

Dynamic HTML Editor

Visual Web Site Builder

Quick User Guide

(for a complete documentation check the help attached with the program)

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Introduction

Dynamic HTML Editor is a Dynamic Multi-Browser Compatible HTML/XHTML WYSIWYG Editor (What You See Is What You Get).

This means that you can create your WEB site without knowing/writing HTML code.

It's very similar to a paint program, simply choose a tool on the left bar and draw on the page using your mouse (click with the left button and drag your mouse); after doing this, just change the properties by pressing the F4 key and you're done! With Dynamic HTML Editor it's possible to create dynamic WEB pages using both CSS style or completely standard HTML code. The second ability (Standard HTML Code) is very useful when you have to work with very old browsers or when your pages take data from a database.

With Dynamic HTML Editor you create ".dhe" files; these files are not directly visible in your browser because they are not WEB compatible; you have to first export them to HTML or XHTML format using the export operation.

What is the HTML?

HTML stands for "Hyper Text Markup Language" which is a hypertextual language created by using markers, also called tags. That means that you can create a WEB page using a simple text file with some markers in it. HTML tags (like XML or XHTML tags) are defined as follows:

```
<TAGNAME Attribute="Attribute Value"></TAGNAME>
```

Where the attributes are optional and different from tag to tag.

A HTML page has these standard tags:

It always starts with a <HTML> tag and ends using the same </HTML>. Usually there is a <HEAD> (header) tag which contains scripts, styles and the page title.

The page contents (your objects) are contained between the <BODY> tags.

```
<HTML>
<HEAD>
<TITLE>Title of my page</TITLE>
</HEAD>
<BODY>
Contents of my page
</BODY>
</HTML>
```

This page is perfectly valid and can be viewed in all browsers.

XHTML is an HTML variant very similar to XML, where every opening tag needs a closing tag. This is not mandatory in HTML. For example the tag (that represents an image) doesn't need to be closed in HTML with a tag.

XML serves only for containing data, there are no predefined tags; this only needs a 'root' node.

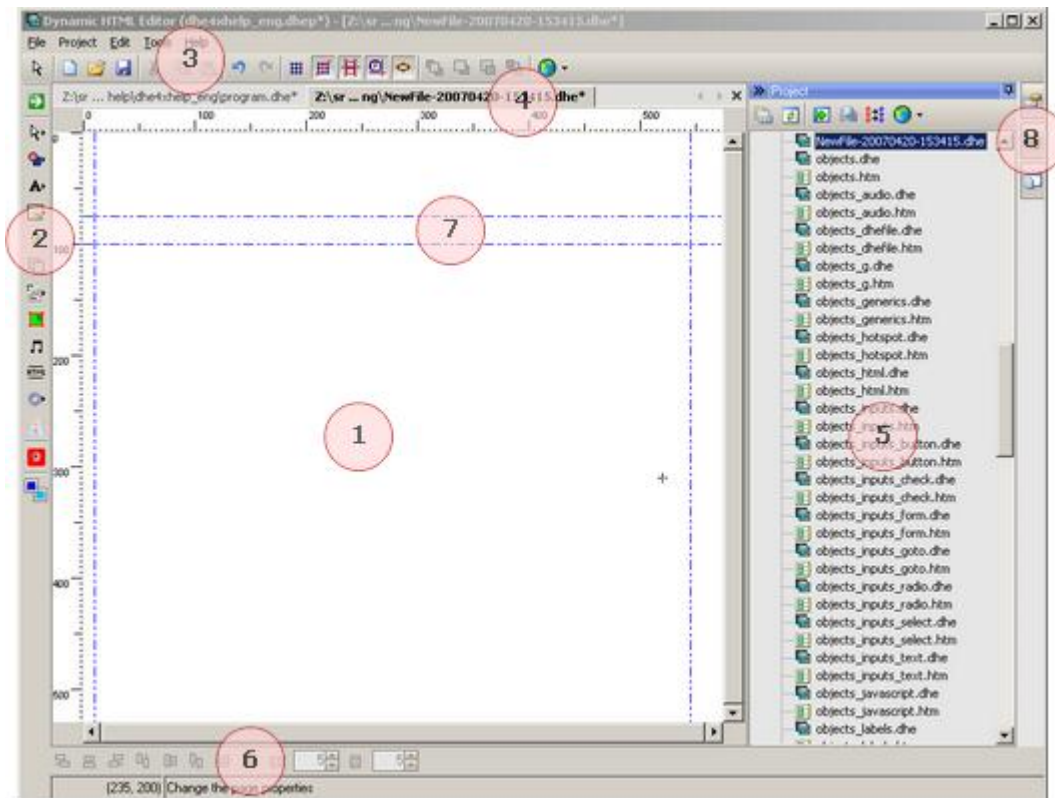
```
<XML>
<NAME>My Name</NAME>
<SURNAME>My Surname</SURNAME>
</XML>
```

By transforming .XML (data) with an .XSL file (action) you can obtain an HTML page. I recommend a quick search on the internet for those of you who are interested in this topic.

Key Features

- Clean and intuitive interface
- Work in “CSS” (absolute) or/and “Table” (relative) mode
- Site manager with project and sub-projects
- Completely WYSIWYG, no HTML knowledge required
- Automatic object alignment
- Multilanguage and UNICODE support
- Cross-browser HTML/XHTML generation with W3C compatible code
- Site manager with sub-folders and sub-projects
- One-click site exporting and publishing
- Fast object editing and page preview
- Batch management and Style editor
- File into file insertion, object reuse and Master-Pages
- Dynamic WEB pages creation (events support)
- eCommerce Tools
- RSS Editor
- HTML tables support
- Integrated FTP client
- Great graphical capabilities...
 - Perfect image resize
 - One-click quality rotation
 - 55+ advanced graphical effects with "Drop Shadow", "Vertical Reflection" and many other
 - Automatic image exporting (PNG 32-24-8/GIF/JPG support)
 - Powerful transparency management
 - Stencils and Overlays for graphical objects
 - Slide Shows and Graphical menus
 - Events and "RollClick - RollOver" support
 - Shapes with integrated antialiasing support and complex background management
 - 3-state graphical image editor
- Javascript effects
- Audio and video support
- Form and input fields management with integrated email ASP or PHP module
- Integrated multi-level menu support
- Customizable extensions

The Interface



- 1) Work Area (use mouse and keyboard)
- 2) The left Bar (Drawing tools, Positioning Used, Default Colors)
- 3) Menu and toolbars
- 4) Windows manager
- 5) Project Window, Search Panel, Properties Window and Object List
- 6) Align tools
- 7) Guides
- 8) Right Buttons (Properties, Objects List, Project Manager)

Using Mouse

With the mouse you can draw, resize, move and rotate an object.

It's possible to select multiple objects by pressing the SHIFT key while clicking over the desired objects.

You can also select a group of objects by drawing a rectangle that contains all vertexes using the selection tool on the left.

Double clicking over an object causes it to show the custom window of that object (if it has one).

If you want to resize or move objects beyond the page limits simply drag the selection on the scroll bars or the rules; the page will scroll automatically.

If one or more objects are invisible in the editor (see Visible Edit prop.) you can select them by pressing the left mouse button and the Control Key at the same time.

You can also use the CTRL + Click for selecting the container (layer, form) of a certain object.

When editing points of a complex shape like a polygon you can select a group of points using the SHIFT + Click mode.

Using Keyboard

With the keyboard you can perform many operations:

- Move and Resize an object:

It's possible to move or resize an object while keeping it aligned to the grid; for this the object must be selected.

These are the keys to utilize:

<Directional keys> --> shift objects by one pixel;

<Directional keys> + CTRL --> shift objects by the grid size;

<Directional keys> + SHIFT --> resize objects by one pixel;

<Directional keys> + SHIFT + CTRL --> resize objects by the grid size.

- Move polygons points:

<Directional keys> --> shift points by one pixel;

<Directional keys> + CTRL --> shift points by the grid size;

- Select All: CTRL + A

- Invert Selection: *

- Objects Copy: CTRL + C

- Objects Cut: CTRL + X

- Object Delete: CANC

- Next object: +

- Previous object: -

- Page Down or Up: PG DOWN o PG UP

- Start: HOME

- Save: CTRL + S

- New File: CTRL + N

- Copy Special: CTRL + B

- Paste Special: CTRL + W

- Undo: CTRL + Z

- Move objects under the cursor to bottom: ENTER, aligned to the grid (CTRL+ENTER)

- Move objects under the cursor to top: BACKSPACE, aligned to the grid (CTRL+BACKSPACE)

- Move objects after the cursor to right: SHIFT+ENTER, aligned to the grid (CTRL+SHIFT+ENTER)
- Move objects after the cursor to left: SHIFT+BACKSPACE, aligned to the grid (CTRL+SHIFT+BACKSPACE)
- Increase/Decrease objects fonts size: CTRL+ or CTRL-

The Cursor

The Cursor is the cross that appears sometimes in the background.

