYLE		EVENT		LINK		DETAIL	
Search							
Properties v							
Like URL							
Color scheme		Light v					
Show friend's		☒					

- Like URL
- Color scheme : Light and Dark
- Show friend's face

See *facebook like*.

11.4.8 Table

STYLE		EVENT		LINK		DETAIL	
Search							
Properties v							
Count v							
Row count		3 v					
Column count		3 v					
Caption v							
Caption		☐					
Caption text		Caption					
Table style v							
Cell border		☒					
Auto-resize cell		☐					

Table Row

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
	As a header	☐	
	Row span	1	
	Column span	1	

- As a header : Use `<th>` tag instead of `<tr>`
- Row span
- Column span

See [table](#).

11.4.9 Carousel

 STYLE		 EVENT		 LINK		 DETAIL	
Search 							
Properties 							
Item 							
	Count	3  					
Arrow 							
	Visibility	☒					
	Left image	images/clip_ic_mono 					
	Right image	images/clip_ic_mono 					
	X position	px  					
	Y position	px  					
	Width	128 px  					
	Height	128 px  					
Autoplay 							
	Enable	☒					
	Interval	5,000 ms  					
Pagination 							
	Type						
	Focus color						
	Unfocus color						
	Spacing	6 px  					
	Size	6 px  					
	Horizontal po:					50 %  	
	Bottom margi	40 px  					

- **Arrow**
 - X position : X position from side
 - Y position : Y position from top

See *carousel*.

11.4.10 Video clip

	STYLE		EVENT		LINK		DETAIL
Search 							
Properties 							
Video 							
	Video source						
	Thumbnail source						
	Alternative text						
Attributes 							
	Loop	☐					
	Show control	☐					
	Muted	☐					
	Autoplay						

- **Video**
 - Alternative text
- **Attribute**
 - Loop
 - Muted
 - Autoplay : Autoplay is only work when muted.

See *video clip*.

11.4.11 Vimeo or Youtube

STYLE		EVENT		LINK		DETAIL	
Search							
Properties v							
URL		https://youtu.be/tBR0jtn4lg					
Autoplay		None					
Loop		☒					

- Autoplay
- Loop

See *web movie*.

11.4.12 Slider / Range Slider

Slider Inner Bar

STYLE		EVENT		LINK		DETAIL	
Search							
Properties v							
Inner bar color		#444444					
Inner bar image							img
Stripe		☐					
Acvate stripe		☐					

- Inner bar image : You can put an image instead of color.

Slider Text

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
Type	Text 		
Text Name			

- Type : Same as *Text*
- Text name

See *slider* characteristics.

Range slider Text

 STYLE	 EVENT	 LINK	 DETAIL
Search			
Properties			
Type	Text 		
Start Text Na			
End Text Nam			

- Type : Same as *Text*
- Start text name
- End text name

See *range slider* characteristics.

11.4.13 Switch

 STYLE		 EVENT		 LINK		 DETAIL	
Search 							
Properties 							
	Checked	☐					
	Name						

- Checked : Status after build
- Name

See *switch*.

11.4.14 Flip switch

 STYLE		 EVENT		 LINK		 DETAIL	
Search 							
Properties 							
	Checked	☐					
	Name						

- Checked : Status after build
- Name

See *flip switch*.

11.4.15 Label

 STYLE		 EVENT		 LINK		 DETAIL	
Search 							
Properties 							
	For						
	Text						

- For : Html id of a connected widget

- Text

See *label*.

11.4.16 Button

	STYLE		EVENT		LINK		DETAIL
Search 							
Properties 							
	Type	Button 					
	Label	Button					

- Type : default, reset and submit

See *button*.

11.4.17 Input text

	STYLE		EVENT		LINK		DETAIL
Search 							
Properties 							
	Type	Text 					
	Text						
	Placeholder						
	Max						
	Min						
	Max length	 					
	Name						

- Max : Maximum of type
- Min : Minimum of type
- Max length

See *input text*.

11.4.18 Input paragraph text

 STYLE	 EVENT	 LINK	 DETAIL
Search 			
Properties 			
	Placeholder	placeholder	
	Max length		
	Text		
	Name		

- Max length

See *input paragraph text*.

11.4.19 Checkbox

 STYLE	 EVENT	 LINK	 DETAIL
Search 			
Properties 			
	Checked	☐	
	Name		

- Checked : Status after build
- Name

See *checkbox*.

11.4.20 Radio button

STYLE		EVENT		LINK		DETAIL	
Search							
Properties v							
	Checked	☐					
	Group						
	Name						

- Checked : Status after build
- Group : Group name of a radio button
- Name

See *radio button*.

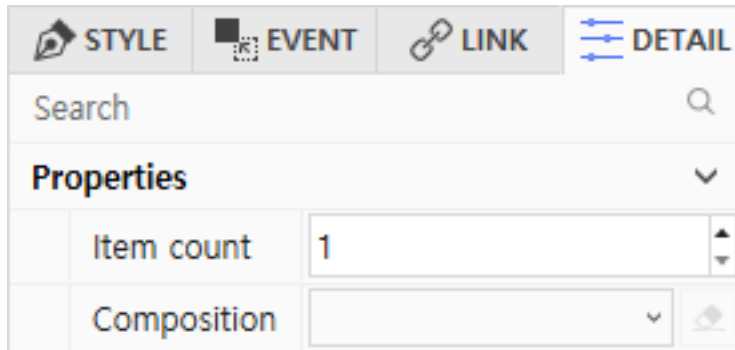
11.4.21 Form

STYLE		EVENT		LINK		DETAIL					
Search											
Properties v											
	Action	URL v http(s)://...									
	Method	POST v 									
	Input hiddens	- + <table border="1"> <thead> <tr> <th>name</th> <th>value</th> </tr> </thead> <tbody> <tr> <td colspan="2" style="height: 100px;"></td> </tr> </tbody> </table>						name	value		
name	value										
	Name										

- Action
- Method
- Input hiddens
- Name

See *form*.

11.4.22 Collection

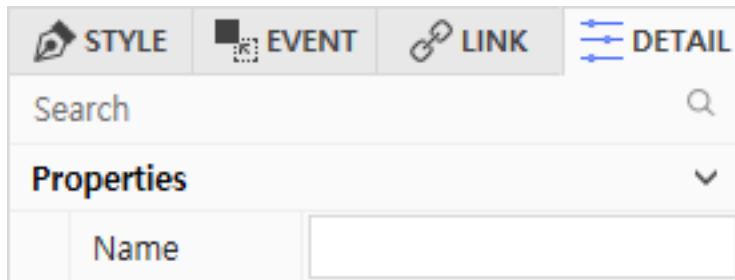


STYLE		EVENT		LINK		DETAIL	
Search							
Properties							
	Item count	1					
	Composition						

- Item count
- Composition

See *collection*.

11.4.23 File upload



STYLE		EVENT		LINK		DETAIL	
Search							
Properties							
	Name						

- Name

See *file upload*.

11.4.24 Select

 STYLE		 EVENT		 LINK		 DETAIL			
Search 									
Properties 									
						 			
		Options		<table border="1"><thead><tr><th>name</th><th>value</th></tr></thead><tbody></tbody></table>		name	value		
name	value								
		Name							

- Option
- Name

See *select*.

