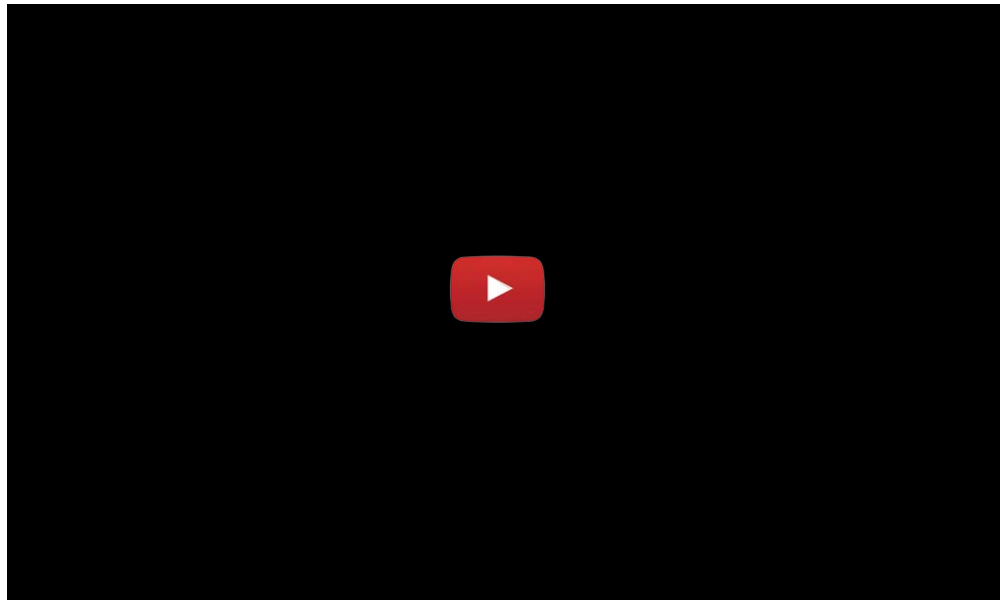


# Getting Started

---

## Overview

The brief overview of the Novi Builder plugin.

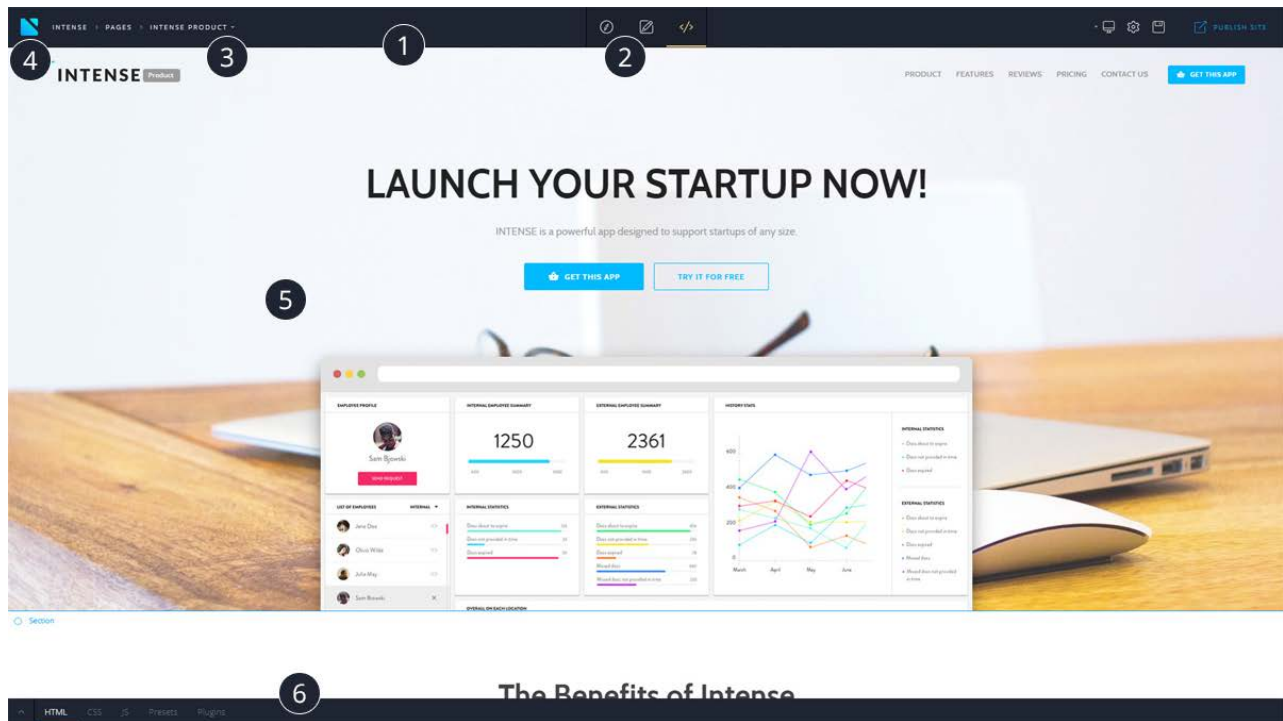


Welcome to Novi Builder!

Novi interface:

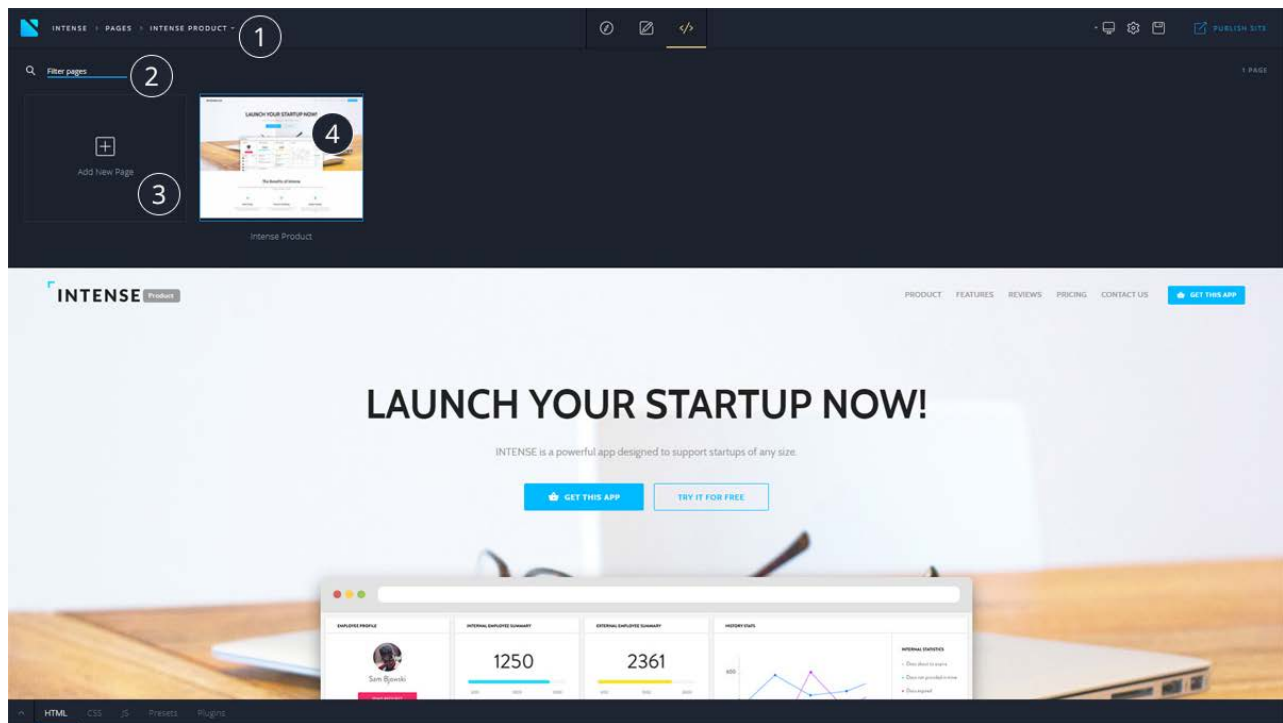
1. Main panel
2. Novi modes switcher
3. Page Manager
4. Main menu

5. Visual Editor area
6. Developer's toolbar



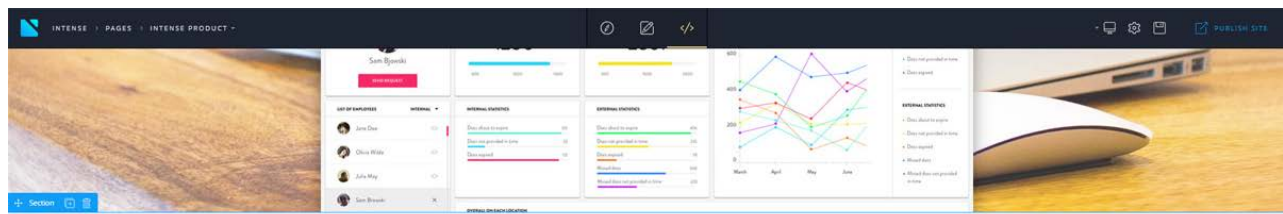
## Working with pages

1. Page manager trigger
2. Pages Search filter
3. Adding a page
4. Existing pages list



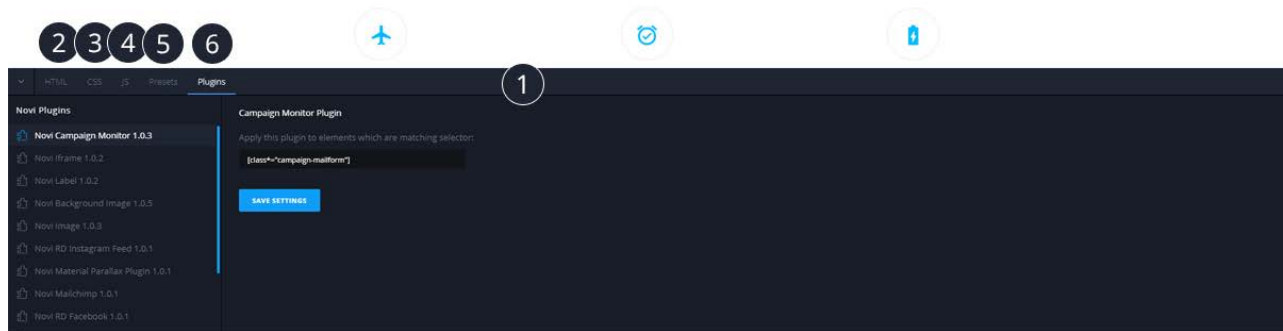
## Developer's toolbar

1. Developers tools area
2. HTML code editor
3. CSS code editor
4. JS code editor
5. Presets - presets manager
6. Plugins - plugins manager



## The Benefits of Intense

There are dozens of useful features and advantages our product offers. With them, your startup or any kind of business project you are about to launch or manage, is doomed to succeed!



## System Requirements

To ensure comfortable work with Novi Builder, your system should meet the following requirements:

- Browser: Chrome 50+ or Safari 10+
- 4GB RAM or more
- Display with minimal resolution of 1024 x 768
- CPU with minimal clock rate of 1GHz
- Keyboard and mouse
- **The minimum speed of the Internet network connection - 1 Mbit.**

## Package Structure

After extracting Novi builder package you'll see the following files structure:

- documentation/
- demo/
  - builder/

- config - builder configurations files folder
  - plugins - builder external plugins folder
  - ...Locally published website files
- 

## Installation

### Installing on a local server

You can install Novi Builder on a local server in a few simple steps:

1. Download and install the software to launch your local server, e.g. WAMP, MAMP, or XAMP.
2. Set up the local server according to the requirements of "Web server requirements" section.
3. Extract the contents of the compressed Novi Builder archive into one of local server directories, e.g. your-disk/wamp/www/novi/.
4. Launch Novi Builder using the link, which corresponds to the local server path, e.g. <http://localhost/novi/>

### Installation on a remote server

To install Novi Builder on a remote server, you need to:

1. Perform remote server installation according to the requirements described in "Web Server requirements" section.
2. Download and install the software for work with FTP, e.g. Total Commander 7+, FileZilla etc.
3. Upload the contents of the Novi Builder archive to your hosting server. Let us consider the example of Total Commander:
  - Establish the connection with the server:
    - Navigate to the tab Net->FTP connect... (Ctrl + F)
    - Press the "New connection..." button
    - Fill in the fields, specifying the data given you by your hosting provider:
      - Session (the name of your connection, not granted by the provider, specify any suitable name)
      - Host name[Port]:,
      - User name:,
      -

## Password

- Press "OK"
  - Upload the necessary files to the server:
    - Navigate to the tab Net->FTP connect... (Ctrl + F)
    - Select the previously created connection name, "Session" field
    - Press "Connect ..."
    - Copy Novi Builder archive contents
    - Navigate to the proper directory (root directory of your domain name by default).
    - Paste Novi Builder archive contents.
- 

## Web Server Requirements

To ensure the correct work of Novi Builder, your server should meet the following requirements:

- Apache 2.2+
- PHP 5.4+

### Apache Settings

- Turn off ModSecurity module or other security module
- Turn on mod\_rewrite module

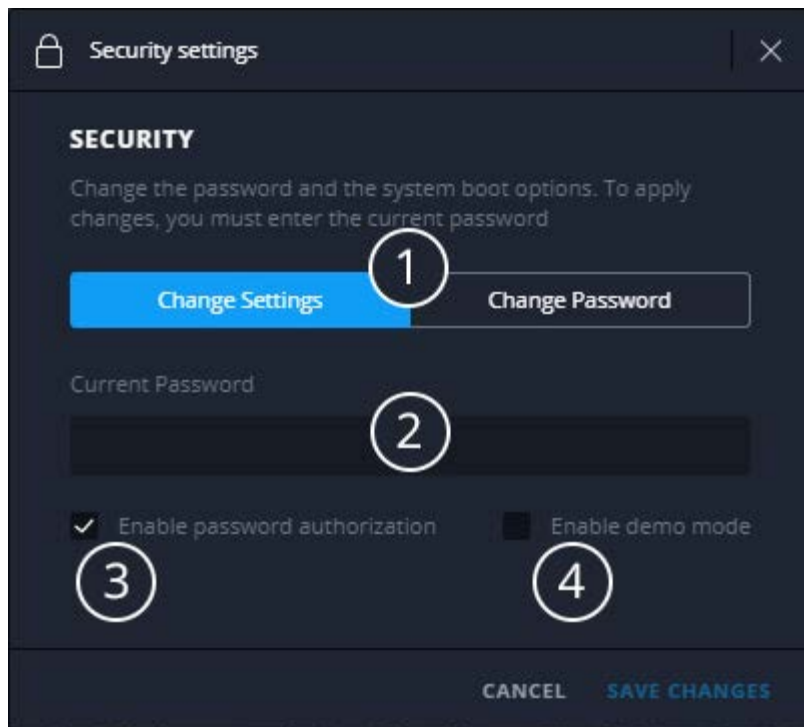
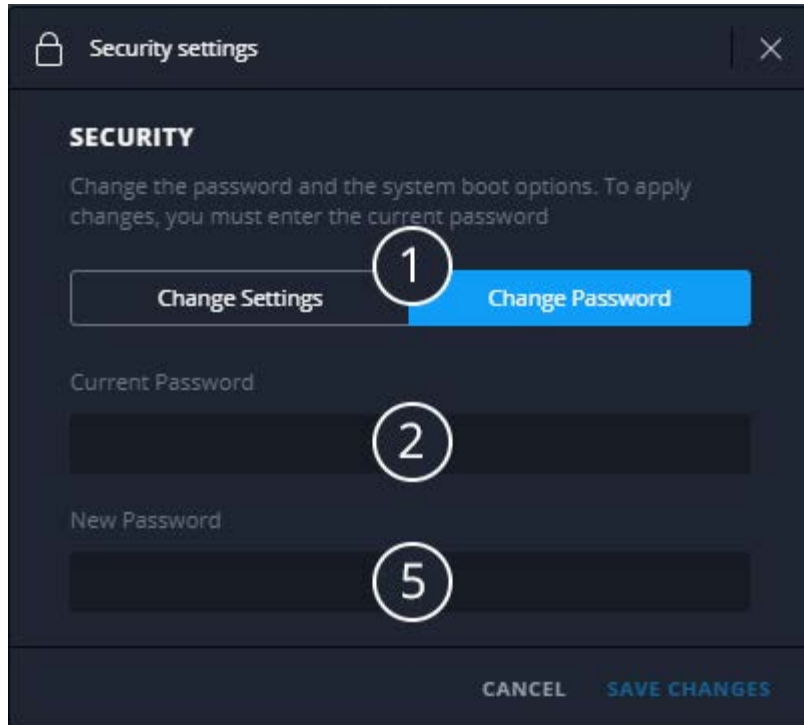
### PHP Settings

- php\_memory\_limit = 64M
  - upload\_max\_filesize = 64M
  - post\_max\_size = 64M
  - max\_input\_time = 60
  - php\_max\_input\_vars = 1000
  - max\_execution\_time = 30
  - short\_open\_tag = 1
  - error\_reporting = E\_ALL ^ E\_WARNING
-

# Authorization

Starting with version 0.9.0, Novi Builder supports password protection. To access the Novi interface, enter a default password - "novi".

We also added the following interface for configuring access to the builder. It looks as follows:



where:

1. Safety settings switch
2. Field for entering the current password, "novi" by default.
3. Option for enabling/disabling the user authorization. All changes will be applied only in case of entering the current password correctly.
4. Option for enabling/disabling the demo mode. All changes will be applied only in case of entering the current password correctly.
5. Field for entering a new password. All changes will be applied only in case of entering the current password correctly.

## How to disable login via password

To disable authorization, you need to complete next steps:

- Open the builder's main menu
- Select "Security Settings"
- Enter the current password
- Disable the option "Enable password authorization"
- Press "Save Changes"

## How to change the password

To change the password, you need to do the following:

- Open the builder's main menu
- Select "Security Settings"
- Navigate to the tab "Change Password"
- Enter the current password
- Enter the new password
- Press "Save Changes"

## How to reset password

To reset the password, you need to complete the following steps:

- Open builder/php/session.php
- in line

```
$currentPassword = "password";
```

Clear the value of variable \$currentPassword:

```
$currentPassword = "";
```



*\* Please note!*

*\* If the demo mode is on, a user doesn't need to authorize.*

*\* If there is no password and authorization is enabled, the user will not need to pass it.*

*\* We strongly recommend you to replace the default password "novi" with your own password.*

---

## Features

---

### Page Manager

#### How to add a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Add new page" on the appeared panel.
- Enter the page name and press "Create page".

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

#### How to switch a page

Novi interface:

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Select the proper page by pressing LMB on the appeared panel.

#### How to delete a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.

- Press "Delete" on the appeared panel.

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

### How to duplicate a page

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Duplicate" on the appeared panel.

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

### How to add the page preview

- Open the builder page.
- Press "Open page manager", which will appear on hovering over the breadcrumbs to the right of Novi logo.
- Press "Upload preview" on the appeared panel.
- Choose a necessary file from media library and upload a new file. You can find out more about all media library features in the "Media Library" section.
- Press "Insert Image"

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

---

## Page Settings

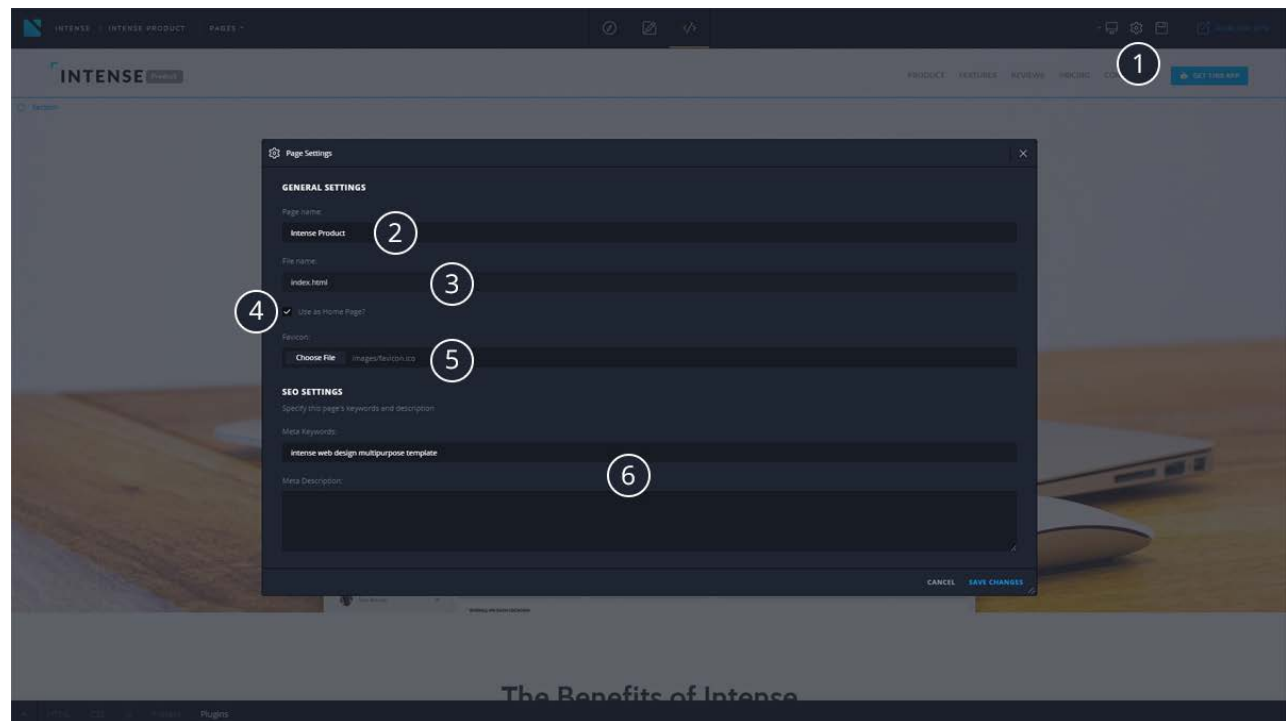
Page settings will be applied only to the page, opened in the visual editor at the moment.

1. Trigger for the current page settings display
2. Page name - page title
3. File name – HTML-file name of the page (automatically generated from the page title)
4. Use as home page - set the current page as 'front' one
5. Favicon - and option to upload the favicon of the website

## 6. Page's metadata

\* When saving settings (in case the page name was modified), all URL links of the project will be replaced with the "File name" value (including presets).

\* The "Save Changes" button may be unavailable if the "File name" field is filled incorrectly (e.g. an invalid HTML-file name or a duplicate of an existing file name)



Press the "Save changes" button after you're done with the settings. Then save the project by pressing the "Save project" button.

## Design Mode

This mode is mainly intended for developers. It provides you with the following options:

- Configure the builder's plugins
- Edit the source code of the page (HTML, CSS, JS) with the help of the code editor tool
- Manage the project's presets
- Manage the page's content using the visual editor

## Edit Mode

This mode is mainly intended for the end-users. It allows you to use all the visual tools for the content editing, including the builder's plugins. "Edit Mode" is the one that loads by default.

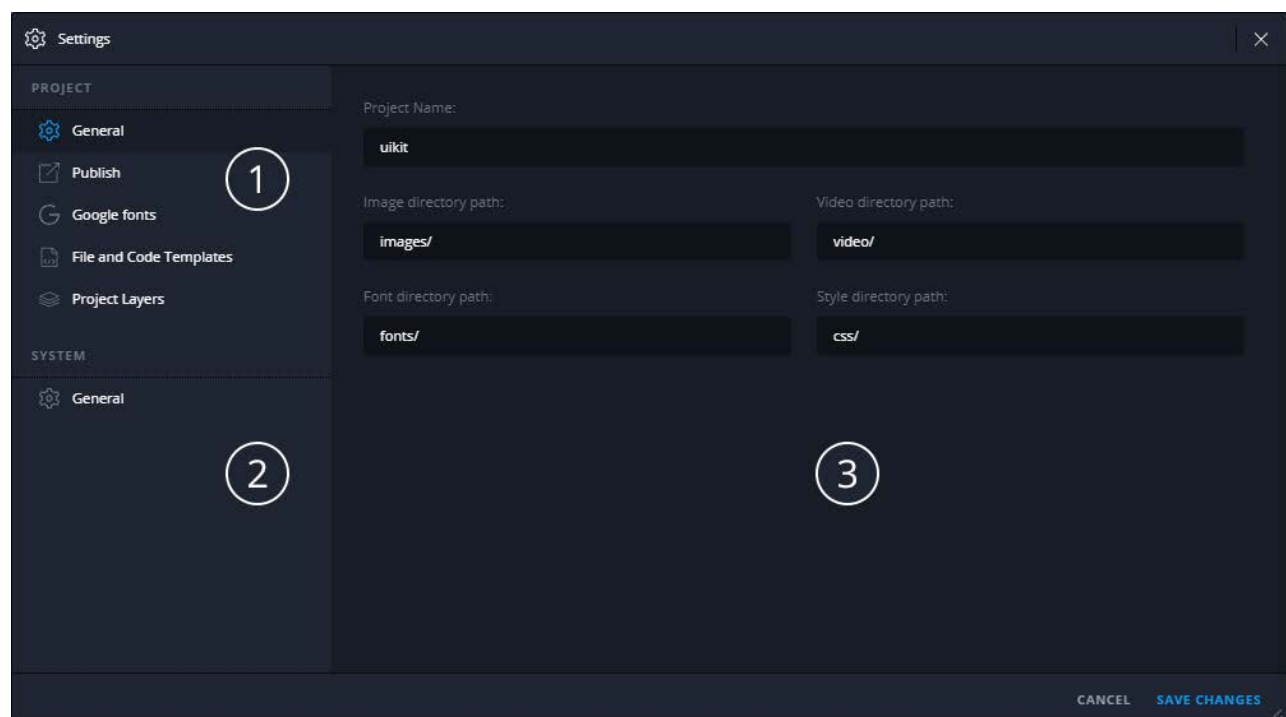
## Preview Mode

This mode allows to preview your website.

## Configuration (Layer tool)

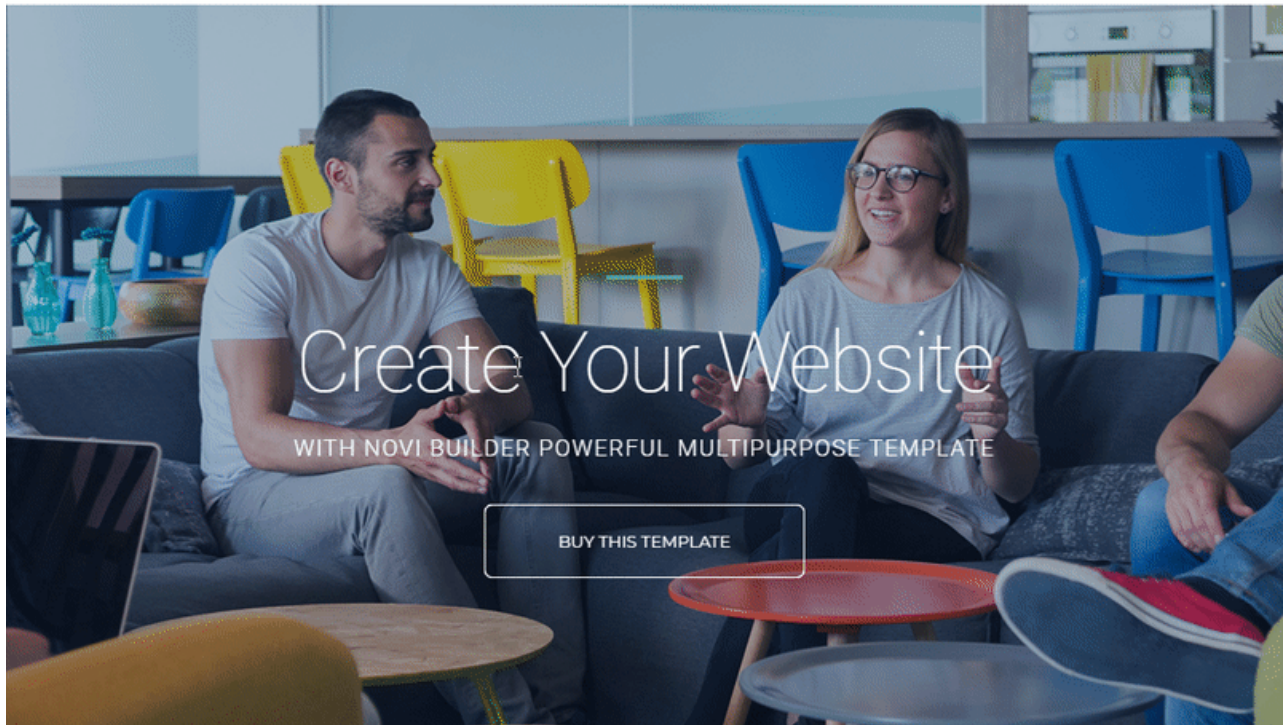
You can access project settings by clicking "Configuration" entry in the main menu of builder's interface.