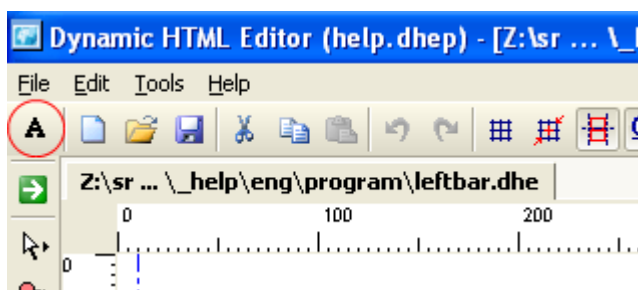
For setting it you have to left click the mouse on the page.

By pressing ENTER, all objects under it will be moved to the bottom; by pressing BACKSPACE to top.

The Left Bar

Is the vertical toolbar on the left and contains some sections:

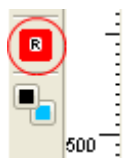
- 1) The drawing tool currently used



- 2) Drawing tools

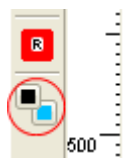
You can choose an object to insert into the page from this section (picture, label, text, slideshow, rss, paypal, table, menu, etc...)

- 3) The position type for the next drawn object



Represents the positioning type assigned to the next created object (Relative or Absolute) . See the "Position Type" topic

- 4) Default colors



Default background color

It represents the starting background color of objects after drawing.

It operates by changing the background color of shapes, labels, HTML objects and containers (layer and form) during selection.

It is also used during the transformation of labels to images (filling color).

Default foreground color

It acts by changing the border of selected shapes after selection.

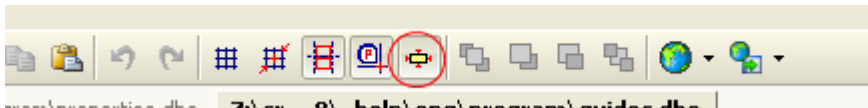
Right Panels

By acting on right buttons (check the image before) you can have access to:

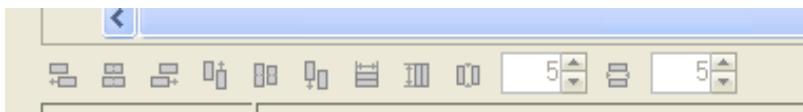
- **Property panel**
Permits you to select a single object and change properties in a fast way
- **Object list**
Permits you to select/deselect multiple objects at once
- **Project manager**
Permits you to manage your web site
- **Search Panel**
Permits you to find a file in your project in a very fast way

Align Tools

Align tools are contained in the bottom part of the editor screen and can be viewed by clicking an icon in the top toolbar



They permit you to align two or more objects in a fast way



Alignment Guides

There are vertical and horizontal lines that permit you to align your objects to pre-determined points on your pages; check the "Tools/Guides" menu.

They can be moved, removed (simply drag them out of screen), hidden or locked and are shared for every file in a project.

They are very important when working with Master-Pages

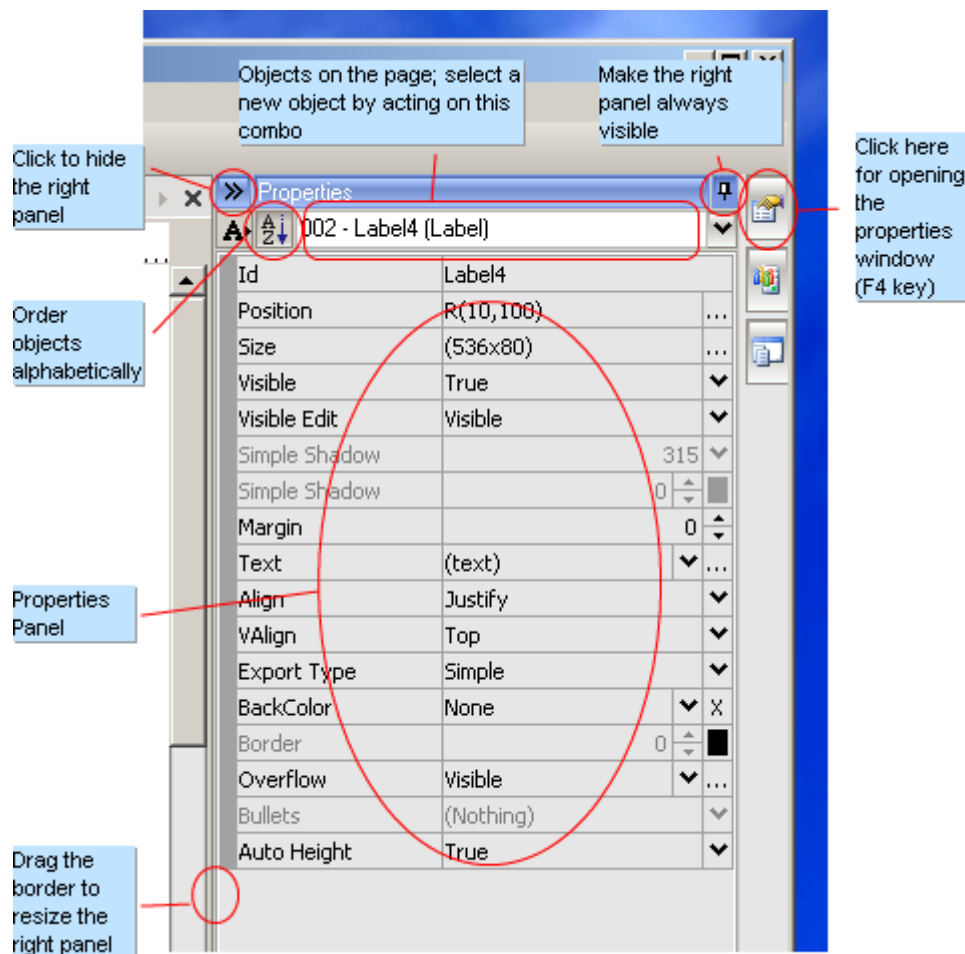
There are also "Automatic Guides", shown when moving or resizing objects by dragging the mouse (if the option "Use Automatic Guides" is enabled) and permits you to align objects relative to each other in a very simple way.

Properties Panel

You can find this window in the right side of the screen. You can show it by pressing the F4 key or by clicking on the icon positioned on the top/right (only when a page is loaded).

It's divided into standard properties (valid for all objects) and specific properties that vary from object to object.

The left column contains the property name, the right one contains the relative values. Simply click over a row to change the property value.



Project Manager (with Search Panel)

It is in the right part of your screen and permits you to visualize the current project. Through item selection and right click it's possible to perform many actions like view, change, rename and delete files.

What is a Dynamic HTML Editor project?

A project represents your WEB site in a folder on your hard disk with files and sub-folders.

When a subfolder contains a project file (.dhep) this folder is treated as a sub-project and D.H.E. will not operate on it.

The project file has .dhep extension and is a simple text file with the source folder, export information and guides settings.

A project must be exported to disk before it can be viewed in a browser or published on the internet; this operation will transform every .dhe file to a Web file, readable by browsers.

Dynamic HTML Editor can manage only one project at a time.

A folder can contain only one project file (.dhep).

The structure of a project

In a Dynamic HTML Editor project there are 3 standard sub-folders:

1- the shared folder (by default is called 'shared'):

This folder contains files that will never be exported so you don't need to flag every file you don't want to export with the property "don't export this page"; simply put the file here.