11.4.25 Header/Footer

 STYLE		 EVENT		 LINK		 DETAIL	
Search 							
Properties 							
		Composition		header 			

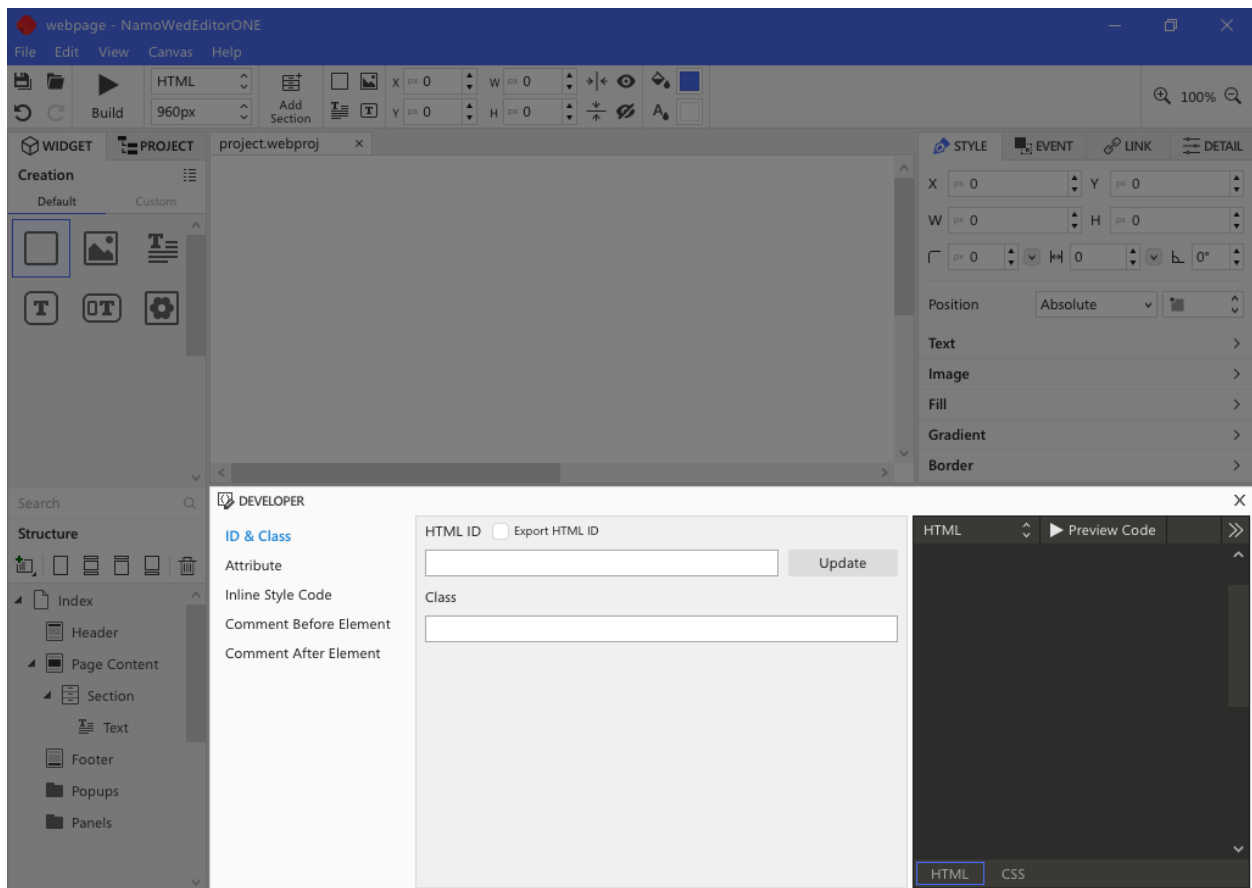
- Composition

See *structure*.

CHAPTER 12

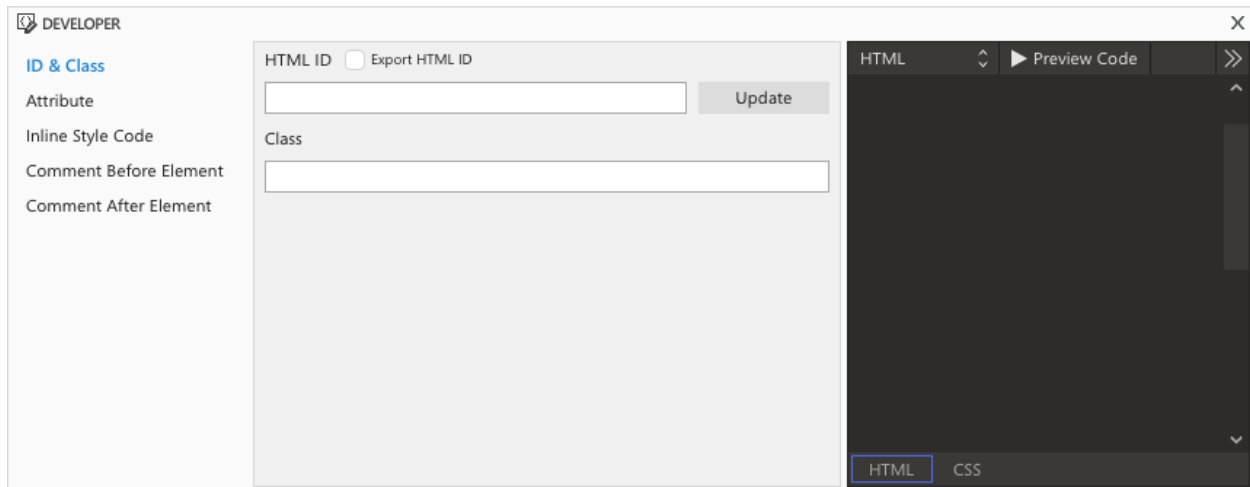
Developer View

Developer view is a panel where you can view and modify the code applied to the design or modify the code of the project. You can open the developer mode panel via the view menu.



You can add code in the left panel and see the preview code in the right panel by clicking `preview code` button.

12.1 ID & Class

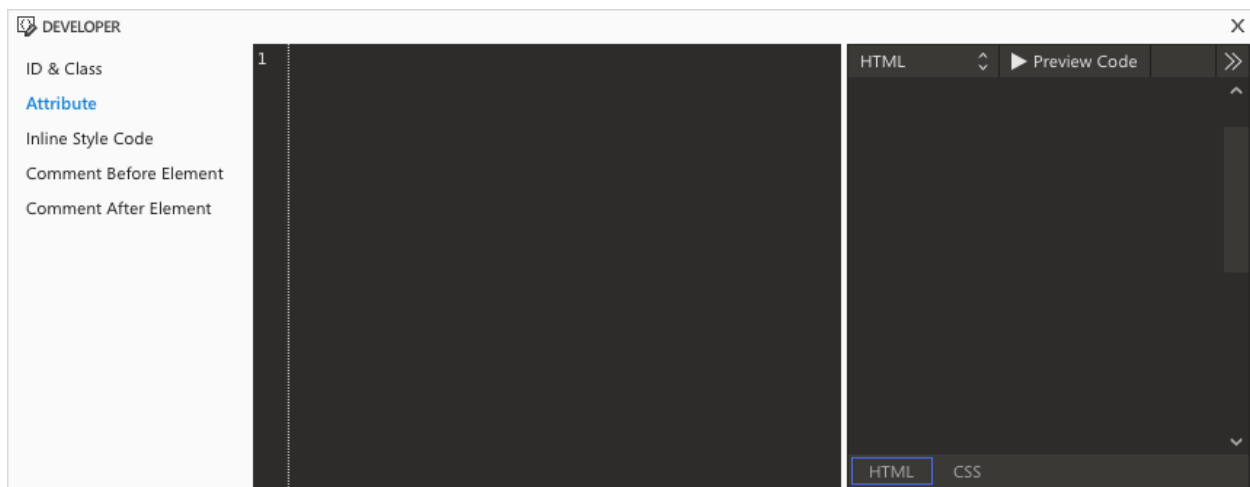


You can change a Html ID and add classes.

Listing 1: Example

```
<!-- Your Input -->
class1 class2 class3
<!-- Result -->
<div class="class1 class2 class3"></div>
```

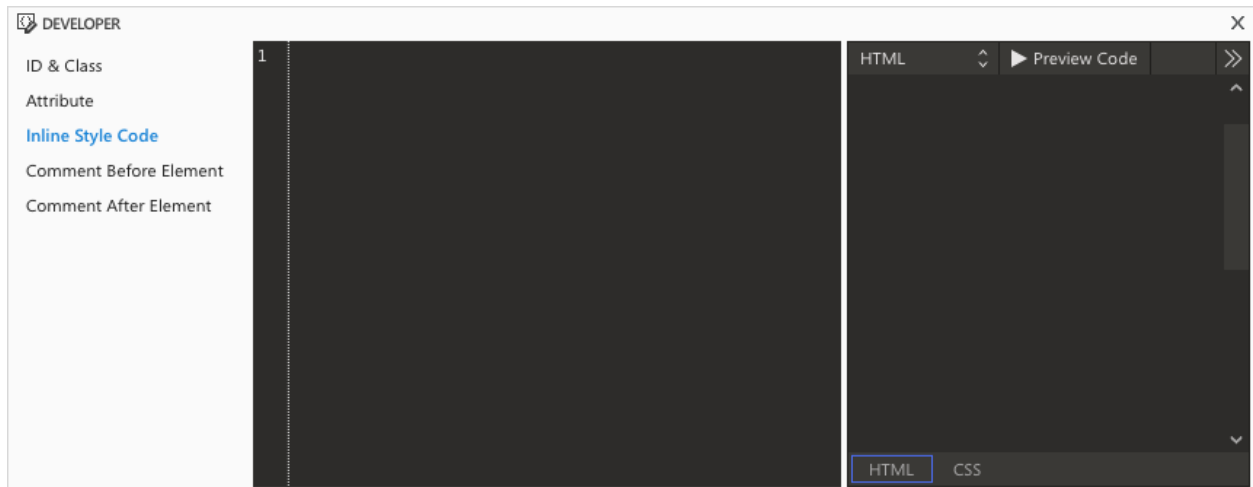
12.2 Attribute



Listing 2: Example

```
<!-- Your Input -->
attr="value1" attr="value2" single_value
<!-- Result -->
<div attr="value1" attr="value2" single_value></div>
```

