

User's Guide

Likno Web Scroller Builder

The Complete Tool for Creating Powerful Web Scroller/Slider Controls

by Likno

Likno Web Scroller Builder is a user-friendly interface (GUI) to the popular jQuery open source library, that allows you to create stylish, feature-rich html scroller/slider controls for your web pages, with minimal effort and coding.

All the jQuery scrollers/sliders it creates are cross-browser and work alike in all browsers.

The present manual will assist you in taking the most out of this software.

The Likno Software team

Likno Web Scroller Builder User's Guide

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We would like to thank all of our users and customers that have contributed their comments and suggestions for improving Likno Web Scroller Builder and the services we offer. It is our aim to listen to all of them carefully in order to bring the best possible result for them. We couldn't have done without you!

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Introduction

Part



1 Introduction

1.1 What is Likno Web Scroller Builder

[Create Web Scroller in 5 easy steps!](#)

Likno Web Scroller Builder is an application that serves as an interface to the popular **jQuery** open source library, allowing you to create various "HTML scrollers" for web pages with minimal effort and coding.

It creates **cross-browser** jQuery scrollers that work alike in all browsers.

Through our builder you can easily create web scrollers with many options, like showing content added easily through the interface (embedded), through page DIVs or UL/LI items, and more.

The produced scrollers are fully cross-browser, i.e. they work alike in all browsers supporting DHTML (like Firefox, Internet Explorer, Google Chrome, Opera, Mozilla, Konqueror, Safari and more).

Likno Web Scroller Builder will save you a significant amount of time and effort required to fully understand DHTML and Javascript code capable to support all browsers for creating powerful web scrollers!

1.2 What's new

Please check the new features, enhancements and fixes of the application by visiting the following page online:

<http://www.likno.com/jquery-scroller/whatsnew.php>

1.3 About Likno Software

Likno Software is a software development company dedicated to creating quality software for demanding web authors. Our development team is 100% internet-oriented, focused on creating tools that minimize your web development efforts.

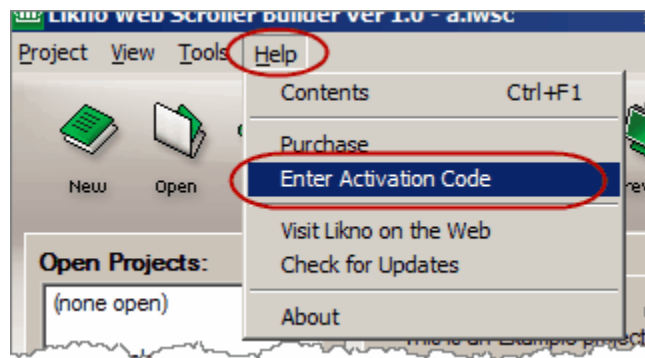
For detailed **technical support** you can access the following URL:

http://www.likno.com/support_page.html

For **sales** questions you may contact us at **sales@likno.com**.

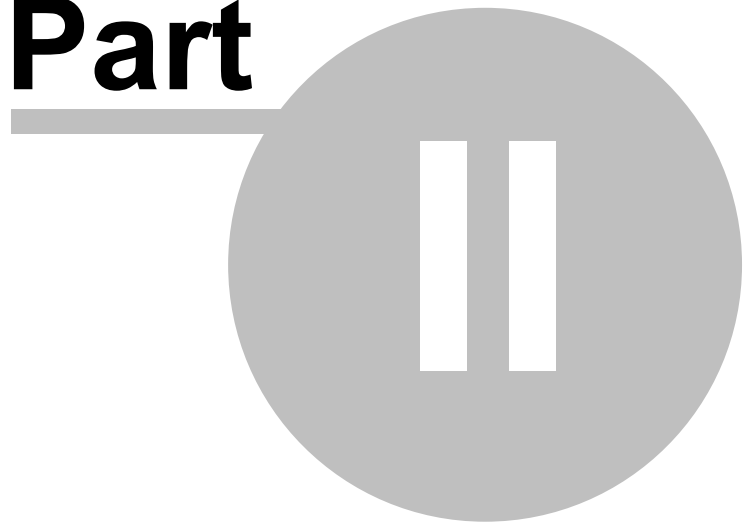
Our web site is located at <http://www.likno.com>

Note: In case you came here to **find your Installation ID**, it can be found at the **"Help -> Enter Activation Code"** command of the **application menu**, as shown below:



A Scroller in 5 easy steps

Part



2 A Scroller in 5 easy steps

2.1 Step 1: Select the content and properties of the scroller

Step 1

In the **<Project Items>** tab you can find all the content properties for each item of the scroller individually.

All properties are described and explained in the "[Properties](#)" help section.

Note: If you choose the **UL/LI** or **DIV** population option, don't forget that you should also add the UL/LI elements or DIVs in your actual web page!

2.2 Step 2: Select the Project Style of your scroller

Step 2

In the **<Style Editor>** tab, choose the style properties (behavior/appearance) that will apply to all areas and elements of the scroller.

All settings are described and explained in the "[Properties](#)" help section.

2.3 Step 3: Publish the Project

Step 3

Click on the "Publish" button and select the location where you want to create your compiled JavaScript files plus the sample page.

2.4 Step 4: Upload the files to your server

Step 4

Once you have published and then added the linking code of your compiled javascript project to your pages, you will need to upload the files to your web server. The files created by Likno Web Scroller Builder during the compilation phase are:

./likno-scripts/ (folder)

./likno-scripts/*likno_scroller_project*.js *

./likno-scripts/likno_scroller_lib.js

./likno-scripts/jquery.js

`./likno-scripts/likno_scroller_project/` * (folder)
(all image files used by the scroller)

where `./` is the "Site_Root" folder (also specified in *Project Properties*).

(* the highlighted names may be different if you changed the "Compiled Javascript Project" name in *Project Properties*)

All these files and folders have to be uploaded to your web server using your favorite FTP tool. Make sure that the directory structure is kept exactly the same as is displayed here and also pay careful attention in order to keep the same case for the files when they are uploaded. You have also to make sure that the files are placed in the same location relative to your HTML files as they are locally, in order for the directories that were set while linking your compiled project locally to point to the right structure on your web server.

2.5 Step 5: Save your work

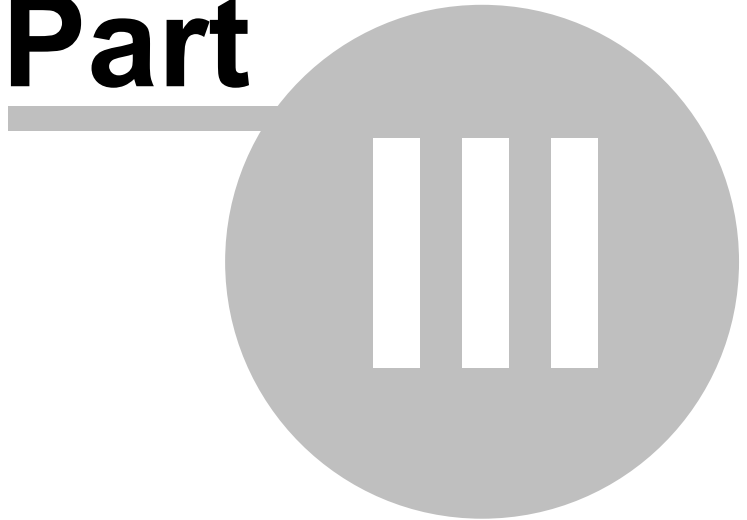
Step 5

Your Web Scroller can be saved in a **.lwsc** project file so that you can use/edit it in the future. Just use 'Project->Save' or 'Project->Save As' for this process.

Once your file is modified you will need to [publish it again \(but not link it\)](#) and upload the new **likno_scroller_project.js** file to your web server. The **likno_scroller_lib.js** file needs to be re-uploaded only if you re-publish your project with a newer Likno Web Scroller Builder version (since it may use an updated engine).

User Interface

Part



3 User Interface

3.1 Main window layout

Likno Web Scroller Builder uses several tabs:

Project Items tab (F2)

Here you can add items to your scroller project and specify their content. You also specify the positioning of the scroller.

Style Editor tab (F3)

Here you can modify the style properties (behavior/appearance) of the scroller.

Sample Code tab (F4)

Here you can view sample HTML code that shows the scroller in the Preview Pane, so that you understand what code needs to be added to your own pages.

Preview tab (F5)

Here you can preview the scroller that you have specified in the "Project Items" tab.

Project Properties tab (F6)

Here you can specify the compiled files and folders of the project, as well as the domain for which the project should be licensed and functional.

3.2 Keyboard shortcuts

There are several shortcuts defined for quicker access to frequently used functions:

- **F1**
Provides context sensitive help for each property
- **F2**
Opens the Project Items tab
- **F3**
Opens the Style Editor tab

- **F4**
Opens the Sample Code tab
- **F5**
Refreshes and opens the Preview tab
- **F6**
Opens the Project Properties tab
- **Ctrl + F12**
Opens the Publish dialog
- **F8**
Publishes the project without any dialogs
- **Ctrl + N**
Creates a new project
- **Ctrl + O**
Opens a .lwsc project
- **Ctrl + S**
Saves the selected project

Commands

Part



IV

4 Commands

4.1 Command: Project

New

Creates a new **Likno Web Scroller** project.

Open

Opens a Likno Web Scroller project.

The Likno Web Scroller files are found under the **.lwsc** extension.

Save

Saves the selected project into a ***.lwsc** file.

Save As

Saves the current project with a different filename.

Save All Projects

Saves all loaded projects, but not the examples which are read-only.

Close Selected Project

Closes the selected project.

Close All Projects

Closes all loaded projects, but not the examples which are always available.

Export Project

Exports the loaded project as a ZIP file in order to move it to other PCs without having problems with the file paths of the linked images (the "assets" folder).

Exit

Closes the **Likno Web Scroller Builder** application.

4.2 Tools

4.2.1 Command: Publish Project

Compiles the **.lwsc** project into a **.js** file that has to be linked to your web pages.

To use a scroller in your web pages you must take the following four steps:

Step 1. **Publish** the project (note: spaces are not allowed in filename)

Step 2. [Link](#) the compiled project to your web pages

Step 3. **Upload** the necessary files and folders (see a description of these elements below)

Step 4. **Upload** the web pages that contain the project link

(note: steps 2 & 4 are not necessary if you have already linked the project to your web pages and you only want to update your scroller)

How it works:

When compiling a project as *likno_scroller_project.js*, the following elements are created inside the same directory:

1. The core *likno_scroller_project.js* javascript file.
2. The "Compiled Libraries" and "Compiled Images" folders as defined in [Project Properties](#).

It is critical that **you do not forget to upload the */likno-scripts* directory**, where these files are compiled.

See also

[Link Compiled Project to Web Page\(s\)](#)

4.2.2 Command: Project Properties

Allows you to specify the following properties and settings for your loaded project:

[Publish Properties](#)

[Preview Panel Settings](#)

4.2.2.1 Compile Properties

Allows you to specify the following **compile properties and options** for your loaded project:

The **Site_Root folder** is the location where your web site (your main index page) is locally stored. It is also referred as the "Site Root" folder in other applications. It is very important that you specify the correct folder here as it is used in the "Publish" process.

The **Compiled Javascript Project** is the javascript file generated when you publish your project. It defaults to *likno_scroller_project.js* but you may as well change it to something else. Note that you can use multiple scrollers in the same website by having different projects published using different "Compiled Javascript Project" names.

Once you setup your "Site_Root folder", you are able to edit the "**Compiled subfolders**":

The **Compiled Libraries subfolder** (default: \likno-scripts) which contains the following:

likno_scroller_lib.js The **required** Javascript scroller-building Libraries. These are the javascript files containing all the functions that build the scroller and drive its behavior.

likno_scroller_project.js The compiled project file (actual name depends on your settings)

There is no apparent reason to change the libraries folder, so we recommend that you keep the default value.

The **Compiled Images subfolder** (default: \likno-scripts\likno_scroller_project) which contains any image files used by your scroller. If not uploaded, the scroller will show no images. The missing image sign ("x") may also appear in place of those images.

Custom folders may be required when two or more different scroller projects are used in the same website and images from both projects use the same names. This is the usual situation that may require you to have a different subfolder for the produced images.

Custom folders may contain **relative** paths too (eg: ../). If you do so, the folder location will be relative to the location of the compiled **likno_scroller_project.js** file.

The **Domain (website) where the compiled project will be used** is very important as it affects whether your scroller is available to your online visitors or just you (for testing purposes).

You can always view (test) your scroller by using a **localhost** or **numeric IP** on the browser but not when using a **"letter-based" domain** (eg: www.fifa.com), **unless** you have **purchased a domains license** and allocated a domain to that license.

For example, "fifa.com" uses the "83.231.250.129" numeric IP.
(find the numeric IP of any domain name here: <http://www.hcidata.info/host2ip.cgi>)

FIFA developers could then test their scroller using any of the following:

c:/portfolio/fifa_site/page.html (local hard drive)

http://localhost/page.html (localhost)

http://83.231.250.129/page.html (their numeric IP)

But their actual visitors could **not view** the scroller when using the respective "letter-based" domain:

http://www.fifa.com/page.html (domain)

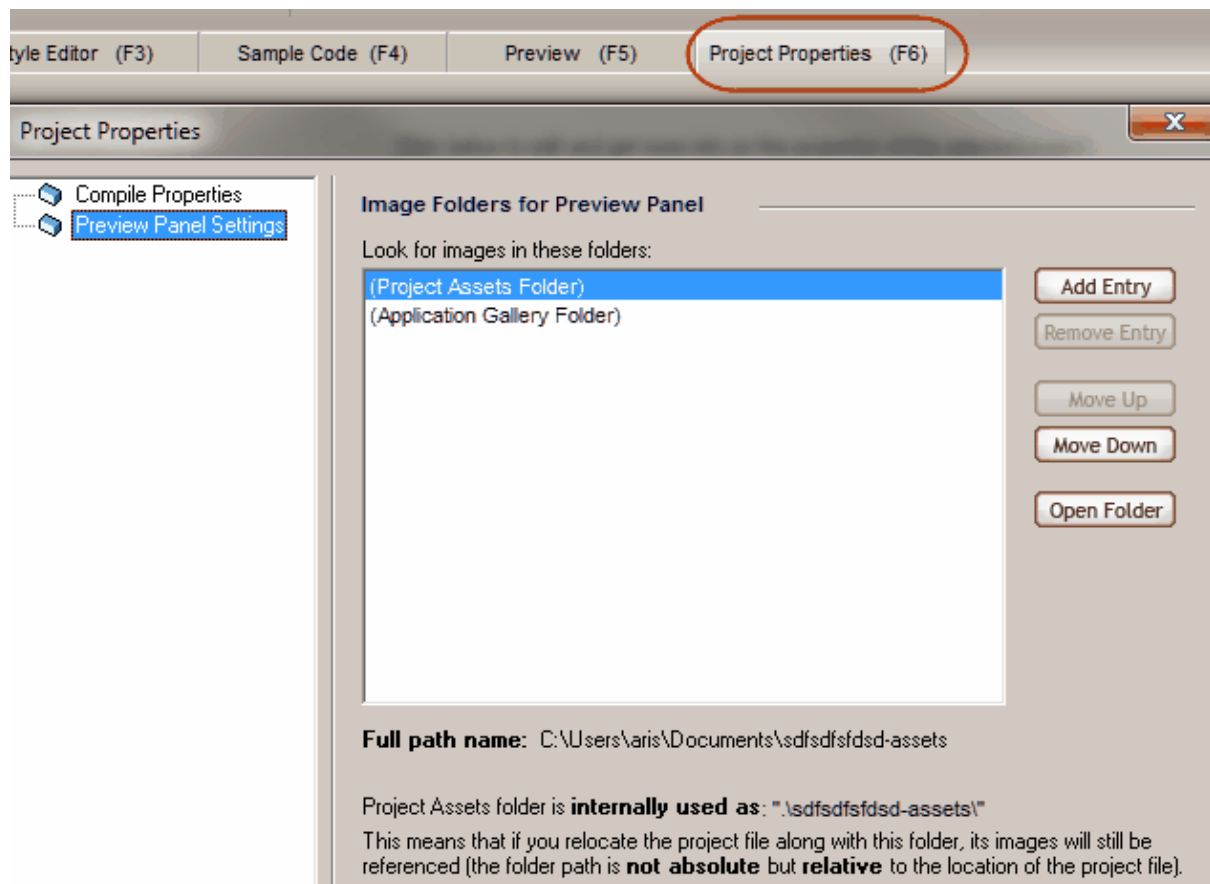
So, what FIFA could do is purchase the "3-Domain" license, **allocate** "fifa.com", get an Activation

Code and choose to publish for the "fifa.com" domain. Or simpler, purchase the **"Unlimited Domains"** license, get an Activation Code and just publish for ANY domain. Any of these 2 options would make the scroller available for the "fifa.com" online visitors.

Note on "subdomains": Do not allocate subdomains, just allocate their major domain, as **10 of its first-level subdomains** will be supported by default (examples: "subdomain.fifa.com", "subdomain2.fifa.com", but **not** "sub.subdomain.fifa.com"). For more than 10 subdomains (or second-level subdomains) on the same domain, you need to purchase the "Unlimited Domains" License.

4.2.2.2 Preview Panel Settings

Allows you to specify folders so that the Preview Panel can show images (if used) that are **relative to the page or site root**.



While these images will show online (on the actual site), the **local Preview Panel** cannot show them, unless you specify local folders to browse from.

For previewing purposes, the Preview Panel locates graphics on the disk by searching for files in the directories in the **"Image Folders for Preview Panel"** list.

By default the "Project Assets Folder" and the "Application Gallery Folder" are included in the Image Folders list so that any images in those folders will be found automatically. You cannot remove them

from the list.

Please note that you must be careful to **avoid duplicate graphics file names in different folders** (the standard folders or yours). If this occurs, the 1st match will "win" depending on how the order of folders is (use the "move up/down" buttons to determine the priority of folders).

4.3 Command: Help

[Contents](#)

Displays the contents of the help file. It also supports both keyword and full-text search.

[Purchase](#)

Transfers you online, to the order page.

[Enter Activation Code](#)

This is where you can enter an Activation Code. You will receive this Activation Code through your Likno User Area account which is created after your purchase of a license for the application.

[Visit Likno on the Web](#)

Visit our web site to contact us, get the latest information on new versions and products.