In this folder you can put whatever file or folder you want; we suggest you to put here:

- Master-Pages
- .dhe object files (header, footer, etc...)
- Shared objects (see Object Reference)

Every time you export or publish your site D.H.E. will create in this folder one or more .dhei files (information) in order to permit you to export or publish files modified after the last time so don't delete these files :-)

2- the additional files folder (by default is called 'files'):

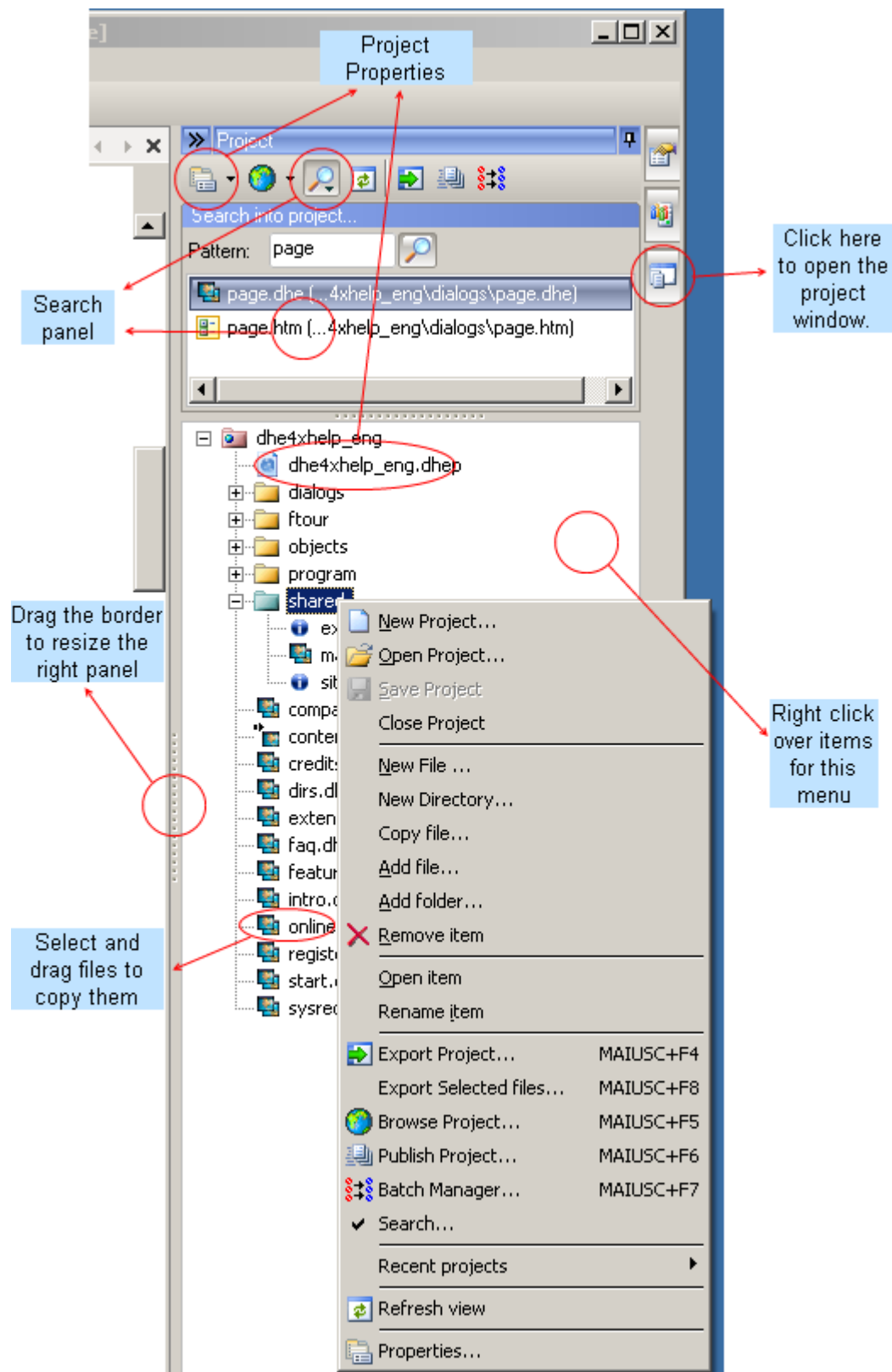
This folder contains every generated file needed by the final web page like styles, images, scripts, etc...

A sub-project of a project uses its own "files" folder, this is the utility of a sub-project

3- the other folder (by default is called 'other'):

This folder contains files non generated by the program but usually used by your generated page; you can put here files that can be downloaded by the users of your site, for example audio or video files.

When acting on a file which is part of a project, D.H.E. will copy attached files (generic objects, rss attachments and so on) in this folder instead of importing them into the .dhe archive.



The Search Panel

The search panel is integrated into the Project Manager and permits you to search a file in a very fast way.

It supports jolly characters like "?" and "*":

"?" represents any char

"*" represents any string

By default it appends to the given string the "*", so if you write "project" the program will use "project*" so it will search for every file with the name starting with the string "project".

Some samples:

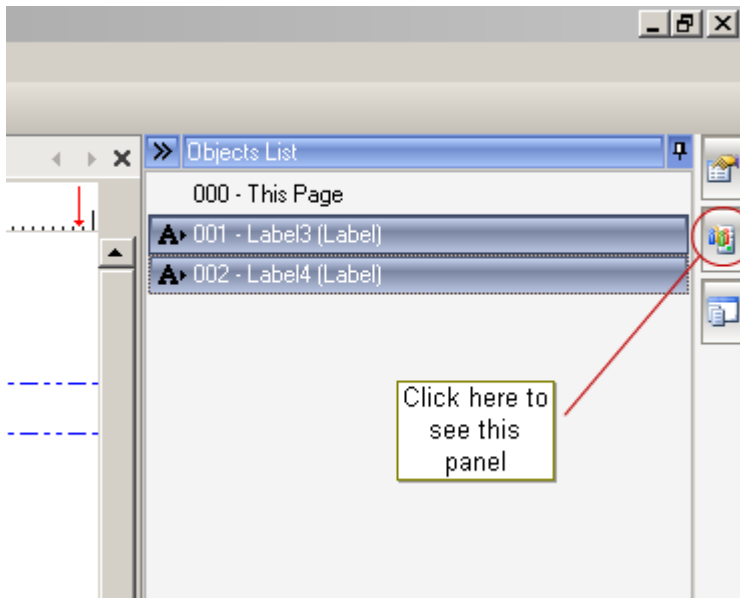
Search String	Result
project (or project*)	Files with the name starting with "project" project.dhe, project123.dhe, project456.htm, etc...
*project (or *project*)	Files with the name containing "project" project.gif, 123project123.htm, 456project.dhe, etc...
*project.dhe	Files with the name ending with "project.dhe" project.dhe, 123project.dhe, aproject.dhe, etc...
project*.dhe	Files with the name starting with "project", containing other chars and having ".dhe" extension project.dhe, project1.dhe, project345.dhe, etc...
???project.dhe	Files starting with 3 chars, then containing "project.dhe" aaaproject.dhe, abcproject.dhe, 123project.dhe, etc...
projec?.dhe	Files starting with "projec", any char then ".dhe" project.dhe, projec1.dhe, projecz.dhe, etc...

Objects List

This panel permits you to select objects in a fast way.

Just click over an object name in order to select it.

It's possible to select many objects at once using either the CTRL or SHIFT key with the mouse.



Position Type

Absolute Positioning

Objects are drawn in a page using a special HTML tag called DIV. This tag contains all the code for your object and it's placed on the page using the "absolute positiong" type of CSS1 stylesheet, so it's indipendent from all other objects. This method is the same used by many other WYSIWYG editors and permits you to overlap, move and hide objects.

This positioning type is limiting when you have pages that receive data from a database. If the top of your page contains an HTML object with a very long list of news, the rectangle containing the HTML code will probably enlarge itself until it overlaps other objects.

At this point there are two possibilities:

- 1- change the overflow property of the HMTL object (so the object will display a scrollbar)
- 2- draw these objects in relative mode

Relative Positioning

Objects are exported in HTML without the container DIV tag, but using an HTML table that contains and moves them at specified coordinates relative to all other objects. As stated, these objects are relative to each other, so when one changes its dimensions all other objects are relocated in relation to the changed object (in the exported HTML page). By using only relative objects you can create completely standard HTML pages that can be viewed by very old browsers.

The limitation of this type of positioning is that all relative objects must be at the same level (the first, and below all other objects), they cannot be overlapped and they cannot have a standard shadow

Mixed Pages

The power of Dynamic HTML Editor is that it's able to create pages with absolute and relative objects so you can obtain advantages from each position type. Note that a relative container can contain absolute objects; so you can create mixed pages. Every new relative container (layer, form) creates a new HTML table (during generation) for positioning its internal objects. I suggest you to see the samples to clarify this topic.