1. Categories of project settings.
2. Categories of system settings.
3. Area of specifying settings for a selected category.



Project settings include the following:

- "General", including:
  - Project Name – the name of the project.
  - Image directory path – the path to the directory with project images.
  - Video directory path - the path to the directory with project video files.
  - Font directory path - the path to the directory with project fonts.
  - Style directory path - the path to the directory with styles.
- "Publish", which allows changing the publishing path on your server where the builder is located. It also provides an option for enabling/disabling the confirmation of the path before publishing.
- "Google fonts" allows configuring Google fonts in your project. Please note that this setting is used in Novi's text editor. Here is how it works:



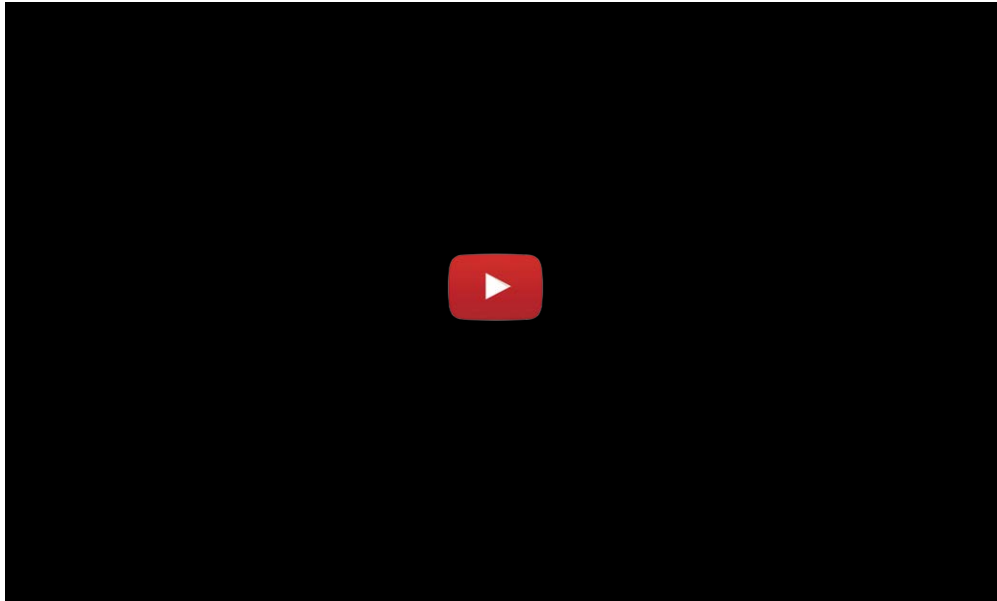
- "File and Code Templates" allow you to change the basic markup of a new page as well as page container.
- "Project Layers" includes layer system settings.

In system settings, the "General" tab includes:

- Show tips on startup - indicates if it is necessary to display the initial presentation when at builder's startup.
- Check for Updates - indicates if it is required to check builder's updates (available since version 0.8.3).
- Language - a selector for choosing the builder's interface language.

Layer creating rules

To detect the user's interaction with the project layout elements, Novi uses the layer system. A layer is a rule, which defines the logical group of layout elements for manipulations in the visual editor (dragging, pasting, deleting, duplicating, transporting, and others). You can also manipulate any page elements disregarding layers as described in "Extending the features of working with elements".



## How to add/change a layer

To add a layer, you need to:

- Open the builder page.
- Open the main menu (press the Novi Builder logo icon) located in the upper left corner of the interface.
- Select "Configuration".
- In the "Project Layers" section, press "+" in the bottom of the table.
- Fill in the fields according to the "Rules of creating layers" section.
- Press "Save changes".

To save changes done to the project, you need to press the "Save changes" button, located in the upper right part of the interface.

## Rules of creating layers

When creating layers, you need to enter the following parameters:

- Name – a name, which will be displayed on hovering over an element in the visual editor.
- Element – a CSS selector that defines the logical group, to which this rule applies.
- Can be inserted to – a CSS selector determining an area of manipulations with the

logical group.

### Example of layer usage

Let's take as an example an empty project without any layers. After entering the "Edit mode", you don't have the ability to interact with layout elements, and you need to add a layer.

Create a layer according to the paragraph "How to add or change a layer" with the following parameters:

- Name - Section
- Element - .section
- Can be inserted to - body

Thus, a layer called "Section" is created, which will contain all elements of HTML layout with .section class. All manipulations (dragging, adding etc.) will be happening in the context of its parent - .

After saving the layer in "Edit mode" (when elements with .section class are present on the target page), and while hovering over the layout element, which corresponds to the created layer, for example:

```
<section class="section">
...
</section>
```

an editor panel will be shown with options of dragging, duplicating, and deleting.

The area of dragging, in this case, will be limited to the "body" tag listed in the parameters of Section layer, i.e. you will not be able to move an element with .section class outside the borders of , for example to

.

Also if there are saved presets in the project (how to work with them is described in the "Working with Presets" section), after hovering over an area where presets (HTML code specified in them) can be applied according to layers, a module of adding presets will be displayed.

### Extending the features of working with elements

Novi uses the layer system for visual editing of elements.

If you need to edit elements that are not described in the layer system, you can use Ctrl button in Windows OS or Cmd in Mac OS.

When this key is pressed, you get access to all elements of the current page. Let us consider the following example:

Keep up with our always upcoming product features and technologies. Enter your e-mail and subscribe to our newsletter.

SUBSCRIBE

Here we need to place a button before the text.

If “Design Mode” is enabled, then:

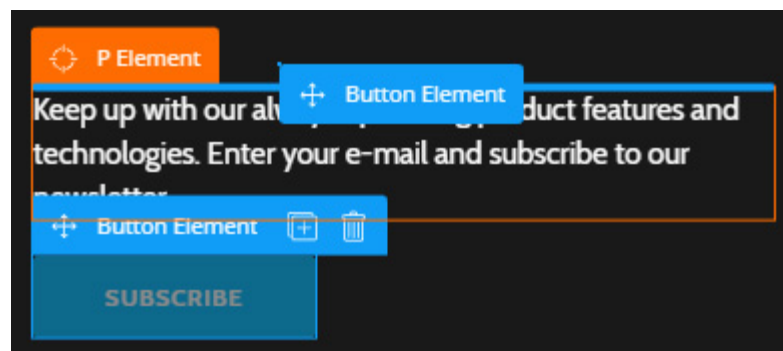
- Press and hold Ctrl on Windows OS or Cmd on Mac OS
- Select the button by clicking LMB
- Click and hold LMB on the appeared panel

Keep up with our always upcoming product features and technologies. Enter your e-mail and subscribe to our newsletter.

+ Button Element +


SUBSCRIBE

Extending the features of working with elements

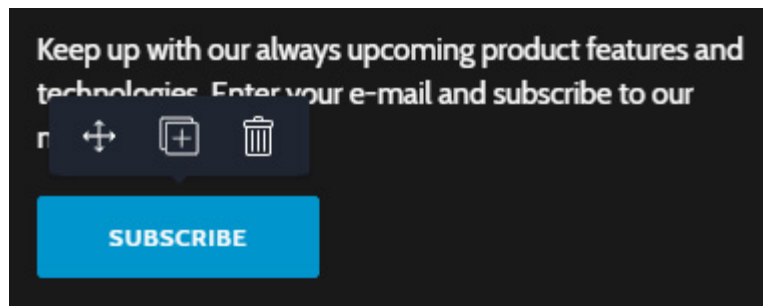


Release LMB and Ctrl on Windows OS or Cmd on Mac OS

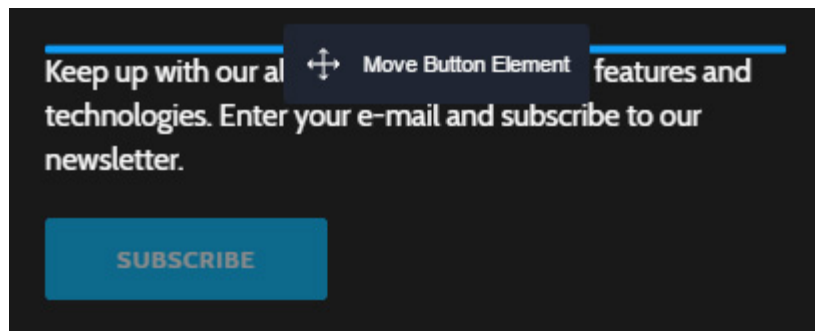
If “Edit Mode” is enabled:

- Press and hold Ctrl on Windows OS or Cmd on Mac OS, then hover over a button
- Click and hold LMB on the icon  of the appeared panel





Placing an element before the text area



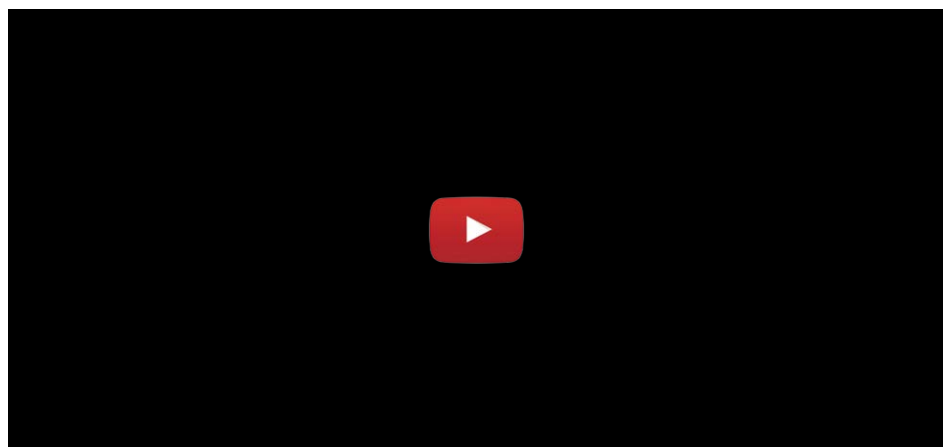
Release LMB and Ctrl on Windows OS or Cmd on Mac OS.

Please pay your attention! This method allows you to manipulate any layout elements. Follow the rules of HTML code validity and semanticity.

## Presets tool

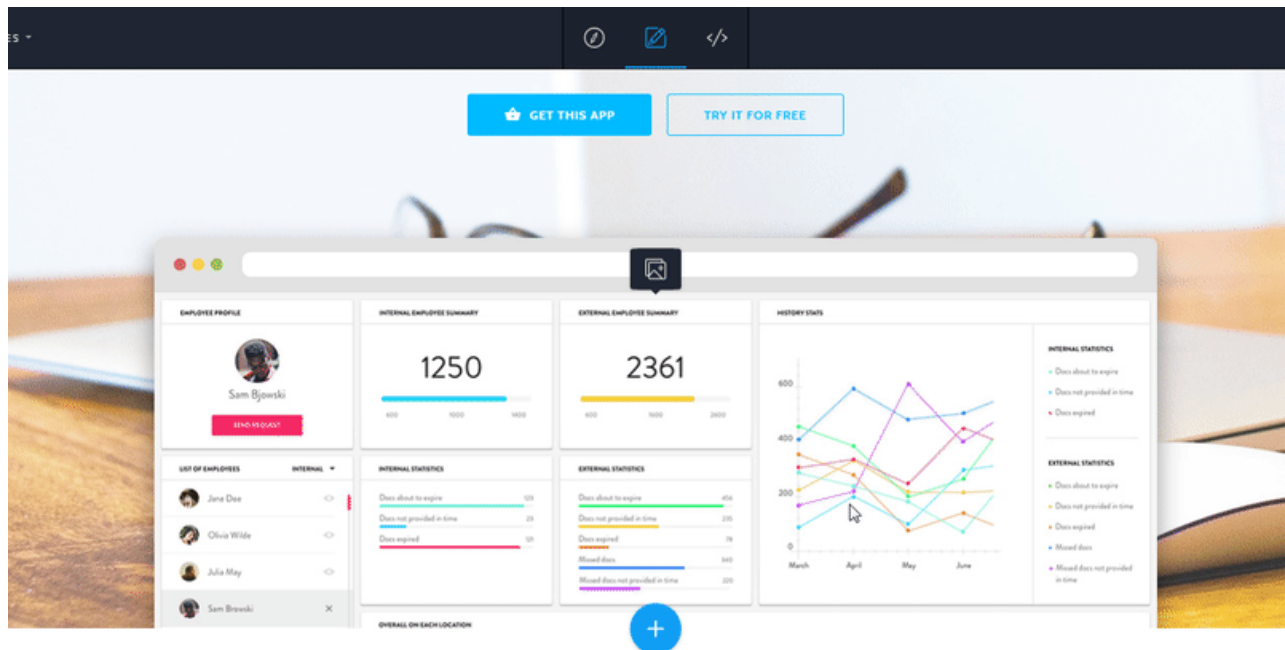
A preset is a separate independent part of an HTML page. Actually, it is a set of HTML tags with its own structure, CSS classes, and nesting. Any part of HTML page may act as a preset but for the convenience, it is better to store independent components of a page in presets, for example, a banner, a section, a form, a column, a sidebar etc. You can learn more about working with presets in this section below.

Before starting to work with presets, we recommend you to read the section "Rules of creating layers".



Presets panel includes the following items:

1. Developer's panel
2. 'Create a preset' option
3. Existing presets list
4. Presets categories and a search bar



## The Benefits of Intense

There are dozens of useful features and advantages our product offers. With them, your startup or any kind of business project you are about to launch or manage is doomed to success!

### How to create a preset

There are 2 ways of creating a preset:

- Create a preset using the preset panel
- Use the context menu of visual editor

In the first case you need to:

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.

- Open the bottom panel by pressing "Presets".
- On the appeared panel, press "Add new preset".
- Fill in the fields as shown in the paragraph "How to correctly set the parameters when creating a preset" of this section.
- Press "Save preset".

In the second case:

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Select the necessary area.
- Open the context menu by pressing RMB.
- Choose "Save as preset".
- Fill in the fields as shown in the paragraph "How to correctly set the parameters when creating a preset" of this section.
- Press "Save preset".

In the first case, you need to set the preset layout. In the second case, the layout will be taken from the element you selected in the "HTML Code" text field.

## How to correctly set the parameters when creating a preset

In the "Preset name" field, specify the preset name.[#br] You also need to specify keywords in the "Keywords" field that allows finding the proper preset. We recommend you to state the preset keys relying on the content written in them. For example, the section with our clients will have the key named "Clients" or "Partners".

The text area "HTML Code" displays the HTML code, which will be inserted into the selected page after the preset is applied.

Checkbox "Deploy on preset insertion" defines whether the page will be reloaded when the preset is inserted.

## How to add a preset preview

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Upload preview" from the context menu of the target preset.
- Choose a necessary file from media library and upload a new file. You can find out more about all media library features in the "Media Library" section.
- Press "Insert Image"

## How to edit a preset

- Open the builder page.
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Edit" from the context menu of the target preset.

## How to duplicate a preset

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Duplicate" from the context menu of the target preset.

## How to delete a preset

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, select "Delete" from the context menu of the target preset.

## Adding the preset to the page

There are 2 ways to add a preset to the page:

- With the help of the preset panel.
- Using the preset insertion module.

In the first case you need to:

- Open the builder page
- Go to the "Design Mode" by pressing a proper button in the middle of the upper panel.
- Open the bottom panel by pressing "Presets".
- On the appeared panel, find the necessary preset.
- Drag the preset into the visual editor area by holding LMB, therewith the area of insertion will be highlighted by a solid blue line.
- In the second case:
- Open the builder page
- Go to the "Edit Mode" by pressing a proper button in the middle of the upper panel.
- Hover over the area where you need to add the preset.

- If the preset is present and if it meets the layer rules, "+" will be displayed, press it.
- Select a necessary preset in the appeared dialogue window.

## Content Editor (basic tools)

You can use the page editing tools only on the items located on the visual editor working area (see the "Overview" section). Access to the items in the visual editor area is defined at the project's layers system settings (see the "Configuration" section).

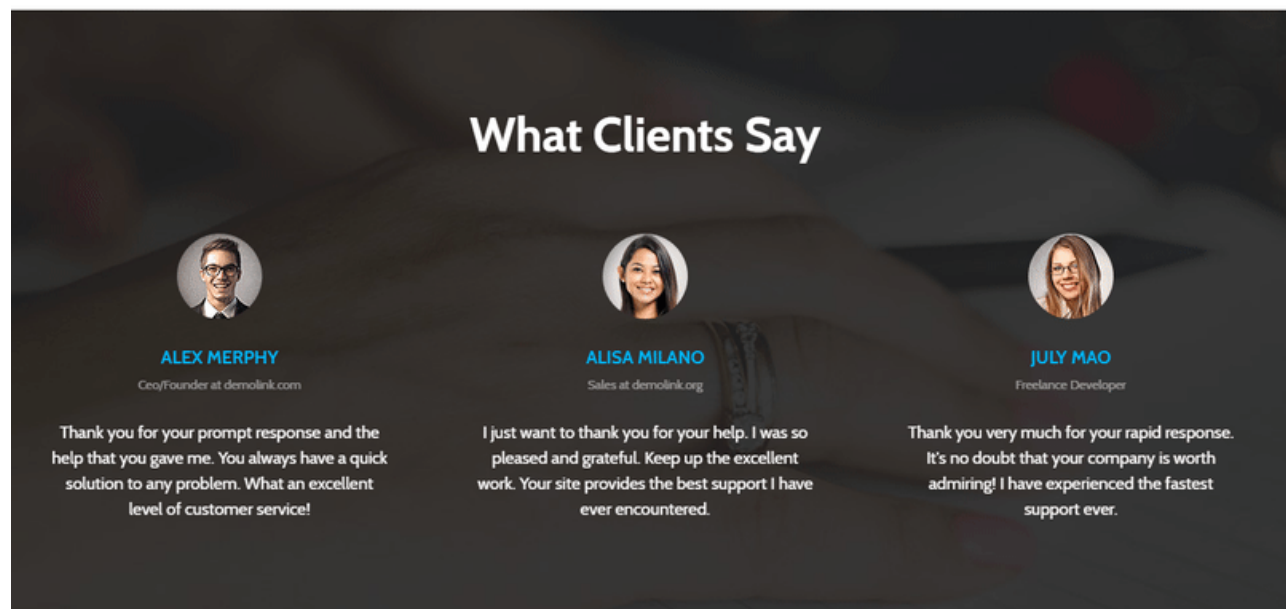
The basic content editing operations available at the visual editor are the following:

- Removing
- Pasting from a preset
- Duplicating
- Replacing

All of these options are available on the item hover - just place the mouse cursor on the item in the visual editor.

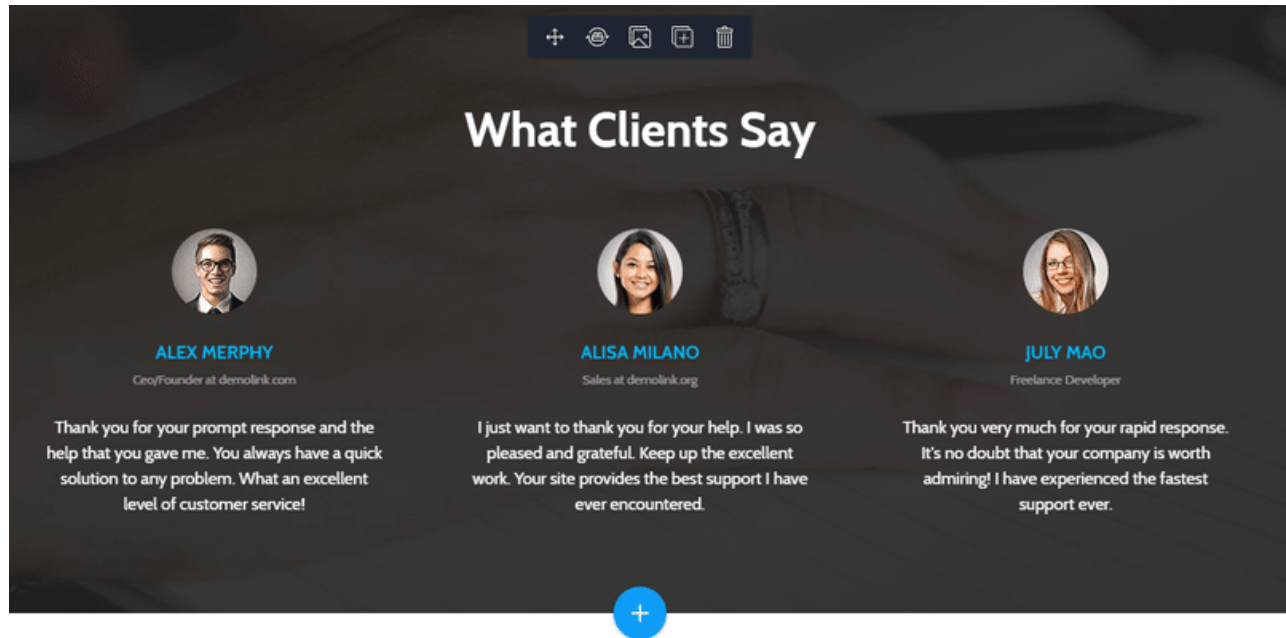
### Removing the content

Hover the target item in order to delete some of the page's content and press the "Remove layer" button.



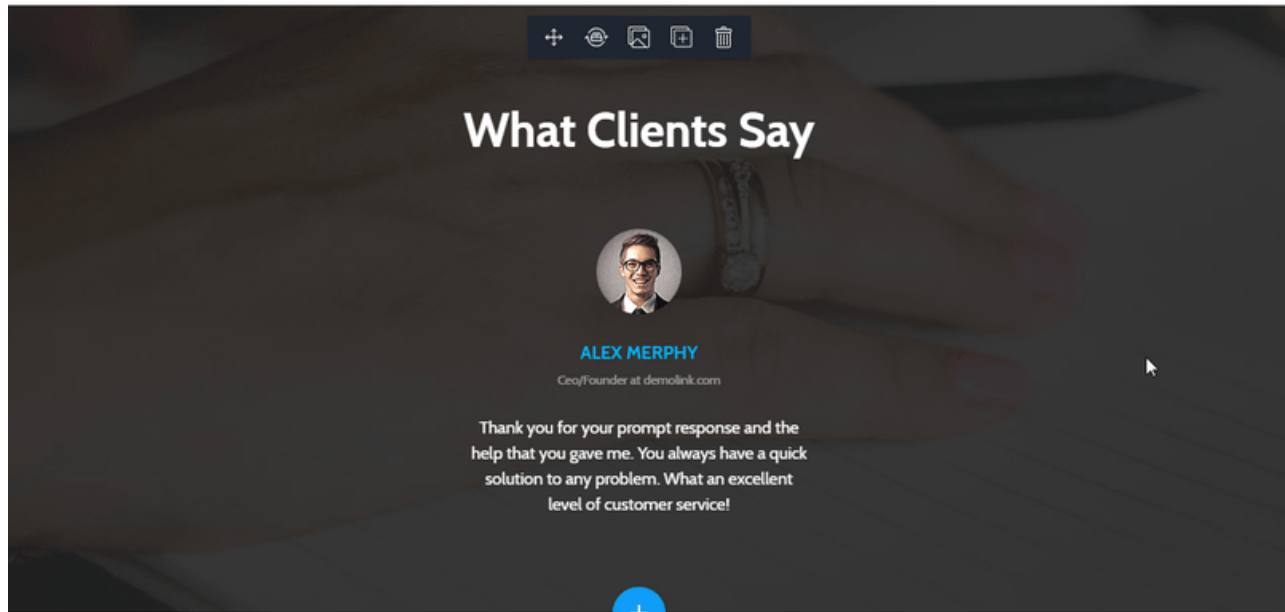
## Pasting the content from a preset

Hover the target area in order to add some content from a preset. In case there is a preset, matching the layers adding rules requirements (listed in the "Configuration" section), you'll see the '+' icon. Press it and choose the preset among the list of the available ones.



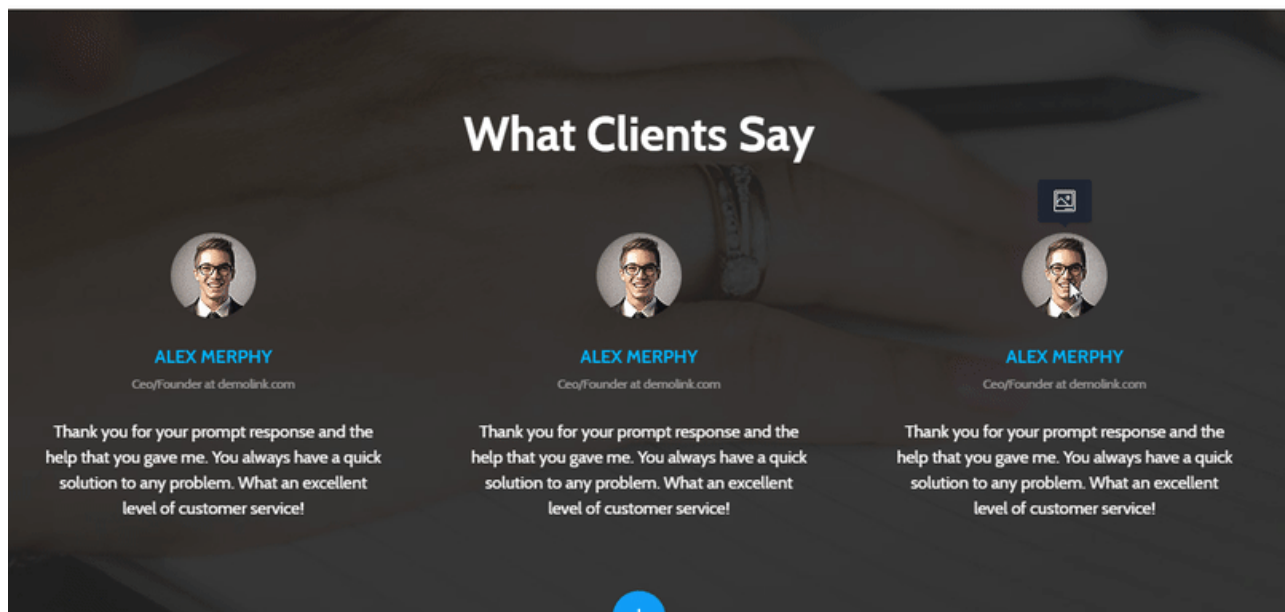
## Duplicating the content

Hover the target item in order to duplicate some of the page's content and press the "Duplicate layer" button.



## Replacing the content

Hover the target area in order to replace some of the page's content. In case there is a preset, matching the layers adding rules requirements (listed in the "Configuration" section), you'll see the 'Replace layer' icon. Press it and choose the preset among the list of the available ones.