[Check for Updates](#)

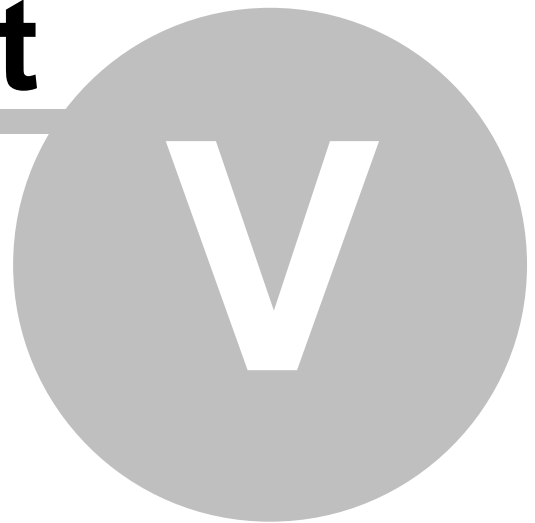
Checks if newer versions have been released since the last time you installed the application. It is recommended that you check for updates frequently as we regularly release improved cross-browser support for your implementations.

[About](#)

Displays the About box of Likno Web Scroller Builder, with your license information.

Properties

Part



5 Properties

5.1 Properties Overview

Properties are classified in the following categories:

The **Project Items** properties, which specify the content and positioning of the scroller of the loaded project:

Scroller Populated How	(Project, UL/LI structure, DIVs, External Feed)
Item Source	(for each item of the scroller)
Item Action	(for each item of the scroller)
Tooltip Source	(for the tooltip of each item of the scroller)
Positioning of Scroller	

The **Project Style** properties, which specify the appearance and behavior of the scroller of the loaded project:

[Transition](#)
[Initially Selected Item](#)
[Play Options](#)
[Appearance: General](#)
[Appearance: Items](#)
[Appearance: Item Tooltips](#)
[Appearance: Areas](#)
[Appearance: Navigation Bar](#)
[Appearance: Navigation Arrows](#)

5.2 "Project Items" Properties

5.2.1 Scroller Populated How?

This is where these options are located:

Populate the scroller:

- ☒ **With DIV elements inside your page** [which?](#)
- ☐ **With UL/LI elements inside your page**
- ☐ **With items inside the compiled project (js)**
- ☐ **With items from an external feed (RSS or ATOM or XML)**

1. Scroller is populated by a **UL/LI structure**, located inside your page.

This means that you add/edit all the items of the scroller, along with their info/tooltip/modal content

(if exists), **NOT inside this application** but **inside your online page** where the scroller is to be located.

The resulting compiled project contains **only the style and positioning preferences**; the **actual data** on the number of items and their content is retrieved by a UL/LI structure that you add and edit **inside your page**.

Example 1: This UL/LI structure creates a simple scroller with 3 items (with no other "Areas" or "Item Separators").

```
<ul style="display: none;">
  <li>
    <p>This LI will become the 1st Item of the Scroller</p>
  </li>
  <li>
    <p>This LI will become the 2nd Item of the Scroller</p>
  </li>
  <li>
    <p>This LI will become the 3rd Item of the Scroller</p>
  </li>
</ul>
```

Example 2: This UL/LI structure creates the same scroller (with 3 items), but also with a "Top Area", a "Bottom Area", a "Left Area", a "Right Area" and an ["Item Separator"](#) between the 1st and the 2nd Item (an image but you can use any HTML that you like). All these "special" LI items are optional and need to start with the highlighted special syntax, as shown below.

```
<ul style="display: none;">
  <li>
    <p>This LI will become the 1st Item of the Scroller</p>
  </li>
  <li>
    [SEPARATOR] 
  </li>
  <li>
    <p>This LI will become the 2nd Item of the Scroller</p>
  </li>
  <li>
    [TOPAREA] <p>This LI (and only this one) will become the Top Area of the Scroller. This is OPTIONAL.</p>
  </li>
  <li>
    [BOTTOMAREA] <p>This LI (and only this one) will become the Bottom Area of the Scroller. This is OPTIONAL.</p>
  </li>
  <li>
    [LEFTAREA] <p>This LI (and only this one) will become the Left
```



```

Area of the Scroller. This is OPTIONAL.</p>
</li>

<li>
  [RIGHTAREA]<p>This LI (and only this one) will become the Right
Area of the Scroller. This is OPTIONAL.</p>
</li>

<li>
  <p>This LI will become the 3rd Item of the Scroller</p>
</li>
</ul>

```

Example 3: In this UL/LI structure the 1st Item is a combination of a text and an image, the 2nd item is a plain image and the 3rd item is an image that also supports **different images for each "state" of the item** ("Mouse Over", "Selected" and "Selected - Mouse Over"). For this special feature (different image per state) you need to use the special attributes that are highlighted below (on the 3rd item).

```

<ul style="display: none;">
  <li>
    <p>This LI will become the 1st Item of the Scroller (it will
show this text and the image below)</p>
    <p></p>
  </li>
  <li>
    
  </li>
  <li>
    
  </li>
</ul>

```

2. Scroller is populated by **DIV elements**, located inside your page.

This works exactly like the UL/LI option above, with the difference that you use DIV elements to specify all the items of the scroller **NOT inside this application** but **inside your online page** where the scroller is to be located.

The resulting compiled project contains **only the style and positioning preferences**; the **actual data** on the number of items and their content is retrieved by properly formatted DIVs that you add and edit **inside your page**.

Example 1: These DIV elements create a simple scroller with 3 items (with no other "Areas" or "Item Separators").

```

<div class="liknoscroller_item">
  <p>This DIV will become the 1st Item of the Scroller</p>
</div>

<div class="liknoscroller_item">
  <p>This DIV will become the 2nd Item of the Scroller</p>
</div>

<div class="liknoscroller_item">
  <p>This DIV will become the 3rd Item of the Scroller</p>
</div>

```

Example 2: These DIV elements create the same scroller (with 3 items), but also with a "Top Area", a "Bottom Area", a "Left Area", a "Right Area" and an ["Item Separator"](#) between the 1st and the 2nd Item (an image but you can use any HTML that you like). All these "special" DIV elements are optional and need to use the highlighted special class, as shown below.

```

<div class="liknoscroller_item">
  <p>This DIV will become the 1st Item of the Scroller</p>
</div>

<div class="liknoscroller_separator">
  
</div>

<div class="liknoscroller_item">
  <p>This DIV will become the 2nd Item of the Scroller</p>
</div>

<div class="liknoscroller_toparea">
  <p>This DIV (and only this one) will become the Top Area of the
  Scroller</p>
</div>

<div class="liknoscroller_bottomarea">
  <p>This DIV (and only this one) will become the Bottom Area of
  the Scroller</p>
</div>

<div class="liknoscroller_leftarea">
  <p>This DIV (and only this one) will become the Left Area of
  the Scroller</p>
</div>

<div class="liknoscroller_rightarea">
  <p>This DIV (and only this one) will become the Right Area of
  the Scroller</p>
</div>

<div class="liknoscroller_item">
  <p>This DIV will become the 3rd Item of the Scroller</p>
</div>

```

Example 3: In these DIV elements the 1st Item is a combination of a text and an image, the 2nd item is a plain image and the 3rd item is an image that also supports **different images for each "state" of the item** ("Mouse Over", "Selected" and "Selected - Mouse Over"). For this special

feature (different image per state) you need to use the special attributes that are highlighted below (on the 3rd item).

```
<div class="liknoscroller_item">
  <p>This DIV will become the 1st Item of the Scroller (it will
  show this text and the image below)</p>
  <p></p>
</div>

<div class="liknoscroller_item">
  
</div>

<div class="liknoscroller_item">
  
</div>
```

3. Scroller is populated by the project itself.

This means that you add/edit all the items of the scroller, along with their info/tooltip/modal content (if exists), inside this application.

The resulting compiled project contains all information: the number of items and their content, as well as the style and positioning preferences.

4a. Scroller is populated using an external feed (RSS or ATOM or XML).

Note: For **Image Scrollers** see 4b below.

This means that all the items of the scroller are retrieved from a feed. This feed can be located on your own website or any other external website.

Content

Feed URL:

Item Body Text/HTML:

Item Tooltip Text/HTML: ☐ Show

Item Modal Text/HTML: ☐ Show

Items to show (limit):

Auto Refresh Feed: ☐ every minutes (note: feed also refreshes when user refreshes page)

Item Action

☒ Open Item Link (on mouse click): ?

☐ Run Javascript (on mouse click): ?

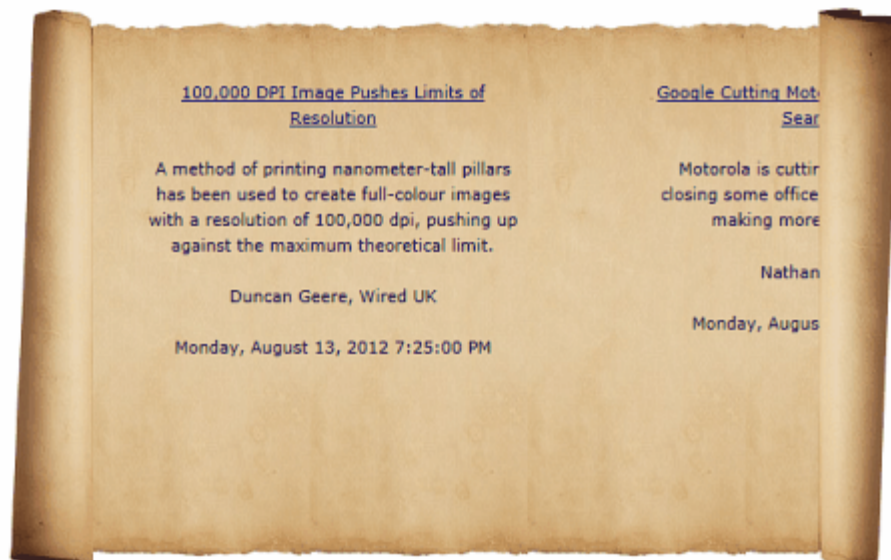
☐ Run Javascript (on mouse over): ?

You enter the "Feed URL" and then choose what info from that feed is shown in the scroller items. You can use full HTML to add your own text (HTML) along with the feed data. The feed data is entered through pseudo-variables, using the following format:

```
%title%
%content%
%author%
%date%
%link%
```

For example, the following HTML shows the TITLE of each feed's item as a LINK, then its CONTENT, then its AUTHOR and finally the DATE that this item was published on:

```
<a
href="%link%">%title%</a><br><br>%content%<br><br>%author%<br><br>%
date%
```

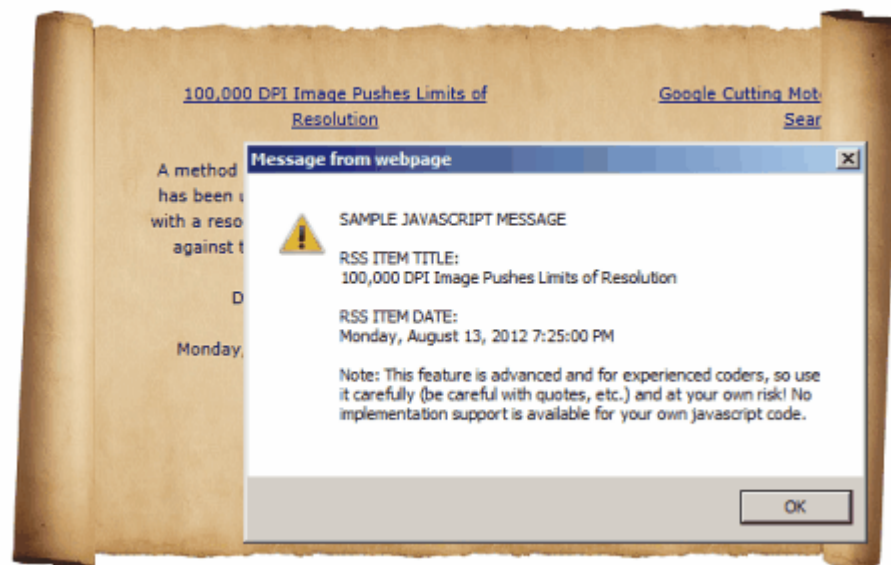


You also have the option to limit the items retrieved and show the latest X items ("10" for example) on the scroller, as well as "Auto Refresh" the feed's data every Y minutes ("5" for example).

When clicking on the item, you can set the item's link to open on the browser (i.e. the %link% pseudo-variable) AND/OR run your own javascript code (using the above pseudo-variables within it, if you wish so). Javascript code can also be set to run "on Mouse Over" of the item.

For example, this Javascript code opens an "alert" window which uses the %title% and %date% pseudo-variables:

```
alert("SAMPLE JAVASCRIPT MESSAGE\n\nRSS ITEM TITLE:\n%title%\n\nRSS\nITEM DATE:\n%date%\n\nNote: This feature is advanced and for\nexperienced coders, so use it carefully (be careful with quotes,\netc.) and at your own risk! No implementation support is available\nfor your own javascript code.");
```

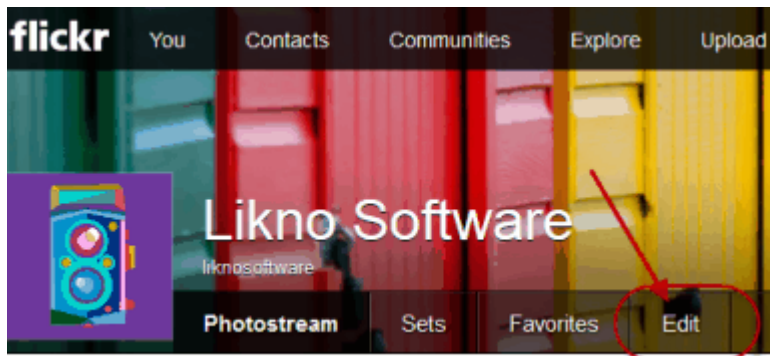


Note on Javascript code: This option is advanced and for experienced coders, so use it carefully (be careful with quotes, etc.) and at your own risk! No implementation support is available for your own javascript code.

4b. For **Image Scrollers**: Scroller is populated with items from an **online source (Flickr, Picasa, etc.)**

All the items of the scroller are retrieved from a feed from an online image service, like Flickr or Picasa.

To find your Flickr Photostream RSS URL, login to your account, choose your photostream and click "Edit":



Click on the "Latest" link...

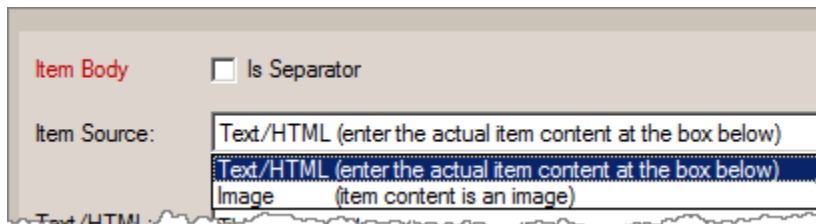


...and copy the URL up to the "id" parameter (no need to use the rest of the parameters):



5.2.2 Item Source options

This is where these options are located:



Read more for these options on how to specify the content of an item's body:

[Text/HTML](#)
[Image](#)
[Is Separator](#)

5.2.2.1 Text/HTML

Add the content of the item directly into the "Text/HTML" property.

You can either add simple text to be displayed, or more complex HTML code.

Notes:

- The paths of any files (images, etc.) used inside the HTML should be relative to the location of the

web page that shows the scroller. [read more](#)

- For the Preview Panel to be able to show images using Site_Root-relative paths (example: `"/image1.gif"`) or Page-relative paths (example: `"image1.gif"` or `"pics/image1.gif"`), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

See also

[How do I display a YouTube video in a Tab?](#)
[Item Source options](#)

5.2.2.2 Image

The content of the item is an image.

You can also specify a different image to show on the 4 different states:

- Item Deselected state
- Item Deselected - Mouse Over state
- Item Selected state
- Item Selected - Mouse Over state

The image can be sourced either from the project's "Assets" folder, the application "Gallery" folder or a web location (relative or absolute to the loaded page).

Note when using the "UL/LI structure" or "DIV elements" population method:

You can also use **different images for each other "state" of the item** ("Mouse Over", "Selected" and "Selected - Mouse Over") through the special attributes that are highlighted below:

```
<li>
  
</li>
```

OR

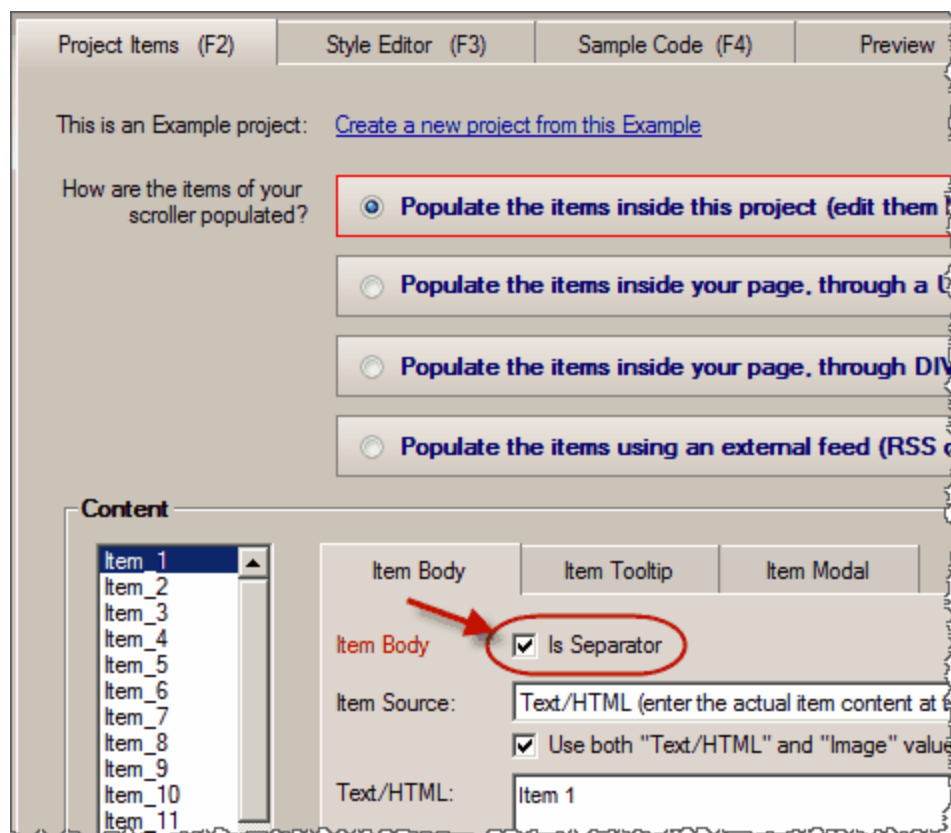
```
<div class="liknoscrolller_item">
  
</div>
```

OR (with both image and text)

```
<div class="liknoscrollitem">
  <p> Text of this Item here </p>
  
</div>
```

See also[Item Source options](#)**5.2.2.3 Is Separator**

An item can act as a **separator** between 2 other items when the related **"Is Separator"** option is checked in "Project Items" for this item:



A separator item differs from all other items in the following manner:

- No "Mouse Over", "Selected" or "Mouse Over - Selected" effects are used by a separator item.
- No "Item Actions" (like opening a Link, etc.) are used by a separator item.
- No "Tooltip" is used by a separator item.