Code Reuse

Dynamic HTML Editor permits you to create structured web sites giving you the ability to reuse objects and piece of code in many ways using:

1- Master Pages

A master page is a Dynamic HTML Editor page with a “Page Placeholder” object inside. You can use this feature for changing the look&feel of your site in just no time.

2- .dhe file object

This tool permits you to insert a .dhe file into another .dhe file; very useful for parts

3- Object reference

This tool permits you to refer to an object saved into an external file (saved with the “Save Object” dialog); very useful for using the same image but with different link or events

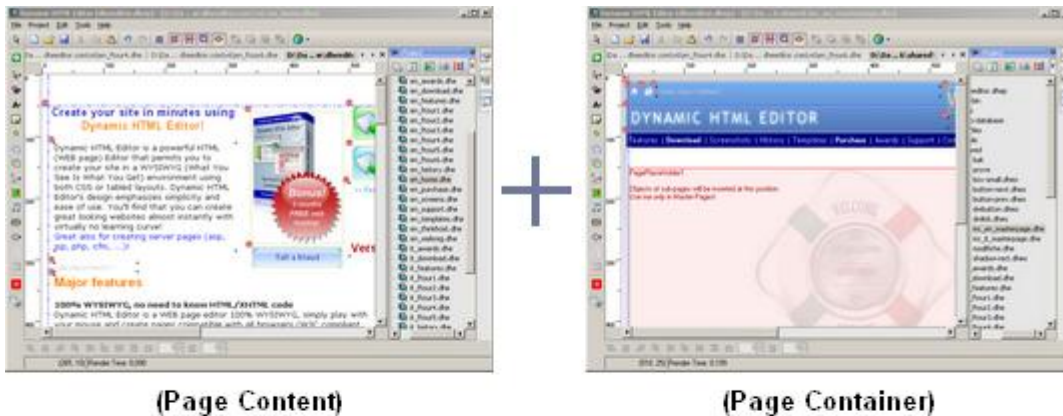
4- Page inheritance

This unique feature permits you to share parts of code from a master-page or an inserted .dhe file to the page that contains/use these objects/files. You can for example define the author of the site only one time on the master-page and let the inheritance propagate this value in every file of your site automatically ;-)

Master Pages

A Master-page is a standard Dynamic HTML Editor page with a mandatory Page Placeholder object. This page is like an "overcoat" for the pages of your site; by changing Master-Pages you'll be able to change the look & feel of your site in no time.

The content of a client-page is moved at the coordinates specified by the Master-Page Placeholder; the master-page placeholder is then adapted to the client page size.



Create only the content of your pages and assign it a Master-Page

The Master-Page is a standard page with a Placeholder object inside



(The final result)

The two pages are merged together

How to work with Master-Pages

1) Create the Master-Page

Put all common parts of your site into a file (you can call it "master-page") and put that file into the "shared" folder of your site.

Also put here a Page Placeholder object that will contain your site content.

We suggest you to create two vertical guides that will help you when design single sub-pages. (See below)

2) Setup "sub-pages" (pages which will use the master-page)

In the pages of your site draw only the page content, then assign them the Master-Page in 3 ways:

- a) through the Page Properties
- b) through the Properties Panel
- c) using the Batch Manager

Tip:

Your client page will inherit information from a master-page or .dhe inserted objects; very useful for share common parts of code through your site; see Page Inheritance.

Page Inheritance

When you use .dhe file objects or master-pages in a page, you cause you page to inherit information from these objects (in effect they are external .dhe files imported into the current page).

This is very useful when you need to share a common part of code or styles all over the pages of your site in a very simple way

Specifically your page will inherit these information from a master-page:

- the background image and background image settings (if available on the master-page)
- page colors (alink, vlink, forecolor, backcolor, etc...)
- page language (if not specified on the client page)
- the "check and fix font browser zoom" flag if checked
- page icon if not specified on the client page
- the "Always show vertical scrollbar" if available
- the "Disable IE Image Toolbar" flag if available

In addition the client page will contain also these information merged from the master-page and .dhe file objects:

- page keywords
- page description
- page author
- page copyright
- page custom code (header code, body code, etc...)
- page events
- page meta tags
- page attachments
- page styles

So if you need to share a common style or other information in every page of your site simply add this information to the master-page or a common .dhe file object and you're done ;-)

Dynamic HTML Editor internal Objects

Selections

The standard selection tool permits you the selection of one or more objects by a single click over an object or by using a rectangular selection. It's possible to select/unselect objects by pressing the SHIFT key while clicking. Objects marked with "visibility for editor" equal to can be selected pressing CTRL while clicking. By using the CTRL key it is also possible to select a container object by clicking on a child object. You can also rotate graphical objects by dragging the top left corner. Select the object and hover the mouse over the top left corner until a shaped image appears; it can now be rotated by left clicking (hold down) and dragging

The "edit points" selection tool permits you to edit the points of polygons, polylines, polybeziers by selecting them and dragging. There is the ability to insert/delete points by selecting the polygon and pressing "I" to insert or "D" to delete. By rotating the polygon with this tool only internal points are rotated. The shape of the object changes accordingly.

Shapes (standard line, standard rectangle, graphical filled rectangle, graphical empty rectangle, filled circle/ellipse, empty circle/ellipse polygon, polyline, polybezier, filledbezier, polycurve, filledcurve)

They permit the drawing of shapes like round rectangles, circles, ellipses, lines, polygons, polylines, polybeziers with border, complex fill, shadow, transparency and angulation.

They are all exported to HTML as images except for the standard line/rectangle that remains in pure HTML text (very fast and lightweight).

Labels (Text) (standard label, graphical label)

They permit you to insert text into your WEB pages. The text can be standard, created as text, or graphical, created as an image.

The standard text can have scrollbars or marquee and can have link/events and styles associated with any of the text.

The graphical text can have graphical effects and complex filling methods; events and links are common to the entire object.

Labels can adapt their container rectangle to the internal text. These are probably the most frequently used objects in the editor.

Pictures (picture, slide picture, slice picture, picture reference)

These are the tools that permit you to insert images into your pages. After you draw, an open file dialog will appear; you can select one or more images to import.

Imported images are immediately resized to fit the drawn rectangle, except if you press SHIFT while importing them. In this case they keep their original size.

It's possible to import many types of pictures, the editor can automatically convert them to an appropriate WEB format.

Double click on them to open their property window.

Layer (Container)

A layer object permits you to group many objects together. You can insert an object into a layer by drawing it directly on the container or by copying the object, selecting the destination container and then pasting it. This is similar to the Microsoft Visual Basic environment.

Internal objects become relative to container, so they will be copied/deleted/hidden/shown/moved when one executes an action on a layer. This is very useful for creating dynamic menus.

There are two types of containers:

- Layer (this object)
- Form (input fields)

Input Controls (form, text, button, check, list, radio, go to...combo)

They permit you to request data from a user that visits your site. They are always contained in a form object and by the submit action (using the submit button) the data is sent to a server that analyzes it. These controls can manage all HTML input controls like: text, textarea, password, file, button, submit, reset, check, radio, list, combo, image.

Hot Spot (Sensible Area)

It permits you to create areas sensitive to the mouse on your WEB page. It is very useful for creating image maps; it supports events and links. It's always invisible so it doesn't support shadow.

Audio

It permits you to insert and manage audio files in your pages. It's possible to set a song or other audio file to autostart when your page loads or start/stop a song using events. It's similar to generics objects, but more specific in audio.

HTML

This permits you to insert generic HTML code (script, styles, HTML, etc...) into your pages. Very useful for including server side code [asp,php,etc] in a specific location on the page.

Generics

Generics objects will help you to include external files like Flash, Quicktime, Shockwave, Real Audio, Java Applet, etc... into your WEB pages and give you the ability to configure them entirely as you want. Every generic object is composed of an HTML script with some constants in it and an attached file (optional).

Javascript

The javascript object permits you to insert pre-made Javascript effects into your WEB pages in a very simple way. Just draw it in the page and choose a javascript from the list; in the Javascript windows you'll have the ability to preview the scripts and change options. In this manner you'll be able to insert snow effects, clocks, disable right click, mouseover events in pages and so on...

.dhe File Object

This permits you to insert other Dynamic HTML Editor files into the current page. Very useful for the common parts of your site (for example the header or menus). Dynamic HTML Editor File objects can interact with the page they are contained in: you can specify events, styles and or scripts in the object source .dhe file and use them in the current page.