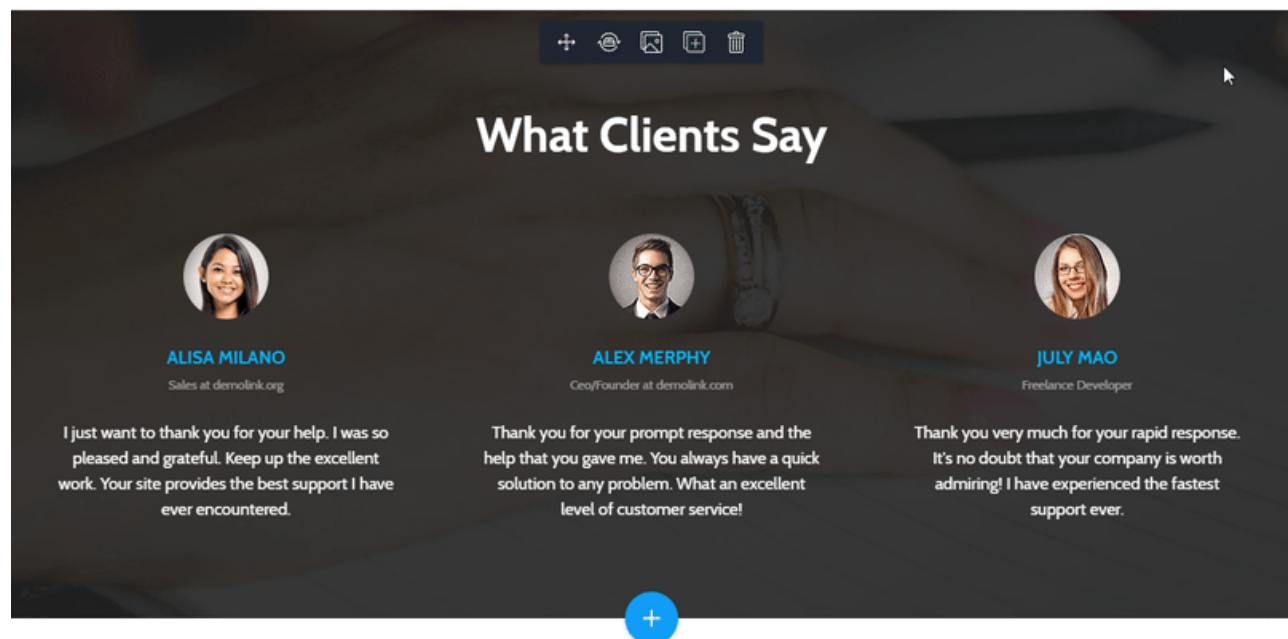


## Drag & Drop tool

Drag & Drop Tool allows you to re-arrange the items within the visual editor area. The items dragging rules are described in the Novi layers system in the "Configuration" section, the dragging area is specified at the Configuration under the 'Page Container'.

First, you should hover the target item within the visual editor area, click on the "Move Layer" and then drag the item to any visual editor area keeping the left mouse button pressed.

The areas, available for dragging will be pointed up with the solid blue border line.



## Text Editor

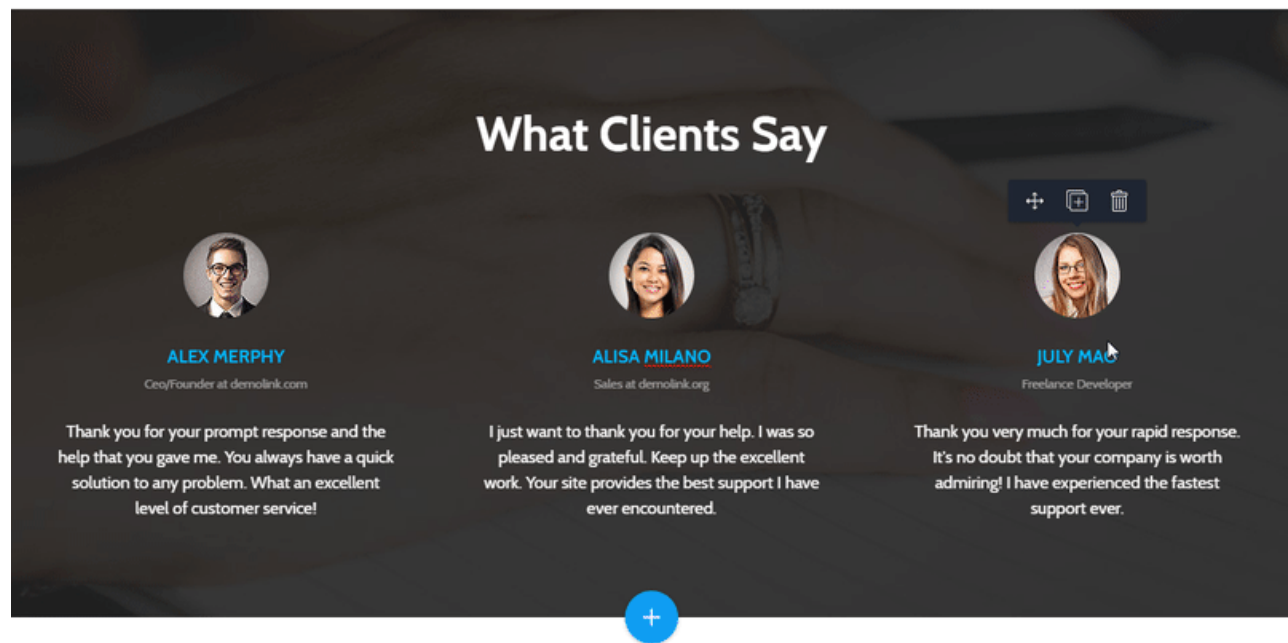
Text editor allows you to edit the text within the visual editor area. It has the following features:

- make text bold
- make text italic
- make text underlined
- change text alignment
- change text case



- add a link to the text
- change text color
- change font size
- change vertical spacing
- change text font
- change the line height
- change the letter spacing

When a feature cannot be applied to a certain text fragment (e.g. text alignment), a corresponding icon of the editor will be disabled (displayed in a dark color).



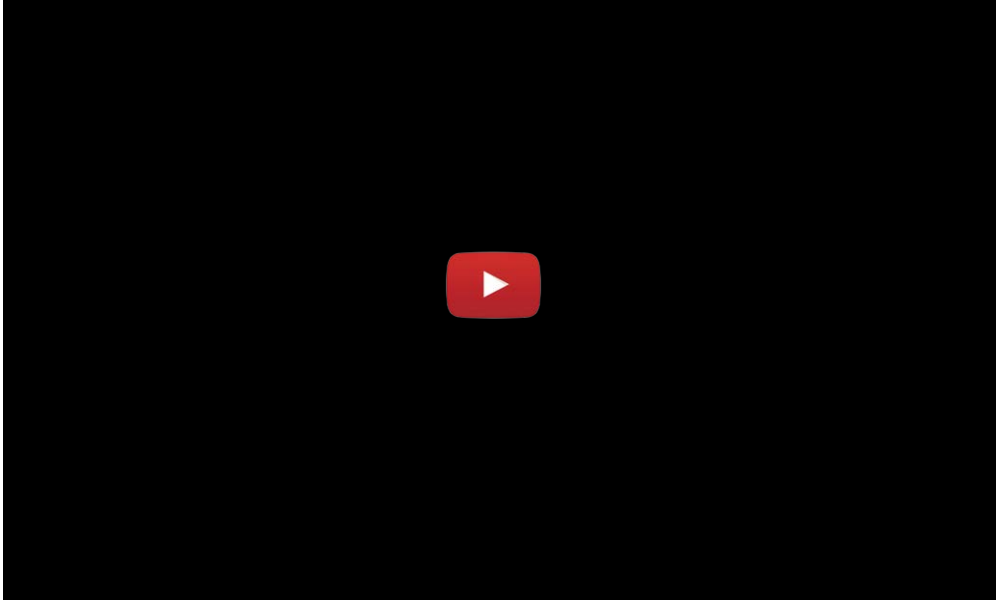
## Code Editor

Novi code editor is available in the design mode only.

You may find the list of its features below:

- Enables the source code editing (HTML, CSS and JS)
- Is fully compatible with Emmet
- Includes the HTML, CSS validation by default
- Applies your edits right away when the "Autodeploy" is enabled
- Provides an option to switch between all the HTML, CSS, JS files used on the target page

- Highlights the source code of the items in the code editor when you press on them with the left mouse button in the visual editor for the intuitive navigation on the HTML code.



## Context menu

Context menu allows you to manage the items in the visual editor.

A set of the operations performed with the help of the context menu depends on the current Novi mode.

### Context menu in the "Edit mode"

Context menu in the "Edit mode" allows you to do the following:

- Cut an item
- Copy an item
- Paste before, within or after the selected item
- Remove an item
- Duplicate an item
- Check the source code of the item

In order to cut the item you should hover it with the mouse cursor, click on it with the right mouse button and choose the "Cut" operation in the context menu.

In order to copy the item you should hover it with the mouse cursor, click on it with the right mouse button and choose the "Copy" operation in the context menu.

In order to paste the item that was previously cut or copied you should hover the target

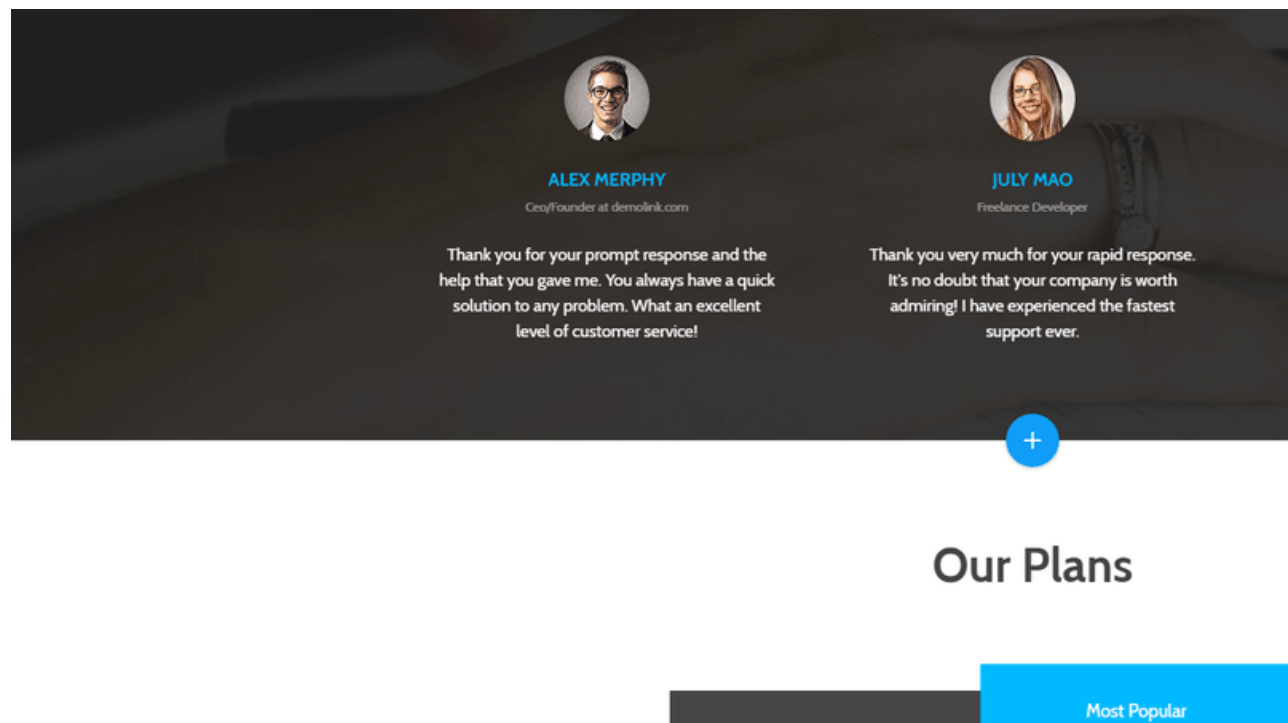
area with the mouse cursor, click on it with the right mouse button and choose the "Paste" operation in the context menu. You'll also need to specify the place to insert the item.

In order to remove the item you should hover it with the mouse cursor, click on it with the right mouse button and choose the "Delete" operation in the context menu.

In order to clone the item you should hover it with the mouse cursor, click on it with the right mouse button and choose the "Duplicate" operation in the context menu.

In order to check the source code of the item you should hover it with the mouse cursor, click on it with the right mouse button and choose the "Source Code" operation in the context menu. Builder will switch to the Design mode and the item's source code will be highlighted in the code editor.

Below you may find an example of using the visual editor context menu:



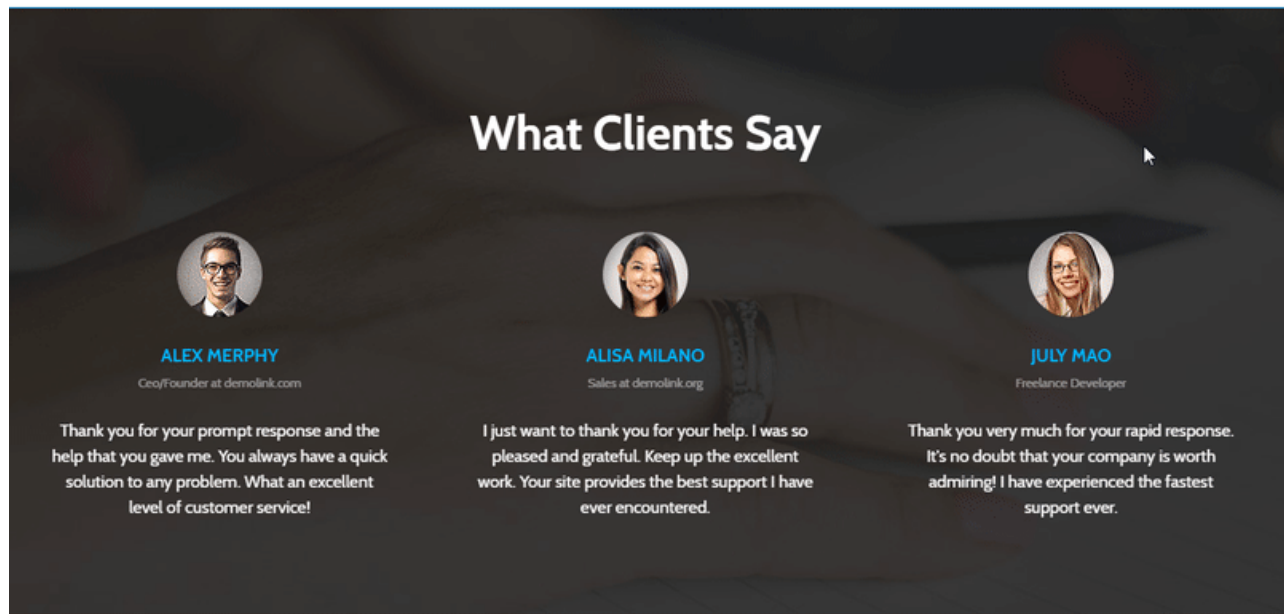
## Context menu in the "Design mode"

The context menu of the Novi "Design mode" is an extended version of the one, available in the "Edit mode".

The additional options are the following:

- Select the parent item
- Save the item as a preset

Below you may find an example of using the visual editor context menu in the Design mode:



## Media library

Media library contains all the graphic files that are used in the template. It allows you to easily add and delete all graphic and video files of the project.

To access the media library use the main Novi Builder menu.

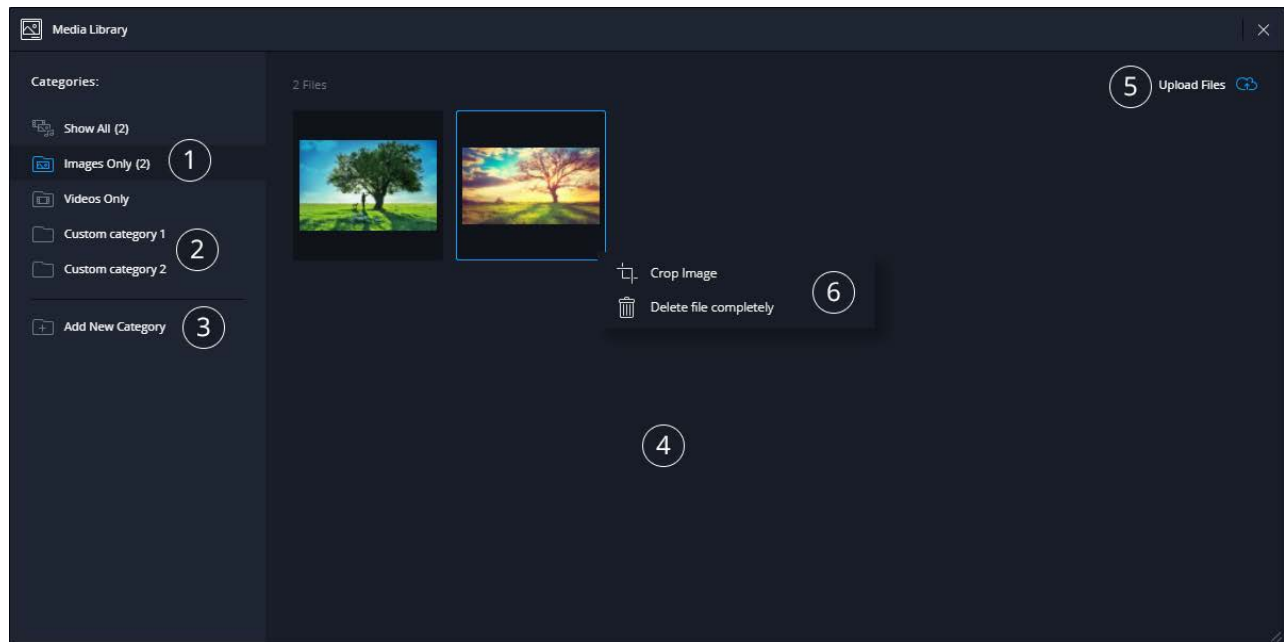
Media library looks the following way:

1. category panel, 3 categories are reserved by Novi ("Show all", "Images Only", "Videos Only");
2. custom project categories;
3. button for adding custom categories;
4. media panel;
5. media upload panel;
6. context menu of the media panel.

*\* Custom categories are those that were created by the user. Custom categories support the following functionality:*

- changing category name;
- category media cleanup;
- category removal;

- adding media files to the category.



## How to add media files to the library

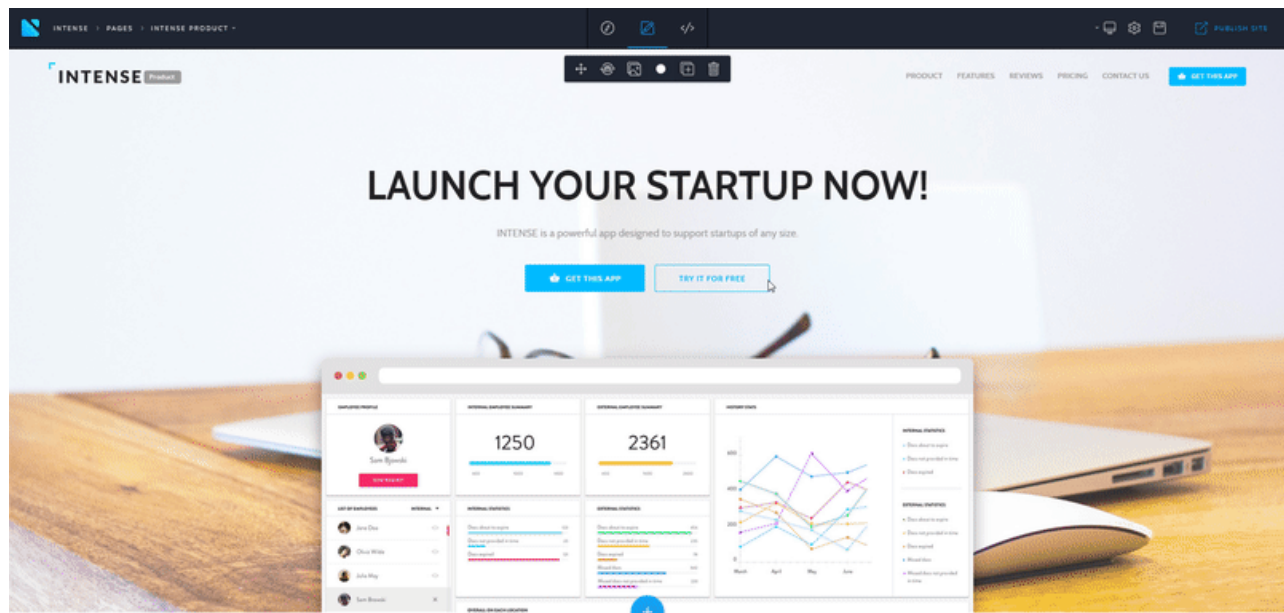
There are several ways of adding a file to the media library. In the first one you need to:

- open the main menu of the Novi Builder;
- choose "Media Library" item;
- press the "Upload Files" button;
- select a file, press the "Upload" button.

The second one is available only if an active media library category is empty. In this case, you can drag the files from your computer's file system to the media files panel shown on the image above. The whole panel will also offer an option of uploading files from the file system.

To save changes, use the "Save" button that resides in the right corner of the top bar.

*\*When you're uploading a new file to the media gallery, it's added to the currently active category, except for the case of uploading a video file when the active category is "Images Only" and vice versa.*

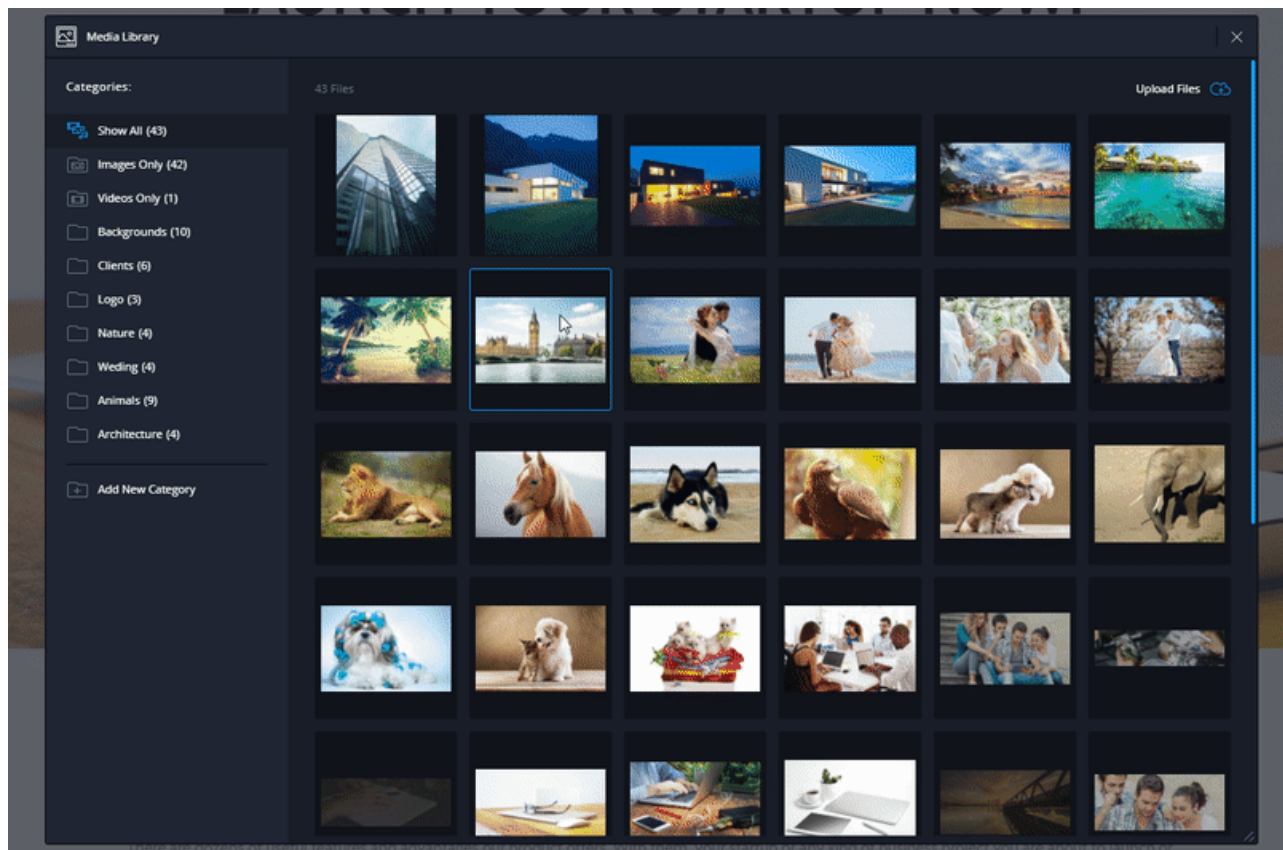


## The Benefits of Intense

### How to crop an image in media library

To crop an image in the media library, you should:

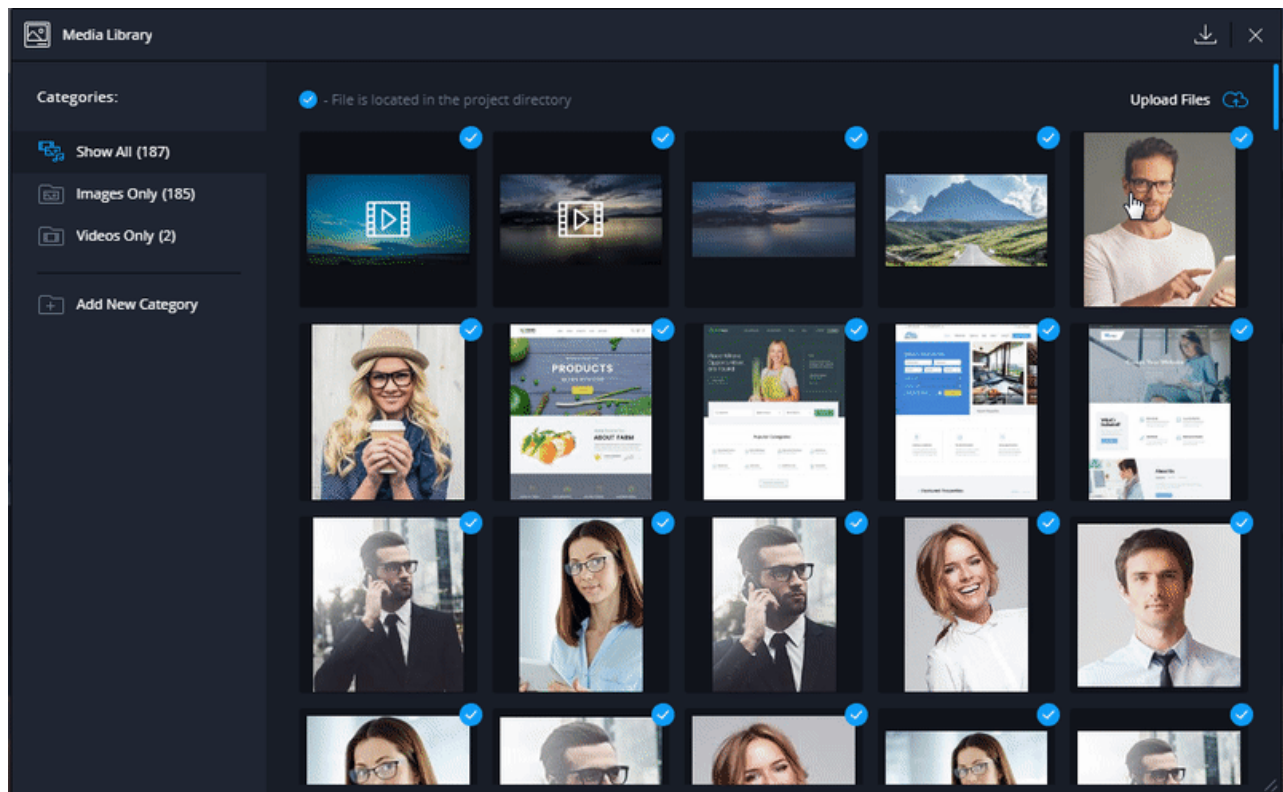
- open the media library;
- call the context menu of the target file by right-clicking the file;
- choose the "Crop Image" item;
- select the needed area;
- press the "Crop image" button.