- No "Modal Window" is used by a separator item.

In other words, this item is there **for providing separation** or "title" capabilities among the regular items of the scroller.

You can show anything you like as "separator" by specifying the separator's content in its [Text/HTML](#) or [Image](#) properties.

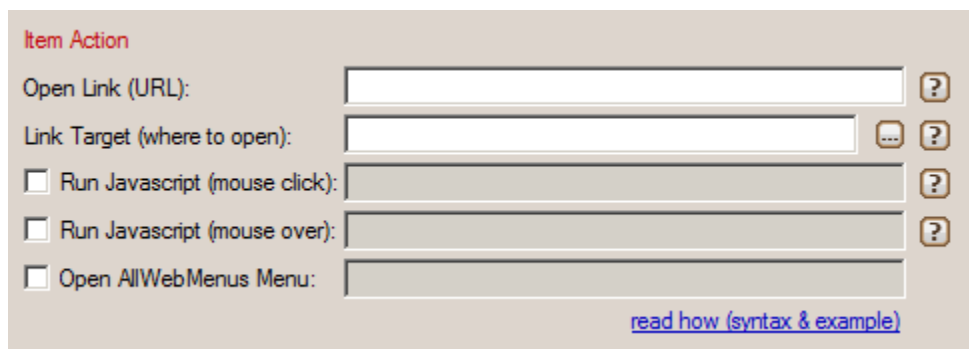
Note: Through the "Item Separator CSS" (located in the ["Items"](#) section of the Style Editor), your "separator" items can differentiate their appearance from "regular" items.

See also

[Item Separator CSS](#)

5.2.3 Item Action

This is where these options are located:



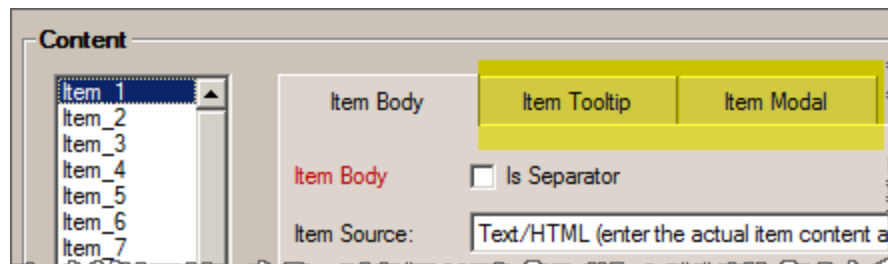
Read more for these options on what you can do when interacting with your scroller's items:

[Open Link \(URL\)](#)

[Run Javascript \(on mouse "click" or "over"\)](#)

[Open AllWebMenus Menu](#)

Note: you can also show a "Tooltip" or a "Modal Window", but this is achieved through a different interface area:



5.2.3.1 Open Link (URL)

Specifies the web page to be opened when clicking on the item.

You can use both **absolute** and **relative** paths.

Absolute paths

The application considers the Link as an absolute path **only if the ://** substring is found in the string, such as:

http://

https://

ftp://

mms://

mailto:

file:///servername/ (if you access a server)

file:///driveletter/ (if you access a drive)

or **file:///driveletter:/** (if the above drive syntax is not supported by your network you may need to try both and keep the one that works)

Valid examples of absolute paths:

http://www.likno.com

http://www.likno.com/faq.html

ftp://www.likno.com/downloads/AllWebMenus.exe

mailto:support@likno.com

file:///server1/testarea/test.html (for intranet using a server)

file:///C:/testarea/test.html (for intranet using a hard drive) **or**

file:///C:/testarea/test.html (if the above syntax is not supported by your network)

Invalid examples of absolute paths:

www.likno.com

likno.com

(these strings will be parsed as relative paths and the correct URL will **not** open)

Relative paths

Both **scroller-relative** and **root-relative** paths are allowed here.

The former is related to the folder where the **compiled project** is located while the latter is related to the folder where the **site root** is located (and always starts with a slash "/"). While all types of paths successfully open their assigned pages when viewed on the server, the root-relative paths cannot resolve their assigned pages when viewed locally because Windows considers the C: drive as being the root. On the contrary, project-relative paths do open their pages correctly when viewed locally. Therefore, as there are no important differences between the two, **it is advisable to use project-relative paths.**

The best way to choose your linked page from within your local web site structure is to press the related button shown below:



As an example, let's say that the local root folder of your site is the **c:\mysite** folder and that the contents of your web site are:

```

----- |
| c:\mysite\index.html           |
| c:\mysite\company.html        |
| ...                           |
| c:\mysite\products\product.html |
| ----- |

```

Example 1:

Let's say that you publish your project as **c:\mysite\myproject.js**

For the item that opens the product page:

- The project-relative URL is: **products/product.html**
- The root-relative URL is: **/products/product.html**

For the item that opens the company page:

- The project-relative URL is: **company.html**
- The root-relative URL is: **/company.html**

Example 2:

Let's say that you publish your project as **c:\mysite\menufolder\myproject.js**

For the item that opens the product page:

- The project-relative URL is: **../products/product.html**
- The root-relative URL is: **/products/product.html**

For the item that opens the company page:

- The project-relative URL is: **../company.html**
- The root-relative URL is: **/company.html**

Anchors

A project item can also link to a paragraph within a page:

Enter **http://www.mysite.com/info.html#anchor** in the <Open Link> property and the scroller item will link to that particular area inside the **www.mysite.com/info.html** web page.

The link opens when the scroller item is clicked.

Notes:

- Always use **slashes** instead of backslashes
(example: `../users/~user10/user10.html`)
- Don't forget that the URL is case-sensitive on unix servers!

About the "Link Target" property:

Specifies the frame or window where the page specified by the <Open Link> property opens.

If you do not use frames then just **leave this field blank** OR choose **_blank** to open the <Link> into a new browser window.

Values:

Leave it blank (none) to open the <Link> page into the same frame or window where the scroller is located (**default** for non-framed pages).

Choose **_blank** to open the <Link> page into a new browser window.

Choose **_top** to open the <Link> page in the whole area of the current browser window (not to a specific frame).

Choose the **name of the frame or iframe** where you want the <Link> page to open in (this is **not** the filename!).

Example with Frames:

Let's assume that we have the following Frameset Definition inside the source code of the home page:

```
<frameset framespacing="0" border="0" cols="171,*" frameborder="0">

  <frame name="left" target="main" src="left_page.htm" scrolling="auto">
  <frame name="main" src="main_page.htm" target="_self">

  <noframes>
  <body>
  <p>You need a browser that supports frames to see this site </p>
  </body>
  </noframes>

</frameset>
```

Let's also assume that we have placed our scroller at the left_page.htm page (opening at the frame named "**left**"). We want the scroller items to open their pages specified by their <Link> property inside the frame named "**main**".

As we can see from the <frameset> tag, the frame where the main_page.htm opens has been assigned the following name:

main

This is exactly what you need to enter into the **<Link Target> property** of the scroller items. Do not get confused and use the content of the **src** attribute (eg: main_page.htm); this will **not** work. You need to use the content of the **name** attribute (eg: "**main**").

The same logic applies for the **iframe** option.

A wizard can also help you choose the correct value by pressing the related button shown below:

☐ **(none)** Opens the linked page in the **same** frame or window as the scroller location
☐ **_blank** Opens the linked page in a **new** browser window [use parameters](#) ☐
☐ **_top** Opens the linked page in the **full** browser window
☒ **frame** Opens the linked page inside a **specific frame**
 Name of frame:
☐ **iframe** Opens the linked page inside an **iframe**
 Name of iframe:
OR
Modal Window Shows any type of content in a **modal window** above the loaded page!
 (option available through the <Open Likno Modal Window> property)
[See online examples on how usable this can be for your websites](#)

(you are not required to use the wizard, you can simply type the frame name in the text field if you already know the name)

Note! If you use the **frame** or **iframe** option, the Preview window will ignore it so that no javascript errors are produced. The <Link Target> property **does** work when your scroller is compiled and linked to your **actual** pages.

5.2.3.2 Run Javascript (on mouse "click" or "over")

Specifies a Javascript Command to be executed when the item is "clicked" or "on mouse over".

Mouse Click state:

The Javascript Command will be executed when the user **clicks on** the item's area. This does not cancel the <Open Link> property. You can set both a <Link> to open **and** a Javascript command to be executed when clicking on the Item.

Mouse Over state:

The Javascript Command will be executed when the mouse **passes over** the item's area.

You can use more than one javascript commands, provided that you separate them with a semicolon (;).

Note! You may use only quotes (") or only apostrophes (') inside the text of the property but **not both!** Using both quotes and apostrophes will cause a javascript error.

Note 2: Javascript Commands are deactivated when previewing your scroller inside the Preview window so that they do not produce any javascript errors. Javascript Commands ***do*** work on your web pages when your scroller is compiled.

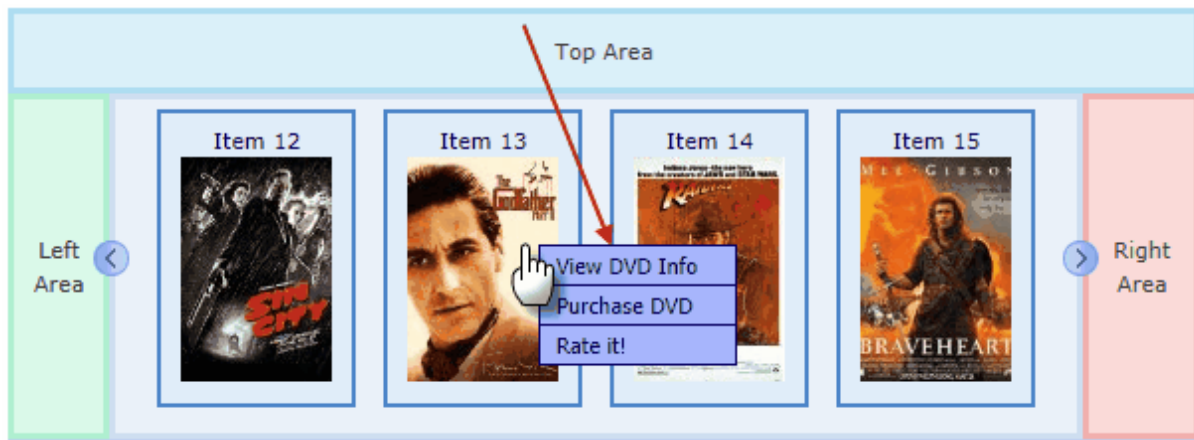
5.2.3.3 Open AllWebMenus Menu

Specifies an online menu (AllWebMenus) to open when clicking on the item.

The "Open Modal AllWebMenus Menu" property offers an easy integration between your scroller and menus produced with the **separate** [Likno AllWebMenus](#) product (in order to create/publish the menu you need to have a license of that software too).

A menu can be used to display additional actions for the scroller item.

For example:



How?

1. In **AllWebMenus**, use the "Manually trigger Main Menu or any Group on user action" option:


Menu Positioning Menu Type Themes Examples

Group Properties ID: gr0

Header Text (HTML Formatting) Main Menu Group

Header Image [no image]

Global

Positioning  Manually trigger Main Menu or any Group on user action

Movable

Menu Floats on Scroll

Sticky Submenus

Show Item or Group on Appear

Z-Index

Keyboard Navigation

Advanced ...

Assigned Style: Main Group Style

Use the [Style Editor](#) to specify **common** properties for this group.
Or, make this specific group special by setting any property you want to customize on this group.

Help Tips

Positioning
Specifies the positioning method and placement of the menu.

Menu Preview

View DVD Info

Purchase DVD

Rate it!

☒ **Automatically show Main Menu on page load**

☒ Relative to Window ☐ Relative to an Element ☐ Relative to an Image

Your menu will appear relative to the browser window.
No extra code ("Anchor ID") needs to be added to your pages.

Window Anchor: Top Left Corner

Offset X: 10 px

Offset Y: 10 px

Note for "Menu Preview Pane":
If you choose the "Relative to an Element" (or Image) option, the above OffsetX/Y values are used to position the menu in the "Menu Preview" Pane.

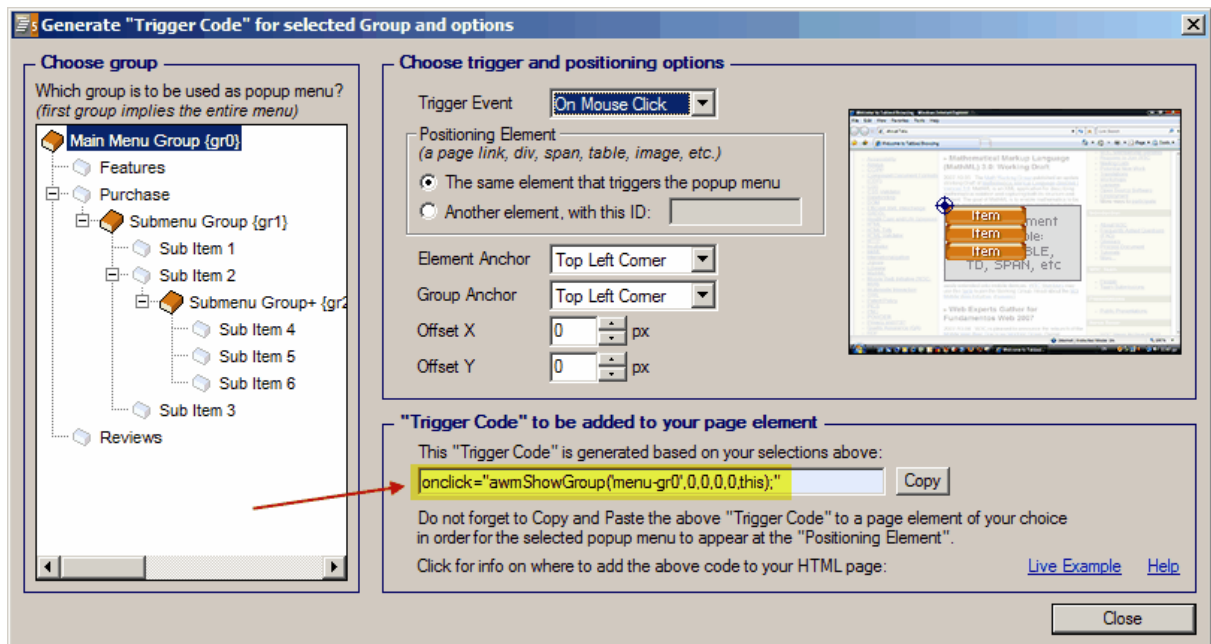
[Live Example](#) [Help](#)

☒ **Manually trigger Main Menu or any Group on user action**

Advanced option, menu acts as "popup" (hidden until triggered).
Main Menu does not show on page load, but on Mouse Over/Click of page elements (links, images, etc.) to which you add a "Trigger Code".

[Click here to generate the "Trigger Code" for Main Menu or any Group](#)

[Live Example](#) [Help](#)



For example an image ("image1.jpg") can open a menu when the user "clicks" on it, by using the following highlighted code inside its tag:

```

```

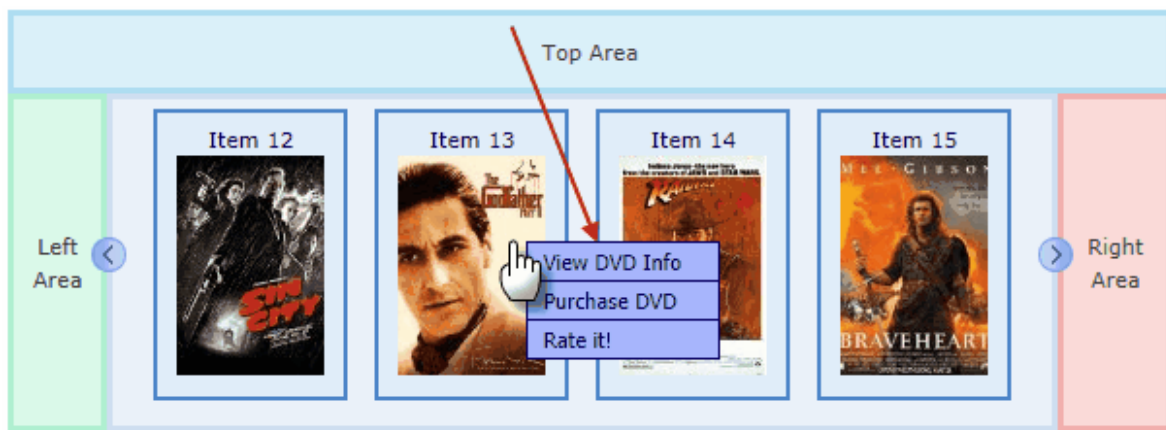


2. In **Likno Web Scroller Builder**, enter the same **"Trigger Code"** (highlighted in AllWebMenus above) at the related **"Open AllWebMenus Menu"** property of the selected scroller item:



But how can I show the same single menu with differentiated values ("links" for example), when this menu is triggered by different scroller items?

Let's assume that you have the following scroller, with each scroller item displaying a different DVD movie poster. When the user clicks on a scroller item (DVD) a menu appears over it, offering 3 actions (menu items) for that particular DVD ("view it", "purchase it", "rate it", etc.).



Now, each item of that menu links to a page related to its action (e.g. the "Purchase DVD" item links to the "purchase.php" page, etc.). In order for the linked page to know which DVD opens it and act accordingly, there is also a parameter at the end of the URL (e.g. `?dvd_id=13`).