12.3 Inline style code

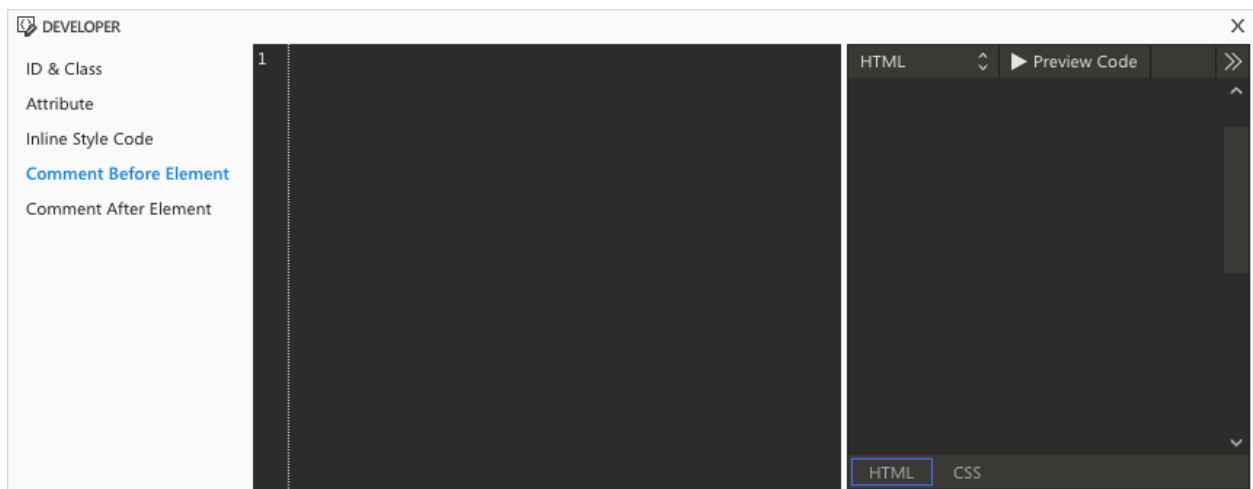


Listing 3: Example

```
/* Your Input */
color:blue; background-color:lightblue;

<!-- Result -->
<div style="color:blue; background-color:lightblue;"></div>
```

12.4 Comment before element



Listing 4: Example

```
<!-- Your input -->
This element is blahblah

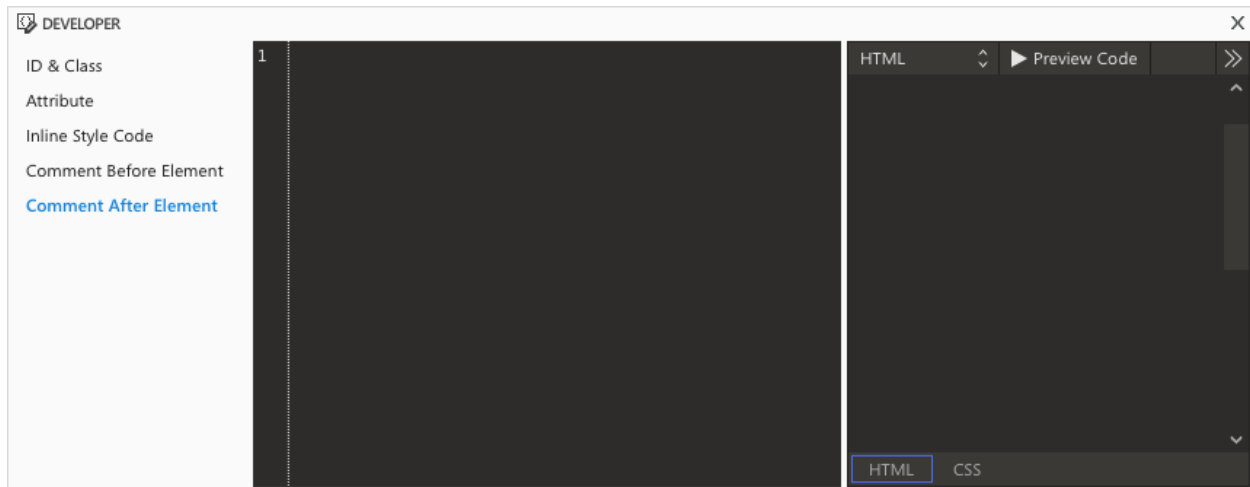
<!-- Result -->
```

(continues on next page)

(continued from previous page)

```
<!-- This element is blahblah -->  
<div></div>
```

12.5 Comment after element

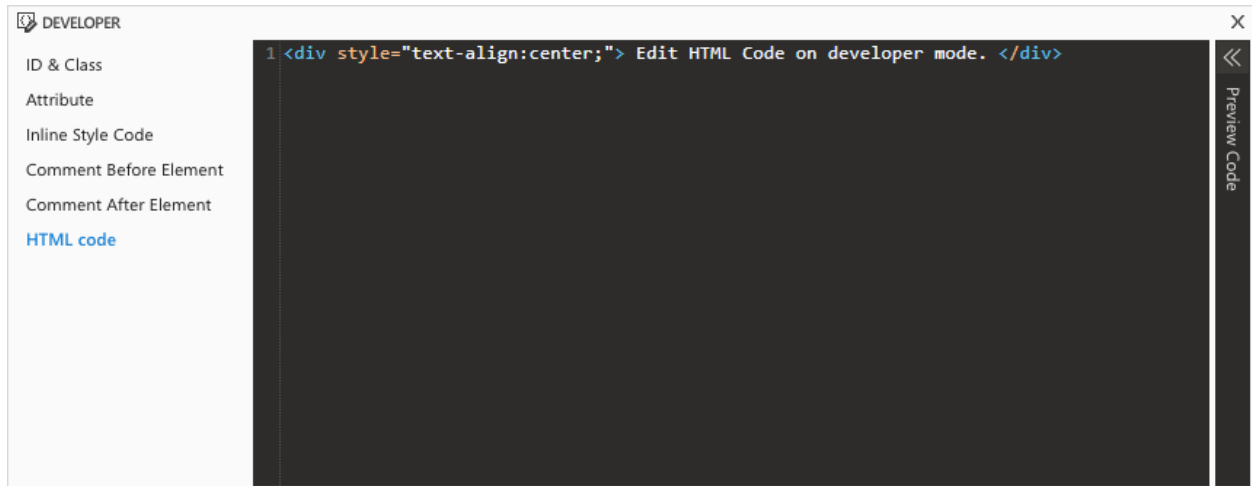


Listing 5: Example

```
<!-- Your input -->  
The end of this element  
  
<!-- Result -->  
<div></div>  
<!-- The end of this element-->
```