Object Reference

It maintains a reference to an object file .dheo and has been created in order to reuse common parts in any/all pages.

Page Placeholder

This object is used only in master-pages and permits you to choose the position where the client page will be inserted into the master-page. Before creating the final Web page, Dynamic HTML Editor will create a copy of the master-page and will merge client pages using the Placeholder for position and size. When the size of the placeholder is smaller than the size of the client page, the placeholder will be increased in size to accomodate the larger content.

Graphical Canvas

The graphical canvas is a complex object supported by an extremely powerful image editor that will permit you to make complex images with integrated (optional) over and click states. When you generate the WEB page this object will automatically change its state when the mouse goes over the image or when someone clicks on it.

Graphical Menu

The graphical menu object permits you to create a one-level graphical menu by using Graphical Canvas items and links.

Menubar

It permits you to setup a multi-level menu object.

Table

This is a standard HTML Table object clone. Actually, it is quite simple and permits you to insert only formatted text into cells (with events and links); in the future it will support every object.

PayPal

This group of eCommerce tools will permit you to sell items using "Buy Now" buttons. You can also accept donations and create carts for your products, etc...

RSS Feed

This object permits you to create and manage RSS Feeds (formally known as "RDF Site Summary" or "Really Simple Syndication"). It is an easy way to publish frequently updated content, such as blog entries, news or podcasts. A RSS document (which is simply a .xml file) is called a "feed" or "channel" and contains the summary of the article and the link to the original web site. RSS makes it possible for people to keep up with their favorite web sites in an automated manner using software called "RSS reader" or "Aggregator". This is a new way to publish news without the use of old-style mailing lists.

Extensions (or Plugins)

Extensions are components that you can use to extend the capabilities of Dynamic HTML Editor (available from version 5.0). You can use pre-made extensions by selecting them from the left toolbox or create your own by using the Extension Builder panel integrated into the program for your convenience.

An extension or plugin object can contain HTML code, additional files for the page or the project and a wide range of properties to control the behavior of your object.

It represents a very good way to share code snippets, scripts, flash components and other web gadgets in one single .dhex file that can be used in the same way as all other objects in the Dynamic HTML Editor toolbox.

Use the "Check for Updates" regularly for new extensions

Date of modify

This object displays the date of the last modify made on the page that contains it (in UTC format); this is useful because it works as expected also when used into shared files (master-pages, .dhe file objects; ie. it displays the date of modify of the page that contains these shared files).

Infinity

This is a special object used for background decoration that has the ability to widen or stretch itself to the full width/height of the page in which it has been inserted. It has also the ability to interact with a master-page; you can choose to set the position of this object to fixed so it will retain the same position also when generated using master-pages. As the layer object, it has a background color (it can also be transparent) and the ability to contain a 32 bit alpha background image.

SlidePanel

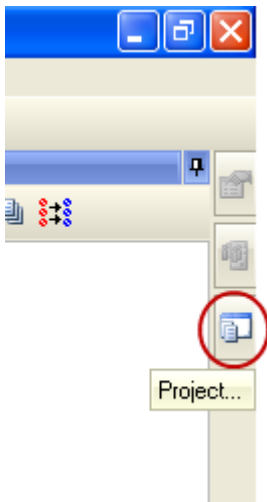
A SlidePanel object is a particular type of container that has more panels inside and only one panel of the SlidePanel can be visible at a time.

It can be considered a mix of a Layer and a SlidePicture; by setting the timeout (or using events) panels will switch. You can also use a GfxMenu object as a controller for panels; when panels will switch the GfxMenu will be updated; by clicking on the GfxMenu items, panels will change (obviously the attached GfxMenu must have the same number of items as the SlidePanel panels). This object is great for creating introduction for your site ;-)

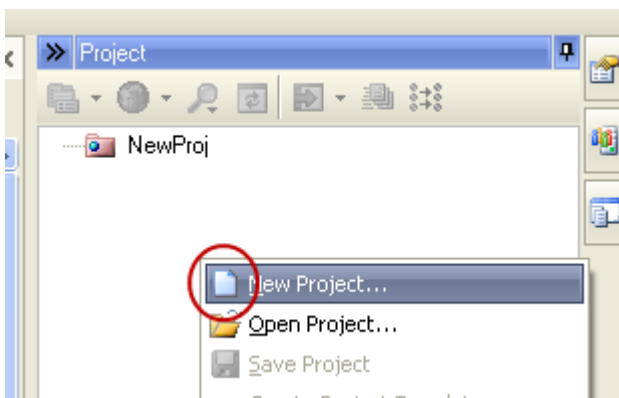
Let's start!

Create a web new project

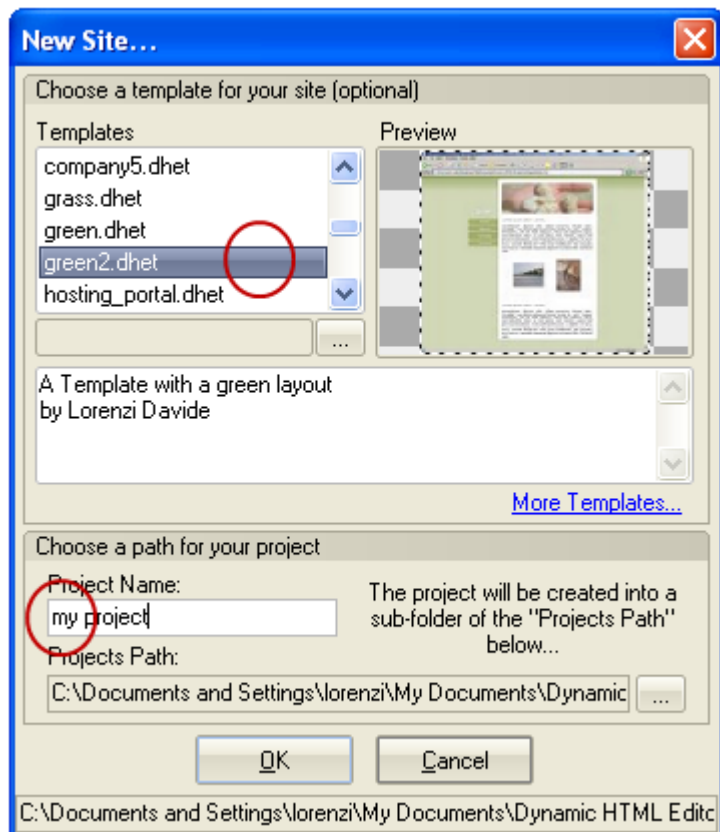
Show the "Project Manager" on the right by clicking on the "Project..." button



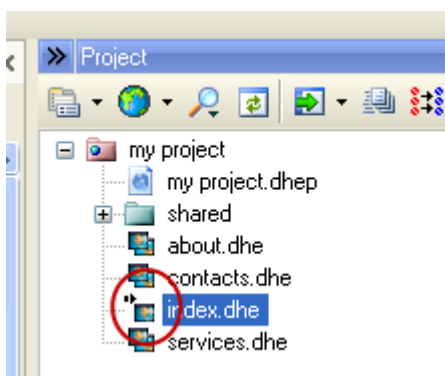
Right click on the Project Manager and choose "New Project..."