## How to reduce an image in the media library

To reduce an image in the media library, you need to:

- open media library
- click RMB on the target file to open the context menu.
- select "Reduce Image".
- specify the required size using the scroll box or inputs.
- press "Apply". If you need to change a copy of the original image, set the check mark "Copy original image" in active state.



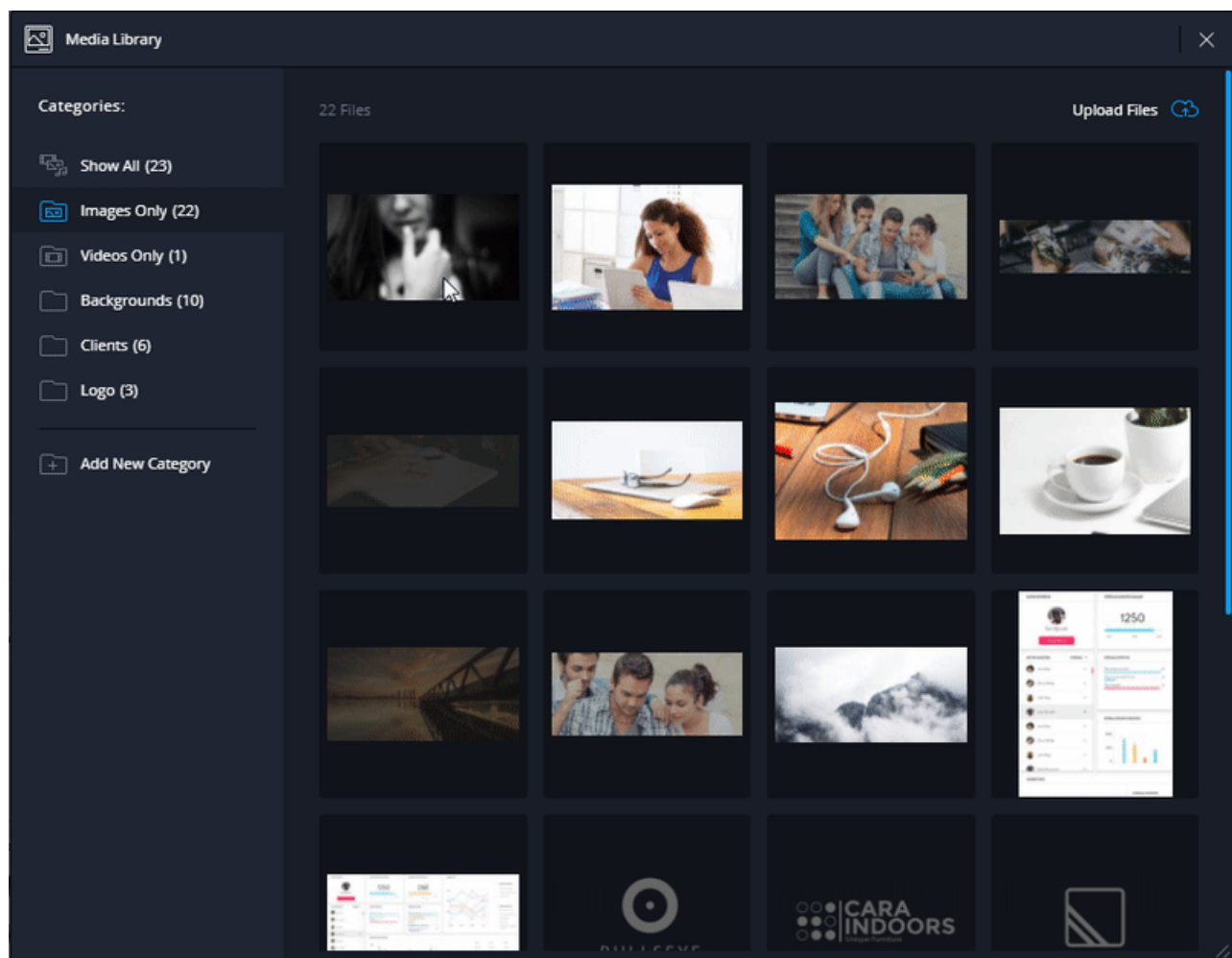
## How to delete files from the media library

To delete files from the media library you should:

- open the media library;
- choose the needed file(s) (the library supports multiple selection with Ctrl or Shift);
- call the context menu of the selected file(s) by pressing right mouse button;
- choose the "Delete file completely" item.

To save changes, use the "Save" button that resides in the right corner of the top bar.



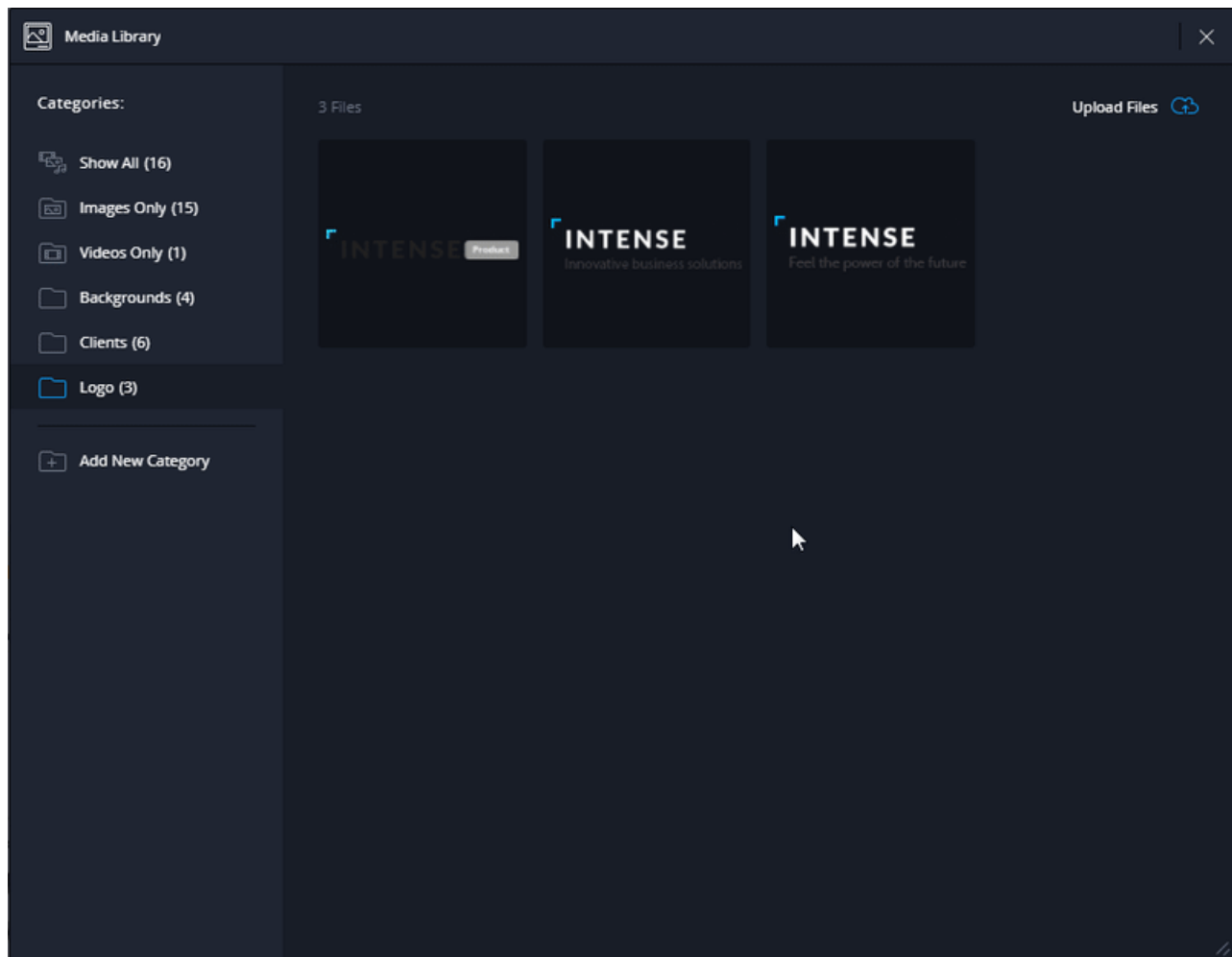


## How to add a media file to the category

To add a media file to the category, you should:

- open the media library;
- choose the necessary file(s) (media library supports multiple selection with Ctrl or Shift);
- press the right mouse button, drag file(s) to the target category name area.

To save changes, use the "Save" button that resides in the right corner of the top bar.

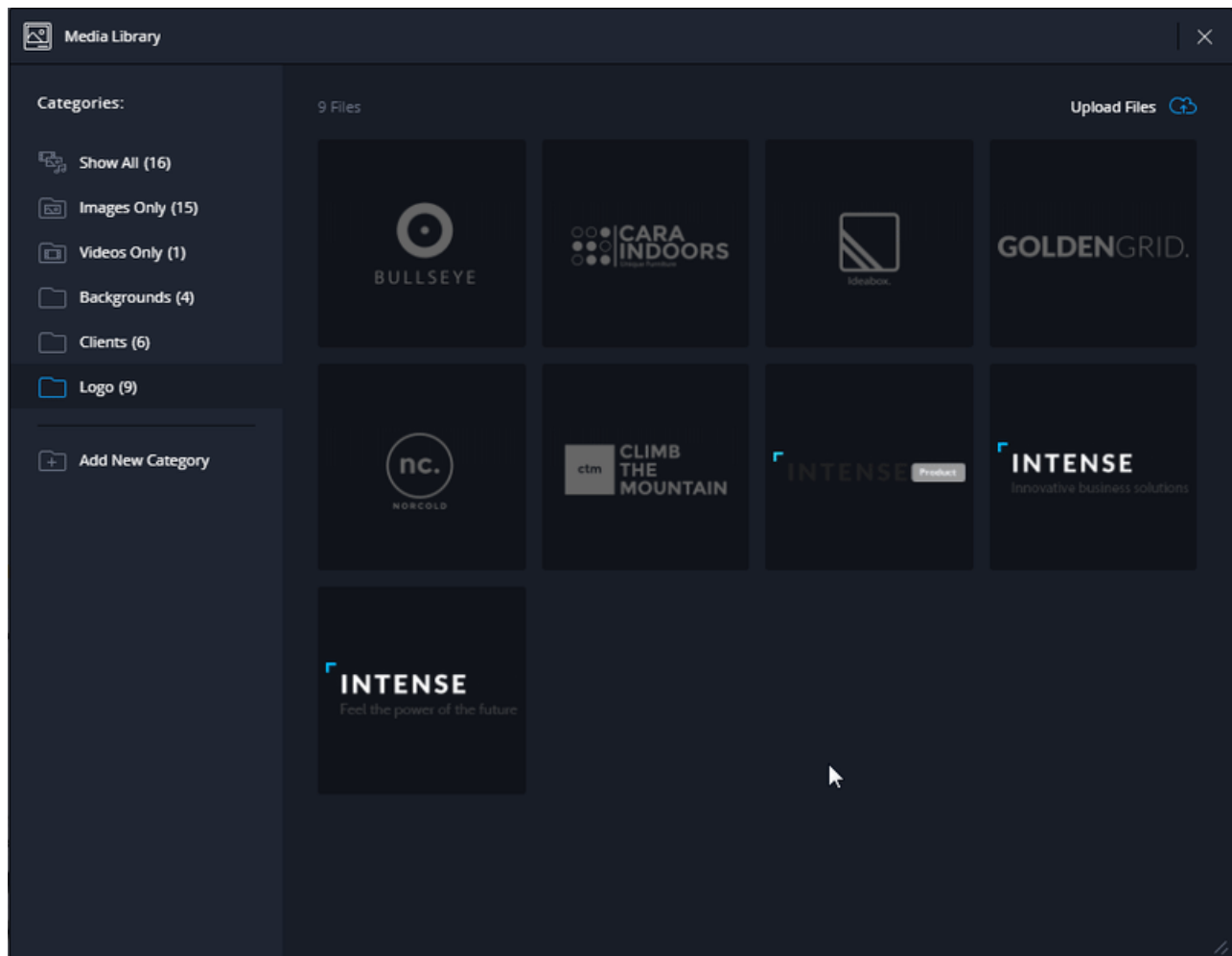


## How to remove a media file from a category

To remove a media file from a category, you should:

- open the media library;
- select a custom category;
- select the needed file(s) (media library supports multiple selection with Ctrl or Shift);
- call the context menu of the selected file(s) by pressing right mouse button;
- choose the "Delete file from category" item for the target file(s).

To save changes, use the "Save" button that resides in the right corner of the top bar.

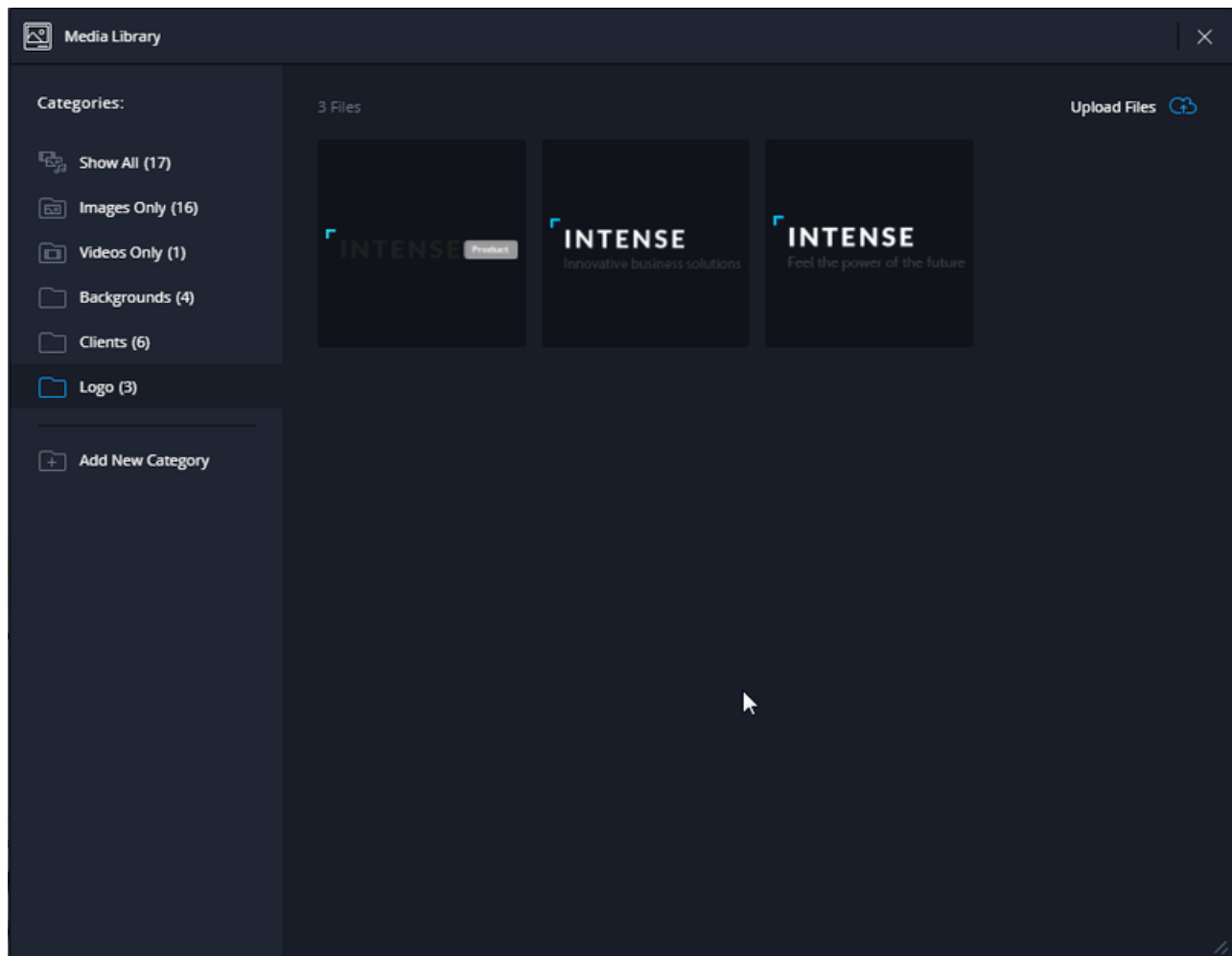


## How to add a category to media library

To add a category to the library, you should:

- Open the media library;
- Press the "Add new Category" button.

To save changes, use the "Save" button that resides in the right corner of the top bar.

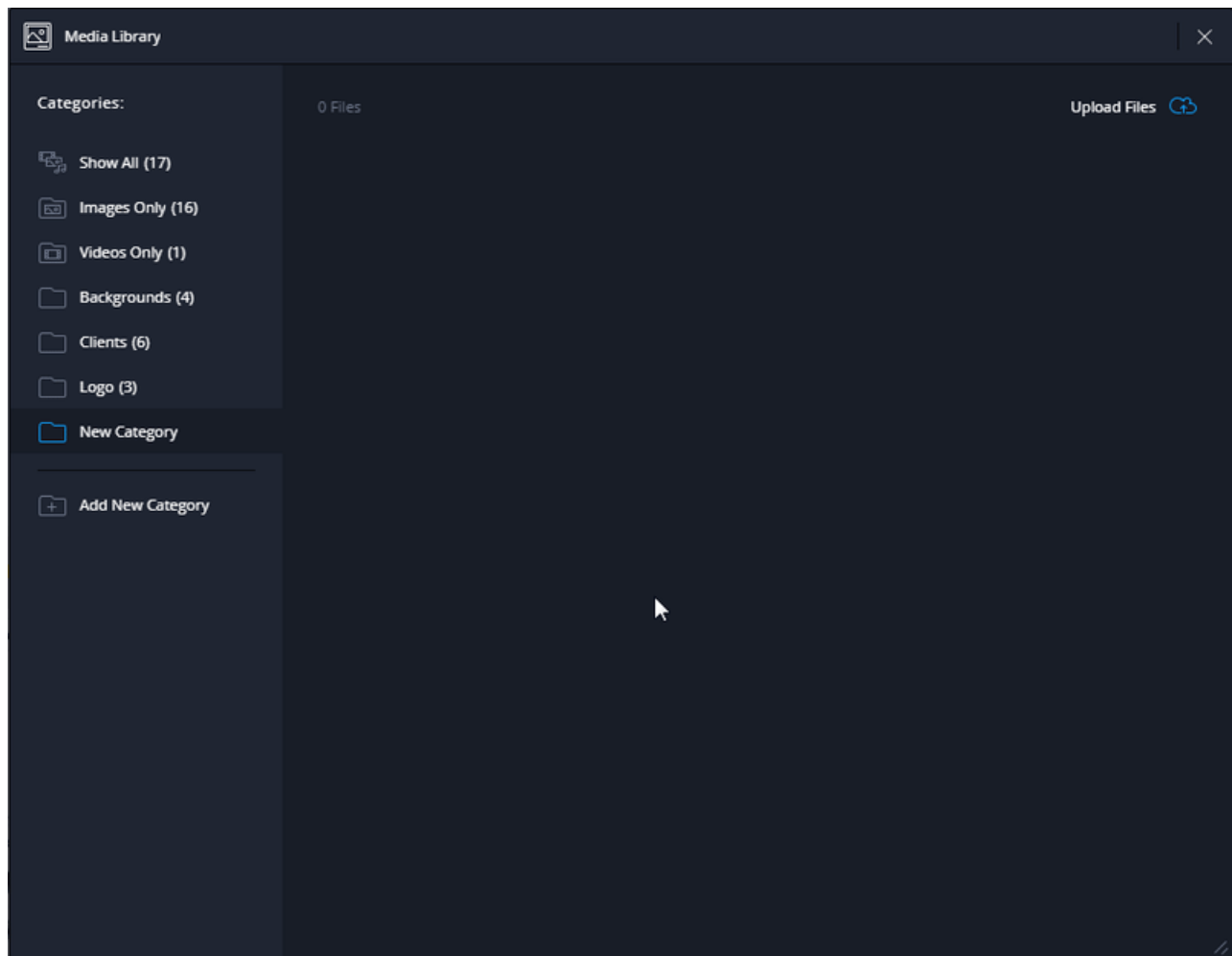


## How to remove a category from media library

To remove a category from media library, you should:

- open the media library;
- select the needed custom category;
- call the context menu of the selected category by right-clicking it;
- select the "Delete category" item.

To save changes, use the "Save" button that resides in the right corner of the top bar.

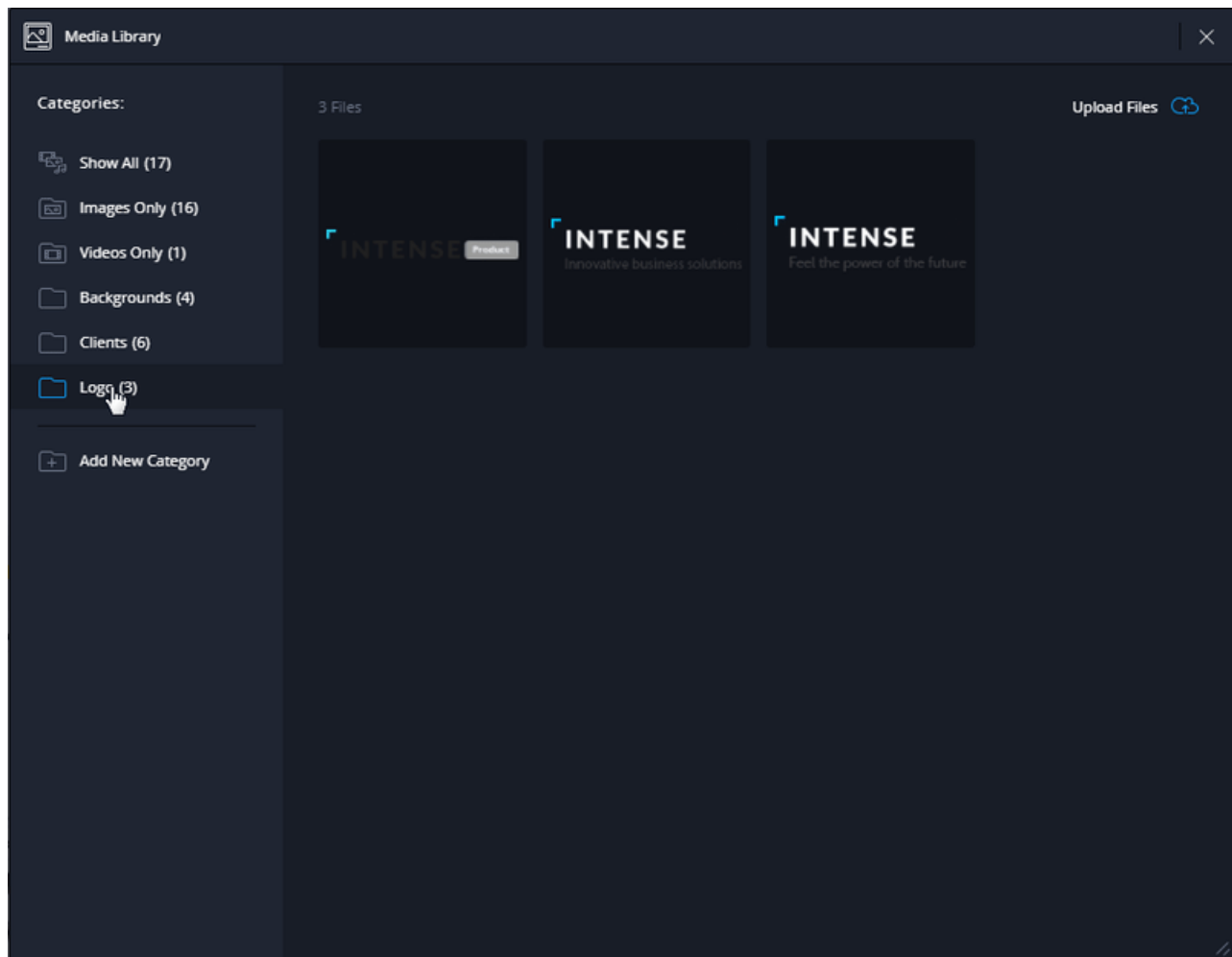


## How to rename a category

To rename a category, you should:

- open the media library;
- select the needed custom category;
- call the context menu of the selected category by right-clicking or double-clicking the left mouse button on the category name;
- choose the "Rename category" item, enter the needed name, press Enter.

To save changes, use the "Save" button that resides in the right corner of the top bar.

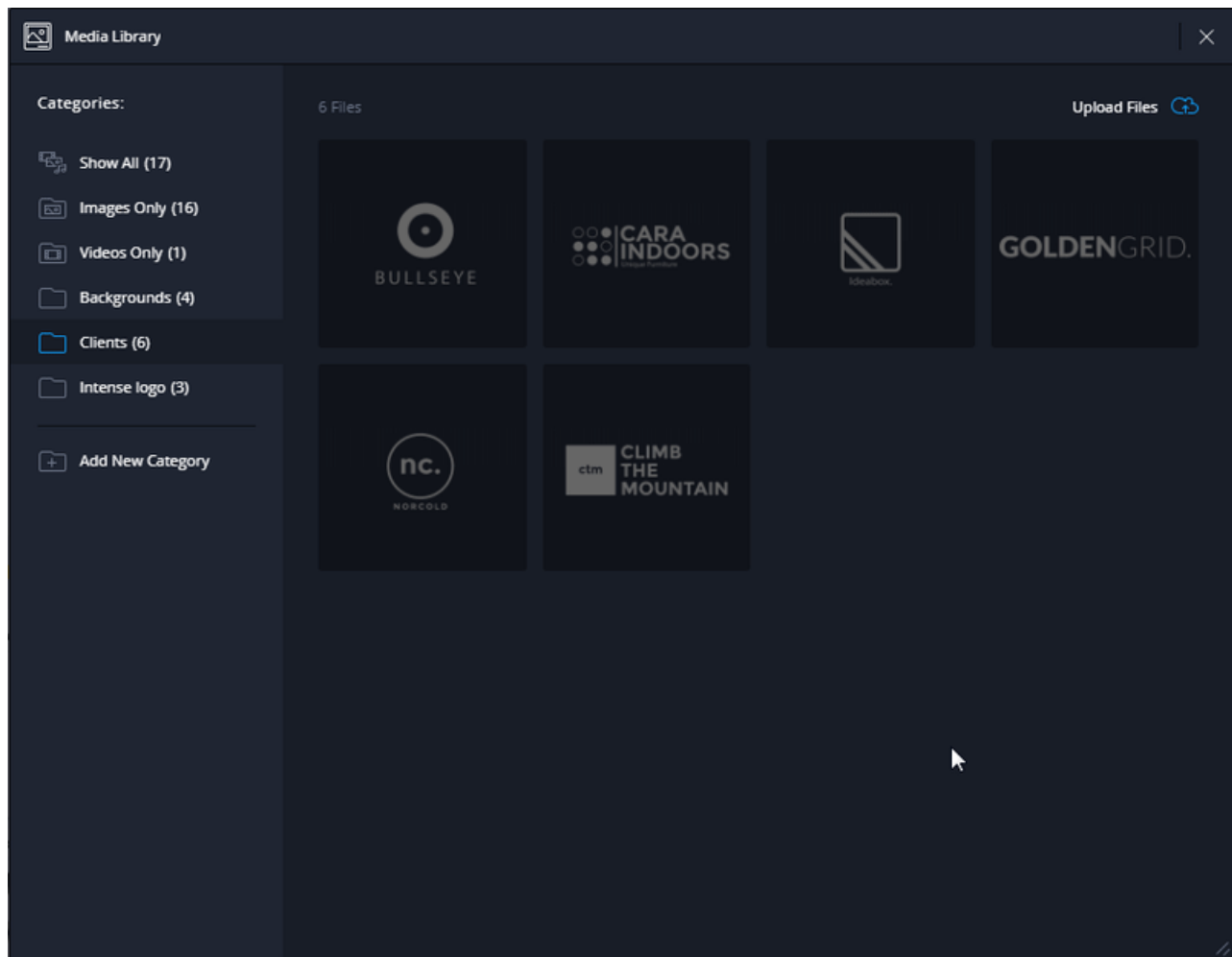


## How to delete media files from the category

To delete all media files from the category, you should:


- open the media library;
- select the needed custom category;
- call the context menu of the selected category by right-clicking it;
- choose the "Clear category" item.