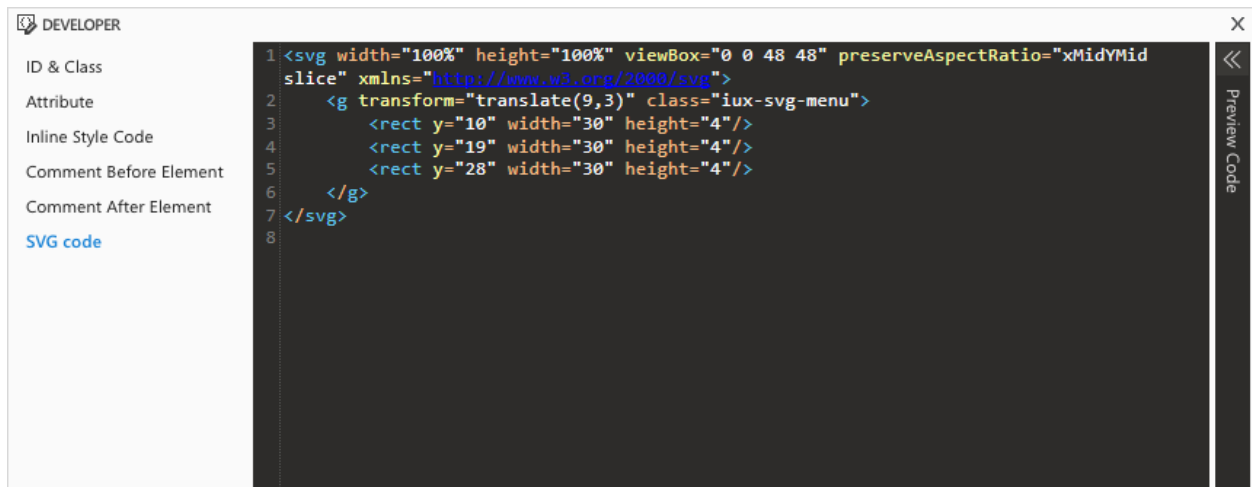
12.6 Widgets

12.6.1 HTML



You can change html code directly.

12.6.2 SVG



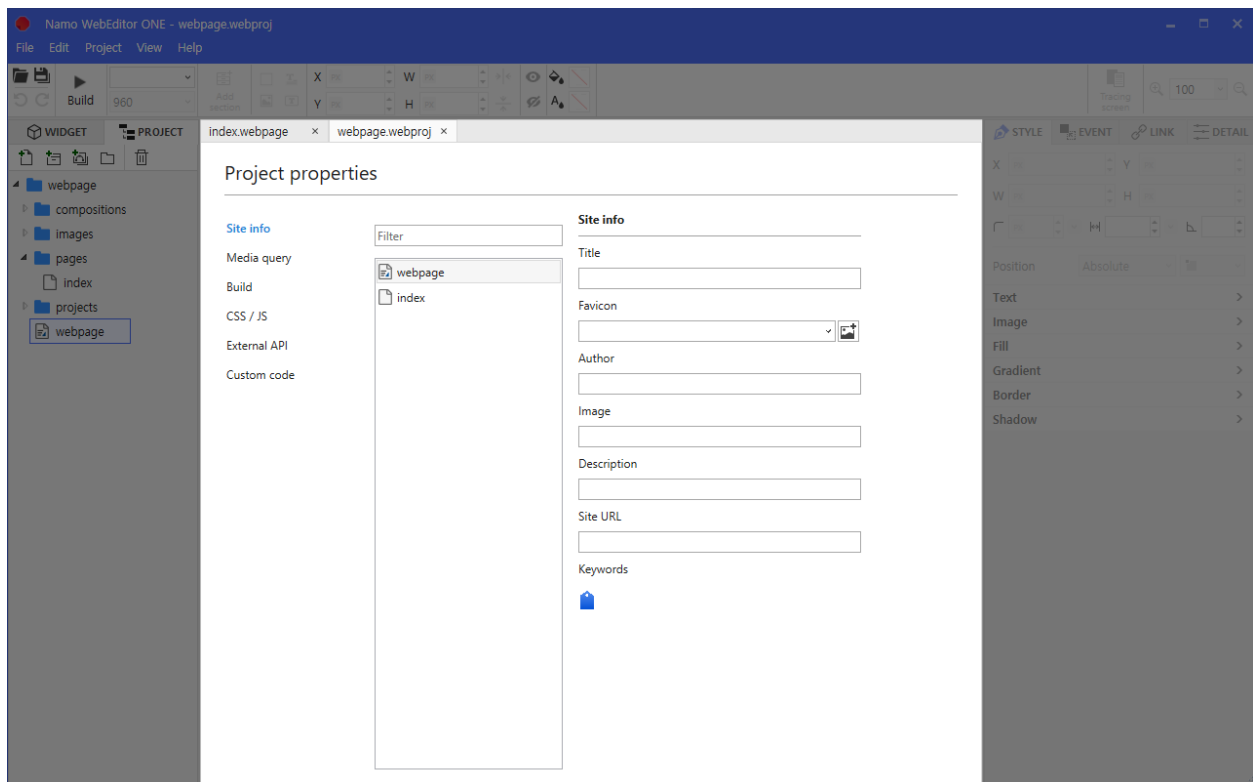
You can change svg code directly.

CHAPTER 13

Project Properties

Project properties is a function that allows you to change settings for information about the project, media query, code, and so on.

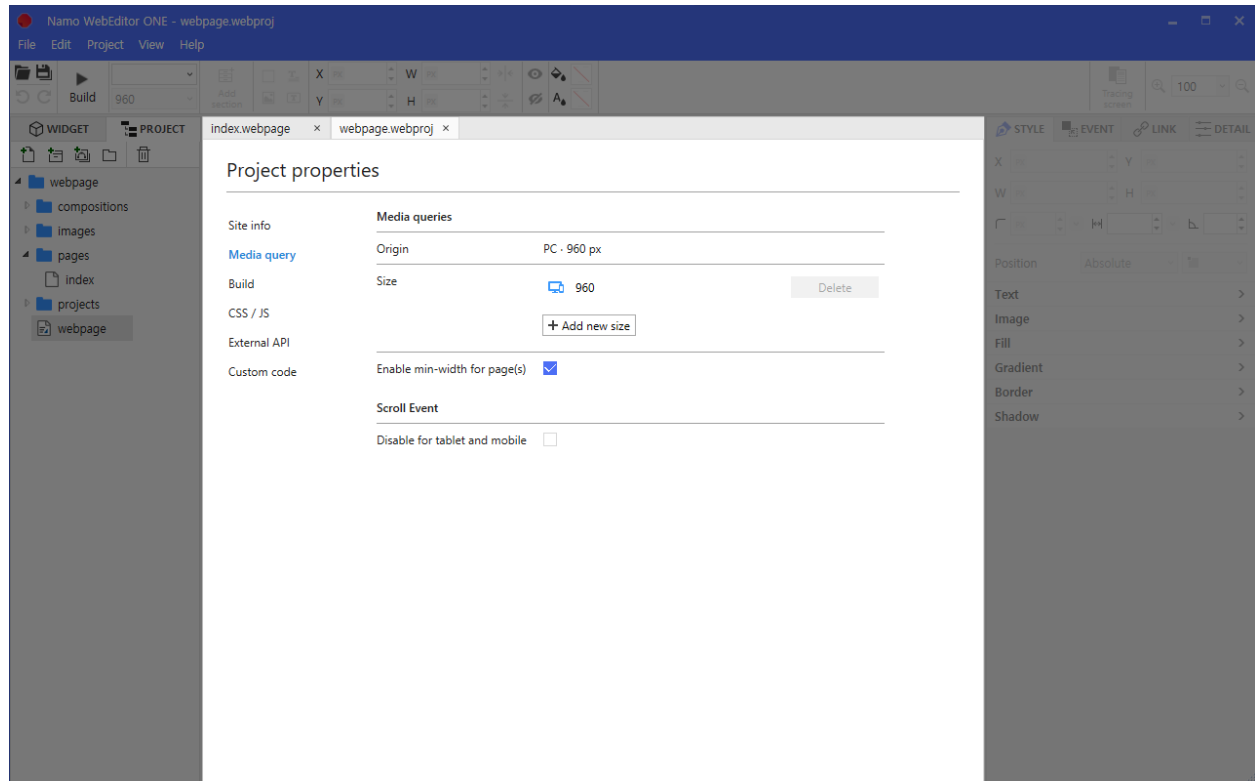
13.1 Site Information



Site Information is the menu to set project file name, favicon, and other items (meta tags).

- If you choose a project, meta tags are applied to all the pages in the project.
- If you choose a single page, meta tags are applied to the selected page.