Choose a template (optional) then write the name of the new project and press the "OK" button

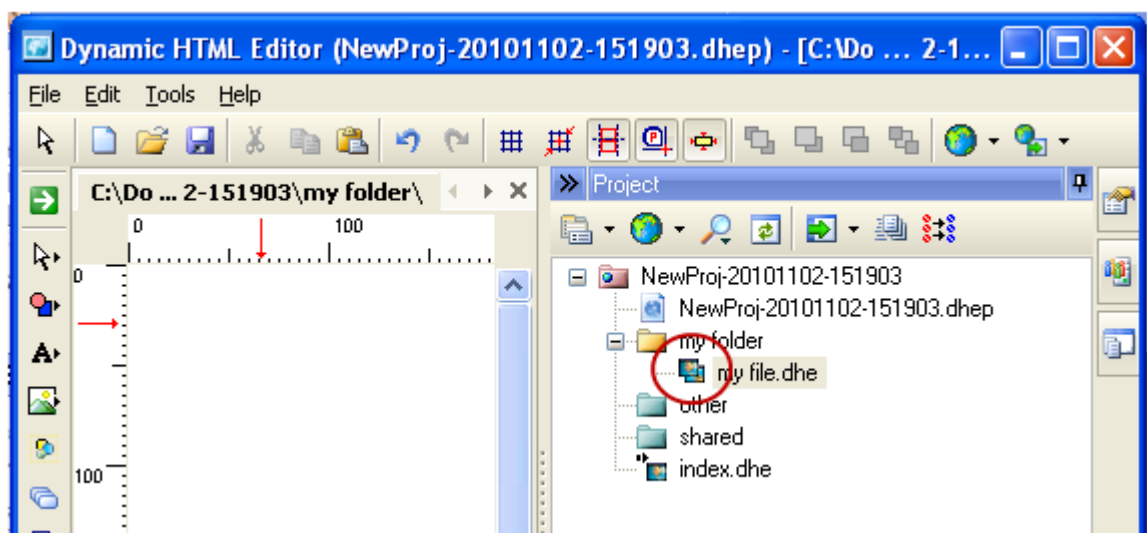
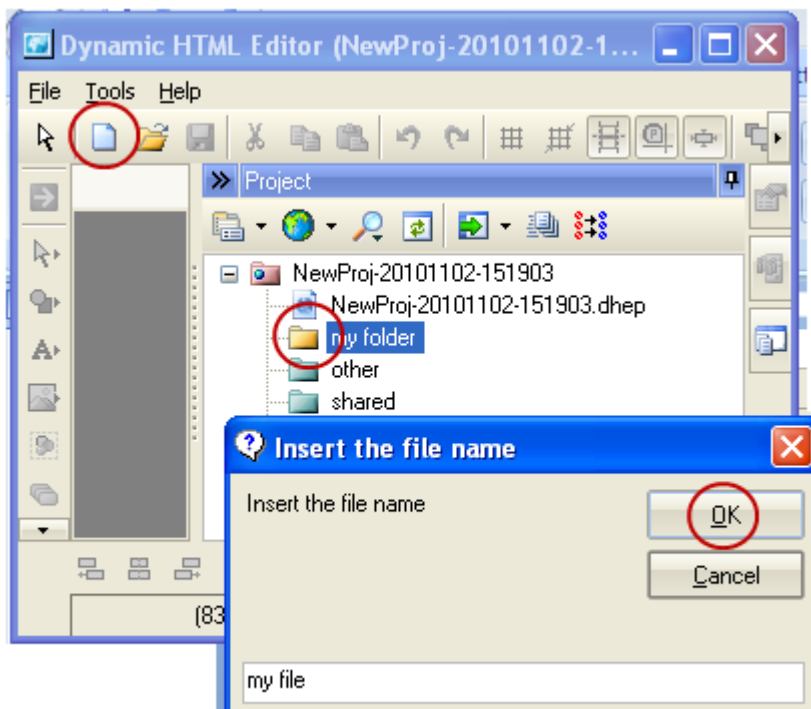


PS. Remember that the starting page of your site has to be called "index" (this is required by web servers)



Add a new page to your site

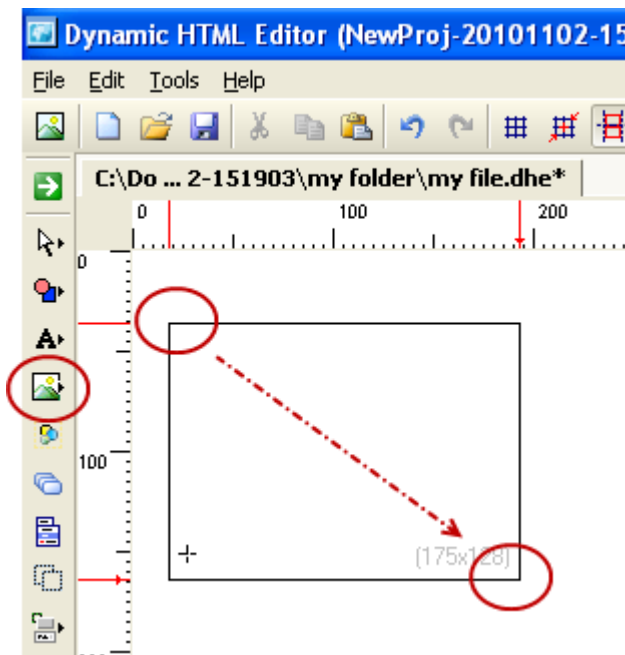
Select the folder that will contain the new file on the project manager (with a single left click) then click the “**New**” icon on the top toolbar; Answer “Yes” and add the newly created page to the project



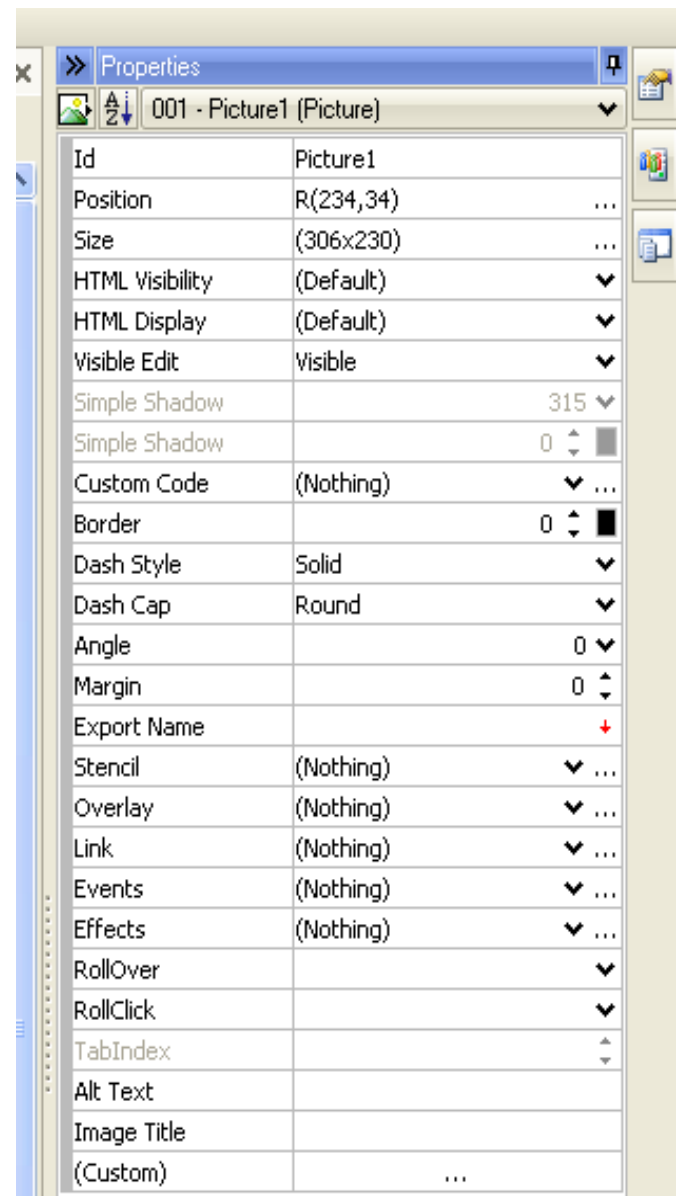
Draw your first page

Pick a tool on the left toolbar and draw on the page (click and drag the mouse maintaining the left button down).

Then release the left mouse button

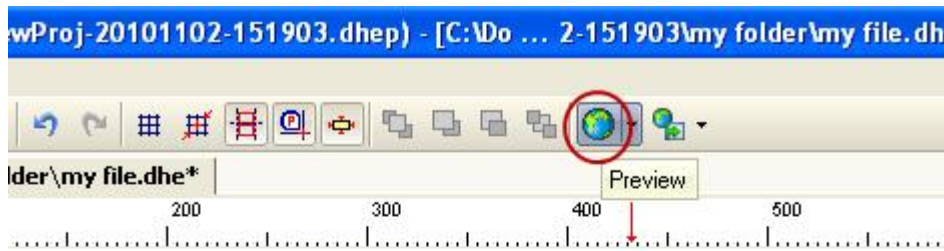


On the right side of the working area you'll see the **"Properties Panel"** that displays the properties available for the selected object; feel free to change them as you want. Press F4 to see this panel.