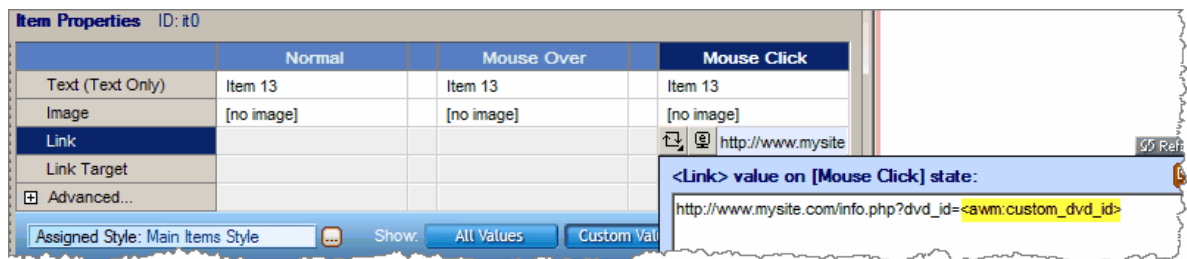
For example, these are the menu links when "Item 13" (DVD 13) triggers the menu:

View DVD Info	→	http://www.mysite.com/info.php?dvd_id=13
Purchase DVD	→	http://www.mysite.com/purchase.php?dvd_id=13
Rate it!	→	http://www.mysite.com/rate.php?dvd_id=13

But how can you use a **different link value** on the **same menu**, depending on which DVD (scroller item) triggers its appearance?

This is how:

1. In **AllWebMenus**, use a **custom variable** at the final part of each item's "Link" property (instead of a "hard coded" value):



2. In **Likno Web Scroller Builder**, enter the **"Trigger Code"** at the related **"Open AllWebMenus Menu"** property of the selected scroller item **adjusted** with the inclusion of the **custom variable value**:

Open AllWebMenus Menu: `onclick="custom_dvd_id=13; awmShowGroup('menu-gr0',0,3,0,0,this);"`

Now, for each different scroller item (DVD) use a different value for the custom variable. For example:

```
onclick="custom_dvd_id=14; awmShowGroup('menu-gr0',0,3,0,0,this);"
onclick="custom_dvd_id=15; awmShowGroup('menu-gr0',0,3,0,0,this);"
onclick="custom_dvd_id=16; awmShowGroup('menu-gr0',0,3,0,0,this);"
```

In that way, the links of the menu will use a different value in their URL parameter depending on which scroller item (DVD) opens that menu.

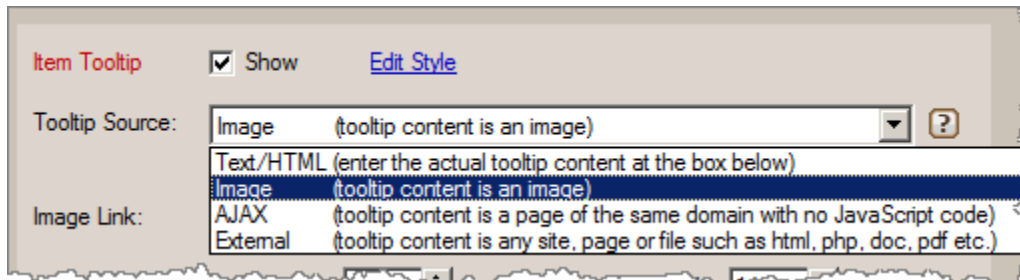
For more information on how to **manually trigger a menu** (on demand, as a "popup menu") please read the **"Manually trigger Main Menu or any Group on user action"** positioning method in **AllWebMenus**.

NOTE: This special "Custom Variables" feature requires AllWebMenus 5.3.894 (released on June 20, 2012) or above.

5.2.4 Tooltip Source options

Each item of the scroller may use a tooltip if you wish so.

This is where the tooltip's source options are located:



Read more for these options on how to specify the content of an item's tooltip:

[Text/HTML \(for tooltip\)](#)
[Image \(for tooltip\)](#)
[AJAX \(for tooltip\)](#)
[External \(for tooltip\)](#)

5.2.4.1 Text/HTML (for tooltip)

Add the content of the tooltip directly into the "Text/HTML" property.

You can either add simple text to be displayed, or more complex HTML code.

Notes:

- The paths of any files (images, etc.) used inside the HTML should be relative to the location of the web page that shows the scroller. [read more](#)
- For the Preview Panel to be able to show images using Site_Root-relative paths (example: `"image1.gif"`) or Page-relative paths (example: `"image1.gif"` or `"pics/image1.gif"`), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

See also

[Tooltip Source options](#)

5.2.4.2 Image (for tooltip)

The content of the tooltip is an image.

The image can be sourced either from the project's "Assets" folder, the application "Gallery" folder or a web location (relative or absolute to the loaded page).

See also[Tooltip Source options](#)**5.2.4.3 AJAX (for tooltip)**

The content of the tooltip is contained in a page that is located in your domain and does NOT have JavaScript code. AJAX does not allow calling content (HTML) from a page outside your domain. Add the path/name of the file in the "Page Link" property.

Examples: ajax1.php
 ajax2.htm
 /ajaxpages/ajax1.php

Notes:

- The path of the page should be **relative** to the location of the web page that shows the scroller.
- The entered page should be present on your website, the **Preview cannot show it!**
- You **cannot use absolute URLs**, such as http:// or https://, choose the "[External](#)" option for this.

See also[Tooltip Source options](#)**5.2.4.4 External (for tooltip)**

The content of the tooltip is an external site (e.g. Google) or page.

Add the URL of the site you want to be displayed at the "Page Link" property.

Example: http://www.google.com

See also[Tooltip Source options](#)**5.2.5 Info Source options**

Each item of the scroller may use an "Info" layer if you wish so.

Add the content of the "Info" directly into the "Text/HTML" property.

You can either add simple text to be displayed, or more complex HTML code.

Notes:

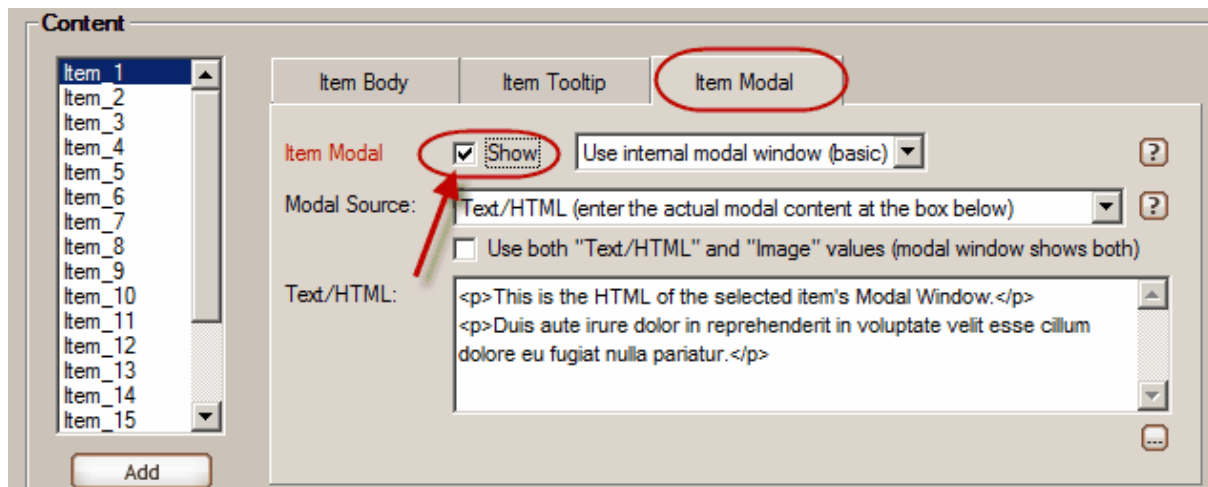
- The paths of any files (images, etc.) used inside the HTML should be relative to the location of the web page that shows the scroller. [read more](#)

- For the Preview Panel to be able to show images using Site_Root-relative paths (example: `"image1.gif"`) or Page-relative paths (example: `"image1.gif"` or `"pics/image1.gif"`), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

5.2.6 Modal Source options

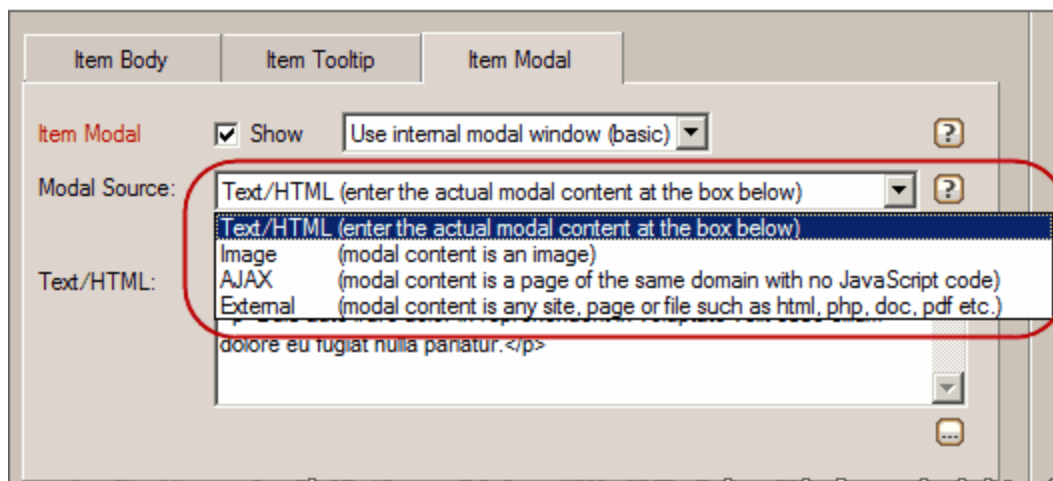
Each item of the scroller may open a "Modal Window" (popup window/dialog) when the user clicks on it, if you wish so.

This is where you select this functionality:



A modal window is used to display **additional content** on a new page layer (window) on top of the loaded content. Its main characteristic is that it forces the user to interact only with it, therefore preventing other page actions unless the user closes the window. [see examples](#)

This is where you specify the modal window's content:



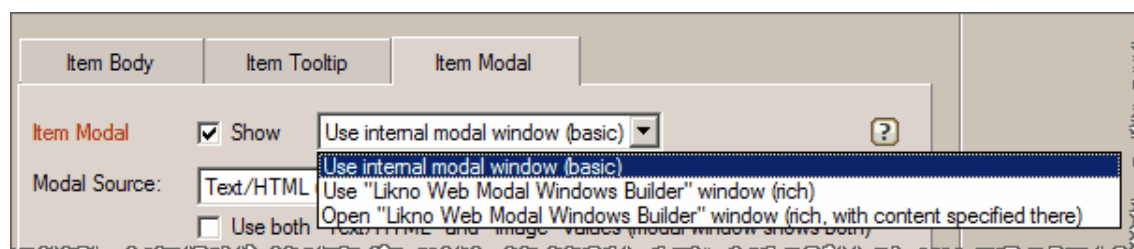
Read more on content options of an item's modal window here:

[Text/HTML \(for modal window\)](#)
[Image \(for modal window\)](#)
[AJAX \(for modal window\)](#)
[External \(for modal window\)](#)

Concerning the "type" of the modal window that opens, you have 3 main options:

1st option

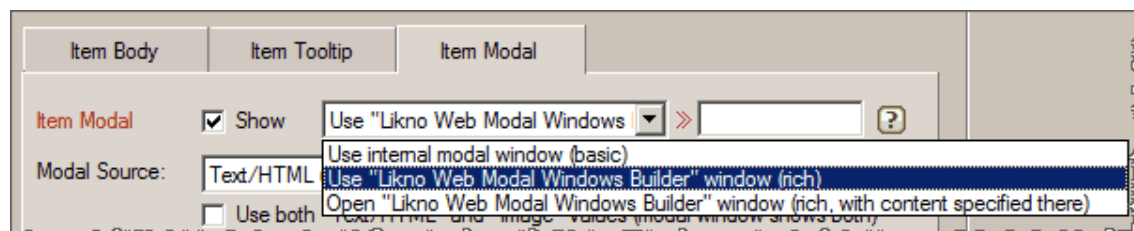
Use the **internal modal window (basic)** to show the specified content.



This opens a simple modal window coded inside the scroller's script.

2nd option

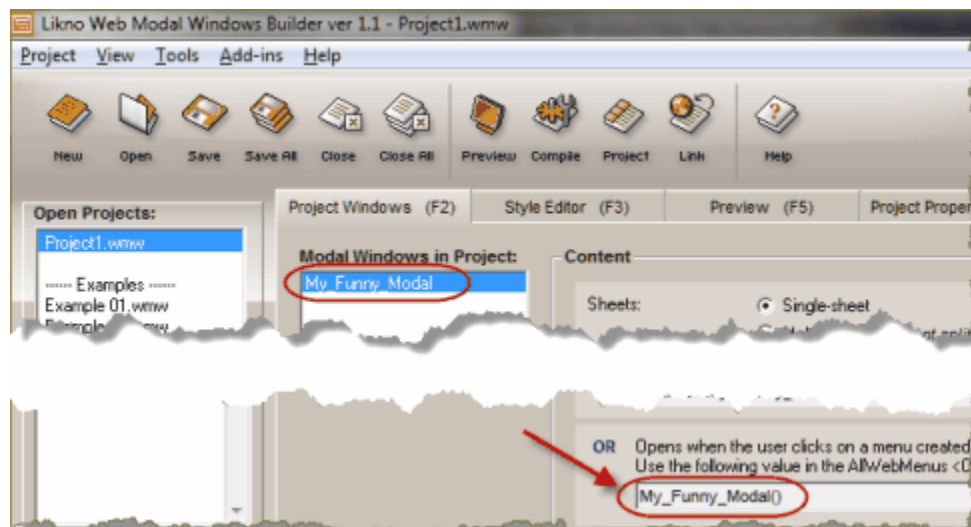
Use an **external modal window** created with the separate [Likno Web Modal Windows Builder](#) product, in order to show the specified content.



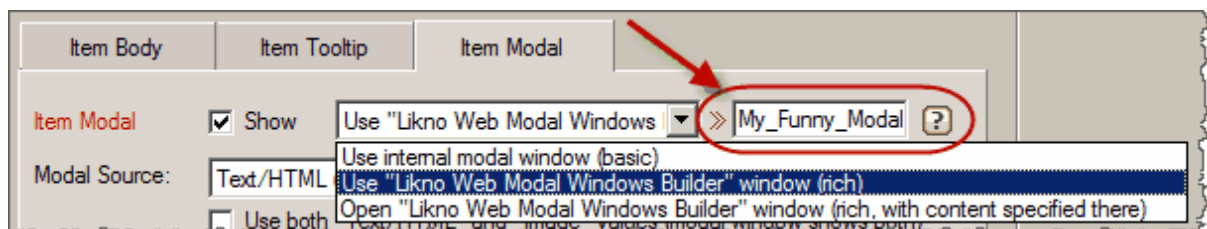
Note that in order to create/publish that modal window (as a separate project) you need to have a license of that software too. The use of that software gives you hundreds of options to fully customize the look, behavior and content of the modal window that opens.

How?

1. Open and use **Likno Web Modal Windows Builder** to create, publish and link a modal window project to your pages. Copy the value shown here for the selected modal window:



2. Return to your scroller project in **Likno Web Scroller Builder**.
3. Choose the scroller item that you want and check the "Show" option at its "Item Modal" section.
4. Choose the "Use Likno Web Modal Windows Builder window (rich)" and paste the copied value at the field next to that option:

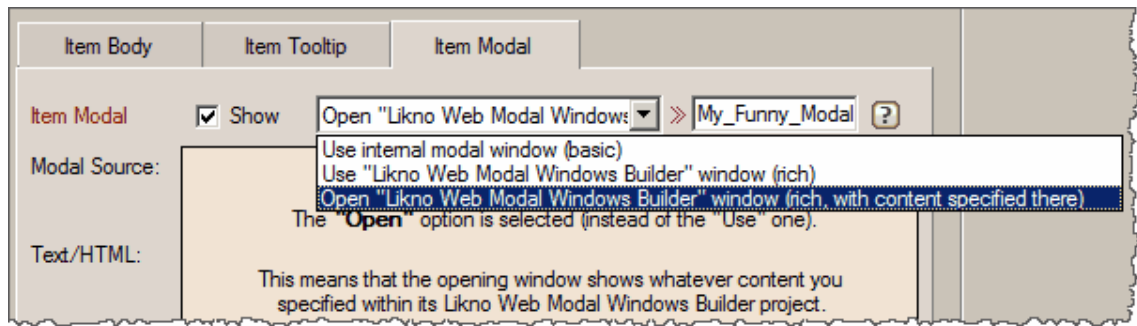


4. This is all!

Just make sure that the **compiled modal project** (the **.js** file of a **.wmw** project) is also linked to the web page where your scroller appears ("clicking" on the scroller item will do nothing in pages where the modal project is not linked).

3rd option

Similar to the 2nd option (use of an **external modal window** created with the **separate Likno Web Modal Windows Builder** product), with the difference that the content of the modal window is **not specified within this scroller project** but it is the content that the external Likno Web Modal Windows Builder project carries inside it (**specified on that builder instead**).



Notes (for the "external" options)

- The "external" modal window cannot be shown within the Likno Web Scroller Builder "Preview" pane (as this requires external files), but it will be shown on your actual pages (provided that the modal window project exists there).
- If you use more than one modal window in your page, make sure that you give different names to these windows, otherwise you will have a conflict.

See also

[Text/HTML \(for modal window\)](#)
[Image \(for modal window\)](#)
[AJAX \(for modal window\)](#)
[External \(for modal window\)](#)

5.2.6.1 Text/HTML (for modal window)

Add the content of the modal window directly into the "Text/HTML" property.

You can either add simple text to be displayed, or more complex HTML code.

Notes:

- The paths of any files (images, etc.) used inside the HTML should be relative to the location of the web page that shows the scroller. [read more](#)
- For the Preview Panel to be able to show images using Site_Root-relative paths (example: `"/image1.gif"`) or Page-relative paths (example: `"image1.gif"` or `"pics/image1.gif"`), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

See also

[Modal Window Source options](#)

5.2.6.2 Image (for modal window)

The content of the modal window is an image.

The image can be sourced either from the project's "Assets" folder, the application "Gallery" folder or a web location (relative or absolute to the loaded page).

See also

[Modal Window Source options](#)

5.2.6.3 AJAX (for modal window)

The content of the modal window is contained in a page that is located in your domain and does NOT have JavaScript code. AJAX does not allow calling content (HTML) from a page outside your domain. Add the path/name of the file in the "Page Link" property.

Examples: ajax1.php
 ajax2.htm
 /ajaxpages/ajax1.php

Notes:

- The path of the page should be **relative** to the location of the web page that shows the scroller.
- The entered page should be present on your website, the **Preview cannot show it!**
- You **cannot use absolute URLs**, such as http:// or https://, choose the "[External](#)" option for this.