13.2 Media Query



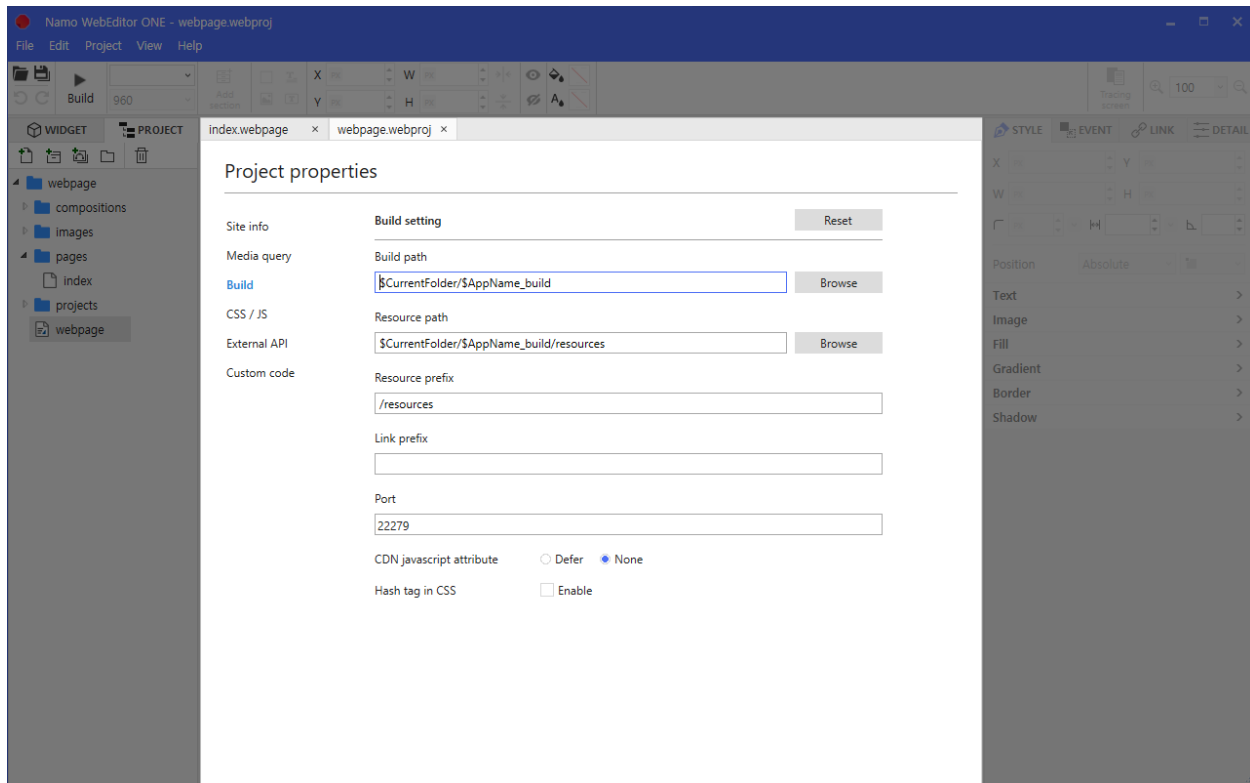
Media Query is a menu that sets options related to the size of the project or the event.

- Add new size



You can add a size. If you can check duplicated from, all css values are copied from the selected size.

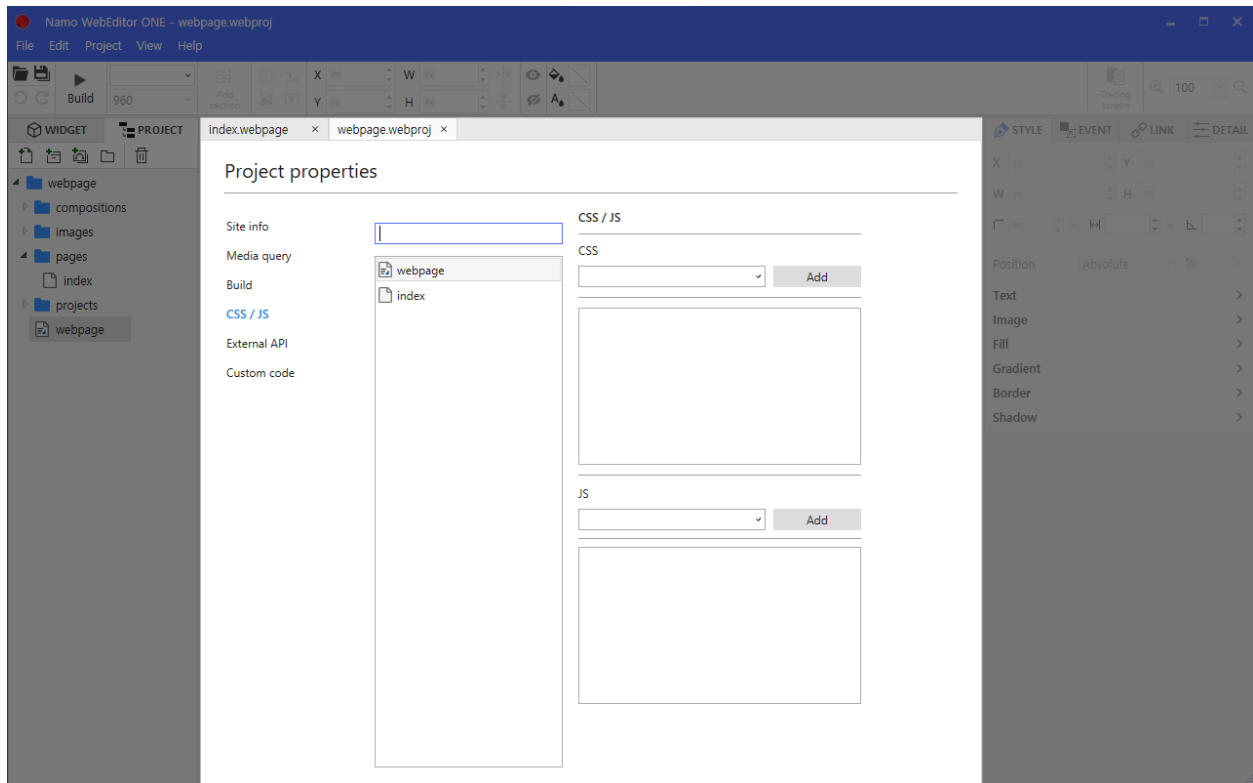
13.3 Build



Build is a menu for setting options such as path, resource path, port, etc. to build the project.

- Build path - The directory of your project output : html files
- Resource path - The directory of your project output and resources : css, js and all resource files (image, video and etc.)
- Resource prefix - Prefix is inserted to all resource's link : `src="/prefix/original/path/image.png"`
- Link prefix - Prefix is inserted to the href of page link (relative link) : `href="/prefix/original/pages/index.html"`
- **Environment Variables in the build path and resource path**
 - **\$CurrentFolder** : The parent directory of a project directory that contains the current project file(.webproj).
 - **\$AppName** : The project name.
 - **\$HomeFolder** : User home directory.