To save changes, use the "Save" button that resides in the right corner of the top bar.

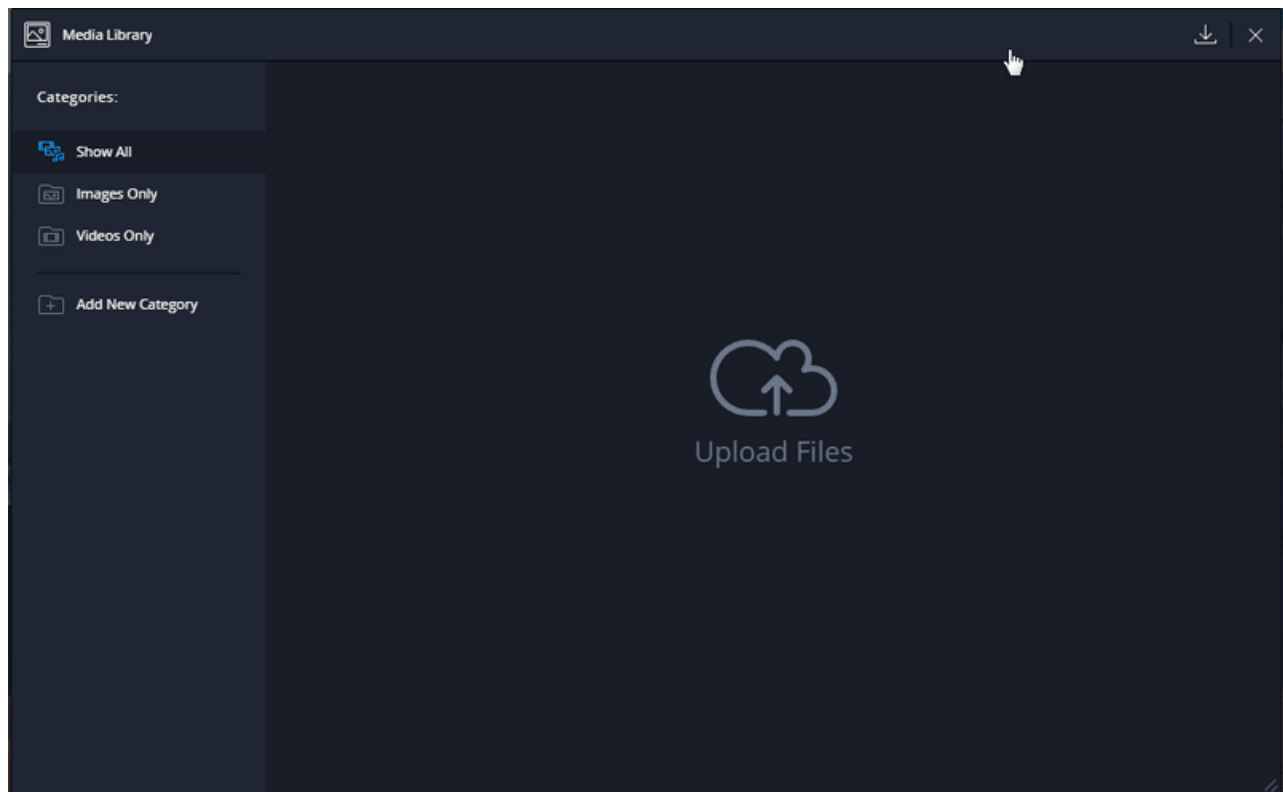


## How to upload project files to the media gallery

To upload project files to the media gallery, you need to:

- open Media Library
- press "Upload project files" 
- in the opened modal window check the paths to project files and after that press "Import". If the paths are inappropriate, you need to click "Change directory path" and replace them with the correct ones in the corresponding fields "Image directory path:" and "Video directory path:"

To save changes, use the "Save" button that resides in the right corner of the top bar.



## Icons manager

This tool provides you with an option to manage the project's iconic fonts. By default, the builder has 7 popular iconic fonts available for use:

- FontAwesome
- Material Design Icons
- Material Icons by Google
- Flat Icons Bigmug Line
- Flat Icons Budicons Launch
- Flat Icons Budicons Free
- GlyphIcons Halflings

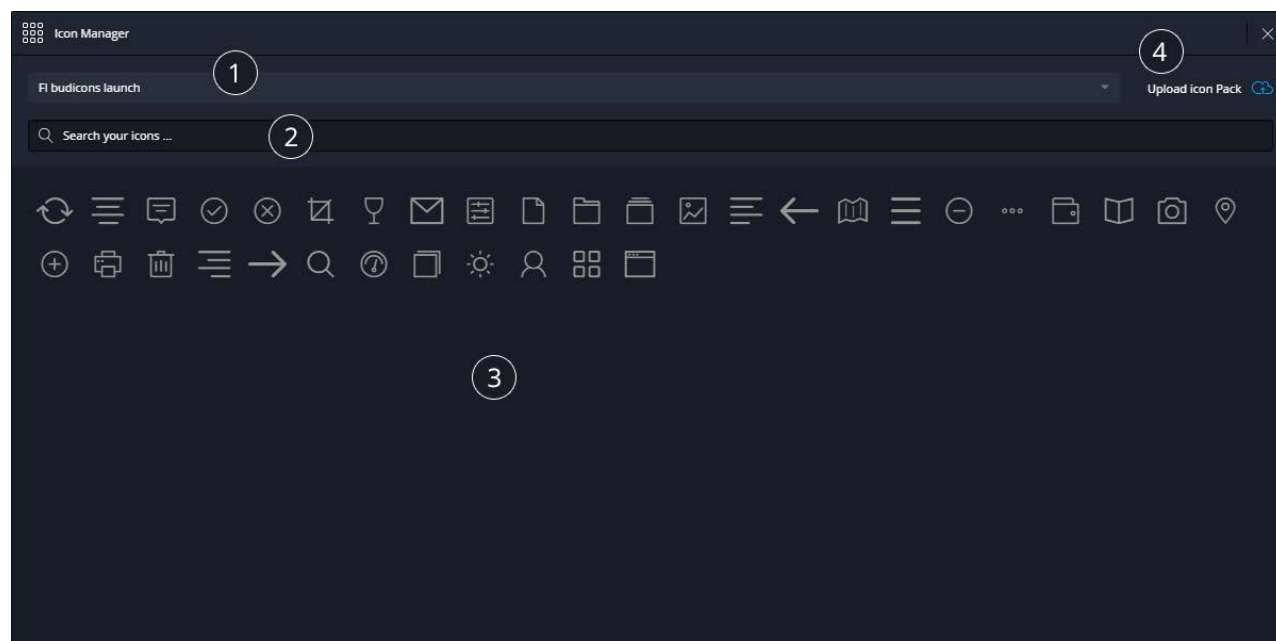
Use the main Novi Builder menu to reach the icons manager.

Icons manager looks the following way:

1. Select option to choose the font family (among the 7 basic font families, included by default).
2. Search field to search within the selected font family.
3. Output area of the selected iconic fonts.



#### 4. Button to upload the archive of a custom iconic font.



### How to add a custom font to the builder project

In order to add a custom iconic font to the project, perform the following steps:

- Open the icons manager, it can be reached from the main builder menu.
- Click the "Upload icon Pack" button
- Browse your font archive. It should meet the requirements, listed in the "Creating an archive for an iconic font import" section.
- Import the font and save the changes by pressing the Save Project button in the top right corner of the main builder panel.

### Creating an archive for an iconic font import

You should prepare the font archive to successfully import the font into the builder. It has to comply with the following rules:

1. The archive should not include parent directories for the files.
  - Incorrect:
    - font-awesome.zip
      - font-awesome
        - font-awesome.css
        - fonts
          - FontAwesome.otf
          - fontawesome-webfont.eot
          - fontawesome-webfont.ttf
  - Correct:

- font-awesome.zip
    - font-awesome.css
    - FontAwesome.otf
    - fontawesome-webfont.eot
    - fontawesome-webfont.ttf
2. The archive must have a CSS font file.
  3. The CSS font file has to contain a `@font-face` rule with all the references to font files and font-family property specified.
  4. The CSS font file has to contain a set of classes to define the icons.

## Replacing the icon in a project

You should use the icons replacement plugin to change the icons within the project. The detailed description of the plugin is available at the Icons plugin section, under the Plugins.

---

## Resolution Preview Tool

You can find the resizer tool at the main Novi interface. It can be used for previewing the visual editor on the different screen sizes.

Resizer has 7 different dimensions, by default the “Desktop Full-HD” is active. There are also the following dimensions available:

- Mobile Portrait 320x480 px
- Mobile Landscape 480x320 px
- Tablet Portrait 768x1024 px
- Tablet Landscape 1024x768 px
- Notebook 1280x720 px
- Desktop PC 1600x900 px

Keep in mind, the resizer shows your project on the different screen sizes, but it does not emulate the devices. Therefore, in certain cases the resulting display might differ on the real devices.

---

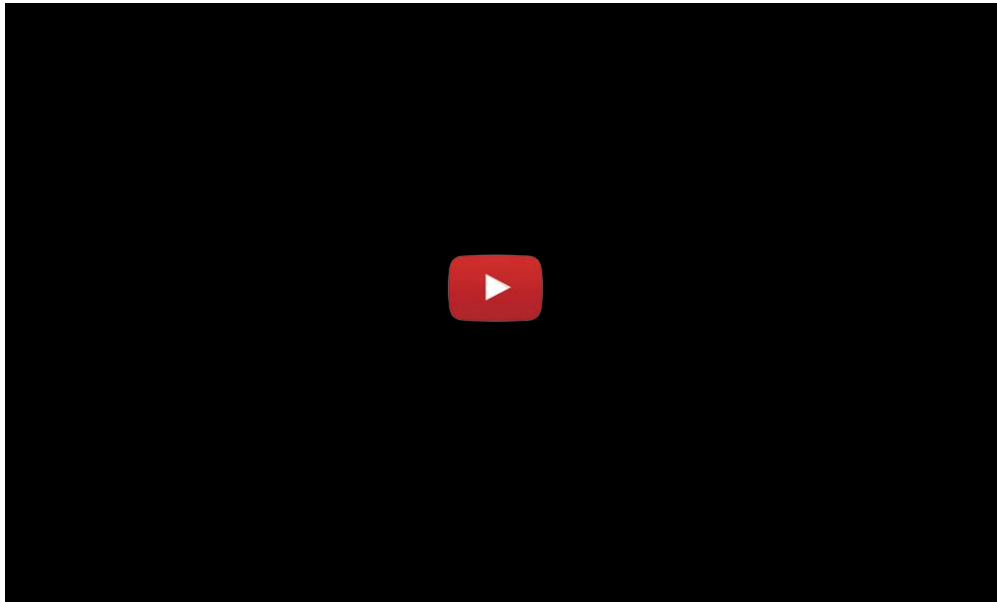
## Export

## Template Export

Template export in Novi Builder is available in the main menu of the interface, "Export", "Export Template" items. Export allows to save a ZIP-archive in a chosen place. The template structure will be fully preserved.

## Project Export

Project export in Novi Builder is available from the main menu of the interface, "Export", "Export Project" items. Export allows to save a ZIP-archive in a chosen place. The project structure will be fully preserved.



---

## Import

The feature of project and template import has been added to the builder.

When working with a big project (the size depends on your server's settings, `post_max_size` and `upload_max_filesize` parameters) or template, we recommend you to increase the values of `post_max_size` and `upload_max_filesize` parameters in the settings file of PHP.

### Project Import

#### **Preparing for project import**

Before importing your project it is necessary to build a proper archive (if the archive is built by the builder during export, it fits all requirements written below).

Novi project has the following structure by default:

- template – a project folder
- .novi – a optional folder, contains media gallery files and page previews.
- bat – a folder with php scripts of the project
- css – a folder with project styles
- elements – an optional folder, which contains project presets
- fonts – a folder with project fonts
- images – a folder with project pictures
- js - JS code of the project
- index.html – HTML page of the project
- project.json – project configuration file

To import your project, you need to prepare a ZIP-archive, which will include all content of template directory.

**Attention! The archive must not include any additional parent directories.**

Incorrect:

- template.zip
  - template
    - .novi
    - ...
    - project.json

Correct:

- template.zip
  - .novi
  - ...
  - project.json

**Attention! The archive's root folder must include at least one .html file and project.json file.**

Those pages that are not located in the archive's root folder will be unavailable for editing in the builder.

## **Project Import**

To import a project, open the main menu, select "Import", "Project Import".

## Template Import

## Preparing for template import

Before importing your template it is necessary to build a proper archive (if the archive is built by the builder during export, it fits all requirements written below).

- The archive must not include additional parent folders.

Incorrect:

- site.zip
  - site
    - images
    - ...
    - index.html

Correct:

- site.zip
  - images
  - ...
  - index.html

The archive's root folder must have at least one .html file, all pages that are not located in the root directory will be unavailable in the builder's page manager.

Will be unavailable:

- site.zip
  - images
  - css
  - ...
  - pages
    - index.html
    - ...
    - contact.html

Will be available:

- site.zip
  - images
  - css
  - ...
  - index.html
  - ...
  - contact.html

## Template Import

To import a template, open the main menu, select "Import", "Template Import".

## Troubleshooting:

1. After importing a project/template and restarting the builder, I am suggested to perform it again.
  - You need to check the structure of you template/project for accordance with the requirements described in this section.
  - In case of project import, you should validate the project configuration file, project.json
2. During the archive upload process, a critical error occurs.
  - We recommend to increase the value of post\_max\_size and upload\_max\_filesize parameters in php.ini

---

## Publication

Project publication is available from the main panel of Novi interface and will be done according to the path you have specified in the project settings, "Publish path" item.

Publication can be currently carried out only within the server where Novi Builder is installed.

Be attentive! Repeated publication will update your website's content only if the "Publishment path" attribute in the Project Settings remains unchanged.

Before every publication you will be shown a confirmation window. You can disable this option in Project settings, Publish Settings item, "Disable confirmation before publishing."

---

## Multilanguage

A feature of language change was added to Novi Builder. To use it, you need to:

- Open the main menu
- Choose "Configuration".
- In the "System" category choose "General".
- Select a necessary option in "Change current application language:" dropdown list.

You can also add a language for Novi interface.

## How to Add a Language for Novi Interface

The Novi interface language data are presented in json format. All data for translation are stored in lang folder of Novi project.

To add a translation, you need to:

- Create a translation file "en.json", where en is the language identifier.
- Add a json object to languages.json file with the following data:

```
"en": { - language identifier
  "file": "en.json" - a path to the file with translation data created at the previous
  step.
  "name": "English" - language name that will be displayed in system settings during l
  anguage selection.
}
```

Rules of filling the translation file ("en.json" file):

- All keys for translation have to be taken from blank.json file, which is included with given Novi Builder package (lang directory).
- You must not change key names or modify their nesting, otherwise your translation will not be displayed. в противном случае ваш перевод не будет отображен. For example, let's take a fragment of en.json file:

```
"editor": {
  "replaceItem": {
    "tooltip": "Your translation goes here"
  }
}
```

If anything in this listing is changed except "Your translation goes here", your translation will not be displayed in the builder.

- Translation values also use shortcodes for displaying of dynamic or reserved information. Shortcode looks as follows:

"Go to #{errorLine} line", everything written between ", and " is the shortcode name.

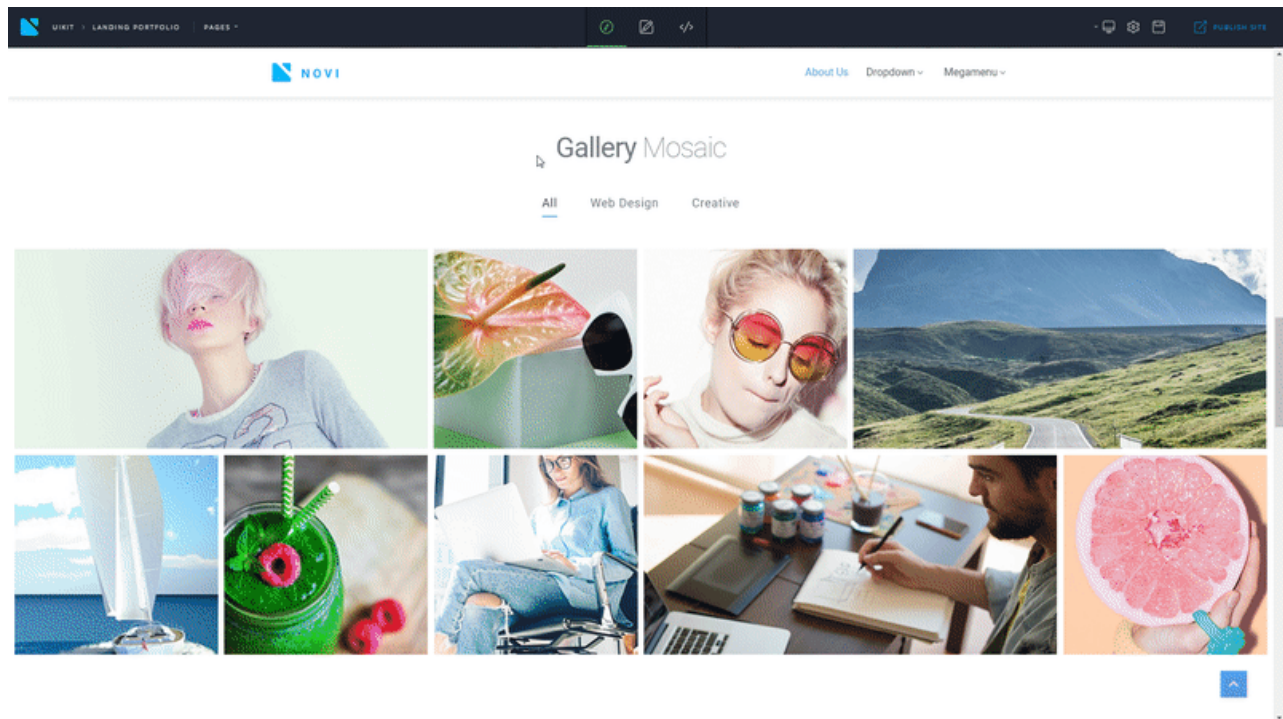
You can change the shortcode sequence in the line but you must not change its name, otherwise dynamic information will not be displayed.

In case of incorrect filling or data skipping/deletion in the translation file, these data will be replaced with the translation from en.json file.

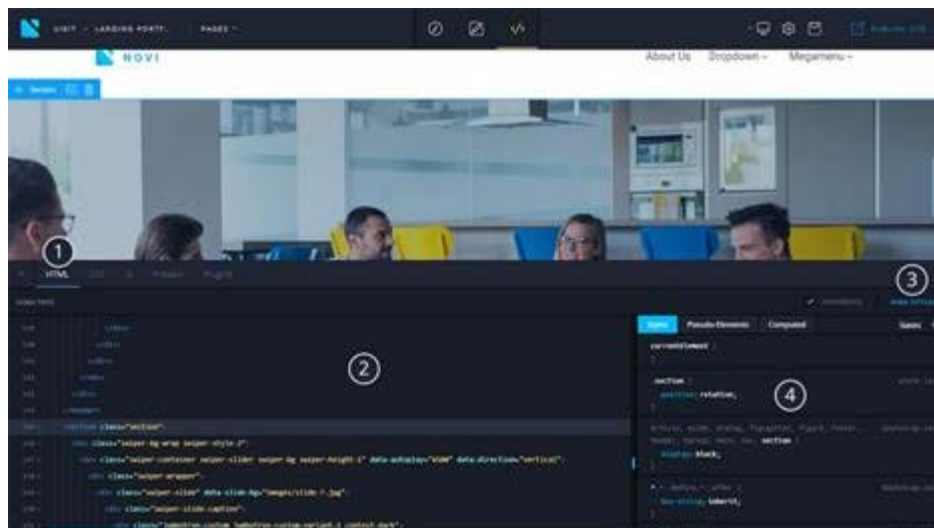
---

## Style manager

Style Manager was added to Novi Builder in version 0.9.0. It allows editing the styles of your project.



It is located in the developer panel and looks as follows:

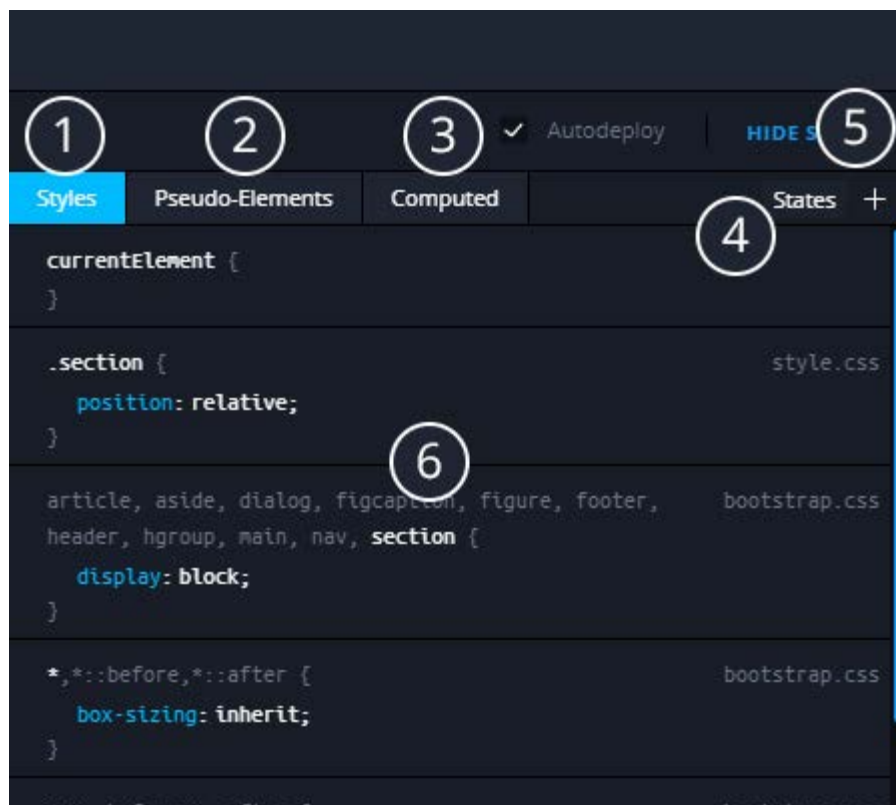


where:

1. Tab on developer panel for showing HTML code and styles.
2. Webpage HTML code
3. Trigger for showing/hiding the style manager
4. Style manager's panel

The panel of style manager can also be relatively divided into the following components:





1. Tab for showing styles that are applied to the current element. All of these styles are editable, be careful with editing global styles!
2. Tab, which shows all styles applied to a pseudo-element of the selected element, e.g. :before, :after
3. Tab displaying all styles including those inherited from their parents, added by the browser that are applied to the element.
4. "States" toggle, which shows element's styles in states :hover, :focus, :active
5. Button for adding a selector to the style manager of the chosen element.
6. Area for displaying element styles according to the client's choice.

## Principle of Style Manager operation

To begin your work with Style Manager, you need the basic knowledge of HTML and CSS.

Style Manager displays styles of a selected element so when you open Style Manager without selecting an element, it will be empty.

## How to select an element to display its styles

There are 2 ways of selecting an element:

- Using the Visual Editor
- Using the editor of webpage HTML Code

In the first case, it is enough to press LMB on the target element in Visual Editor. If the element is not described in layers, use Ctrl + LMB to select it.

In the second case, you need to open the HTML code of the page using the context menu of Visual Editor and select "Source Code" or switch to Editing Mode and open HTML tab on the developer panel.

After this, you can select the tag you need with LMB. At the same time, the element in Visual Editor will be selected as well, and element styles will be displayed in Style Manager.

*\*If the selected tag will be located not in the page's container (you can find more about it in "Configuration" section), then the element will not be selected.*

## How to add/change the element styles using Style Manager

When editing styles with Style Manager, a new CSS file (novi.css) is created where all styles that you add are stored. Modified styles will be rewritten in current project files.

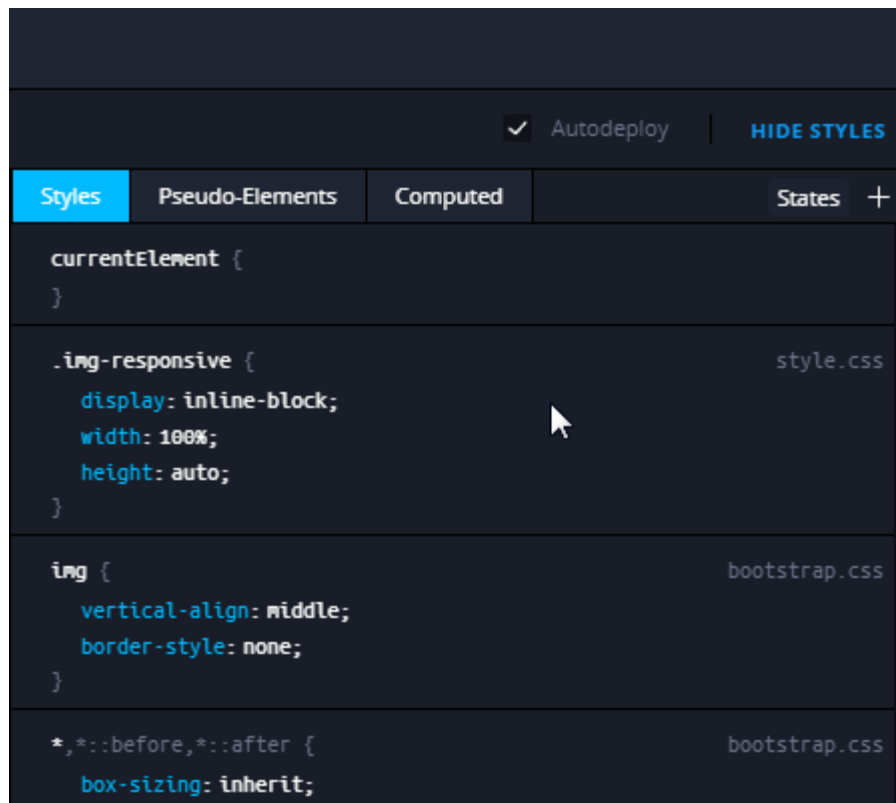
To begin, you need to select the desired element, read more about it in the previous paragraph.

Afterward, if you need to modify an existing style, just click LMB on a necessary property in Style tab or in Pseudo-Elements tab, and replace it with the one you need. All selectors, properties, and values are editable.

You need to be attentive when making changes in global element styles. Editing values and properties of the chosen selector will lead to changes of all elements that suit the chosen selector.

To add new styles to the element, you need to use the button "+" located in the top right corner of Style Manager.