See also

[Modal Window Source options](#)

5.2.6.4 External (for modal window)

The content of the modal window is an external site (e.g. Google) or page.

Add the URL of the site you want to be displayed at the "Page Link" property.

Example: http://www.google.com

See also

[Modal Window Source options](#)

5.2.7 Positioning of Scroller

Specify where the scroller (i.e. its container) will be placed inside your page.

There are 2 different types of scrollers, based on their positioning method:

- **“Embedded”** scrollers, which occupy page area and push other page elements.
- **“Floating”** scrollers, which “float over” the page and do not push any page elements.

Embedded Scroller

When the scroller is "embedded" in page, you can either insert the scroller **inside a page element** (usually a DIV) or have the scroller **replace this page element** (this means that you only use this element as a placeholder).

You can also use an **image** as a placeholder (sometimes this is easier, like in blogs or CMS platforms where you may not be able to add DIVs in your page HTML).

Floating Scroller

When the scroller is "floating" over page, you can position the scroller relative to the browser's **Window** or relative to an **Element** or **Image** that exists in the page.

The "Z-Index" property of a "floating" scroller specifies the stack order of the scroller (if it shows 'in front' or 'behind' other page elements). By default, the scroller is assigned a large Z-Index value (500) so that no other page element shows in front of it. If a page element is assigned a Z-Index value greater than the scroller's value then the scroller will show behind this element.

Also, "floating" accordions can be **"drifty"**. This means that you can choose whether the scroller moves relevantly when the user scrolls the page or not.

5.3 "Project Style" Properties

5.3.1 Transition

Choose a transition effect for the items of your scroller.

Some options you can use:

- You may choose your items to "Loop" when the final (or first) item is reached.
- You may choose your items to "Scroll" when the moving the mouse over the Items Area.
- You may choose to use "Keyboard Navigation" in order to move from item to item (or from page to page).

See also

[Property: Initially Selected Item](#)

[Property: Play Options](#)

5.3.2 Initially Selected Item

Choose which item shows as initially selected (when the page loads).

Method 1: Specify this inside the project (through the interface)

Just enter the "order" of the selected item here:



If you do not want any item to show as initially selected, just use the "0" value.

Other methods that specify the initially selected item **externally** (overrides the project value):

Method 2: Use a javascript variable inside the page that contains the scroller

In the HTML code of your page add the following code:

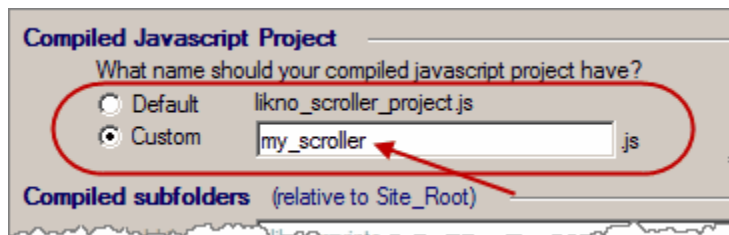
```
<script>var projectcompiledname_selected_item=3;</script>
```

where:

projectcompiledname is the compiled name of your scroller,

3 is the order of the item that should be initially selected (3rd item in this example)

For example, for this project...



...the proper code for showing the 3rd item is the following:

```
<script>var my_scroller_selected_item=3;</script>
```

Important! If you use dashes ('-') in your project name, you need to make them underscores ('_') when using the compiled name in the variable.

For example, if your project name is *likno-scroller-project.js*, the variable should be as follows:

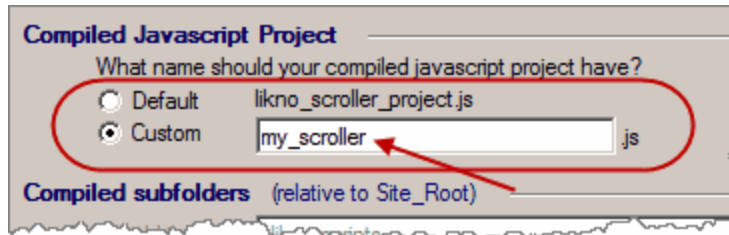
```
<script>var likno_scroller_project_selected_item=3;</script>
```

Method 3: Use a special anchor in the URL that opens the page

Open the page that contains the scroller using a special "anchor" on its URL:

http://www.mysite.com/mypage.html#projectcompiledname_3

For example, for this project...



...the URL for showing the 3rd item is the following:

`http://www.mysite.com/mypage.html#my_scroller_3`

Notes on "Method 3" (anchor in URL):

- this works only when the page is opened by a link from **another** page, not from the same page (because most browsers do not refresh the page when the link is from the same page).
- you can also add **multiple anchors** in the same URL! This is useful if you have multiple scrollers in the same page and you want to specify their initially selected item (for each scroller separately).

Example:

`http://www.mysite.com/mypage.html#my_scroller_3#second_scroller_5#third_scroller_2`

- you can even add multiple anchors in the same URL to specify initial parameters **for other Likno controls** that exist in the same page, such as accordions, modal windows, etc.!

Example:

`http://www.mysite.com/mypage.html#my_scroller_3#my_accordion_control_3#my_modal_window_1`

(for more info on their usage read the respective Help section of Likno Web Accordion Builder, Likno Web Modal Windows Builder, etc.)

See also

[Property: Transition](#)

[Property: Play Options](#)

5.3.3 Play Options

Choose if the scroller behaves as a "slideshow", meaning that its items "scroll" automatically after some milliseconds.

The first item that shows is whichever you choose at the [Initially Selected Item](#) property. If "0" is used there (which means that no item is initially "selected"), then the "slideshow" starts from the 1st item in the scroller and continues from there.

Some options you can use:

- When the user puts the mouse over the scroller area the "slideshow" can pause.

- By increasing the "Delay" you can make your items scroll at a slower pace.
- Through the "Direction" property you can make your items show in "random" order or even in "reverse" order (going backwards).
- Through the "Loop" property (located above, at the "Transition" property) you can make the "slideshow" start over when the final item is reached (or vice versa if "Direction" is "Reverse"). Obviously this option has no effect if the "Direction" is set to "Random".

"Play/pause/navigate" through external page buttons option:

This option allows you to add some specially named images (buttons) in your web page, so that your visitors can use them to "play", "pause" or navigate the scroller at will.

How does this feature work?

First, enable (check) this option.

Then, position any images that have the following names, anywhere you like in your web page:

- `likno_scroller_generic_BUTTONID_play.png`

This image functions as the "play/pause" button. Note that for this function you need to put 3 more images in the same online folder, but NOT in the page (only the "play" image should be positioned in the actual page):

`likno_scroller_generic_BUTTONID_play_over.png`
`likno_scroller_generic_BUTTONID_pause.png`
`likno_scroller_generic_BUTTONID_pause_over.png`

- `likno_scroller_generic_BUTTONID_previous.png`

This image functions as the "previous" button. Note that for this function you need to put 1 more image in the same online folder, but NOT in the page:

`likno_scroller_generic_BUTTONID_previous_over.png`

- `likno_scroller_generic_BUTTONID_next.png`

This image functions as the "next" button. Note that for this function you need to put 1 more image in the same online folder, but NOT in the page:

`likno_scroller_generic_BUTTONID_next_over.png`

- `likno_scroller_generic_BUTTONID_first.png`

This image functions as the "first" button. Note that for this function you need to put 1 more image in the same online folder, but NOT in the page:

likno_scroller_generic_BUTTONID_first_over.png

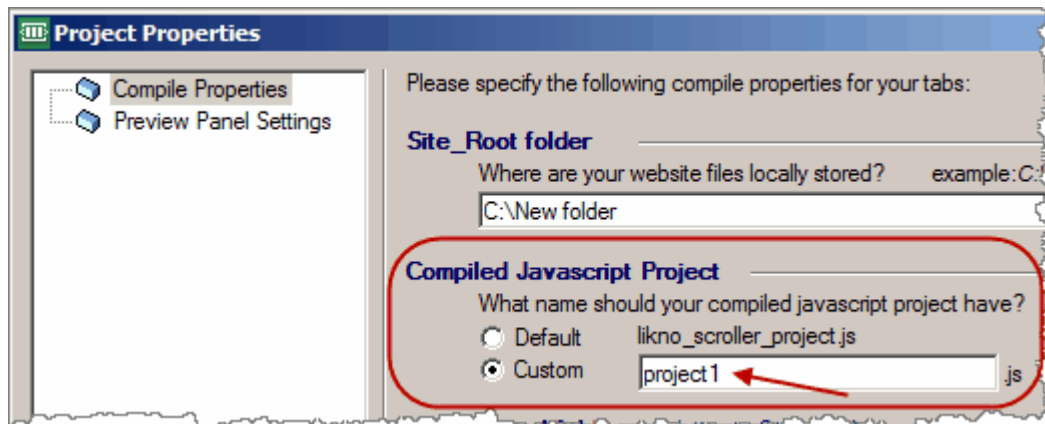
- likno_scroller_generic_BUTTONID_last.png

This image functions as the "last" button. Note that for this function you need to put 1 more image in the same online folder, but NOT in the page:

likno_scroller_generic_BUTTONID_last_over.png

Some important rules:

- The "_BUTTONIND_" part in the filenames can be anything you like (or nothing), the rest should remain as is, otherwise the scroller cannot map these images to the related functions ("play", "previous" etc.).
- All images above are **optional**. You can use only the ones that are related to the functions that you want. For example, you may want to use only the "play/pause" images and not the "previous", "next" ones.
- All images should be in "png", "gif" or "jpg" format.
- If you have **more than one scroller controls** using this option in the same page, then you must change the "_generic_" part in the filenames to the "compiled javascript project" name of the related scroller project. For example, for this project...

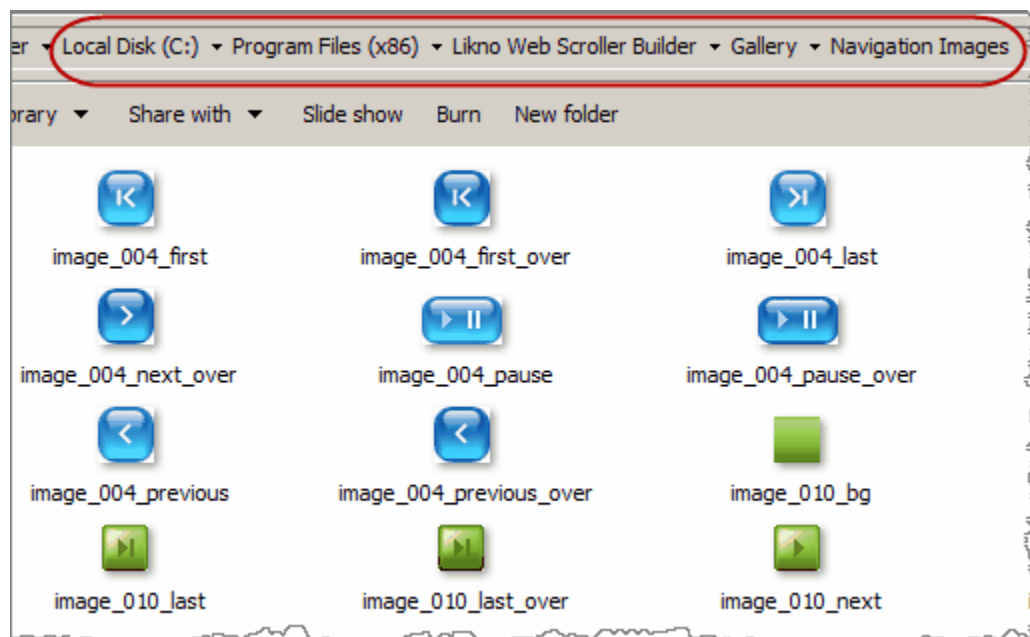


...you should use the following names:

likno_scroller_project1_BUTTONID_play.png
 likno_scroller_project1_BUTTONID_play_over.png
 likno_scroller_project1_BUTTONID_pause.png
 likno_scroller_project1_BUTTONID_pause_over.png
 ...etc.

You should do this only if you have multiple scrollers in the same page, otherwise don't bother as the "generic" name will work for any scroller no matter its name.

You will find buttons that meet all the above specifications at the following installation folder:



Just grab them from there and put them online **OR you can create your own buttons according to the specifications** explained above.

See also

[Property: Transition](#)

[Property: Initially Selected Item](#)

5.3.4 Appearance: General

Here you can specify the Orientation of the Scroller ("Horizontal" or "Vertical"), along with some other behavioral properties.

If you use **"Auto" for Width**, the scroller will use all available width within its parent element. For example the page width, or a table cell width, or a div width, depending on who is its parent element.

5.3.5 Appearance: Items

Here you can specify the **width** and **height** of the scroller items (as "Auto" or "Fixed") along with their style (using pure CSS code).

You have the following CSS properties to use and fully customize your items:

- Item Common CSS
- Item Deselected CSS
- Item Deselected - Mouse Over CSS

- Item Selected CSS
- Item Selected - Mouse Over CSS
- Item Separator CSS

In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

See also
[Border Set](#)

5.3.6 Appearance: Item Tooltips

Each item of the scroller can show a tooltip when the mouse hovers above it. This tooltip can show different content per item (which is specified at the "Project Items" section) and in this "Style Editor" section you can customize its **appearance and behavior** (common for all items).

You have 2 main options:

1. Use the **internal tooltips engine**

OR

2. Use a "Tooltip Style" from a **compiled "Likno Web Tooltips Builder" project** instead

The **2nd** option offers an easy integration between your scroller and tooltips produced with the **separate** [Likno Web Tooltips Builder](#) product (in order to create/publish the tooltip in this case you need to have a license of that software too).

How? **This integration feature requires some changes in the Likno Web Tooltips Builder that are not fully implemented yet. We expect to complete it soon.**

See also
[Border Set](#)

5.3.7 Appearance: Areas

The scroller is composed of **6 areas**.

The master area is called the "Container Area" and is actually what holds everything together. Especially for the "Container Area" you have the option to choose a ["Border Set"](#), which is a set of images that create a **graphical border** around the scroller.

The "Items Area" is where each "item" of the scroller is displayed.

Around the "Items Area" you can **optionally** use 4 "surrounding" areas:

- The "Top Area"

- The "Bottom Area"
- The "Left Area"
- The "Right Area"

All these areas can be fully customized by editing their respective CSS fields, using pure CSS code.

In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

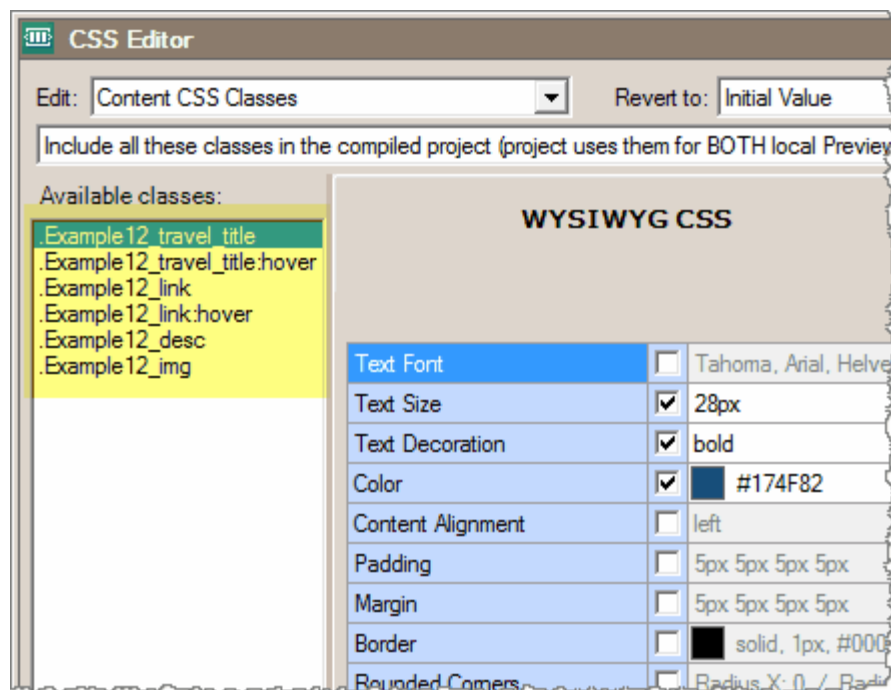
5.3.8 Appearance: Content CSS Classes

Here you can specify CSS Classes and edit their properties, in order to use them inside your scroller's content.

You can see an example of this feature in project **"Example 12"**.