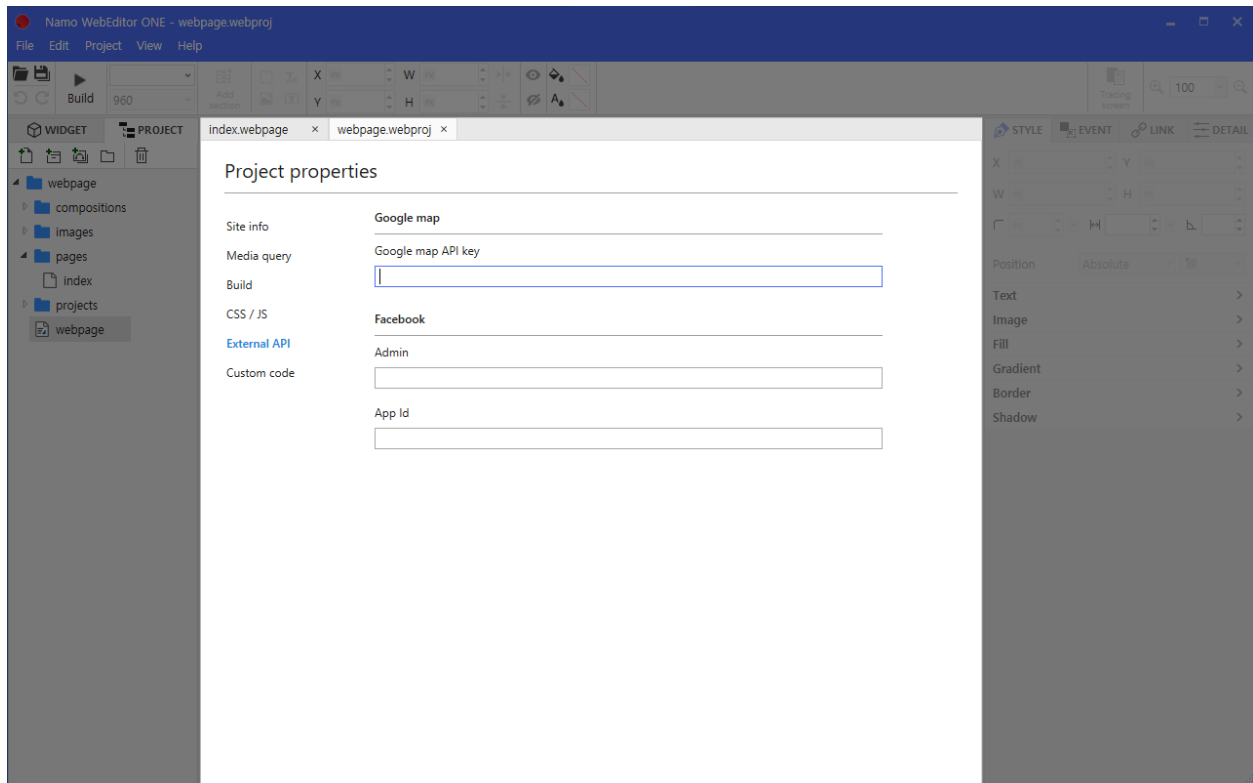
13.4 CSS/JS



CSS/JS is a menu where you can add the css or javascript file you want to use in your project.

- If you choose a project, the css and javascript files are added to all the pages in the project.
- If you choose a single page, the css and javascript files are added to the selected page.

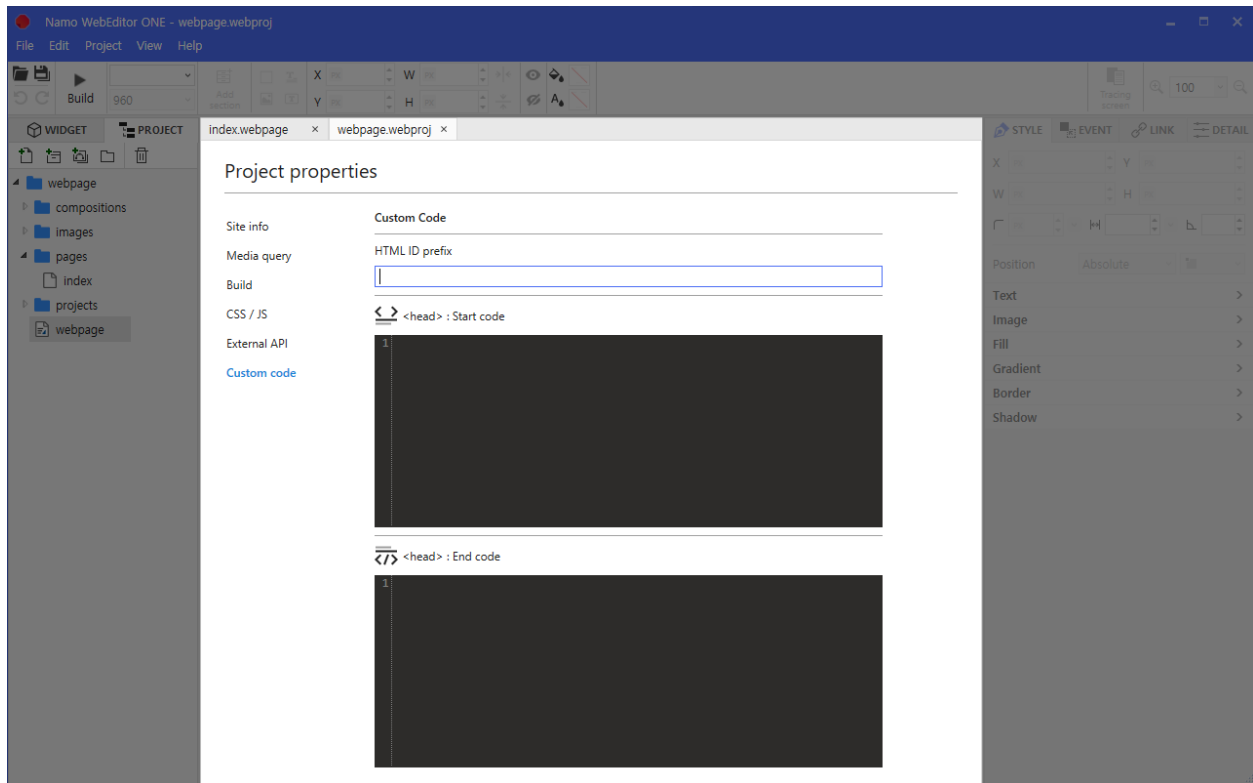
13.5 External API



External API is a menu for configuring the external APIs used in the project.

- Google map API key [\[External Link - google maps platform\]](#)
- **Facebook** [\[External Link - facebook for developers\]](#)
 - Admin
 - App id

13.6 Custom Code



- **HTML ID prefix**
 - Insert a prefix in front of original html id for all widgets in the all pages.
- **<head>** [Start code]
 - Add custom tag in the <head> before the automation code generated by IUEditor
- **</head>** [End code]
 - Add custom tag in the <head> after the automation code generated by IUEditor

14.1 Page



Page is a mapping to a single html file. It contains designed widgets and meta information.

- You can create a page in the *project panel*.
- You can change a page layout in the *structure* or *detail*.

14.2 Composition



You can create repeatable elements by using Compositions. Compositions will be imported to Import / Header / Footer / Collection widgets.

15.1 Layout Widgets

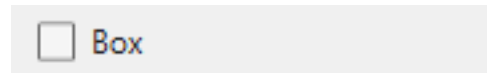
15.1.1 Section



A page is separated with section. Section uses `<section>` tag. You can easily add template section on [toolbar](#). See [detail](#) properties.

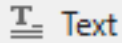
15.2 Basic Widgets

15.2.1 Box



Box widget is a fundamental widget which is generated to `<div>` tag. Mostly, Box widget is used to set layout and to group children widgets.

15.2.2 Text



Text widget contains Text Content which is generated to <p>, <h1> or <h2> tag. You can edit text by clicking a text thumb.

See *detail* properties.

15.2.3 Image

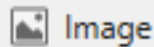


Image widget contains Image Content which is generated by css {background} tag. You can input image resource from Resource panel or Image URL link and resize or rearrange image in widget area.

- Fit Widget Size to Image Size: Resize widget according to image resource size.

15.2.4 Static Image

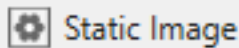
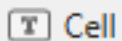


Image widget contains Image Content which is generated by css {background} tag. You can input image resource from Resource panel or Image URL link and resize or rearrange image in widget area.

- Fit Widget Size to Image Size: Resize widget according to image resource size.

See *style*, *detail* properties.

15.2.5 Cell



Cell widget contains Text Content , aligned Vertical-Center automatically. (PX unit only)

15.2.6 Image and Text

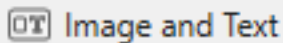
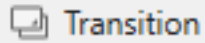


Image and Text widget contains Text Content and Image, aligned Vertical-Center automatically.

See *style*, *detail* properties.

15.3 Complex Widgets

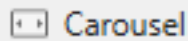
15.3.1 Transition



Transition widget has two transition items. When mouse action triggered, transition item will change from item 1 to item 2. You can set Mouse Action (Mouse Over or Click) , Transition Effect, and Duration in property panel.

See *event* properties.

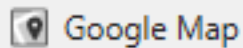
15.3.2 Carousel



Carousel widget has multiple carousel items. You can simply make carousel interface with carousel widget. Carousel item is the same as Box widget, so you can add or remove child elements to Carousel item.

See *style*, *event*, *detail* properties.

15.3.3 Google Map

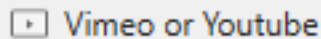


Google Map widget represents google map element. You can input Map location wherever you want.

1. In Editor Mode, Google Map widget offers maximum preview 600 px x 600 px size.
2. South Korea's map is not available Color Theme feature.