It is important to know that when "Pseudo-Elements" is opened or :hover, :active states are selected, a corresponding selector will be added:



In case of adding a style with the state novi resizer (see more in "Resolution preview tool" paragraph), which differs from "Desktop Full HD", the CSS rule will be transformed into a corresponding media request.

*\* Visual Editor now also has a feature of setting the hover on any element. To do so, click RMB on the target element and open the context menu. After that, choose "Force 'hover' state". This feature is available in the Editing Mode. To view :hover state in the Design Mode, you need to use Style Manager, "States" button.*

## Hotkeys

There is a range of useful hotkeys in various Novi Builder modules.

### Application

- Ctrl + S - Save the project

### Visual Editor (Edit Mode)

- Ctrl + Enter - deselect the current element

- Esc - deselect the current element

## Visual Editor (Design Mode)

- Alt + ~ - navigate to the parent container of the selected item
- Ctrl + X - cut the selected item
- Ctrl + C - copy the selected item
- Ctrl + Alt + V - paste before the selected item
- Ctrl + V - paste into the selected item
- Ctrl + Shift + V - paste after the selected item
- Delete - remove the item
- Ctrl + D - duplicate the selected item
- Ctrl + Q - save the selected item as a preset

## Code Editor

- Ctrl + S - Save in the editor
- Ctrl + L - file formatting
- Ctrl + D - remove the entire line
- Ctrl + Shift + D - duplicate the entire line
- Ctrl + Z - undo the last change
- Ctrl + C - copy into the clipboard
- Ctrl + V - paste from the clipboard
- Alt + Down - shift the line down
- Alt + Up - shift the line up
- Alt + Delete - remove to the end of the line
- Alt + Backspace - remove to the start of the line
- Ctrl + A - select all
- Shift + Left - select one symbol to the left
- Shift + Right - select one symbol to the right
- Shift + Home - select to the start of the line
- Shift + End - select to the end of the line
- Ctrl + Shift + Home - select to the start of the file
- Ctrl + Shift + End - select to the end of the file
- Ctrl + LMB (left mouse button) - set multicursor
- Ctrl + Alt + Right - select the next reiteration setting of multicursor
- Ctrl + Alt + Left - select the previous reiteration setting of multicursor
- Ctrl + F - find
- Ctrl + H - replace

- Ctrl + K - find the next item
  - Ctrl + Shift + K - find the previous item\
- 

## Updater

Builder updates are available starting from the v. 0.8.3.

By default Novi updates are disabled, you should tick the "Check for updates" item under the system settings in order to enable them.

If there is a newer version of the Novi Builder, you will see the dialog window after the loading of the builder. You'll be able to update the builder by following its instructions.

The current project will remain unchanged after the update applied.

---

## Plugins

### Overview

Novi plugins are the separately compiled modules.

The work of plugins can be traced exclusively in the Edit mode, while the configuration of the plugins takes place in the Design mode.

Plugins management panel is located on the developer's toolbar.

Plugins configuration area includes the following:

1. Trigger for the panel opening
2. The list of the installed plugins
3. Configuration area of the selected plugin
4. querySelector field (required) - is indicated as a CSS rule (class, id, etc.). The item defined by the selector will be processed by the plugin.
5. 'Save' option.

## The Benefits of Intense

There are dozens of useful features and advantages our product offers. With them, your startup or any kind of business project you are about to launch or manage, is doomed to succeed!



### Web Design

We pay a lot of attention to web design of our clients' projects to make their startups successful.



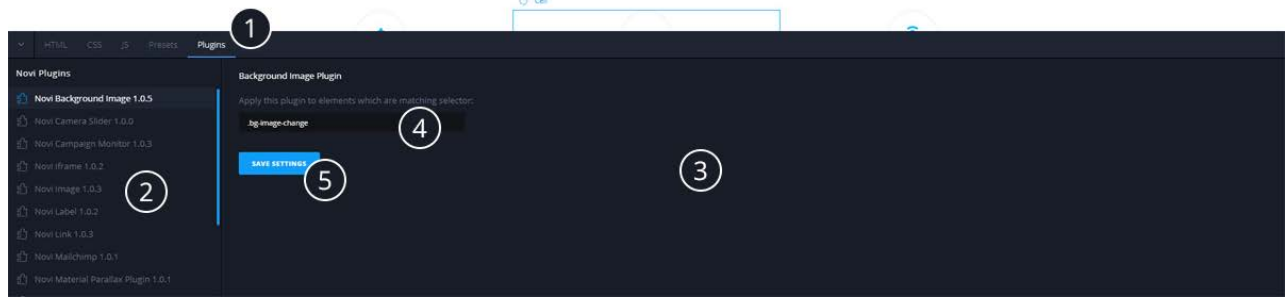
### Internet Marketing

Intense provides a vast variety of internet marketing tools for your business to achieve great success.



### Graphic Design

With our product you can easily create impressive graphic designs for presenting your startup to investors in a good light.



The plugin settings may differ, the only required field is the querySelector.

## Background Image Plugin

Allows you to change the items background image.

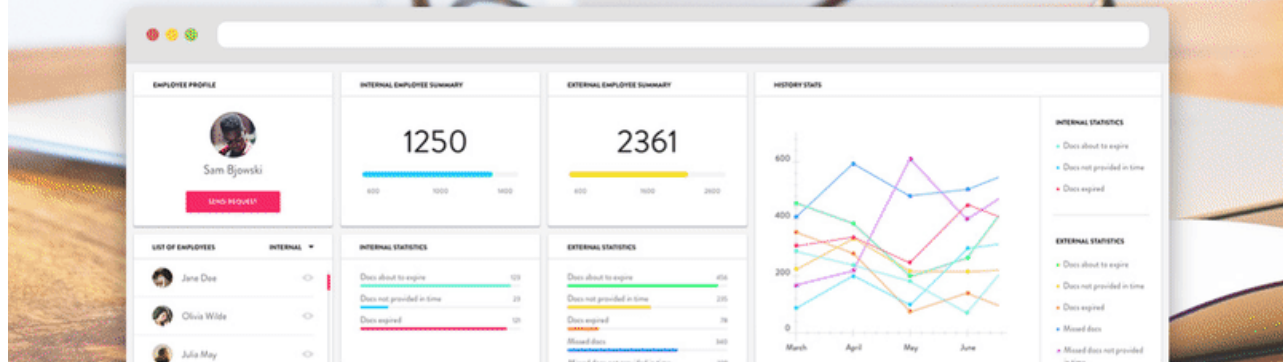


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INTENSE is a powerful app designed to support startups of any size.

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TRY IT FOR FREE



Plugin setup:

- querySelector (by default is set to ".novi-background") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

Image select area (Media Gallery)

- The image to be added is selected by double-clicking the left mouse button on the target image.

You can learn more about media gallery capabilities under "Media gallery" item (link) in the "Features" section.

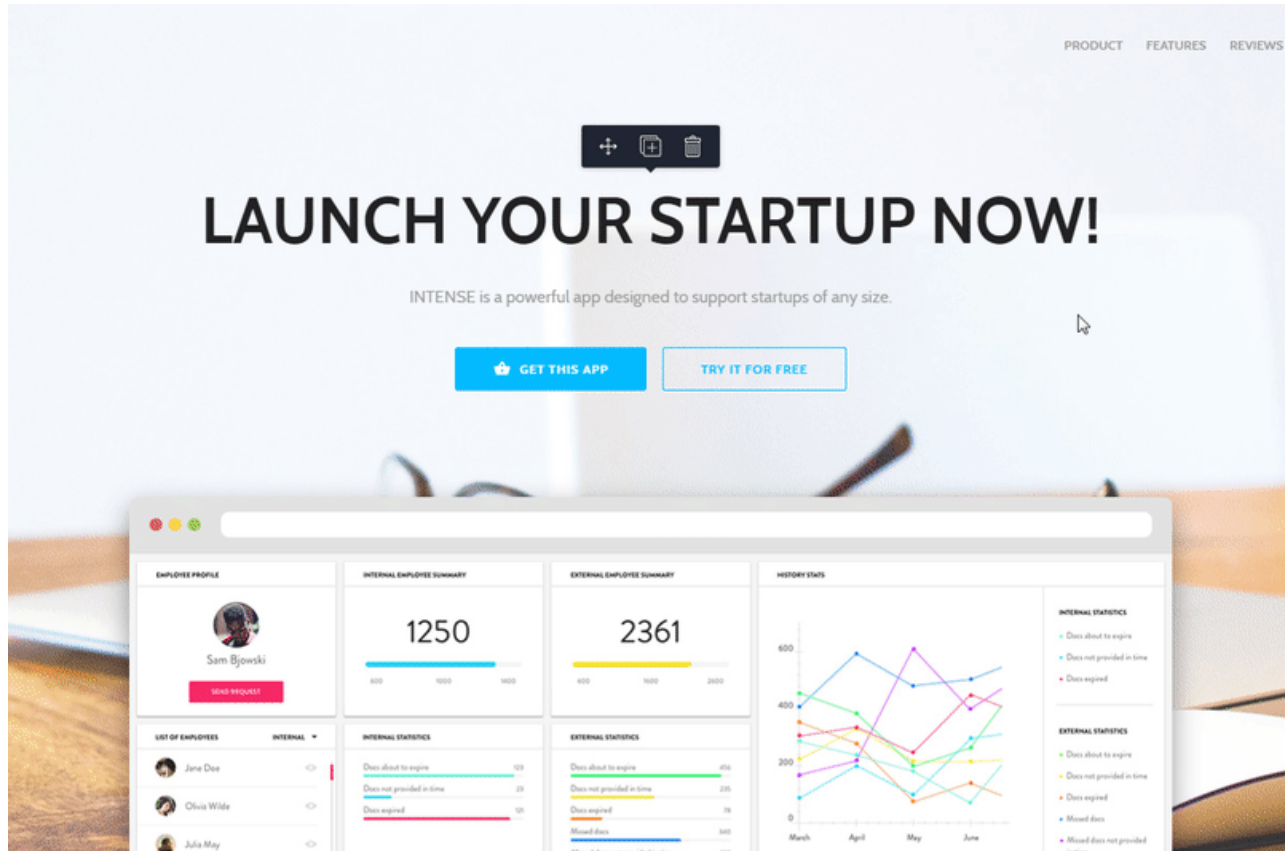
Image upload area

- "Keep original aspect ratio" option that allows to maintain the proportions of the replaced image.

The detailed plugin documentation is available at the following [link](#)

Background Plugin

Lets you change the background color of the element.



Plugin setup:

- `querySelector` (".novi-background" by default) lets you define the element, to which the plugin functionality will be applied.

Editor panel:



- trigger for plugin display (the color depends on the element background).

Color selection area

- "Background Fill Type" switcher displays a panel for color or element gradient change.

More detailed plugin documentation is available under the following [link](#)

## Image Plugin

Allows you to replace an image.





### Advanced Statistics

Intense supplies your every project with extensive statistics on startups you are managing.



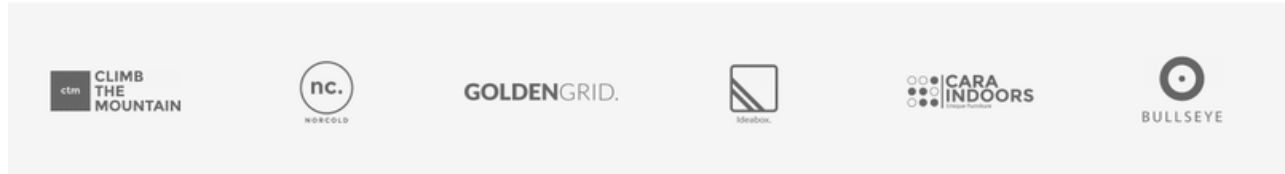
### Social Media Support

This product can provide full support on social media, giving instant feedback information on all posts about your startup.



### Videography

Attractive video presentations can make more impact on your business partners, and that's why this feature is a part of Intense.



## Why use Intense?

While other similar products offer a few features that you can really consider useful, Intense is always one step ahead of competitors. Find out why you should use Intense for your startup development below.

### Plugin setup:

- `querySelector` (by default is set to `"img[src]"`) - allows you to define the item processed by the plugin.

### Editor panel:



- Trigger for the plugin display

### Image selection area (Media Gallery)

- The image to be added is selected by double-clicking the left mouse button on the target image.

You can learn more about media gallery capabilities under "Media gallery" item in the "Features" section.

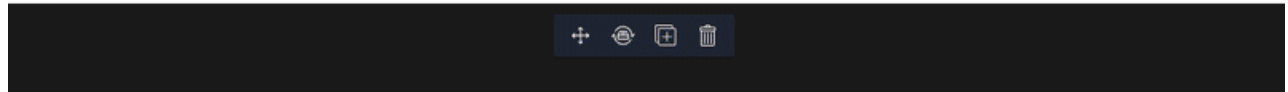
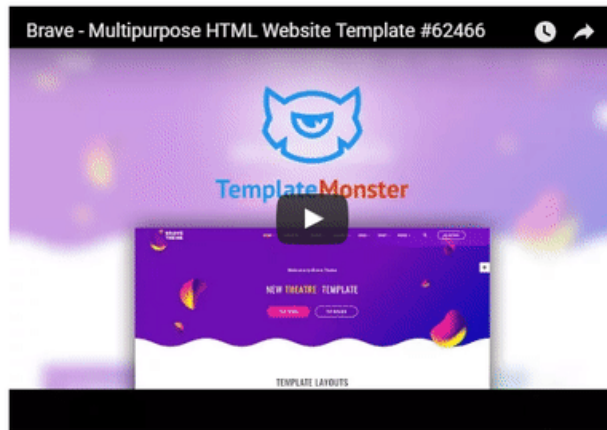
### Image crop area:

- "Keep original aspect ratio" setting is used for preserving the aspect ratio of the original image.

The detailed plugin documentation is available at the following [link](#).

## Iframe Plugin

Allows you to specify a resource for displaying the content within a frame.



Plugin setup:

- querySelector (by default is set to "iframe[src]") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

Frame configuration area:

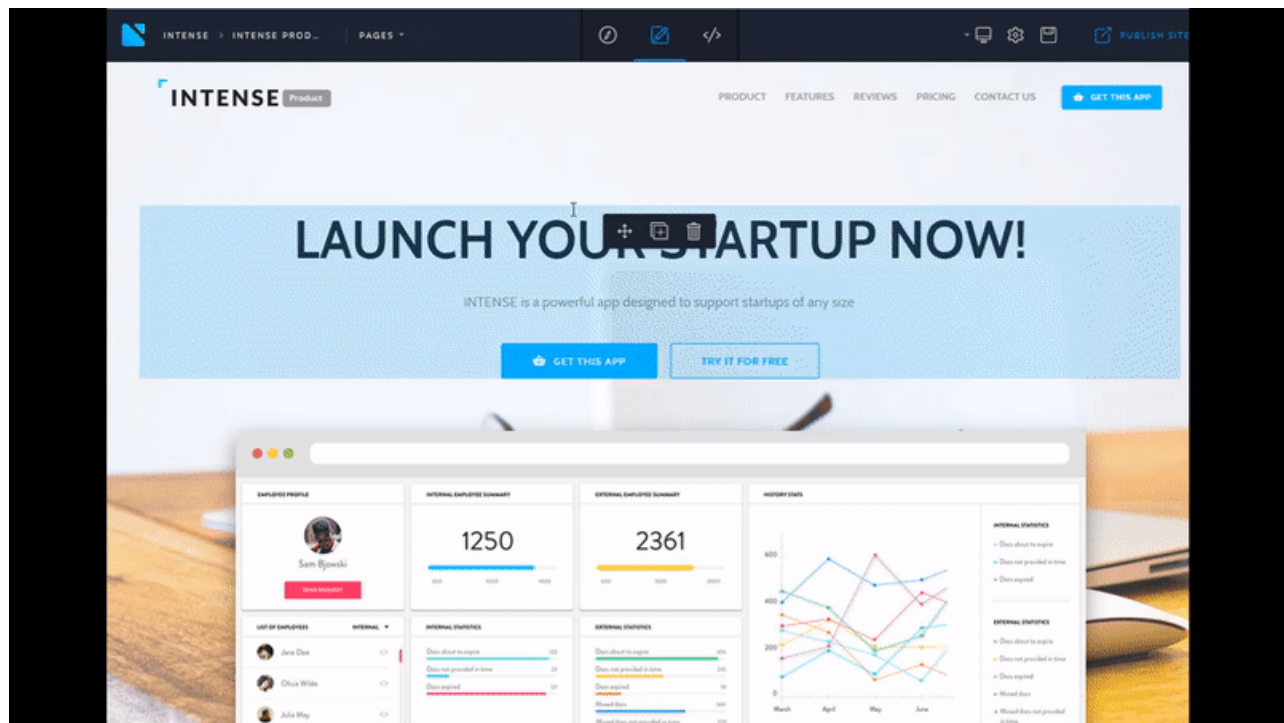
- Field for specifying the resource for the frame

The detailed plugin documentation is available at the following [link](#).

---

## Link Plugin

Allows you to change the link.



### Plugin setup:

- `querySelector` (by default is set to `"a[href]"`) - allows you to define the item processed by the plugin.
- `applyToProjectElements` (enabled by default) – allows enabling/disabling replacement of all links in the project (including presets and all pages) when saving the plugin's settings.
- `favoriteLinks` – allows setting favorite project links.

### Editor panel:



- Trigger for the plugin display

### Plugin management area

Link Type – allows to select a link type for insertion out of 3 types:

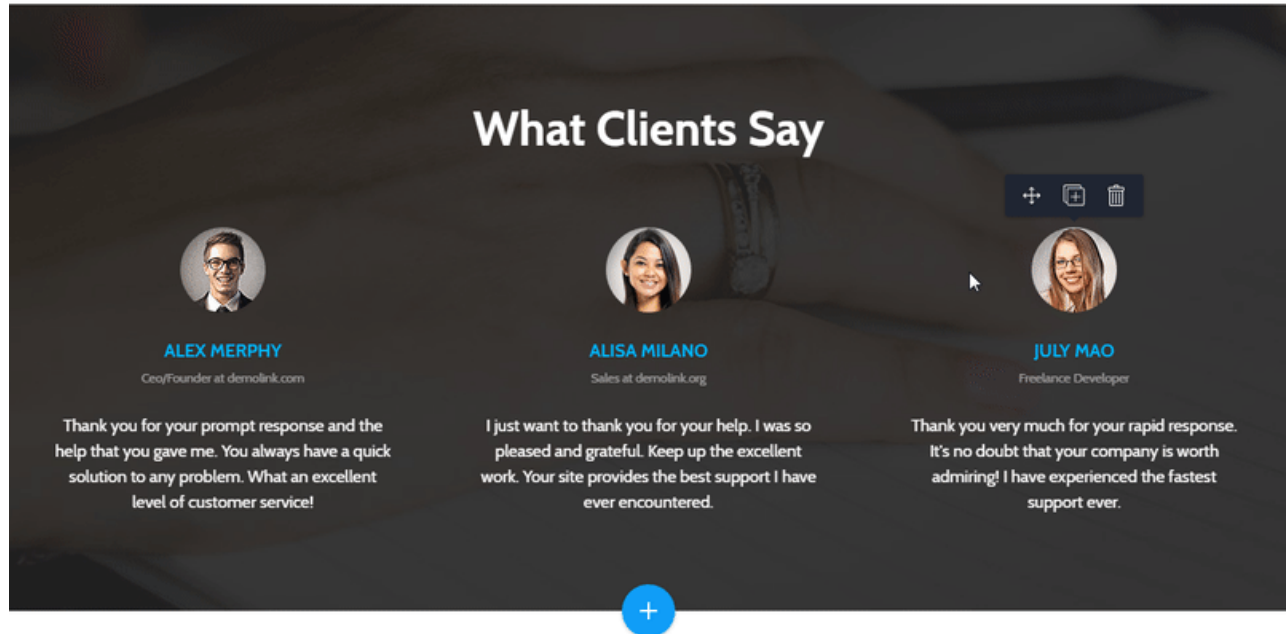
- "Pages" – all project pages are available.
- "Favorites" – all links indicated in plugin settings are displayed.
- "Custom" – allows setting a custom link.

The "Custom" tab will be opened by default, except the cases when a link on the chosen element corresponds with one of the pages or a favorite link.

The detailed plugin documentation is available at the following [link](#).

## Material Parallax Plugin

Works with the Materianize Parallax script, it allows you to replace the source images for parallax using the visual editing tools.



Plugin setup:

- querySelector (by default is set to ".parallax-container") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

Image upload area:

- "Choose file" button that allows to select an image
- "Upload background image" button that allows to upload the selected image

Image selection area (Media Gallery)

- The image to be added is selected by double-clicking the left mouse button on the target image.

You can learn more about media gallery capabilities under "Media gallery" item (link) in the "Features" section.

Image crop area:

-

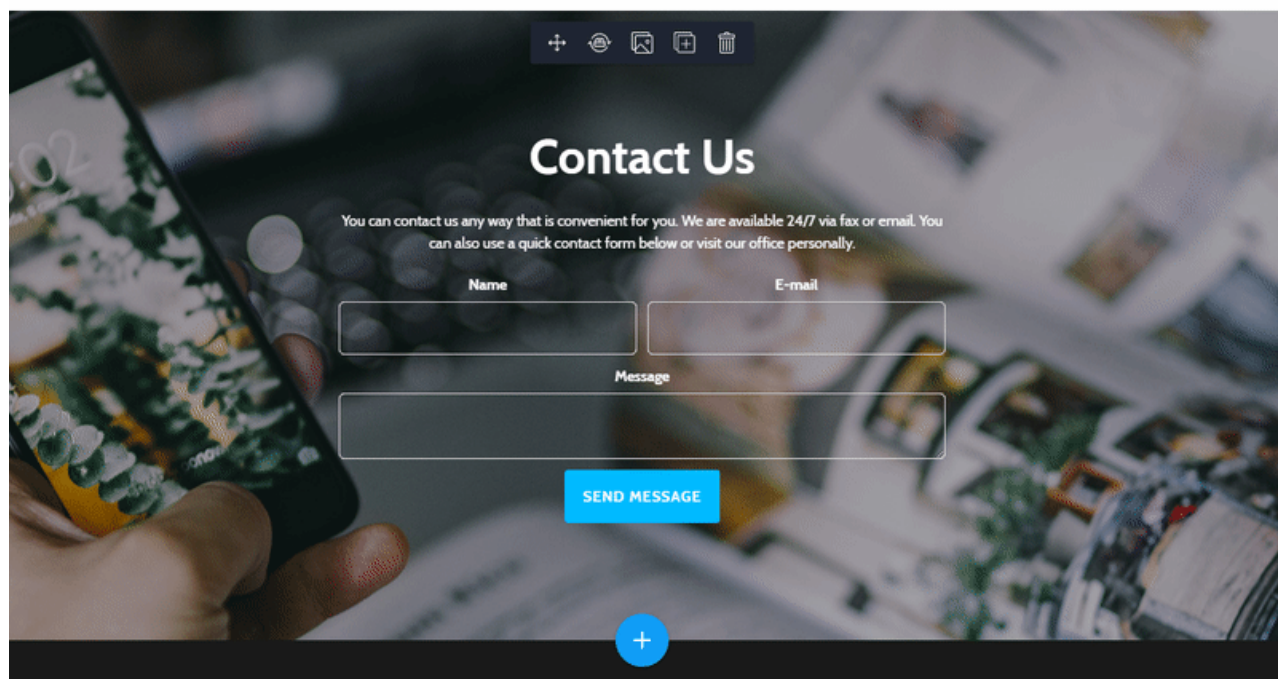
- "Keep original aspect ratio" setting is used for preserving the aspect ratio of the original image.

The detailed plugin documentation is available at the following [link](#).

---

## Label Plugin


Allows you to change the label of the form field.



Plugin setup:

- querySelector (by default is set to "label") - allows you to define the item processed by the plugin.

Editor panel:

 - Trigger for the plugin display

Plugin configuration area

- Field for specifying the label value

The detailed plugin documentation is available at the following [link](#).

---

## Countdown Plugin

Lets you set up jQuery using visual tools.



## Our Plans

---

Plugin setup:

- querySelector (".novi-countdown" by default) - lets you define the element, to which the plugin functionality will be applied.

Editor panel:



- trigger for plugin settings display.

Plugin settings area:

- "Type" switcher lets you choose the countdown type.

More detailed plugin documentation is available under the following [link](#).

## Google Map Plugin

Map plugin allows you to change the map settings visually.



Plugin configuration:

- querySelector (by default is set to ".google-map-container") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the map settings display



- Trigger for the map settings display

Map settings panel:

- "Map Center" field - allows you to set the coordinates of the map center.
- "Zoom" field - allows you to define the zoom level.
- "Style" select option - allows choosing the map styling (<https://snazzymaps.com/service>)
- "Marker Icon" and "Active Marker Icon" select options - allow you to set the marker for the default and active states.

Map pins settings panel:

- "Marker Location" field - allows you to set the marker location
- "Marker Description" field - allows you to specify the marker description (shows up in

the active state)

- "Add marker" button - allows to add the "Marker Location" and the "Marker Description" group for adding the new marker.

More detailed plugin documentation is available under the following [link](#).

## Icons plugin

Allows you to replace the icons.



### The Benefits of Intense

There are dozens of useful features and advantages our product offers. With them, your startup or any kind of business project you are about to launch or manage, is doomed to succeed!



#### Web Design

We pay a lot of attention to web design of our clients' projects to make their startups successful.



#### Internet Marketing

Intense provides a vast variety of internet marketing tools for your business to achieve great success.



#### Graphic Design

With our product you can easily create impressive graphic designs for presenting your startup to investors in a good light.



#### Advanced Statistics

Intense supplies your every project with extensive statistics on startups you are managing.



#### Social Media Support

This product can provide full support on social media, giving instant feedback information on all posts about your startup.



#### Videography

Attractive video presentations can make more impact on your business partners, and that's why this feature is a part of Intense.

Plugin configuration:

- `querySelector` (by default is set to `".novi-icon"`) - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the icons manager display

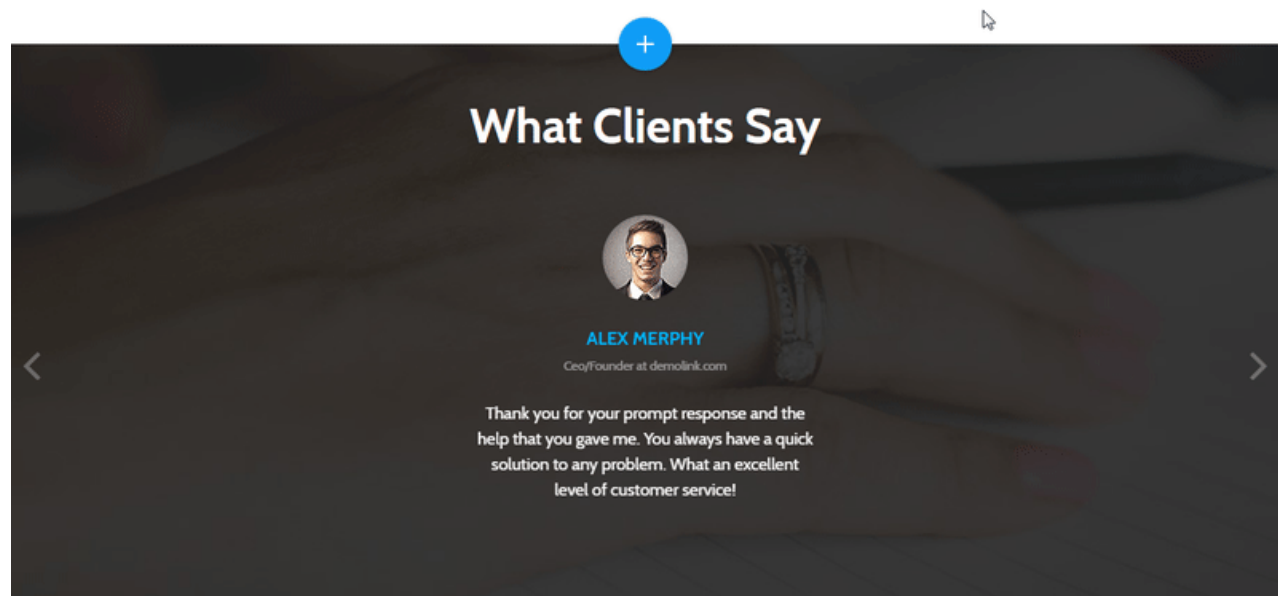
- Double-click the target item with the left mouse button or press the "Insert Icon" button to choose the icon for pasting.