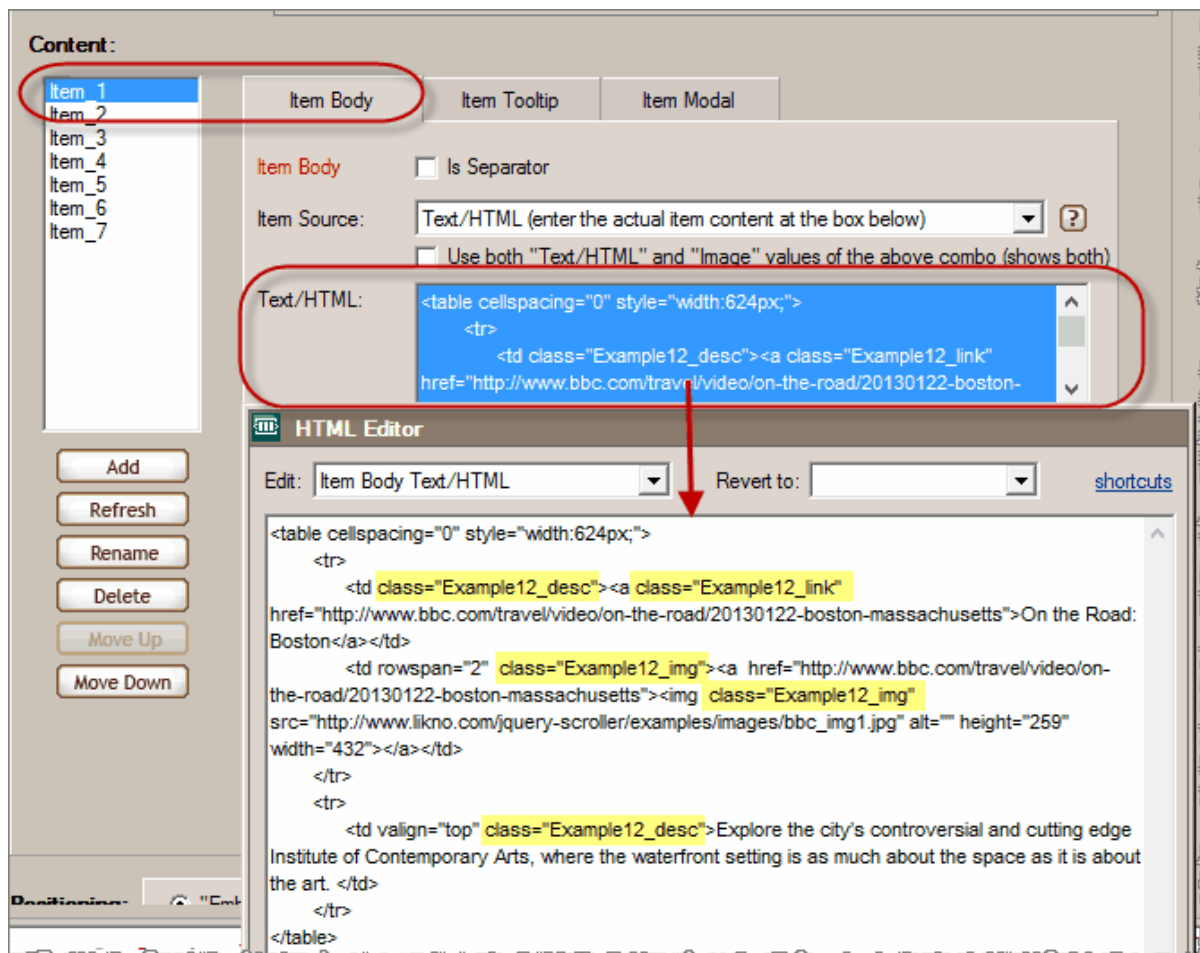
Here are the classes:

(note: classes in CSS always start with a "dot")

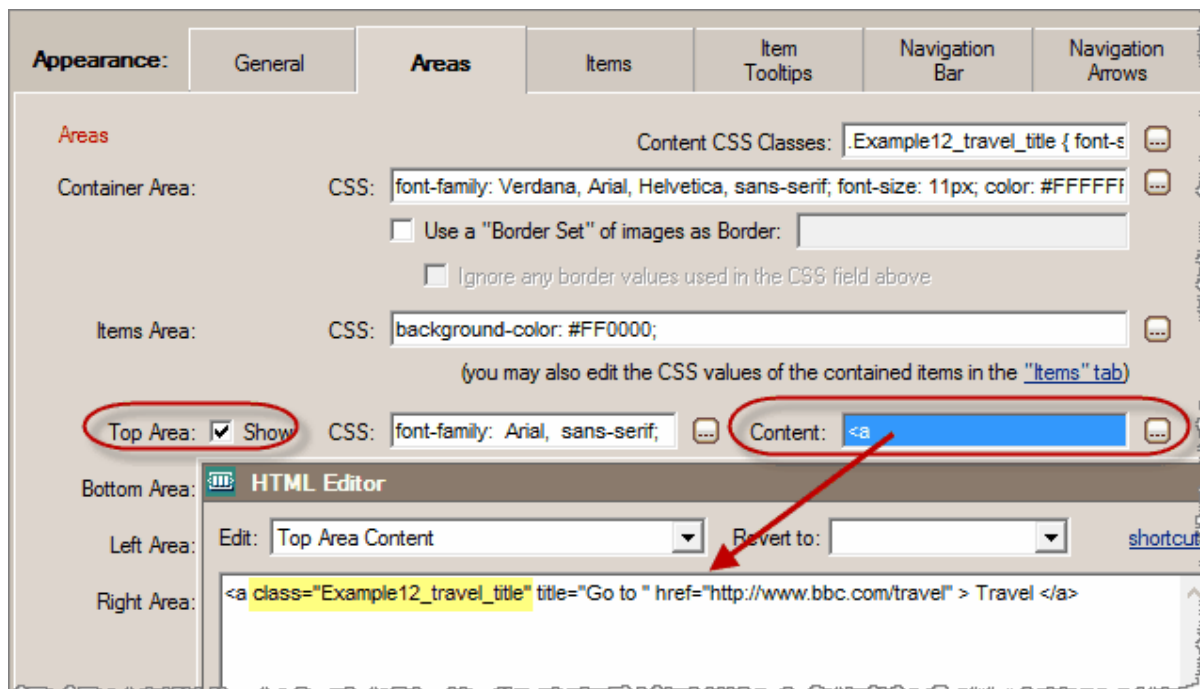


The above classes are used in the "content" properties of the project.

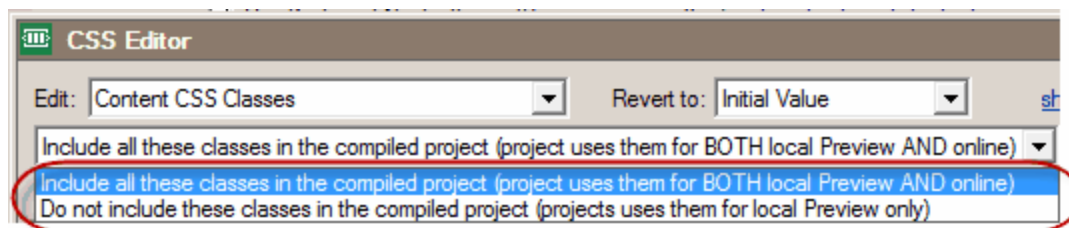
In Items:



In Areas:



You also have the following options:



The 1st option ("include") means that these classes are loaded within the project when online, so the project's styling is "self-contained"; it does not need your website's CSS global CSS file to show like you see it in the Preview.

The 2nd option ("do not include") means that these classes are not loaded within the project; you want this when you want the classes to be specified in your website's global CSS file instead (so, the only reason you have them here is for being able to view the scroller properly in the Preview).

Note: In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

5.3.9 Appearance: Navigation Bar

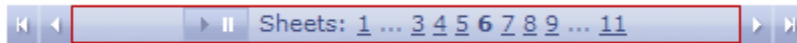
This set of properties allows you to choose one of the ready-made Navigation Bars and then fully customize it to match your needs.

Through the property **"Navigation Bar CSS Classes"** you may also edit the separate CSS for any of the following elements:

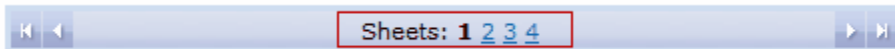
`.navigationBarArea {}`



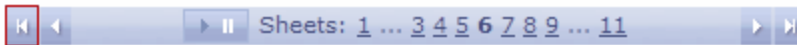
`.navigationBarCenterSection {}`



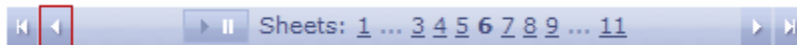
`.navigationBarPageSection {}`



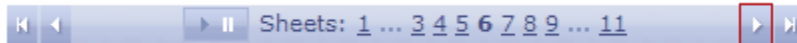
`.navigationBarFirst {}`



`.navigationBarPrev {}`



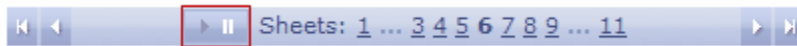
`.navigationBarNext {}`



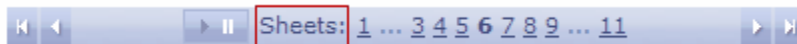
`.navigationBarLast {}`



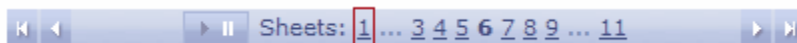
`.navigationBarPlayPause {}`



`.navigationBarText {}`



`.navigationBarPageLink {}`



`.navigationBarPageLinkHover {}`

(CSS of the above element for the "mouse over" state)

`.navigationBarPageSelected{}`



`.navigationBarPageDots {}`



`.navigationBarPageSpacer {}`



Finally, you have 3 classes for extra styling of the "Bullets", if you choose to use them:

`.navigationBarBulletsNormal {}`
`.navigationBarBulletsOver {}`
`.navigationBarBulletsSelected {}`

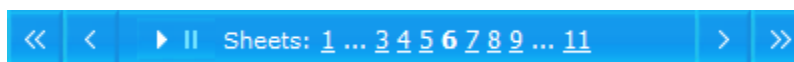


Note that the `.navigationBarPageSpacer` also applies to Bullets:



Using the above CSS Classes you can change the look and feel of your Navigation Bar considerably!

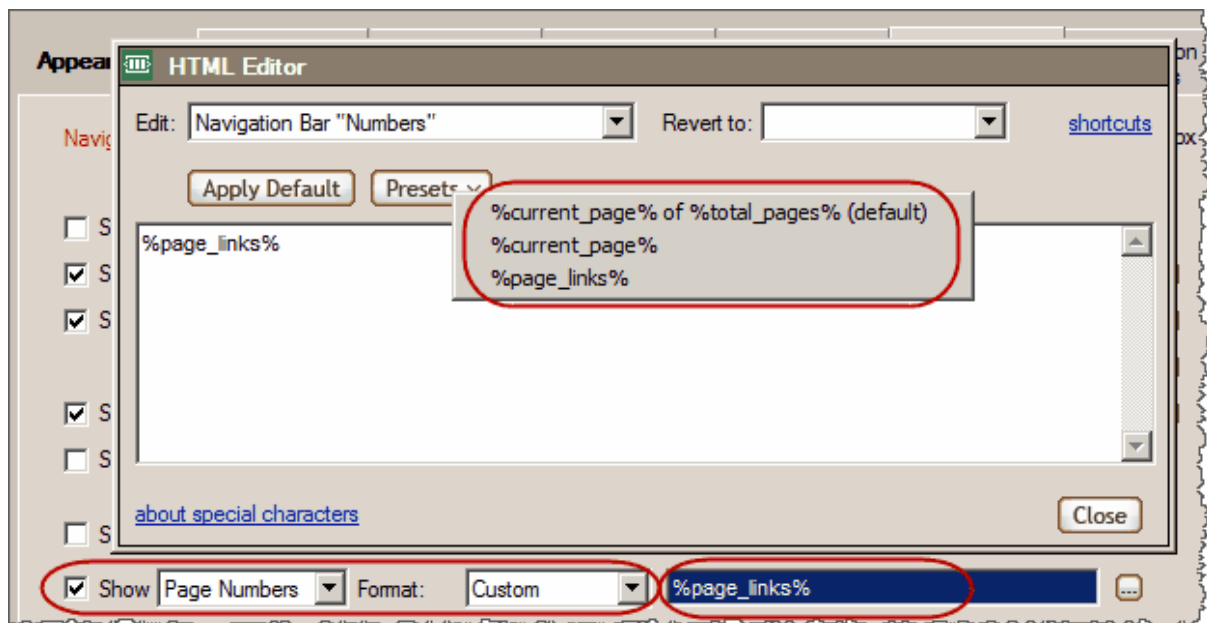
This is an example on how different you can make the Navigation Bar by using your own images and CSS Classes:



In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

Note: If you use the "Page Numbers" feature, you may select the "Custom" option (in "Format") and use these variables along with any custom text of yours:

`%current_page%`
`%total_pages%`
`%page_links%`



5.3.10 Appearance: Thumbnail Bar

This set of properties allows you to use thumbnails for the scroller items and then fully customize them to match your needs.

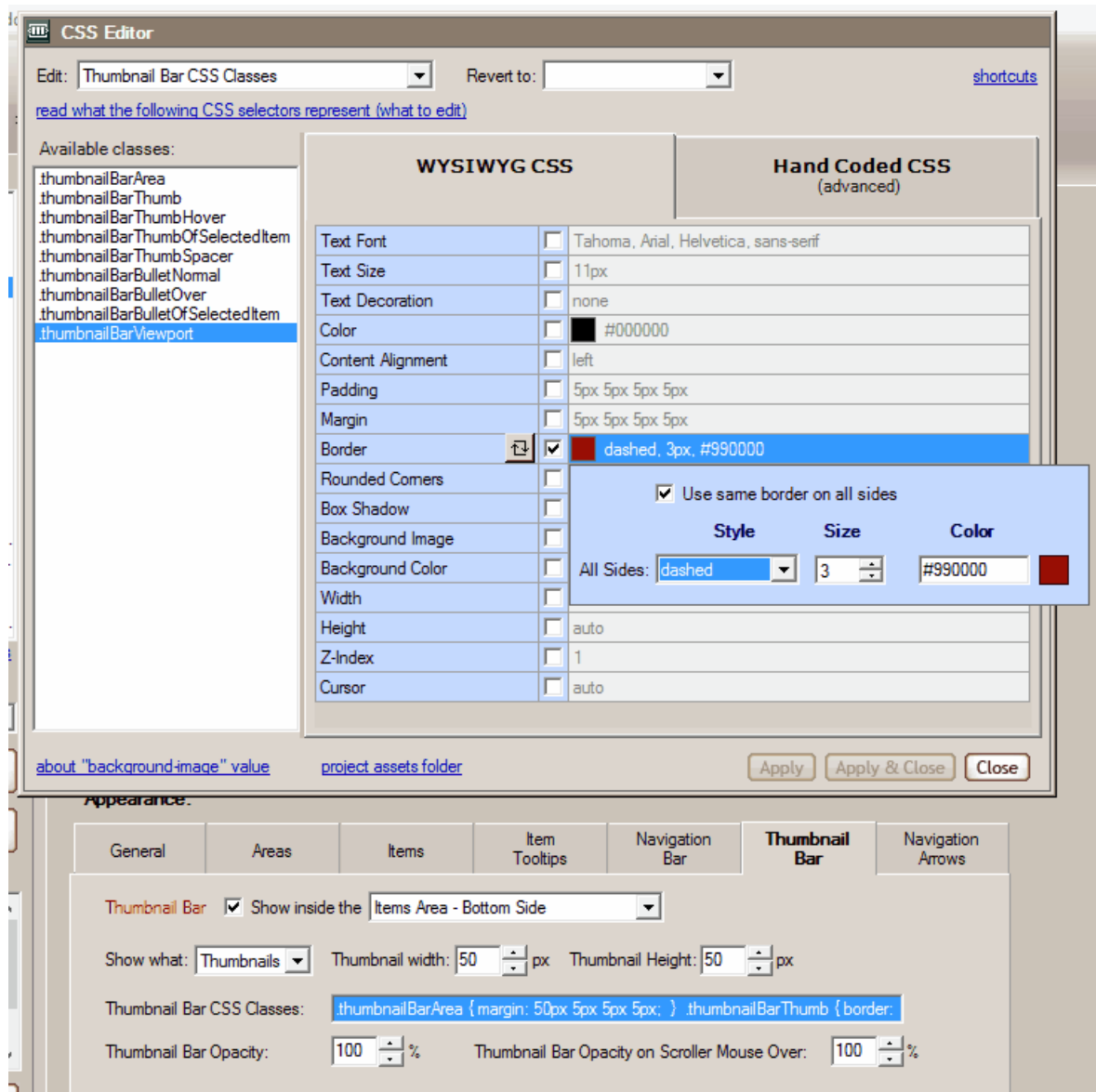
Through the property **"Thumbnail Bar CSS Classes"** you may also edit the separate CSS for any of the following elements:

```
.navigationBarArea {}
```



Use the **".thumbnailBarDisplayedItemsIndicator"** Class to mark the thumbnails of items currently displayed on the Items Area

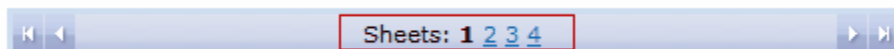




.navigationBarCenterSection {}



.navigationBarPageSection {}



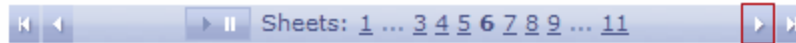
.navigationBarFirst {}



`.navigationBarPrev {}`



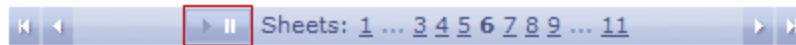
`.navigationBarNext {}`



`.navigationBarLast {}`



`.navigationBarPlayPause {}`



`.navigationBarText {}`



`.navigationBarPageLink {}`



`.navigationBarPageLinkHover {}`
(CSS of the above element for the "mouse over" state)

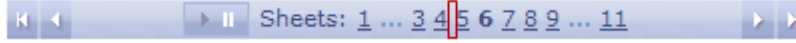
`.navigationBarPageSelected {}`



`.navigationBarPageDots {}`



`.navigationBarPageSpacer {}`



Finally, you have 3 classes for extra styling of the "Bullets", if you choose to use them:

`.navigationBarBulletsNormal {}`
`.navigationBarBulletsOver {}`
`.navigationBarBulletsSelected {}`

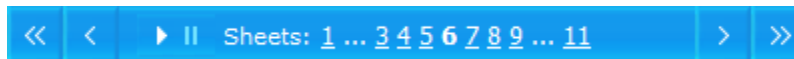


Note that the ".navigationBarPageSpacer" also applies to Bullets:



Using the above CSS Classes you can change the look and feel of your Navigation Bar considerably!