See *detail* properties.

15.3.4 Web Movie

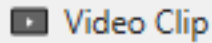


Web Movie widget supports Youtube or Vimeo. (Autoplay is available only when video is muted. The mute can be set in the detail panel.) You can use Web Movie widget with **Short-Links** :

- Vimeo : <http://vimeo.com/> **videoURL**
- Youtube : <http://youtu.be/> **videoURL**

See *style*, *detail* properties.

15.3.5 Video Clip



Video Clip widget supports MP4. You can input videos from Resource panel. (Autoplay is available only when video is muted. The mute can be set in the detail panel.)

See *style*, *detail* properties.

15.3.6 Table

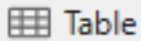
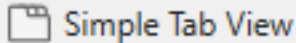


Table widget can add simple table on canvas.

See *style*, *detail* properties.

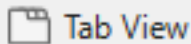
15.3.7 Simple Tab View



Simple Tab View widget has more simple structure than Tab View widget.

See *style*, *event* properties.

15.3.8 Tab View



Tab View widget has multiple Tabs .

See *style*, *event* properties.

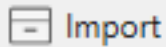
15.3.9 Collapsible



Collapsible widget has two item (Header and Content). When you triggered mouse action on Collapsible widget, Content item will be appeared. You can set Mouse Action (Mouse Over or Click) , Transition Effect, and Duration in property panel.

See *style*, *event* properties.

15.3.10 Import



Import widget can import Composition. If you want to use Composition, connect target Composition into Import widget.

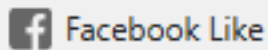
15.3.11 Tweet Share Button



With Tweet Share Button widget, you can add Share to Tweeter Button in your project. (No Resize)

See *detail* properties.

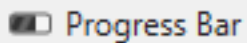
15.3.12 Facebook like button



With Facebook Like Button widget, you can add Share to Facebook Button in your project. (No Resize)

See *detail* properties.

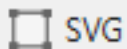
15.3.13 Progress Bar



Progress Bar widget displays a progress bar. If you want draw certain status with bar elements, add this widget in your project.

See *properties*.

15.3.14 SVG



SVG widget displays Scalable Vector Graphics. You can select simple SVG form, or input custom svg code whatever you want.

See *properties*.

15.3.15 Panel



You can add a panel by press [+] button of *Structure* panel. To call panel, create link with any widget and select link target to panel.

See *style*, *event* properties.

15.3.16 Popup

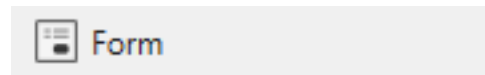


You can add a popup by press [+] button of *Structure* panel. To call popup, create link with any widget and select link target to popup.

See *style*, *event* properties.

15.4 Programming Widgets

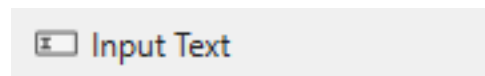
15.4.1 Form



Form widget is a container for programming widgets which is generated to <form> tag. If you want to use programming widgets, you must to add Form widget in your project.

See *detail* properties.

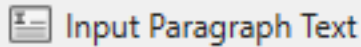
15.4.2 Input Text



Input Text widget is a textfield which is generated to <input> tag (type : text).

See *style*, *detail* properties.

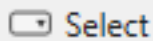
15.4.3 Input Paragraph Text



Input Paragraph Text widget is a textfield which is generated to `<textarea>` tag.

See *style*, *detail* properties.

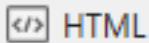
15.4.4 Select



Select widget is a select button which is generated to `<select>` tag. If you want to make select button, add this widget into Form widget.

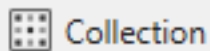
See *properties*.

15.4.5 HTML



HTML widget is a code container which is generated to custom html tag (e.g. `<style>`, `<script>`, etc, ...). You can make custom widget by input custom html code into HTML widget.

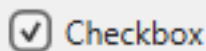
15.4.6 Collection



Collection widget can import multiple Composition widgets. If you want to make collection view with compositions, you can create collection view with Collection widget.

See *detail* properties.

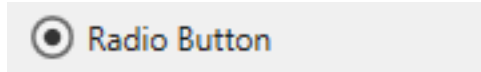
15.4.7 Checkbox



Checkbox widget displays checkbox which is generated to `<input>` tag (type:checkbox).

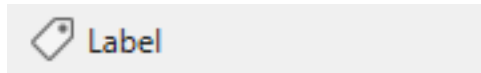
See *detail* properties.

15.4.8 Radio Button



Radio Button widget displays radio button which is generated to `<input>` tag (type:radio).

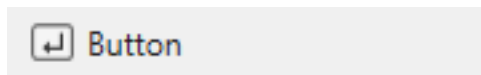
15.4.9 Label



Label widget generates `<label>` tag. It makes easier to click `<input>` tag. You can connect `<input>` widgets such as radio, checkbox and etc. by adding a **html id** as a *for* attribute.

See *style*, *detail* properties.

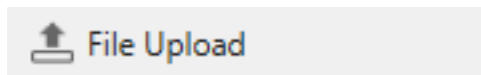
15.4.10 Button



Button widget displays button which is generated to `<input>` tag (type:default / reset / submit).

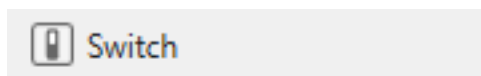
See *style*, *detail* properties.

15.4.11 File Upload



File Upload widget displays file upload interface which is generated `<input>` tag (type:file).

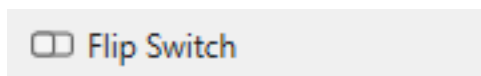
15.4.12 Switch



Switch widget displays toggle button which is generated to `<input>` tag (type:checkbox), and contains two switch items.

See *detail* properties.

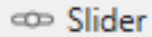
15.4.13 Flip Switch



Flip Switch widget displays sliding switch which is generated to `<input>` tag (type:checkbox).

See *detail* properties.

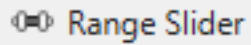
15.4.14 Slider



Slide widget displays slider interface. You can change value by dragging slide pointer. (Or type a number to value)

See *style*, *detail* properties.

15.4.15 Range Slider



Range Slide widget displays range slider interface. You can change range value by dragging slide pointers. (Or type a number to value)

See *style*, *detail* properties.

IUEditor Javascript Version >= 2.1

16.1 Initialize

Initialize all descendents of element as IU WIDGET.

```
IUEDITORReady ($element)
```

- Example

```
IUEDITORReady ($ ('body'))
```

16.2 Multiple versions of jQuery

If you imported another version of jQuery, you should use *IUEditor.\$* instead of *\$* in order to use iueditor.js API

16.3 Widgets

16.3.1 Transition

1. jQuery Plugin

```
$.fn.transition()
```

2. jQuery data key

IU_WIDGET.TRANSITION

- Example

```
var Transition = $('#id').data(IU_WIDGET.TRANSITION)
```

3. Option

Member	Description
. callbackShow	Callback function when the animation (show) has finished. The second item is shown.
. callbackClose	Callback function when the animation (close) has finished. The second item is closed.