The detailed plugin documentation is available at the following [link](#).

## Owl Carousel plugin

Allows you to configure the Owl carousel in the visual mode.



## Our Plans

Plugin configuration:

- querySelector (by default is set to ".owl-carousel") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for adding the slide (in case of hovering the carousel wrapper, the last slide will be cloned)



- Trigger for deleting the slide (in case of hovering the carousel wrapper, the last slide will be removed)



- Trigger for the carousel settings display



- Trigger for moving the slide to the left



- Trigger for moving the slide to the right

Carousel settings panel:

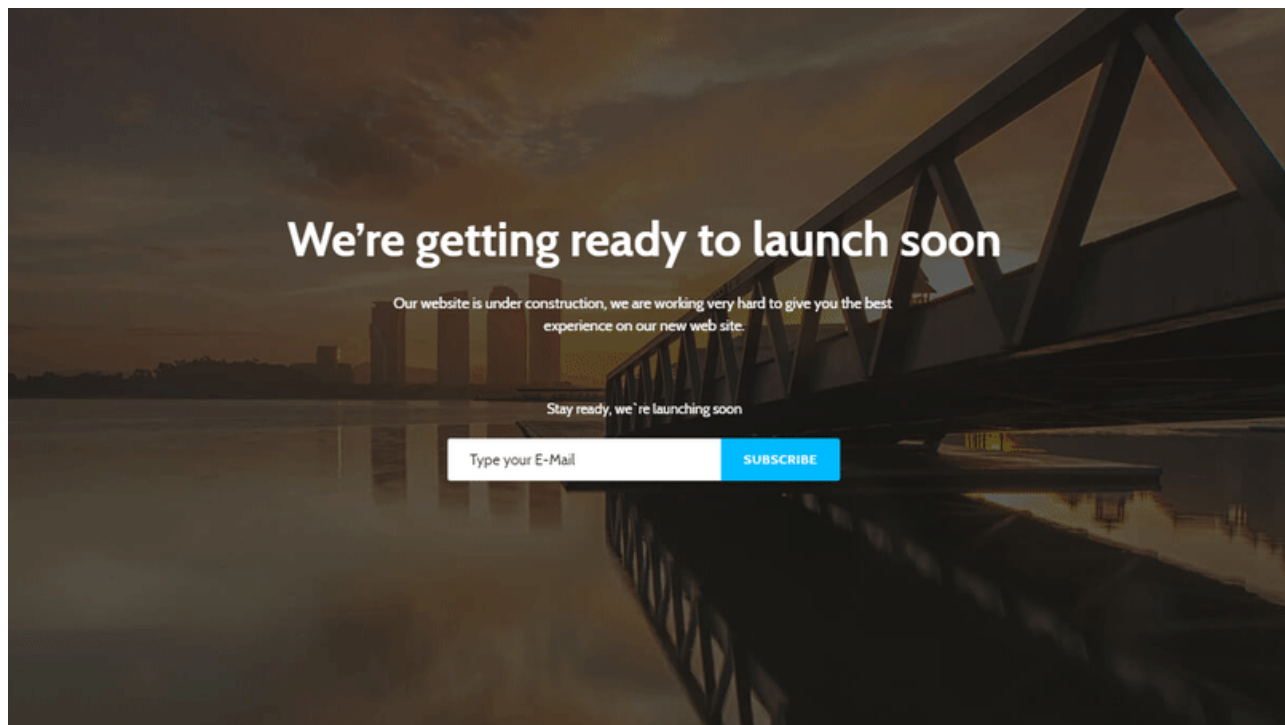
- "Visible items" field - allows you to define the number of items to show up. You can make the number of the visible items vary depending on the screen size. In order to use this functionality, switch to the new screen size using the builder resizer tool and then specify the new value for the "Visible items" option.
- "Indent between items" field - allows you to set the spaces between the carousel items. You can make the distance between the items vary depending on the screen size. In order to use this functionality, switch to the new screen size using the builder resizer tool and then specify the new value for the "Indent between items" option.
- "Enable Loop" switcher - allows enabling/disabling the carousel loop. You can try it in the builder preview mode.
- "Carousel Autoplay" switcher - allows enabling/disabling the carousel autoplay. You can try it in the builder preview mode.
- "Carousel Autoplay Delay" field - allows you to set the sliding delay. It works only if the "Carousel Autoplay" option is enabled, and is available for testing in the builder preview mode.

The detailed plugin documentation is available at the following [link](#).

---

## Campaign Monitor Plugin

Allows you to configure the form to work with the Campaign Monitor service.



Plugin setup:

- querySelector (by default is set to ".novi-campaign-monitor") - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

Form configuration area:

- "Campaign monitor signup url" field defined the action of the form
- "Campaign monitor input name" field defines the value of the name attribute of the input field.

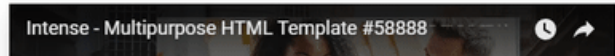
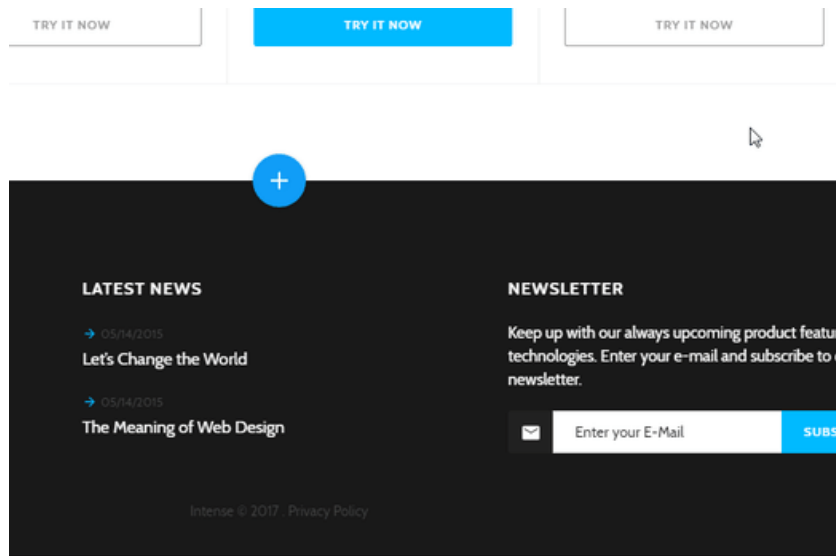
Campaign monitor signup url can be obtained according to the following instructions:[link](#).

The detailed plugin documentation is available at the following [link](#).

---

## Mailchimp Plugin

Allows you to configure the form to work with the Mailchimp service.



### Plugin setup:

- `querySelector` (by default is set to `".novi-mailchimp"`) - allows you to define the item processed by the plugin.

### Editor panel:



- Trigger for the plugin display

### Form configuration area

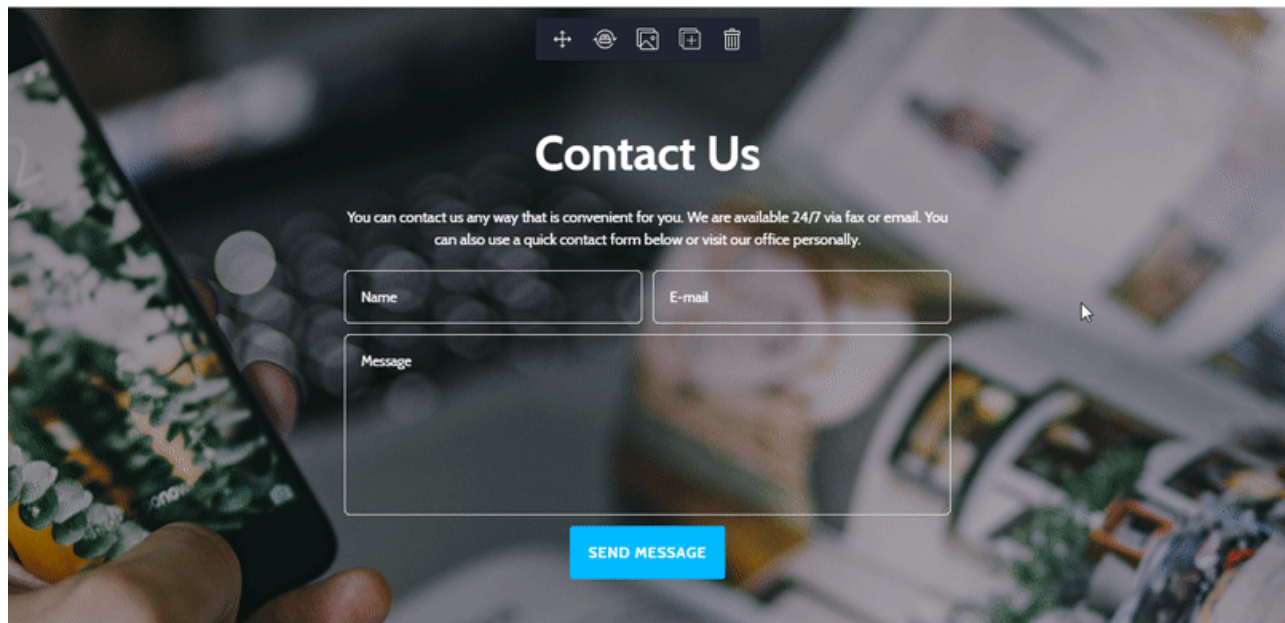
- "Mailchimp signup url" field indicates the action of the form

Mailchimp signup url can be obtained according to the following instructions:[link](#).

The detailed plugin documentation is available at the following [link](#).

## RD Mailform Plugin


Allows you to configure the RD Mailform form plugin using the visual editing tools.



Plugin setup:

- querySelector (by default is set to ".rd-mailform") - allows you to define the item processed by the plugin.
- configPath ("bat/rd-mailform.config.json") - allows you to specify the path to the form settings file.

Editor panel:

 - Trigger for the plugin display

Plugin configuration area

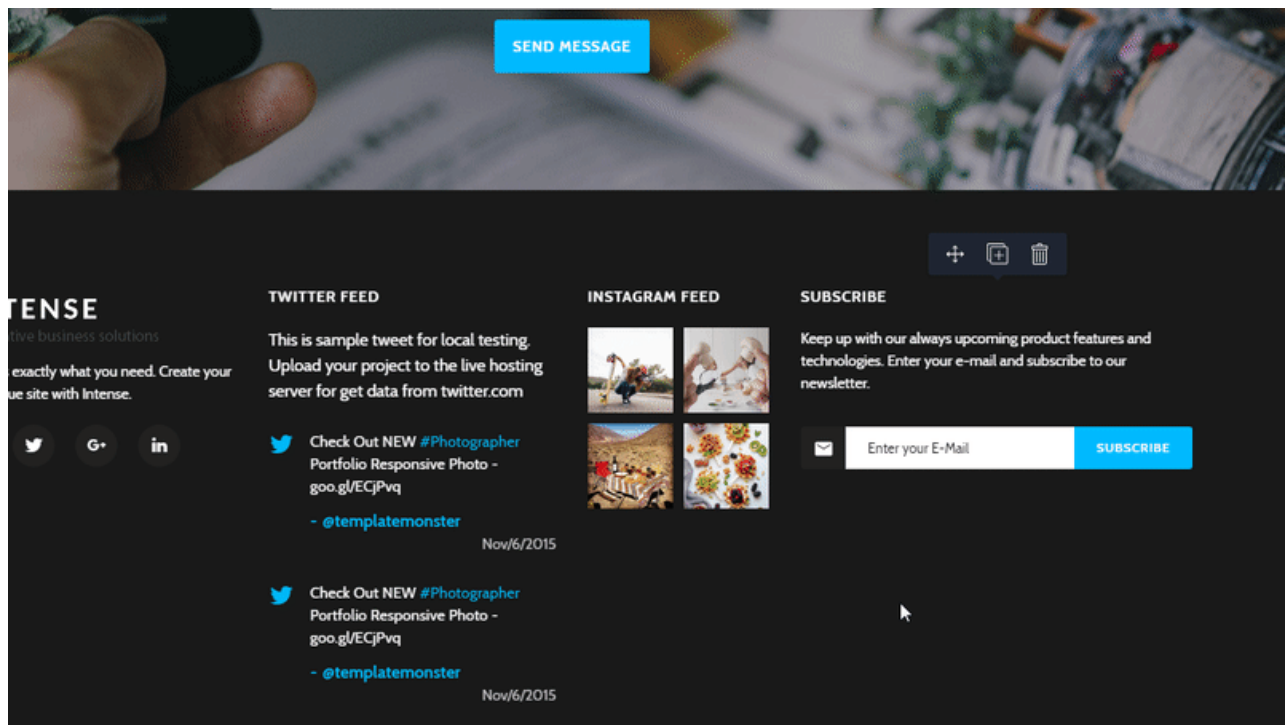
- "Send emails to:" field indicates the email recipients.
- "Use SMTP server settings for email sending:" option allows you to configure the sending of messages using SMTP.

The detailed plugin documentation is available at the following [link](#).

---

## RD Instagram Feed Plugin

Allows you to configure the RD Instafeed instagram plugin using the visual editing tools.



Plugin setup:

- `querySelector` (by default is set to `".novi-instafeed"`) - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

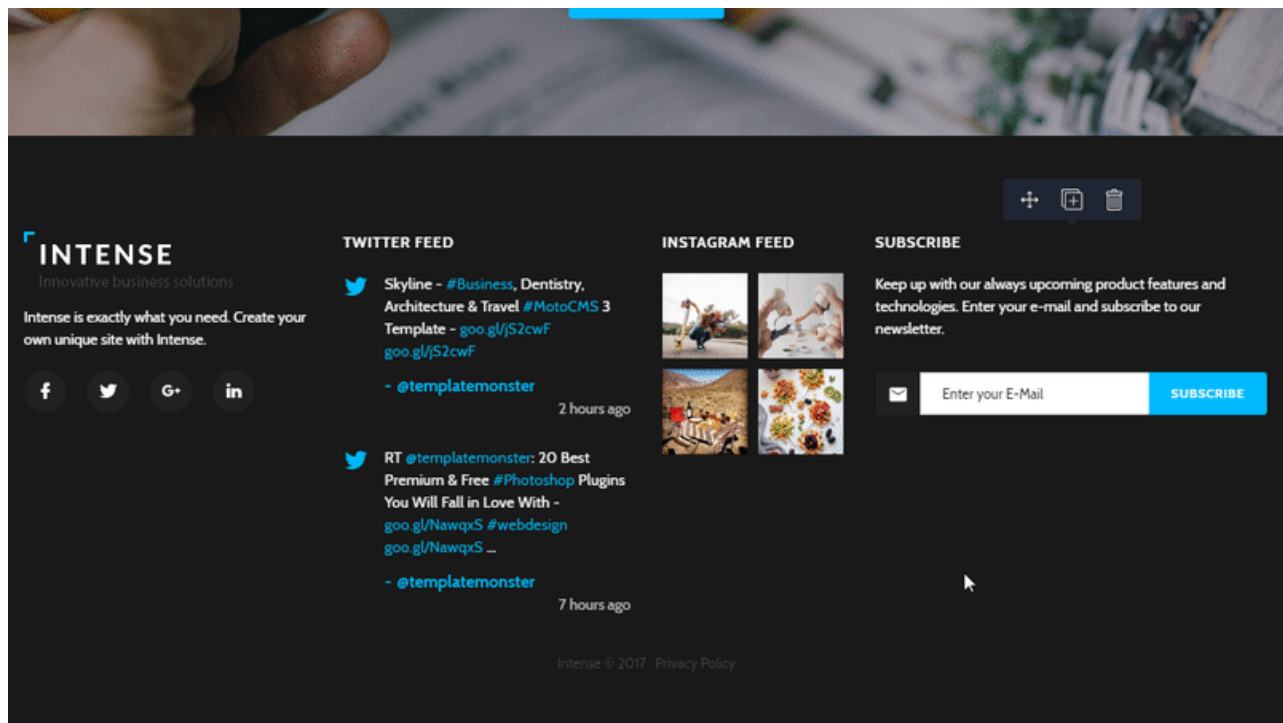
Plugin configuration area

- "Account" option allows to define the account ID to display the posts of.
- "Tag" option allows you to specify a tag to display the posts for.

The detailed plugin documentation is available at the following [link](#).

## RD Twitter Feed Plugin

Allows you to configure the RD Twitter Feed twitter plugin using the visual editing tools.



Plugin setup:

- `querySelector` (by default is set to `".novi-twitter"`) - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the plugin display

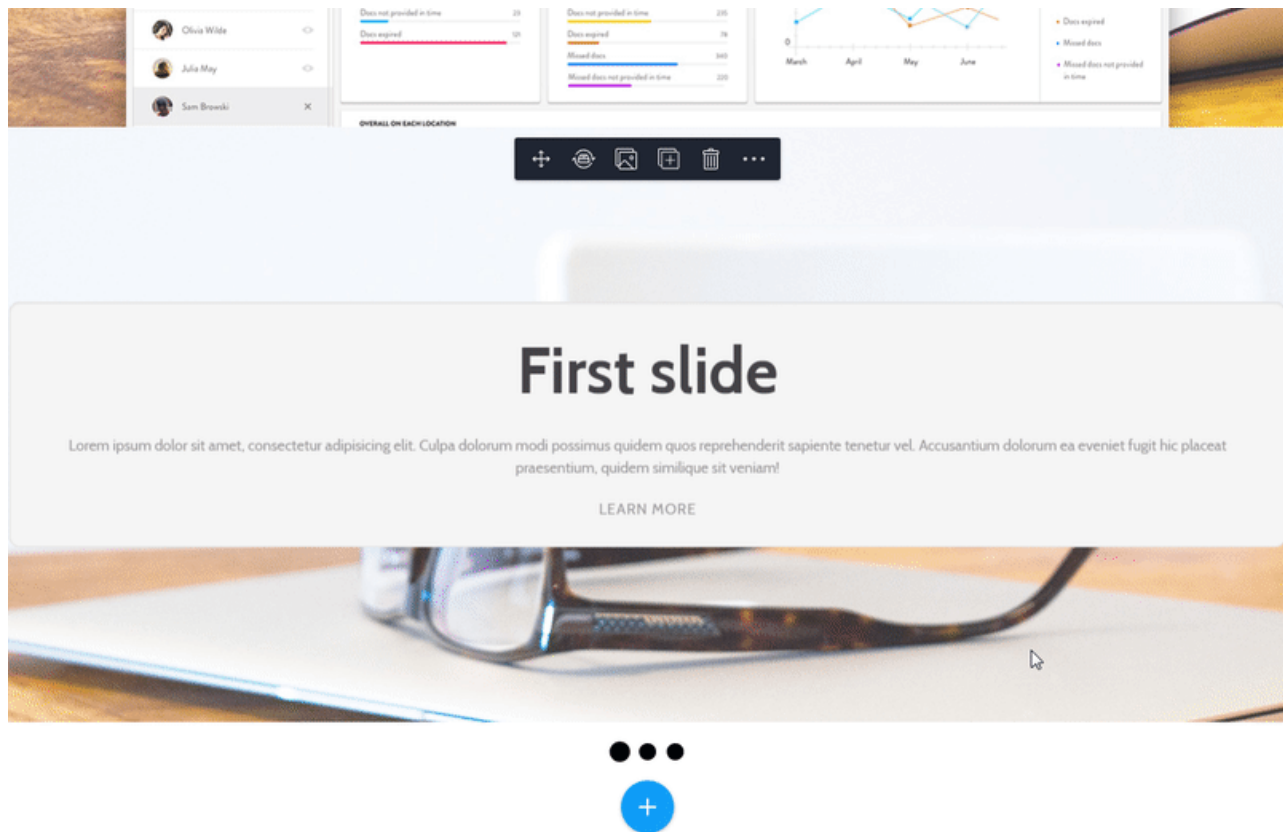
Plugin configuration area

- "Twitter User Name" field specifies the author username, whose posts are displayed.

The detailed plugin documentation is available at the following [link](#).

## Camera Slider Plugin

Allows you to configure the jQuery plugin Camera slider with the help of visual editing tools.



Plugin setup:

- `querySelector` (by default is set to `".novi-camera"`) - allows you to define the item processed by the plugin.

Editor panel:



- Trigger for the slide image replace option display



- Additional options (add/remove)

Image selection area (Media Gallery)

- The image to be added is selected by double-clicking the left mouse button on the target image.

You can learn more about media gallery capabilities under "Media gallery" item (link) in the "Features" section.

Image crop area:

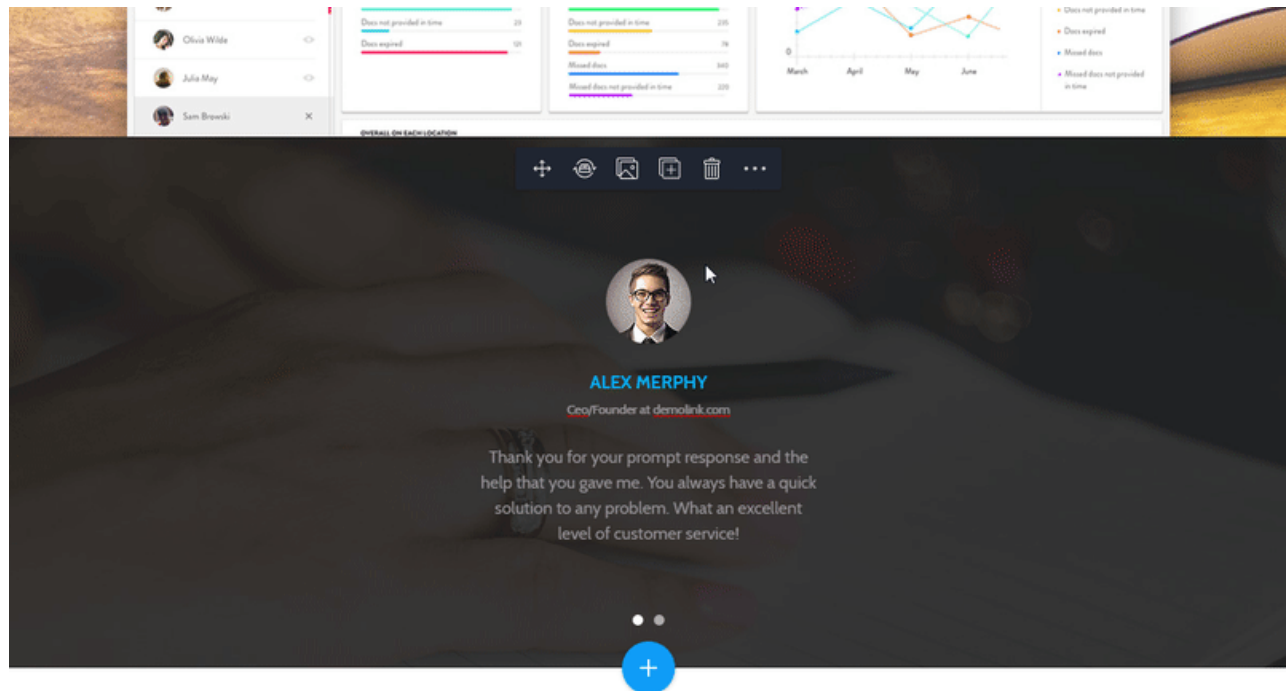
- "Keep original aspect ratio" setting is used for preserving the aspect ratio of the original image.

The detailed plugin documentation is available at the following [link](#)



## Swiper Slider Plugin

Allows you to configure the Swiper Slider using the visual editing tools.



## The Benefits of Intense

Plugin setup:

- querySelector (by default is set to ".swiper-container") - allows you to define the item processed by the plugin.
- effects( "slide", "fade") - allows you to choose the set of effects for the animation on switching between the slides.

Editor panel:



- Trigger for the plugin display



- Additional options (add/remove slide, slider configuration)

Image upload area

- "Choose file" button that allows to select an image
- "Upload background image" button that allows to upload the selected image

Image selection area (Media Gallery)

- The image to be added is selected by double-clicking the left mouse button on the

target image.

You can learn more about media gallery capabilities under "Media gallery" item in the "Features" section.

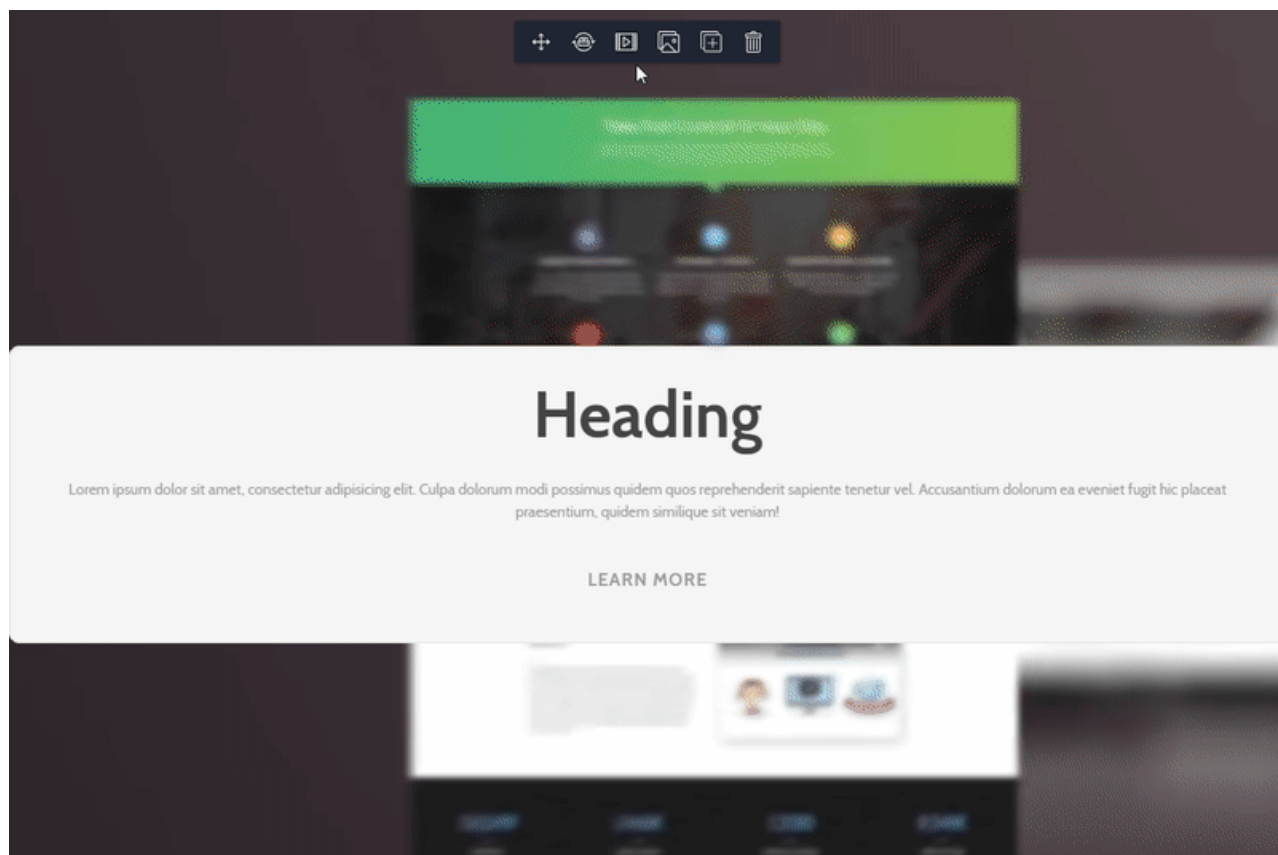
Image crop area:

- "Keep original aspect ratio" setting is used for preserving the aspect ratio of the original image.