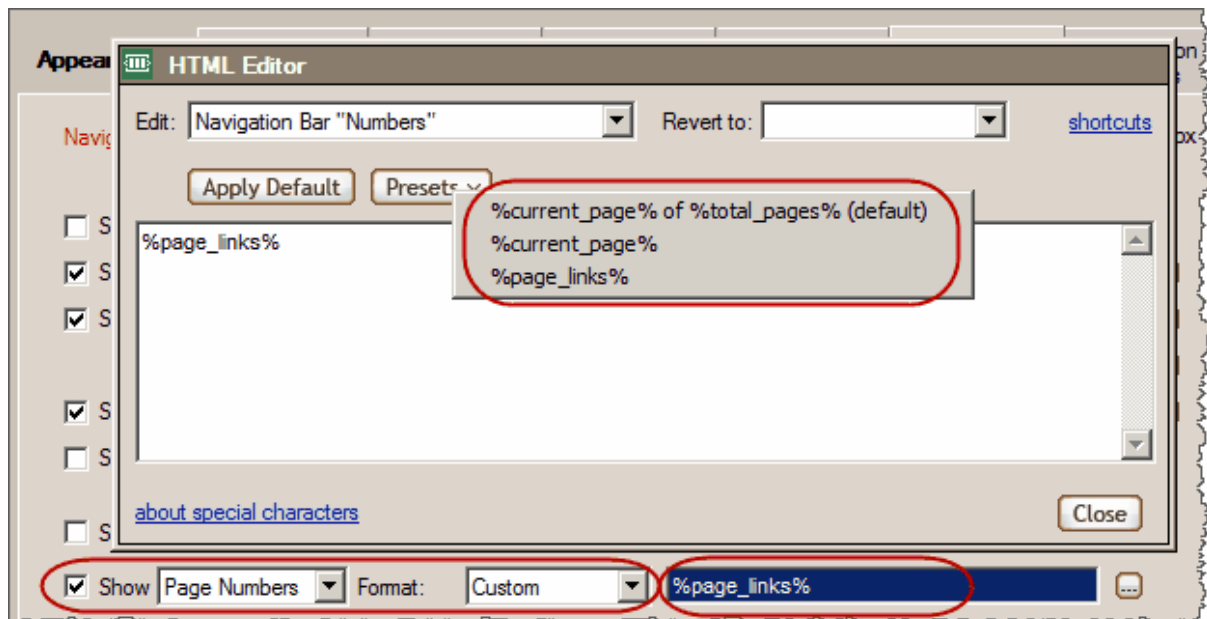
This is an example on how different you can make the Navigation Bar by using your own images and CSS Classes:



In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

Note: If you use the "Page Numbers" feature, you may select the "Custom" option (in "Format") and use these variables along with any custom text of yours:

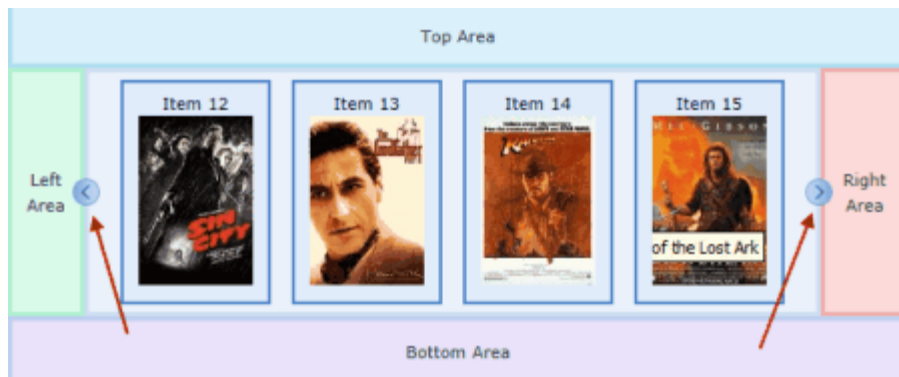
%current_page%
 %total_pages%
 %page_links%



5.3.11 Appearance: Navigation Arrows

This set of properties allows you to choose one of the ready-made Navigation Arrows and then fully customize them to match your needs.

These arrows are placed at the 2 sides of the scroller:



What is the "Arrow Theme"?

An **"Arrow Theme"** contains preset values for the following properties of the "Navigation Arrows":

- "Arrow Set"
(navigation images)
- "Previous" & "Next"
(HTML code)
- Arrow CSS Classes
(CSS values)

Some themes may not use all the above values (they are optional).

What is the "Arrow Set"?

The **"Arrow Set"** is the 2 arrow images shown each time on the scroller and is a set of images composed of up to **16 images** (most of them optional):

- 4 images for the **4 states** of the **left** arrow:

name_arrowset_left_normal.png
name_arrowset_left_over.png
name_arrowset_left_click.png
name_arrowset_left_disabled.png

- 4 images for the **4 states** of the **right** arrow:

name_arrowset_right_normal.png
name_arrowset_right_over.png
name_arrowset_right_click.png
name_arrowset_right_disabled.png

- 4 images for the **4 states** of the **bottom** arrow:

`name_arrowset_bottom_normal.png`
`name_arrowset_bottom_over.png`
`name_arrowset_bottom_click.png`
`name_arrowset_bottom_disabled.png`

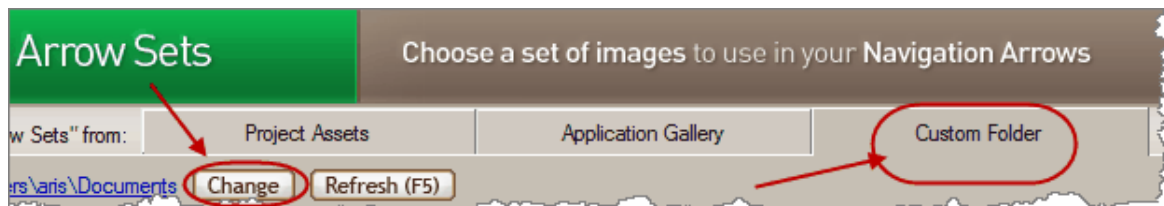
- 4 images for the **4 states** of the **top** arrow:

`name_arrowset_top_normal.png`
`name_arrowset_top_over.png`
`name_arrowset_top_click.png`
`name_arrowset_top_disabled.png`

How can you use your own images (create your OWN SET)?

If you like to **use your own images**, it is easy to do so:

1. **Name** them as shown above and add them to any folder that you like in your computer. Note that only the 2 "normal" images are absolutely required ("left/right" for horizontal scroller OR "top/bottom" for vertical scroller). The other images of the set are **optional**, so you do not really need to have 16 images for a set! Just 2 images and you are OK. The rest of the images give you more styling power.
2. Choose the **"Custom Folder"** tab and use the "Change" button to choose that folder:



3. You will then see your own set there in order to select it and **apply** it to your project.

Notes:

- The **name_** part in all filenames above identifies the set, so each different set should use a different name there. This is the only filename part that can be changed. The rest of the filename should NOT be changed, your images should use the syntax as shown above because each word is used by the javascript to place the proper image at the proper side.
- In case you are also using "Hand-Coded" CSS values, visit <http://www.likno.com/cssref> for more information.

How Do I...

Part



VI

6 How Do I...

6.1 Find my INSTALLATION ID

In order to activate your license you need to login to your Likno User Area and provide us with the unique **Installation ID** of your current installation.

Your Installation ID can be found at the "**Help -> Enter Activation Code**" option of the application menu.

6.2 Purchase/Activate

Step 1. Purchase

- Access the online registration page located at <http://www.likno.com/jquery-scroller/purchase.php>
 - Click on your preferred method of payment and enter the necessary info in the order form
- You will soon receive an e-mail containing instructions on how to get the Activation Code to use it in your installation.

Step 2. Activate your Installation

- Choose the "**Help -> Enter Activation Code**" menu option in the application
- Enter your Activation Code

You will need to have "Full Admin rights", [read how here](#).

Following these simple steps you will be a **registered user** and you will be able to take **full advantage** of the Likno Web Scroller Builder features.

Methods of payment

There are many flexible payment options:

- Credit Card Orders (all major credit cards accepted)
- Phone Orders (toll-free)
- Mail Orders (pay by check)
- Fax Orders
- Purchase Orders

All on-line transactions are protected by an extremely high level of encryption, the highest allowed by law.

6.3 Link the Compiled Project to my web page(s)

After you publish (compile) the project, you then need to add the necessary "Linking Code" of the **compiled project file** (eg: likno_scroller_project.js) into the selected web pages. The link is a few lines of code and can be easily identified inside the source code by a related comment.

Obviously, you need to **upload** the updated web pages on the server so that the scroller can be viewed on-line. However, it is important that you also upload:

1. the compiled project file (eg: *likno_scroller_project.js*)
2. the *//likno-scripts* folder
3. the *//likno-scripts/likno_scroller_project* folder if you use images. Your folder may be different depending on the name you choose to use for the compiled project file.

Upload the above at the **same** directory structure where they reside locally.
See the [Publish Project](#) command for more info on this issue.

To update the design of an already compiled project you should first make the changes to its respective .lws file and then republish it. Provided that you did not change the name or the directory of the compiled project, you do not need to add the "linking code" of the project to the pages that already contain that link.

Notes:

Note about file extensions:

The link can be inserted in any kind of page, regardless of its extension. Just use the All Files (*.*) filter to select web pages that have an extension other than the typical .html or .htm one.

Note for Dreamweaver users:

If you like, you can also link the compiled project to a template (.dwt) or a library (.lbi). Just select the related directory (Templates or Library) and use the All Files (*.*) filter so that you can view the template or library file.

The library (.lbi) is a special Dreamweaver file containing a collection of individual assets or copies of assets that you can place in your web pages. That means the linking code can be added in a library but you should make sure that the library should be placed as the first element after the BODY opening tag (<body>) and that the linking code is the first element, listed in the library file itself.

The project does not have to be compiled inside the Templates directory. On the contrary, we do not advise you to do so as you will have to upload the Templates directory on the server too.

Note for FrontPage users:

Similarly to Dreamweaver, you can link your project into an **include** so that it can be used by all other pages. Just make sure that this include contains only the project and that it is inserted immediately before the </body> tag of the pages.

Similar techniques can be used with other web authoring tools too.

See also

[Publish Project](#)

6.4 Add effects when the items move across the scroller

Edit the [Transition](#) properties under the **"Style Editor"** tab.

6.5 Change the position where the scroller is located on page

Edit the [Positioning](#) property under the **"Project Items"** tab.

6.6 Load with AJAX the content of an item's tooltip

You might need to load the content of an item's tooltip from another file in your server at the time you display that tooltip. In that case you need to use the **AJAX** technique in order to load a remote HTML file and inject its contents into the DOM.

This technique is included into the application. The only thing you need to do is select the **"AJAX"** value in the [Tooltip Source](#) property under the **"Project Items (F2)"** panel and then specify the path and name of the file that you want to display, through its "Page Link" property.

Note! Due to security issues you are not allowed to enter an *absolute path* as the value of the call property. You can only call a file that resides within your site by using a *relative path*.

See also
[Tooltip Source](#)

6.7 Load an external page as the content of an item's tooltip

You might need to load a full external page as the content of your item's tooltips.

In that case you have to select the **"External"** value in the [Tooltip Source](#) property under the **"Project Items (F2)"** tab, and then define the URL of the site that you want to display in its "Page Link" property.

See also
[Tooltip Source](#)

6.8 Use multiple Scroller projects in the same page

There is no restriction in the number of Scroller projects you can use in the same page.

You only need to specify a different name for the "Compiled JavaScript Project" (default: *likno_scroller_project.js*) inside the [Project Properties](#) pane and make sure that you [link](#) all different projects to your page.

Note! It is very important that different scroller projects are using different page elements for their positioning. You cannot associate the same page element with two different scroller projects!

Also read *Troubleshooting on common errors* about multiple projects.

6.9 Properly use paths in the "Website Folder" option

Contrary to the "Project Assets" option, this property is **free text** as you may need to enter both the **path** and the **filename** of the website image.

You can use **paths** to the image file in 3 different ways:

"Absolute" paths:

- <http://www.likno.com/jquery-scroller/assets-app/close.gif>
- <http://www.mysite.com/pics/image1.gif>
- <https://www.google.com/image2.gif>

"Document-relative" paths:

*(image folder is relative to the folder of the **loaded page** that shows the scroller)*

- close.gif
- pics/close.gif
- ../close2.gif

"Site_Root-relative" paths:

(image folder is relative to the Site Root folder)

- /close.gif
- /pics/close.gif
- /close2.gif

Note: For the Preview Panel to be able to show images using Site_Root-relative paths (example: *"image1.gif"*) or Page-relative paths (example: *"image1.gif"* or *"pics/image1.gif"*), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

6.10 Display a video/movie in an item of the scroller?

You can load and display a video/movie inside any item of your scroller.

How?

Copy the video's "embed code" from YouTube (for example) and paste it into the "Text/HTML" property of the item's [Text/HTML](#) option, inside the "Project Items" tab.

Exactly the same would apply for other movie types, such as Flash movies.

Note: If you want to support IE6 (which is dropped by YouTube), you need to add the following parameter inside the embed code that you take from YouTube:

```
<param name="flashvars"
value="fmt_url_map=34%7Chttp%3A%2F%2Fv12.lscache5.c.youtube.com%2Fvideo
  playback"></param>
```

6.11 Use the "background-image" value in CSS properties

The following is an example of CSS that applies a background image to the scroller through the **background-image** value:

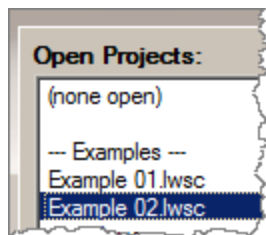
```
margin: 0px;
padding: 0;
background-image: url(papyrus_vertical_back.png);
```

1. Location of the image

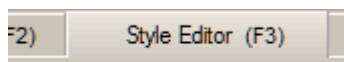
The project needs to know **where to find this image**, otherwise it will not be displayed in the Preview Panel and will not be compiled either.

You should put this image inside the project's "Assets" folder, which is a subfolder at the folder where the project is located.

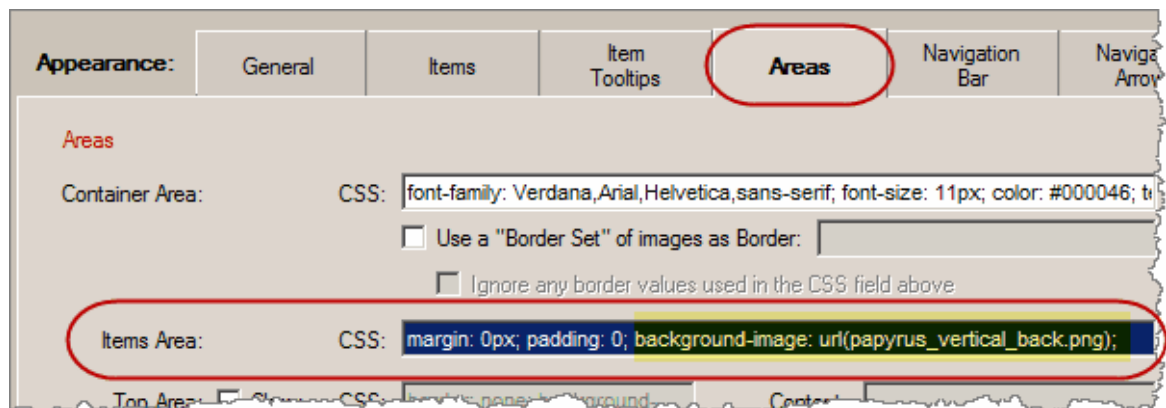
To demonstrate this, just open the "Example 04v.lwsc" project...



... go to the "Style Editor tab...



...and edit the Items Area CSS value:



There you will find the CSS mentioned in the beginning, that uses the `background-image: url(papyrus_vertical_back.png);` value.

Now, open the "assets" folder of this example, which should be at:

C:\Program Files\Likno Web Scroller Builder\Examples\Example 04v-assets
(the installation path may be different in your computer)

There you will find the image file **papyrus_vertical_back.png**.

If that image wasn't there, the background could not appear.

So, if you ever use a background image in your CSS, make sure that you copy this image at the project asset's folder first, otherwise the image cannot be used by the compiled project.

2. Adjusting the width/height of the Container and "background-image" considerations

When a scroller uses a "background-image" on its Container Area CSS (or other CSS properties), this image can either **"repeat"** itself (tiles within the background) or **"no-repeat"** (shows as is, once).

This is determined by the **"background-repeat"** CSS value:

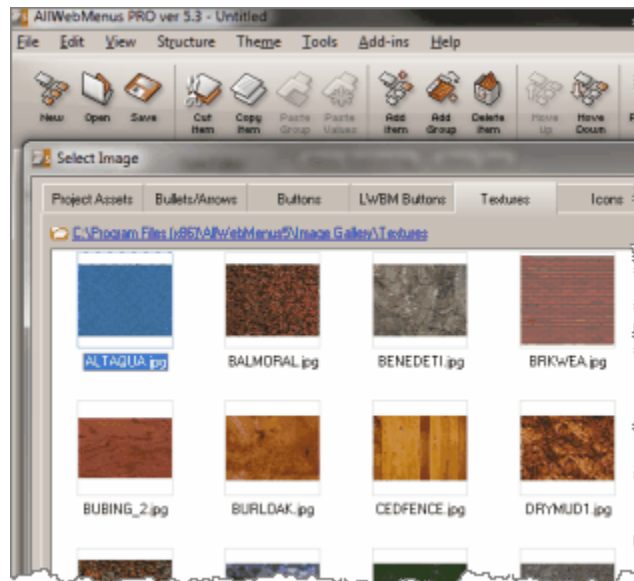
background-repeat: no-repeat;
OR
background-repeat: repeat;
OR
no existence of this property, which defaults to "background-repeat: repeat;"

Why is this important?

1. When the **"no-repeat"** value is used, the scroller may not show properly when you change the size ("Width" or "Height") of its Container. To show the scroller properly when making the Container bigger or smaller, you need to **also resize the background image with an image editor**.
2. This is not the case when the **"repeat"** value is used (or no value is used at all). Since the image tiles and acts as a "texture", **no image resizing is required** when changing the Container size.

Tip on "texture" images:

[AllWebMenus](#) has plenty of textures you can copy and use as background images:



6.12 Use a "Border Set"

A "Border Set" is a set of images that can be used to show a **graphical border** around the scroller.

This graphical border is created through **8 images**, such as:

- 4 images that "tile" and fill the **4 sides** of the scroller:

name_borderset_top.png
name_borderset_right.png
name_borderset_bottom.png
name_borderset_left.png

- 4 images that are "fixed" (no tile) and are placed at the **4 corners** of the scroller:

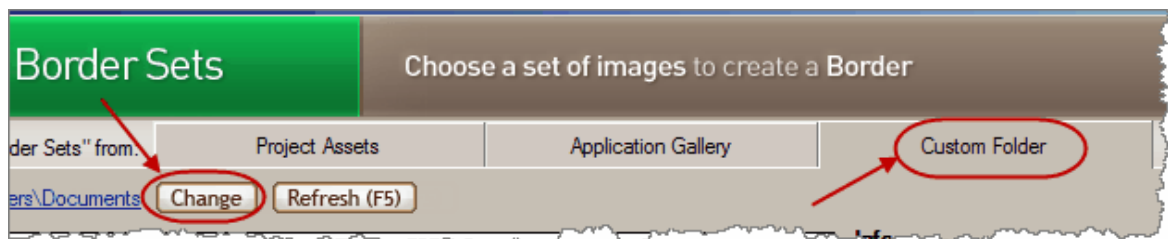
name_borderset_topleft.png
name_borderset_topright.png
name_borderset_bottomright.png
name_borderset_bottomleft.png

The "Border Set" also consists of a **thumbnail image** which defines the set:

name_borderset.png

If you like to **use your own images**, it is easy to do so:

1. **Name** them as shown above and add them to any folder you like in your computer.
2. Choose the **"Custom Folder"** tab and use the "Change" button to choose that folder:



3. You will then see your own set there so that you select it and **apply** it to your project.

Note: The **name_** part in all filenames above identifies the set, so each different set uses a different name there. This is the only filename part that can be changed. The rest of the filename should NOT be changed, your images should use the syntax as shown above because each word is used by the javascript to place the image at the respective area at the border.