4. Method

Method	Description
.toggle(state)	Change 1st item to 2nd item

5. Method Detail

Method	Param	Type	Description
. toggle(state)	state	bool	Show 2nd item if state is true, hide 2nd item otherwise

16.3.2 Carousel

1. jQuery Plugin

```
$.fn.carousel()
```

2. jQuery data key

IU_WIDGET.CAROUSEL

- Example

```
var Carousel = $('#id').data(IU_WIDGET.CAROUSEL)
```

3. Option

Member	description
. callbackMove	Callback function when the animation has finished

4. Method

Method	description
<code>.reload()</code>	Reload carousel
<code>.destroy()</code>	Destroy carousel
<code>.pause()</code>	Pause carousel if carousel is set autoplay
<code>.start()</code>	Start carousel if carousel is set autoplay
<code>.moveNext()</code>	Go to next item
<code>.movePrev()</code>	Go to prev item
<code>.moveCurrent()</code>	Reset to current item
<code>.move(index, translateX)</code>	Go to (index) item with translateX value

5. Method Detail

Method	Param	Type	Description
<code>.move(index, translateX)</code>	toIndex	number	index of carousel item
	translateX	number	css : translateX

16.3.3 Collapsible

1. jQuery Plugin

```
$.fn.collapsible()
```

2. jQuery data key

IU_WIDGET.COLLAPSIBLE

- Example

```
var Collapsible = $('#id').data(IU_WIDGET.COLLAPSIBLE)
```

3. Option

Member	Description
<code>.callbackShow</code>	Callback function when the animation has finished
<code>.callbackClose</code>	Callback function when the animation has finished

4. Method

Method	Description
<code>.toggle(state)</code>	Change content's show/hide state

5. Method Detail

Method	Param	Type	Description
<code>.toggle(state)</code>	state	bool	Show if state is true, hide otherwise

16.3.4 Flip Switch

1. jQuery Plugin

```
$.fn.flipswitch()
```

2. jQuery data key

IU_WIDGET.FLIPSWITCH

- Example

```
var Switch = $('#id').data(IU_WIDGET.FLIPSWITCH)
```

3. Method

Method	Description
<code>.toggle(state, duration)</code>	Change show/hide state

4. Method Detail

Method	Param	Type	Description	Default
<code>.toggle</code>	<code>state</code>	bool	Show if state is true, hide otherwise	
	<code>duration</code>	number	Duration with animation	300ms

16.3.5 Google Map

1. jQuery Plugin

```
$.fn.googlemap()
```

2. jQuery data key

IU_WIDGET.GOOGLEMAP

- Example

```
var Map = $('#id').data(IU_WIDGET.GOOGLEMAP)
```

3. Method

Method	Description
<code>.resize()</code>	Move map position to center

4. Google map lazy initialization

```
window.IUEditor.initGoogleMapInElement(element)

// lazy initialization example
// init google-map in myDiv element
var $myDiv = $('#myDiv');
window.IUEditor.initGoogleMapInElement($myDiv);
// or
// window.IUEditor.initGoogleMapInElement($myDiv[0]);
```

16.3.6 Panel

1. jQuery Plugin

```
$.fn.panel()
```

2. jQuery data key

IU_WIDGET.PANEL

- Example

```
var Panel = $('#id').data(IU_WIDGET.PANEL)
```

3. Option

Member	Description
<code>.callbackShow</code>	Callback function when the animation has finished
<code>.callbackClose</code>	Callback function when the animation has finished

4. Method

Method	Description
<code>.show()</code>	Show panel
<code>.close()</code>	Close panel
<code>.toggle()</code>	Change show/hide state

16.3.7 Popup

1. jQuery Plugin

```
$.fn.popup()
```

2. jQuery data key

IU_WIDGET.POPUP

- Example

```
var Popup = $('#id').data(IU_WIDGET.POPUP)
```

3. Option

Member	Description
<code>.callbackShow</code>	Callback function when the animation has finished
<code>.callbackClose</code>	Callback function when the animation has finished

4. Method

Method	Description
<code>.show()</code>	Show panel
<code>.close()</code>	Close panel
<code>.toggle()</code>	Change show/hide state

16.3.8 Slider

1. jQuery Plugin

```
$.fn.slide()
```

2. jQuery data key

IU_WIDGET.SLIDER

- Example

```
var Slider = $('#id').data(IU_WIDGET.SLIDER)
```

3. Method

Method	Description
<code>.setValue(value)</code>	Set slider value
<code>.render()</code>	Render a point and textfield with current value
<code>.renderPoint()</code>	Render a point
<code>.renderTextField()</code>	Render a textfield

4. Method Detail

Method	Param	Type	Description	Default
<code>.setValue(value)</code>	value	number	slider value between min and max	attribute data-iu-slide-default-value

5. Example

```
//get slider object
var Slider = $('#id').data(IU_WIDGET.POPUP);

//change value to 80, range in (0, 100)
Slider.setValue(80);

//redraw slider
Slider.render();
```

16.3.9 Range Slider

1. jQuery Plugin

```
$.fn.rangeslider()
```

2. jQuery data key

IU_WIDGET.RANGE_SLIDER

- Example

```
var RangeSlider = $('#id').data(IU_WIDGET.RANGE_SLIDER)
```

3. Method

Method	Description
<code>.changeStartValue (value)</code>	Set start value
<code>.changeEndValue (value)</code>	Set end value
<code>.render ()</code>	Render innerBar and textfields with current values
<code>.renderInnerBar (updateLeft)</code>	Render innberBar
<code>.renderStartTextField ()</code>	Render a start textfield
<code>.renderEndTextField ()</code>	Render a end textfield

4. Method Detail

Method	Param	Type	Description	Default
<code>.changeStartValue (value)</code>	value	number	slider value between min and end	attribute data-iu-range-slide-default-start-value
<code>.changeEndValue (value)</code>	value	number	slider value between start and max	attribute data-iu-range-slide-default-end-value
<code>.renderInnerBar (updateLeft)</code>	updateLeft	bool	if updateLeft is true, update innerBar left	false

16.3.10 Tab View

1. jQuery Plugin

```
$.fn.tabview()
```

2. jQuery data key

IU_WIDGET.TABVIEW

- Example

```
var Tabview = $('#id').data(IU_WIDGET.TABVIEW)
```

3. Option

Member	Description
<code>.callbackSelect</code>	Callback function when the animation has finished

4. Method

Method	Description
<code>.select (index)</code>	Select a index'th tab item

5. Method Detail

Method	Param	Type	Description
<code>.select (index)</code>	index	number	tab index in range (0, tabcount-1)

16.3.11 Switch

1. jQuery Plugin

```
$.fn.pgswitch()
```

2. jQuery data key

IU_WIDGET.SWITCH

- Example

```
var Switch = $('#id').data(IU_WIDGET.SWITCH)
```

3. Method

Method	Description
.toggle(state)	Change 1st item to 2nd item

4. Method Detail

Method	Param	Type	Description
.toggle(state)	state	bool	Show 2nd item if state is true, hide 2nd item otherwise

16.3.12 Webmovie

1. jQuery Plugin

```
$.fn.webmovie()
```

2. jQuery data key

IU_WIDGET.WEBMOVIE

- Example

```
var Webmovie = $('#id').data(IU_WIDGET.WEBMOVIE)
```

3. Method

Method	Description
.play()	Play movie
.pause()	Pause movie
.autoplay()	Play movie if movie is visible in window frame, pause otherwise

3. WebMovie(Vimeo & Youtube) lazy initialization

```
window.IUEditor.initVimeoInElement(element)
window.IUEditor.initYoutubeInElement(element)

// lazy initialization example

// 1. init Vimeo in myDiv element
var $myDiv = $('#myDiv');
window.IUEditor.initVimeoInElement($myDiv);
// or
```

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(continued from previous page)

```

window.IUEditor.initVimeoInElement($myDiv[0]);

// 2. init Youtube in myDiv element
var $myDiv = $('#myDiv');
window.IUEditor.initYoutubeInElement($myDiv);
// or
window.IUEditor.initYoutubeInElement($myDiv[0]);

```

16.3.13 Movie

1. jQuery Plugin

```
$.fn.movie()
```

2. jQuery data key

IU_WIDGET.MOVIE

- Example

```
var movie = $('#id').data(IU_WIDGET.MOVIE)
```

3. Method

Method	Description
.play()	Play movie
.pause()	Pause movie
.autoplay()	Play movie if movie is visible in window frame, pause otherwise

16.3.14 Widgets without further methods

- File : iu.widget.js

File Upload

1. Description

- **File Upload Widget**
- When clicking event, connect *Upload Button* with *File Name*

2. jQuery Plugin

```

$.fn.activateFileUpload

// Example
$('#file-upload-id').activateFileUpload()

```

Enable Hover Effect

1. Description

- Widget has mouse-over styles

- Mimic **:hover** selector
- When occurring mouse over event, activate *iux-hover* class

2. jQuery Plugin

```
$.fn.activateHover

// Example
$('#widget-has-mouse-over-id').activateHover()
```

Enable Link to Scroll Effect

1. Description

- Widget has id link (page#id)
- When clicking event on link, smooth scroll to position at link's element

2. jQuery Plugin

```
$.fn.activateScrollLink

// Example
$('#widget-has-element-link').activateScrollLink()
```

Full Section

1. Description

- Section has enable full size
- When resizing window, section's height will be equal to window's height

2. jQuery Plugin

```
$.fn.iufullsection

// Example
$('#section-is-enabled-fullsize').iufullsection()
```