Test the page on the browser

Simply press the “Preview” button and check the page on the browser



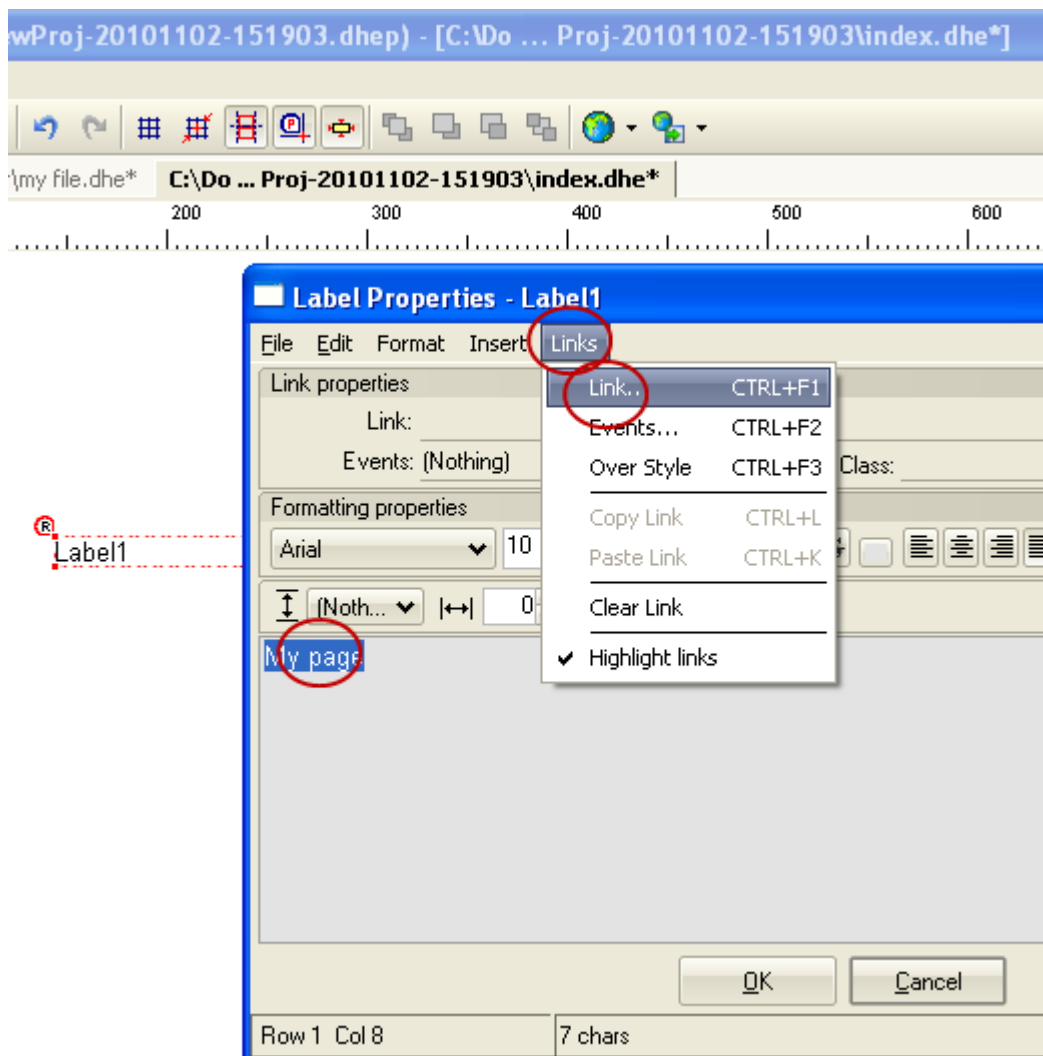
Create a Link

With iperlinks you can connect pages on your site or make documents downloadable from your site. You can also refer external sites on the internet.

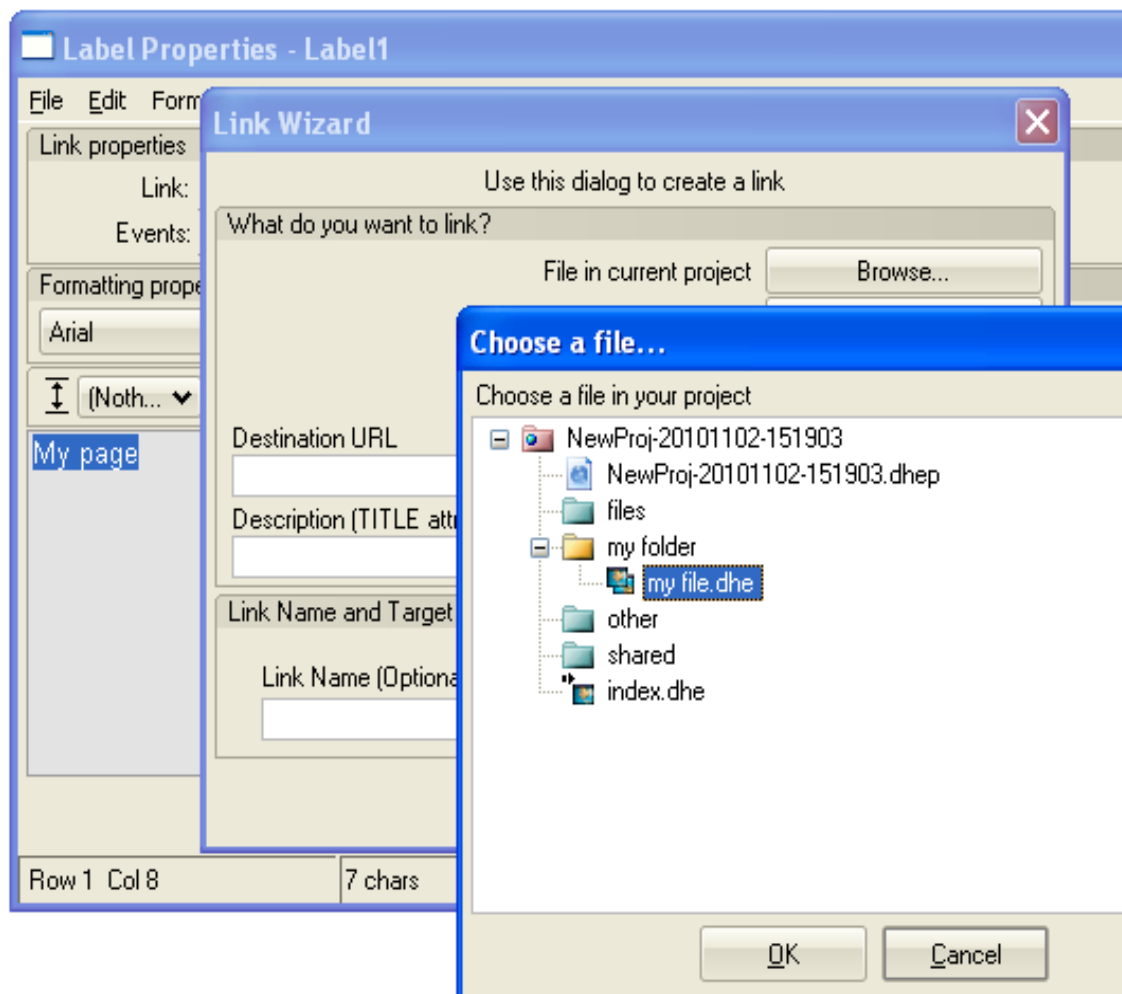
For creating links you need to use objects that support link as labels, images, shapes, menus, etc...

Link two pages

First of all create the two pages you want to link then on the first one create a Label object; select a piece of text then choose "Link/Link..."