What is...

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7 What is...

7.1 The HTML Linking Code

This is the code added in the HTML of the page during the linking process in order to link the necessary files to your page.

This section looks like the following one (yours may be slightly different):

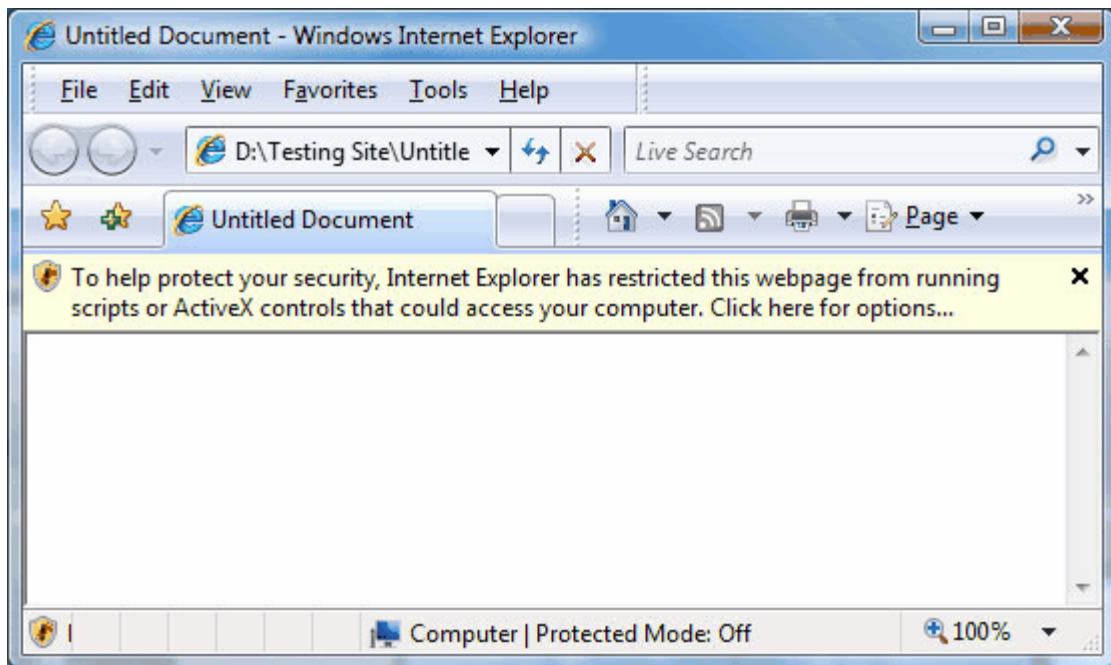
```
<!-- ***** BEGIN LIKNO WEB SCROLLER CODE FOR likno_scroller_project ***** -->
<script type="text/javascript">var lwscLinkedBy="LiknoWebScroller
[1]",lwscName="likno_scroller_project",lwscBN="100";</script><script charset="UTF-8" src="
likno-scripts/likno_scroller_project.js" type="text/javascript"></script>
<!-- ***** END LIKNO WEB SCROLLER CODE FOR likno_scroller_project ***** -->
```

Note: You may need to adjust the "src" path (highlighted), so that your page links to the "js" file correctly.

7.2 The Internet Explorer Information Bar Warning

When you preview a **local** web page in Internet Explorer (IE6 XP SP2 +, IE7) that contains **javascript** (like our scripts do), you will get the following message:

[To help protect your security, Internet Explorer has restricted this webpage from running scripts or ActiveX controls that could access your computer. Click here for options...]



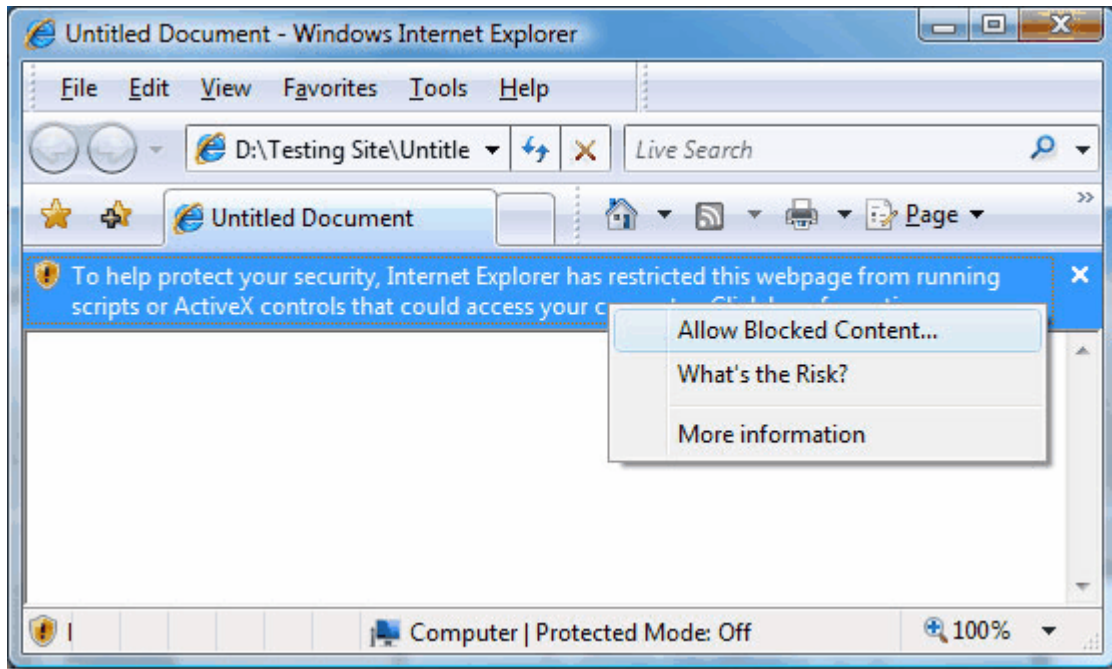
This is **not a problem**, as the "security" warning **never appears online on your actual pages**. It is not only related to Likno Software products but to all javascripts running on your pages **locally**.

This default behavior of Internet Explorer only happens when viewing pages saved to the **local**

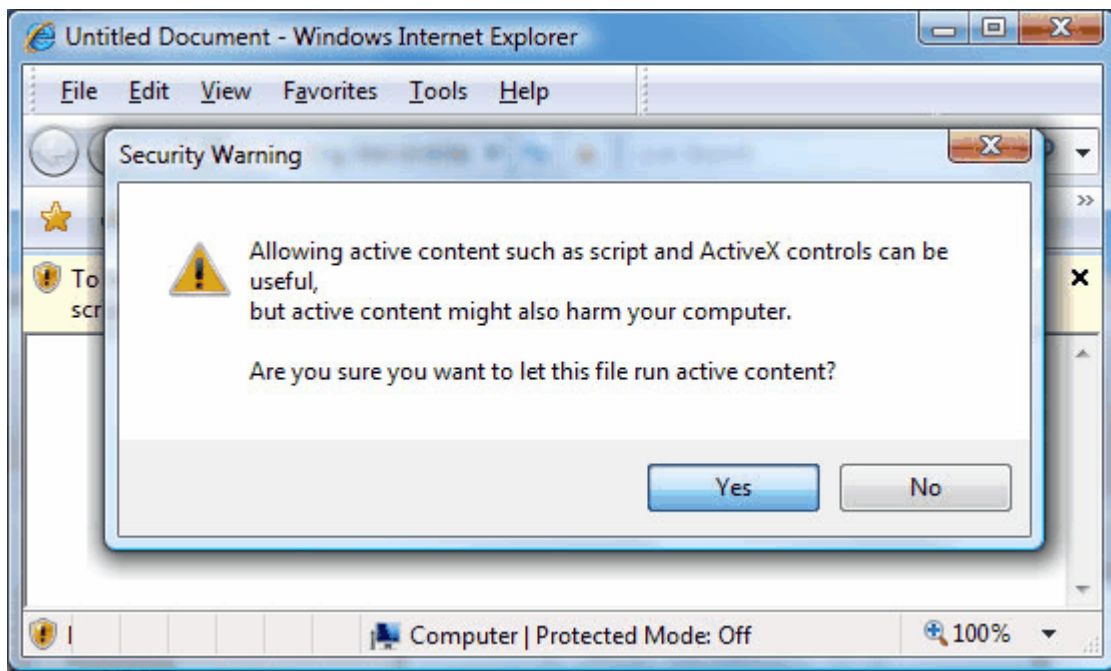
computer and only in Internet Explorer.

This does not happen when pages have been uploaded to a web server and are then viewed online.

To overpass this Internet Explorer warning, you can click on the message bar and select **"Allow Blocked Content"**:



Then, a warning dialog will appear and you can just press **"Yes"** for the web page to properly load all the javascript related files:



(do not worry about the warning, our scripts are 100% safe)

You can read more about the IE Information bar at:

<http://support.microsoft.com/kb/843017> (Windows XP)

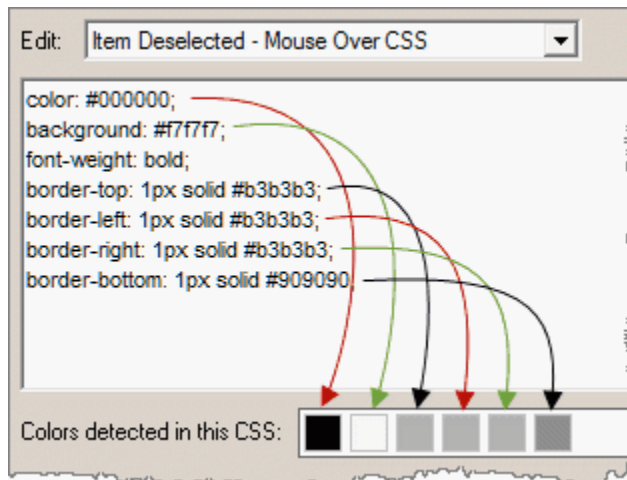
<http://windowshelp.microsoft.com/Windows/en-US/Help/91b1038d-3f53-43a3-8bd8-9551e7c0b7c61033.mspx> (Windows Vista)

7.3 The "Colors detected in this CSS" feature

This feature allows you to change a color in a CSS property, by using an advanced Color Picker control instead of typing its HEX code.

How does this work?

When you edit any CSS property, the application tries to detect the colors that the CSS text is using, by detecting their HEX code:



Note that only the 3-digit or 6-digit HEX syntax (starting with a #) can be detected by the Color Picker control, such as:

color: **#0000FF**;

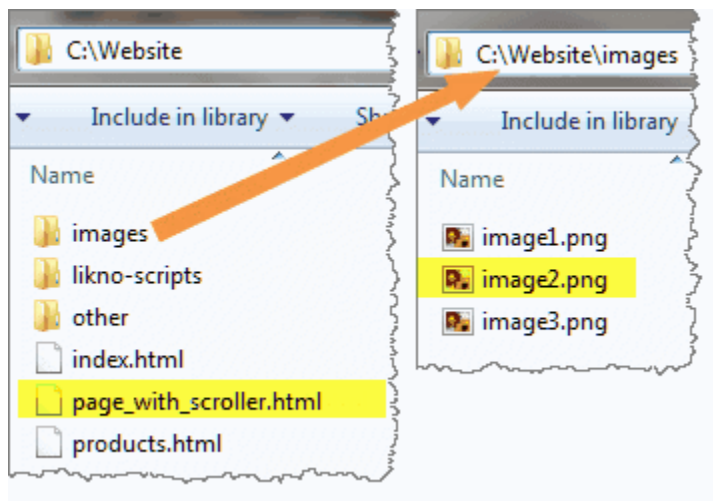
The following (valid) color syntaxes are **not detected** for easy editing (but are still functional as CSS values):

color: blue;
 color: rgb(0,0,255);
 color: rgb(0%,0%,100%);

7.4 The "Relative paths detected in this HTML" feature

This feature detects all "relative" (not absolute) paths used by resources (images, files, etc.) inside the "Embedded" Header or Body HTML, so that you check if these point to the correct location relative to the online page that contains the scroller.

For example, let's assume that you have the following website structure...



...and that the "page_with_scroller.html" is the page where you have your scroller added.

If you want to show "image2.png" in an item of the scroller, this is how its "Text/HTML" value should look like:

```
<div style='padding: 21px 0 20px 17px; line-height: 14px;'>



Text here, next to the image...

</div>
```

OR `src="/images/image2.png"` but NOT `src="image2.png"`.

Why?

Because, the compiled scroller seeks "relative" resources (images, files, etc. that use "relative" paths in the "Text/HTML" property) based on the page that shows it. And in this example the image is located in a subfolder of where the page is located.

As a "worry-free" alternative you can use "absolute" paths, like `http://www.likno.com/images/image2.png`.

Note for the Preview Panel only: For the Preview Panel to be able to show images using Site_Root-relative paths (example: `"/image1.gif"`) or Page-relative paths (example: `"image1.gif"` or `"pics/image1.gif"`), you need to add them to the "Project Assets" folder or to any other local folder that you specify through the **Image Folders for Preview Panel** list in [Preview Panel Settings](#).

FAQ and Tips

Part

VIII

8 FAQ and Tips

8.1 Troubleshooting

This is a collection of quick tips to avoid trouble.

Note: An [Online Knowledge Base](#) is also available with more information and up-to-date content. Please check this knowledge base also.

I added the code in my page but nothing happens.

- Make sure that you have linked the project correctly.
- Make sure that you selected the correct domain before compiling (Project Properties).
- Make sure that you uploaded the **likno-scripts** directory after you compiled your project.

I added a second Scroller project to my web page and now nothing works properly.

Make sure that the two projects and their options use different names.

Filenames:

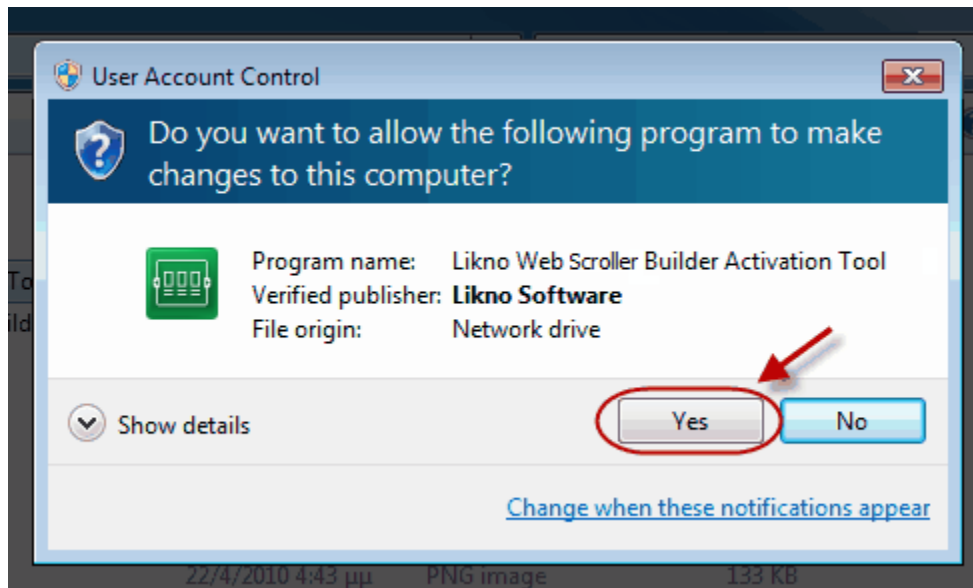
- **Spaces in the compiled project name are not allowed** as they are not parsed properly by some browsers. As an example, use "main_project.js" or "mainproject.js" instead of "main project.js".
 - Avoid using filenames that contain special characters, like quotes ("), apostrophes ('), etc. In most cases these characters will produce an error.
-

8.2 "Full Admin rights" and the activation process

In order to activate Likno Web Scroller Builder you need to be an "administrator" on that PC. Otherwise, the activation process fails.

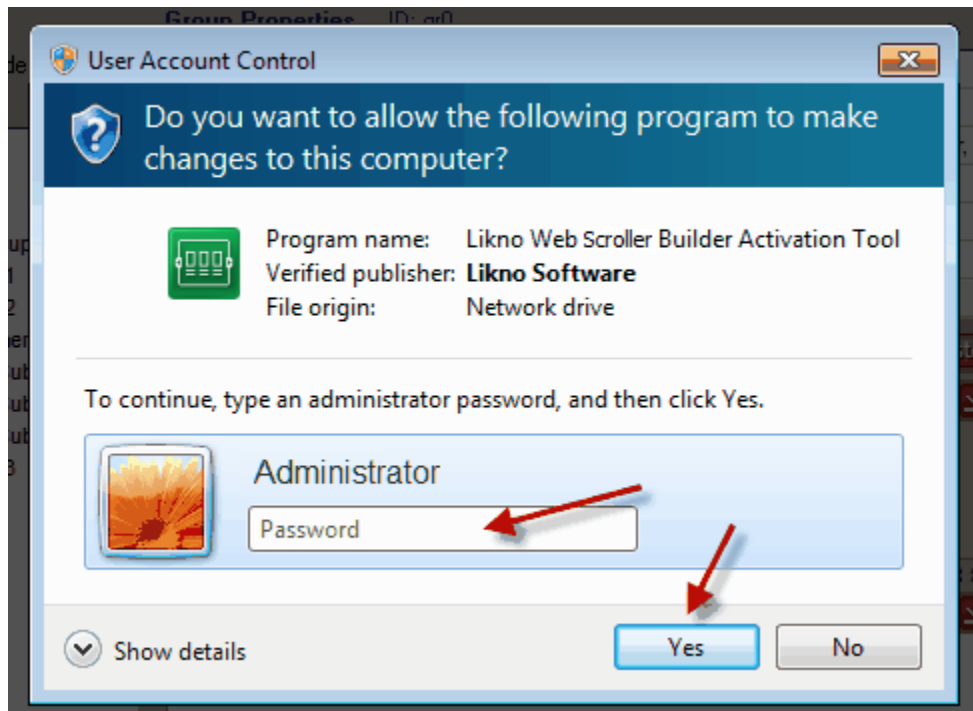
There are some cases (Windows Vista or 7 mostly) where you might think that you are administrator but you miss certain rights that are required by the activation process (you may be a "protected administrator" instead).

To get "full" administrator rights for the activation process, choose **"Yes"** on the following popup window:



(this window appears only for the activation process, you will not see that again after you activate)

If an administrator password is requested and you do not have this, then please contact your administrator to activate Likno Web Scroller Builder through the administrator account.



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<http://www.likno.com>