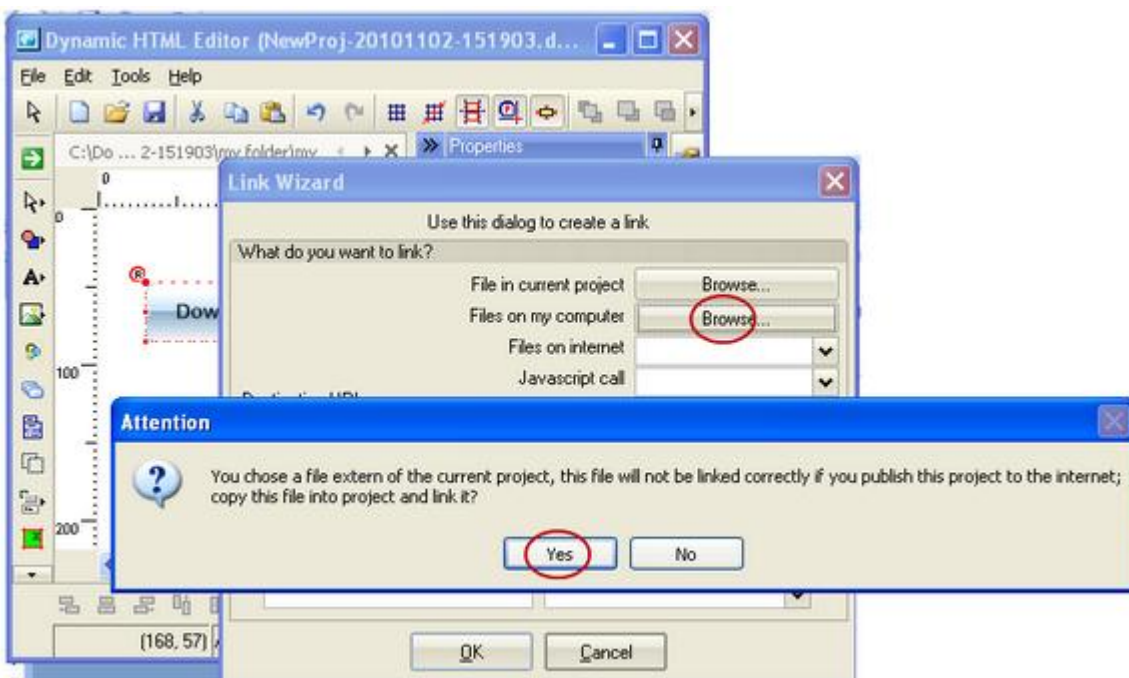
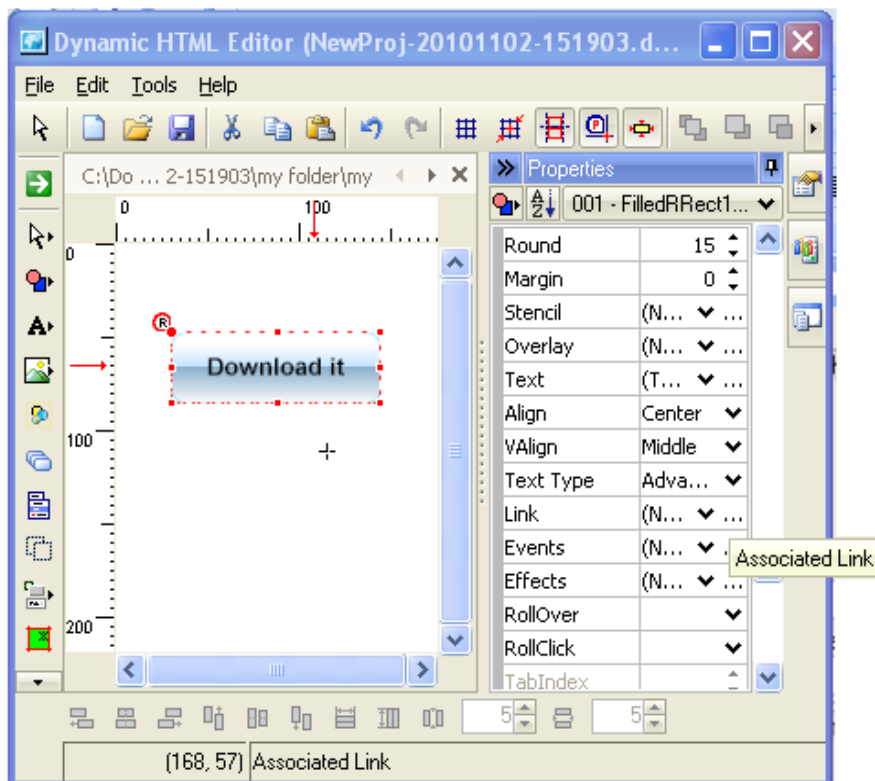
In the “Link Wizard” choose the page you want to link from those in the Current Project and press the “OK” button.



Make a file downloadable from your site

You need only to create a link to a packed archive (.zip, .rar, etc...)

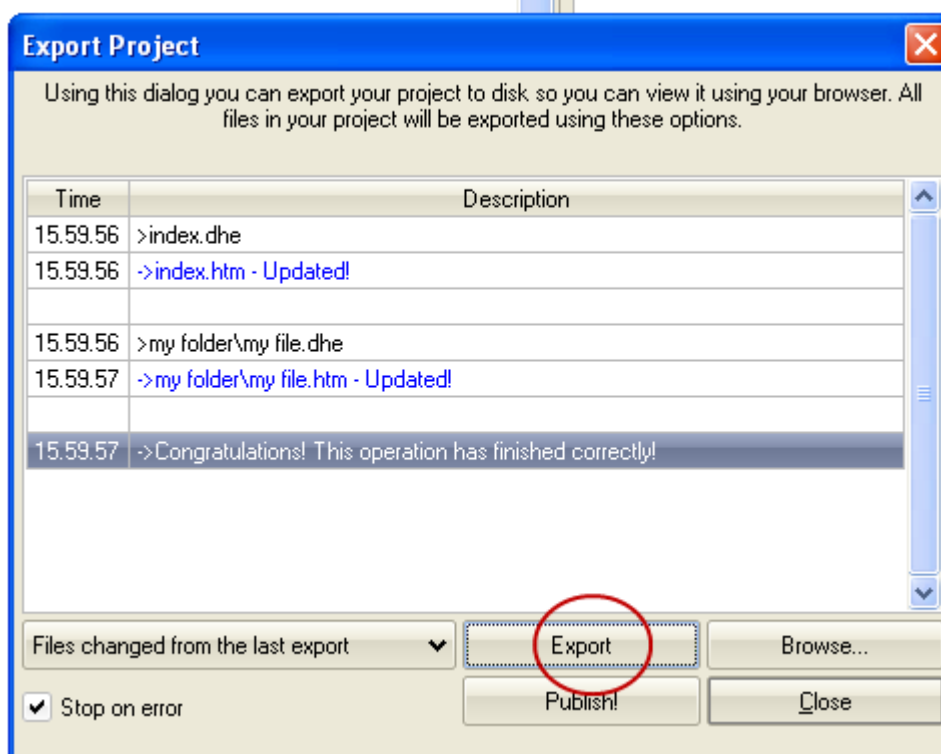
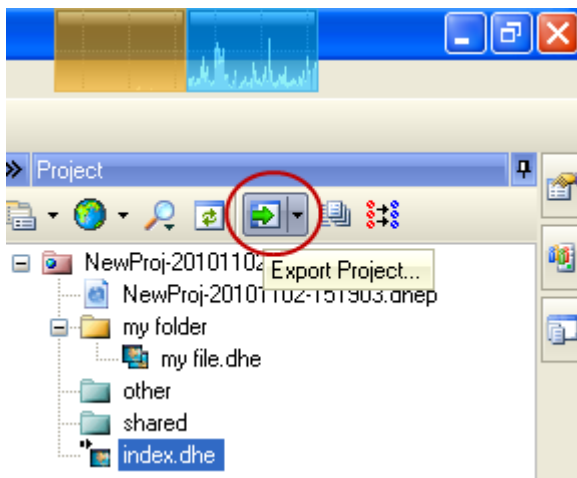
So draw a shape then choose “Link” from its properties



Choose “Files on my computer” then choose the archive you want to link. The program will copy the selected file into the “other” folder of your site so you can upload the entire site without problems.

Preview the entire site locally

In the “Project Manager” toolbar choose “Export Project” then press the “Export” button. Every .dhe file will be converted into a HTML file.



Then you can press the “Browse Project” in the Project Manager ;-)



Publish your site on the internet

Click on the “Publish Project” icon on the Project Manager; this operation will permit you to put your files on a internet site so people can see them

For publishing a site you need to have an account to a so called “hosting provider”. There are many of them free, just search on the internet.

Choose a FTP account or create a new one then press the “Publish” button and you’re done

On-Line links

Download Dynamic HTML Editor from:

- <http://www.hexagora.com>
- <http://www.dynamic-html-editor.com>

Purchase Dynamic HTML Editor at:

- <http://www.dynamic-html-editor.com/purchase.asp>

See Advanced Tutorials for useful tips

- <http://www.dynamic-html-editor.com/tutorials.asp>

See Additional Templates for other site templates

- <http://www.dynamic-html-editor.com/templates.asp>

See Additional Extensions for other components

- <http://www.dynamic-html-editor.com/extensions.asp>