The detailed plugin documentation is available at the following [link](#).

## Vide Plugin

Lets you set up jQuery plugin Vide using visual tools.



Plugin setup:

- querySelector (".novi-vid" by default) lets you define the element, to which the plugin functionality will be applied.

Editor panel:

- trigger for displaying a substitutional poster (displayed when the video can not be



loaded).



- trigger for displaying a substitutional video.

### Media selection area (Media Gallery)

- The media file to be added is selected by double-clicking the left mouse button on the target image.

You can learn more about media gallery capabilities under "Media gallery" item (link) in the "Features" section.

Image crop area:

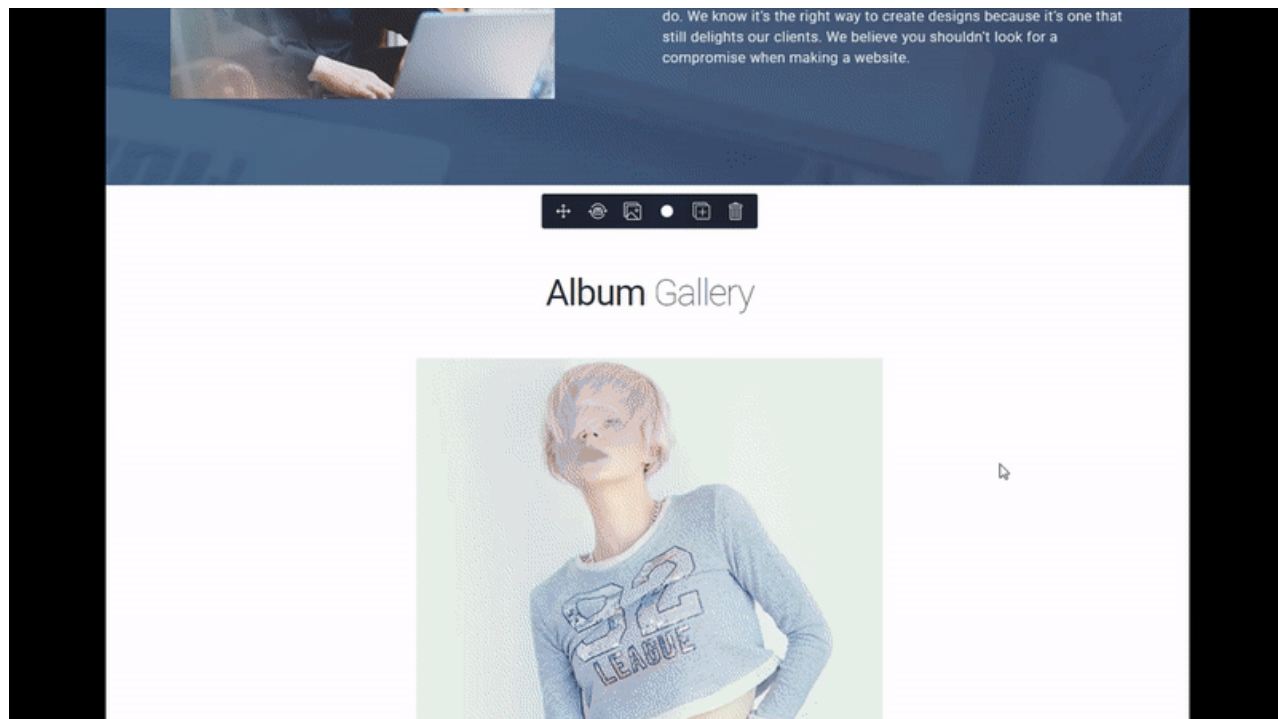
- "Keep original aspect ratio" setting is used for preserving the aspect ratio of the original image.

More detailed plugin documentation is available under the following [link](#).

---

## Light Gallery Plugin

This plugin allows you to configure Light Gallery using visual tools.



Plugin preferences:

- groupQuerySelector ("[data-lightgallery="group"]" by default) – allows defining the gallery group, to which plugin functionality will be applied.
- albumQuerySelector ("[data-lightgallery="dynamic"]" by default) - allows to define the gallery album, to which plugin functionality will be applied.
- itemQuerySelector ("[data-lightgallery="item"]" by default) - allows to define the gallery item, to which plugin functionality will be applied.

Editor area:



- Trigger for displaying gallery settings.



- Trigger for displaying gallery item settings.



- Trigger for displaying gallery album settings.

Area of gallery settings:

- "Gallery slide animation" select – allows adjusting the animation of gallery items transition
- "Thumbnails" switcher – allows to enable/disable preview demonstration of gallery items.
- "Loop" switcher – allows to enable/disable the looping of gallery items
- "Autoplay" switcher – allows to enable/disable autoplay of gallery items
- "Gallery Autoplay Delay, seconds" field – allows configuring the time of item delay. Works only if autoplay of gallery items is enabled.

Area of gallery item settings:

- "Large image or video source" field- sets the path to the original image, video, or URL. Preview of the stated resource is also available.
- "Item Description (HTML markup is supported)" editor area – sets the markup or plain text for gallery item description.

**\*Be aware! To replace a gallery thumbnail you can use the image plugin, thereby replacing the image displayed to a user.**

Area of gallery album settings:

- "Add Gallery Item" button –adds a new item to your album

You can perform the following configuration of your album using manipulations with gallery items, just by hovering over the target item and choosing settings icon.

You can also delete an item by pressing the deletion button when hovering over it.

More detailed plugin documentation is available under the following [link](#).

# Import Template

## (Step by Step)

---

This section provides a step-by-step guidance on importing a third-party HTML template to Novi Builder and its subsequent set up.

The template import process consists of the following stages:

- Builder setup;
- Template import preparation;
- Preparing scripts for working with builder;
- Preparing styles for working with builder;
- Preparing HTML markup for working with builder;
- Project setup;
- System setup;
- Project preparation for use.

---

## Builder Setup

Before you start working with builder, you should perform the initial setup. To do this, navigate to the builder tab, then go to the config directory.

Open config.json file in any text editor.

To continue, configure the following settings:

- jets - "true"
- demoMode - "false"

---

## Template Import Preparation

Before importing the template, you should create an appropriate .zip file for importing it into builder.

In our case, we've got a template with the following structure:

- site - template directory;
  - **bat**- directory that contains all the needed php files;
  - **css** - directory that contains template css styles;
  - **fonts** - iconic fonts, integrated to the template;
  - **images** - directory that contains template imagery;
  - **js** - template js code;
  - about.html - template HTML pages;
  - blog.html
  - blog-single-post.html
  - contacts.html
  - index.html
  - news.html
  - portfolio\_grid.html
  - portfolio\_justified.html
  - portfolio\_list.html
  - portfolio\_masonry.html
  - privacy.html

To import the template, prepare .zip archive file that contains all the contents of the 'site' directory.

Attention! There should be no additional parent directories in the .zip file.

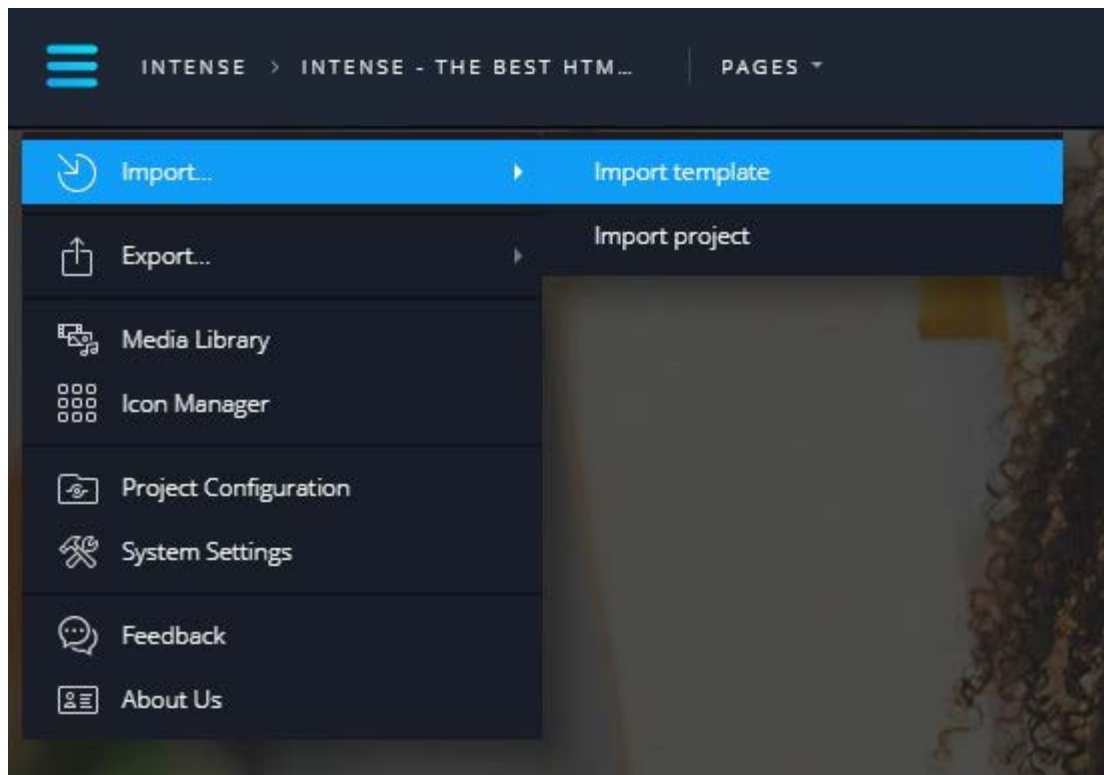
Wrong:

- site.zip
  - site
    - bat
    - ...
    - privacy.html

Correct:

- site.zip
  - bat
  - ...
  - privacy.html

So, the archive is built and builder is configured. Open the builder on your server, go to the main menu, and choose "Import", "Template Import".



Choose the .zip file and upload it. Then, you'll be prompted to re-load the system. Accept the offer.

That's it! Your project is successfully imported to the builder.

---

## Preparing Scripts for Working with Builder

Novi Builder is compatible with all js scripts, but some of them may require additional setup in Novi environment.

To set them up, use the xMode attribute, which is added to the 'window' object after the document loading.

The working logic or style display of your scripts may differ if the check is active:

```
if ( window.xMode ) {  
  // Your JS code executed in Design Mode and Edit Mode of Novi Builder.  
} else {  
  // Your JS code that will not work in Design Mode and Edit Mode of Novi Builder.  
}
```

Please, pay attention that the xMode attribute of window object will be available after the document is loaded, in this concern, the above-mentioned code listing will look as follows:

---

```
$document.ready(function () {
  var isNoviBuilder = window.xMode;
  if ( isNoviBuilder ) {
    // Your JS code executed in Design Mode and Edit Mode of Novi Builder.
  } else {
    // Your JS code that will not work in Design Mode and Edit Mode of Novi Builder.
  }
});
```

## Cases, when the additional setup is necessary:

- Your script redefines the native <body> scroll. In this case, the elements won't be draggable in the builder, and the scroll won't work. As an example serve different smooth scroll plugins.
- Your script allows moving elements that contain text with connection events, such as mousedown, mousemove, mouseup. In this case, text editing is impossible. For example, slide switching with the help of mouse drag.
- Your script creates an unsynchronized copy of the element. Under the unsynchronized copy we mean an element, which does not change the initial element during editing and vice versa. In this case, the correct saving of the template is not guaranteed. For example, duplicating the navigation to implement a sticky navigation.
- Your script animates an element using the means of transform group. In this case, the element selection during and before the animation will be located in the resulting animation point. For instance, wow animation.
- Your script adds submit, click and other ajax logics while being processed. When editing this element (e.g., when editing button text) extra queries are sent. For instance, form submission without page reload (ajax).

Consider an example based on our template.

Our template contains the following scripts:

- [RD Navbar](#)
- [Swiper Slider](#)
- [Materialize Parallax](#)
- RD Google Map
- [RD Mailform](#)
- [Isotope Filter](#)

## RD Navbar Setup

First, let's define the xMode attribute for using it inside the builder:

```
$document.ready(function () {
```



```

    var isNoviBuilder = window.xMode;
    ...
});

```

Now, let's turn off the duplication of the navbar sticky menu, due to the reasons, specified in the 3rd point of "Cases, when the additional setup is necessary":

```

if (plugins.rdNavbar.length) {
    plugins.rdNavbar.RDNavbar({
        stickUpClone: (plugins.rdNavbar.attr("data-stick-up-clone") && !isNoviBuilder)
        ? plugins.rdNavbar.attr("data-stick-up-clone") === 'true' : false,
    })
}

```

Let's perform an additional setup to use the navbar inside the builder with convenience, namely:

- Turn off the sticky navigation;
- Remove following on anchor links;
- Turn off submenu/MegaMenu display on hover.

```

if (plugins.rdNavbar.length) {
    plugins.rdNavbar.RDNavbar({
        anchorNav: !isNoviBuilder, // turning off anchor navigation to make menu editing more convenient
        stickUpClone: (plugins.rdNavbar.attr("data-stick-up-clone") && !isNoviBuilder)
        ? plugins.rdNavbar.attr("data-stick-up-clone") === 'true' : false,
        responsive: { // turning off sticky navigation to make editing the page on page scroll more convenient
            0: {
                stickUp: (!isNoviBuilder) ? plugins.rdNavbar.attr("data-stick-up") === 'true' : false
            },
            768: {
                stickUp: (!isNoviBuilder) ? plugins.rdNavbar.attr("data-sm-stick-up") === 'true' : false
            },
            992: {
                stickUp: (!isNoviBuilder) ? plugins.rdNavbar.attr("data-md-stick-up") === 'true' : false
            },
            1200: {
                stickUp: (!isNoviBuilder) ? plugins.rdNavbar.attr("data-lg-stick-up") === 'true' : false
            }
        },
        callbacks: {
            onDropdownOver: function(){ // turning off the submenu/megamenu display on hover to enable submenu/megamenu editing
                return !isNoviBuilder;
            },

```

```
    })  
  }
```

To be able to open submenus, add an element with "rd-navbar-submenu-toggle" class to the HTML markup to the level of the submenu element. In our case this is:

```
<ul class="rd-navbar-nav"> // main menu markup  
  <li class="active">  
    <a href=".">Home</a>  
  </li>  
  ...  
  <li class="rd-navbar--has-dropdown rd-navbar-submenu"> // item that has submenus  
    <span class="rd-navbar-submenu-toggle"></span> // our toggle for opening a sub  
menu  
    <a href="#" tabindex="-1">Portfolio</a>  
    <ul class="rd-navbar-dropdown rd-navbar-open-left"> // submenu  
      <li>  
        <a href="portfolio_masonry.html" tabindex="-1">Masonry style</a>  
      </li>  
      ...  
    </ul>  
  </li>  
</ul>
```

## Swiper Slider Setup

First, you should turn off slide switching using mouse in accordance with the 2nd point of "Cases, when the additional setup is necessary":

```
if (plugins.swiper.length) {  
  plugins.swiper.swiper({  
    simulateTouch: s.attr('data-simulate-touch') && !isNoviBuilder ? s.attr('data-  
simulate-touch') === "true" : false,  
    ...  
  })  
}
```

Moreover, to edit the slide content more conveniently, let's turn off the slider autoplay.

```
if (plugins.swiper.length) {  
  plugins.swiper.swiper({  
    ...  
    autoplay: isNoviBuilder ? false : s.attr('data-autoplay') ? s.attr('data-autop  
lay') === "false" ? undefined : s.attr('data-autoplay-delay') : 5000,  
  })  
}
```

## Materialize Parallax Setup

Let's turn off Parallax inside the builder for optimization:

```
if (plugins.materialParallax.length) {
  var i;
  if (!isNoviBuilder) { // Parallax initialization outside the builder
    plugins.materialParallax.parallax();
  }
  else { // adding background to a section in case we're in Novi
    for (i = 0; i < plugins.materialParallax.length; i++) {
      var parallax = $(plugins.materialParallax)
    ),
    imgPath = parallax.data("parallax-img");
    parallax.css({
      "background-image": 'url(' + imgPath + ')',
      "background-attachment": "fixed",
      "background-size": "cover"
    });
  }
}
```

## RD Mailform Setup

According to the 5th point of "Cases, when the additional setup is necessary", you should set up the form submission in the form script:

```
if (plugins.rdMailForm.length) {
  var i, j, k,
  ...
  for (i = 0; i < plugins.rdMailForm.length; i++) {
    var $form = $(plugins.rdMailForm[i]),
    formHasCaptcha = false;
    $form.attr('novalidate', 'novalidate').ajaxForm({
      data: {
        "form-type": $form.attr("data-form-type") || "contact",
        "counter": i
      },
    },
    beforeSubmit: function (arr, $form, options) {
      if (isNoviBuilder) return false; // disabling form submission in builder
      ...
    }
  }
  ...
}
```

Other scripts require no additional setup.

## Preparing Styles for Working with Builder

There are cases, when you need to style an element inside the builder differently, e.g. show the block content, which is displayed on hover, to enable its editing.

In such cases, use data-attribute `data-x-mode="true"`, added to tag.

```
html[data-x-mode="true"] body{ // selector that determines styles inside the builder
  ...
  font-size: 20px; // style set for the selector
  ...
}
```

One more important aspect of adding styles is that your project inside the builder resides in an `iframe`.

To avoid the incorrect calculation of the element height with the `height:100%` property, you should specify:

```
html[data-x-mode]{
  height: 100%;
}
```

Moreover, to provide for the space to insert a container, add the following styles to your "Page container" (check out the 'Project Setup' section):

```
.page{
  height: 100vh;
}
```

## Preparing HTML Markup for Working with Builder

There are no restrictions or rules in terms of markup creation. Below, you'll see the recommendations, which will make the import process and subsequent template use easier for you.

It's important to understand that your markup can be changed by the visual editor, so pay attention to the following list of recommendations:

- Expect that the the amount of content in your blocks will change. So, center and justify

the content if necessary.

- Expect that columns and sections may change places, be added or deleted. For instance, centering the columns will 'save' you in case the user removes a column.
- Add a container for page content, inserting all your sections into it, and having footers and headers on the same level. This will help you when you'll be creating layers (read about them in the subsequent sections).
- The blocks, in which content will be dragged, should be wrapped in one parent container to make creating layers more hassle-free.
- Create the system of offsets and positioning that is as much universal as possible.

In our template, let's start with the page container. Currently, it looks the following way:

```
<body>
  <div class="page text-center">
    <header class="page-header">...</header>
    <main class="page-content">
      <section>...</section>
      ...
      <section>...</section>
    </main>
    <footer>...</footer>
  </div>
</body>
```

Following the guidelines, let's make it look the following way:

```
<body>
  <div class="page text-center">
    <header class="page-header">...</header>
    <section>...</section>
    ...
    <section>...</section>
    <footer>...</footer>
  </div>
</body>
```

---

## Project Setup

Project setup is available in the main builder menu and includes:

- Project Name
- Publishment Path
-

- Image Directory Path
- Video Directory Path
- CSS Directory Path
- Fonts Directory Path
- Page Container
- Google Fonts
- New Page Template
- Project Layers

Now, let's take a more in-depth look into each of these points.

## Project Name

Takes care of the project name, which is displayed on the main Novi panel.

## Publishment Path

Specify the publishing path on the server containing builder. The path should be relative, the root directory is our directory with the builder.

For example, if you want it to be published to the directory next to the builder, specify the following path:

```
../publish-folder
```

## Image Directory Path

Define the path to the images of your project. This path is necessary for media gallery functioning. After adding a media file to your project, this file is moved to this directory.

The path should be relevant. The root folder is your project folder.

In our case, according to the project structure, this path is:

```
images/
```

## Video Directory Path

This path is set up in the same way as "Image Directory Path", except for the fact that here you specify the path for video files:

```
video/
```

## Fonts Directory Path and CSS Directory Path

Similar to the previous paragraphs.

## Page Container

This setting allows to specify the css selector that defines the main page container.

The primary container is the wrapper for the page container, by default this is the <body> tag.

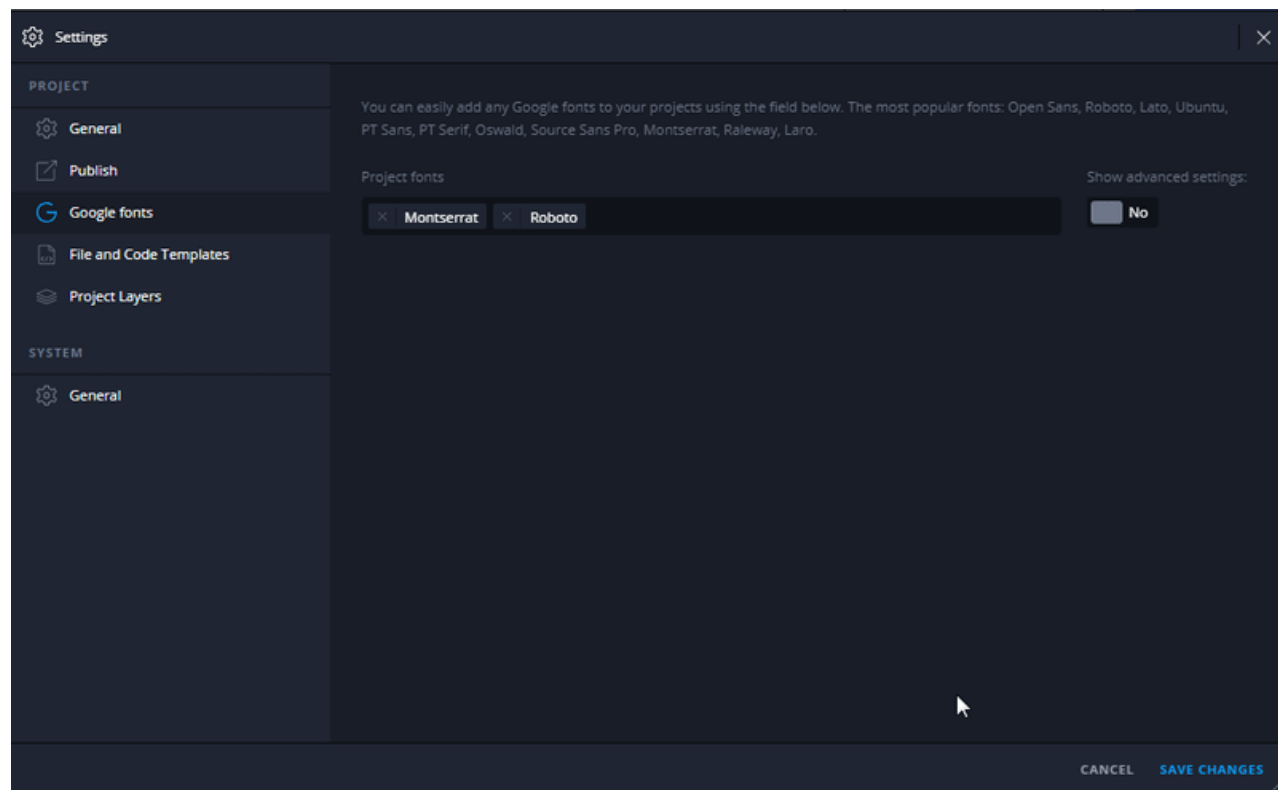
In our case, .page is the container.

## Google Fonts

In this setting, you can add several fonts to provide the user with means to change the text style on a page.

The fonts that were connected to the template before its import to builder are added to this setting by default.

Our task is to add some more fonts for variability. Let's add "Open Sans Condensed" and "Oswald" and configure them:



## New Page Template

This section takes care of how a new page looks in the builder.

It's very important to understand that, in case a Page Container is empty when a new page is created, the user is prompted to select a preset to start working with the page, otherwise the page is immediately displayed.

Let's take the index page markup as a basis:

```
<!DOCTYPE html>
<html lang="en" class="wide smoothscroll wow-animation">
<head>
  <title>Home</title>
  <meta name="format-detection" content="telephone=no">
  <meta name="viewport" content="width=device-width, height=device-height, initial-s
cale=1.0, maximum-scale=1.0, user-scalable=0">
  <meta http-equiv="X-UA-Compatible" content="IE=Edge">
  <meta charset="utf-8">
  <link rel="icon" href="images/favicon.ico" type="image/x-icon">
  <link rel="stylesheet" type="text/css" href="//fonts.googleapis.com/css?family=Rob
oto:300,400,500%7CPacifico">
  <link rel="stylesheet" href="css/style.css">
  <!--[if lt IE 10]><div style="background: #212121; padding: 10px 0; box-shadow: 3p
x 3px 5px 0 rgba(0,0,0,.3); clear: both; text-align:center; position: relative; z-inde
x:1;"><a href="http://windows.microsoft.com/en-US/internet-      explorer/"></a></div><script src="js/html5shiv.min.js"></script><![endif]-->
</head>
<body>
  <div class="page text-center">
  </div>
  <script src="js/core.min.js"></script>
  <script src="js/script.js"></script>
</body>
</html>
```

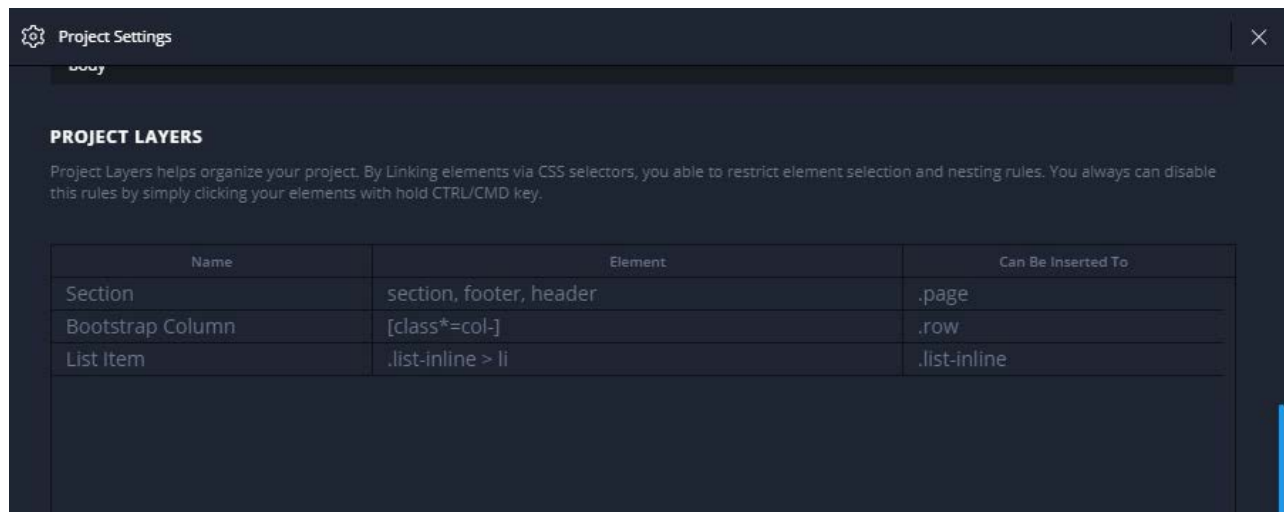
## Project Layers

Layers are a very important for template import and influence its subsequent use in the Novi Builder.

Prior to describing layers, it's recommended to take a look at the Novi layer system, which is described in the "Configuration" section.

Let's add a couple of rules:





The first rule will help you manage sections.

The second manages Bootstrap columns.

The last one takes care of inline list elements.

The number of rules is not limited. In case a couple of rules concern the same element, the last rule in the table will be applied.

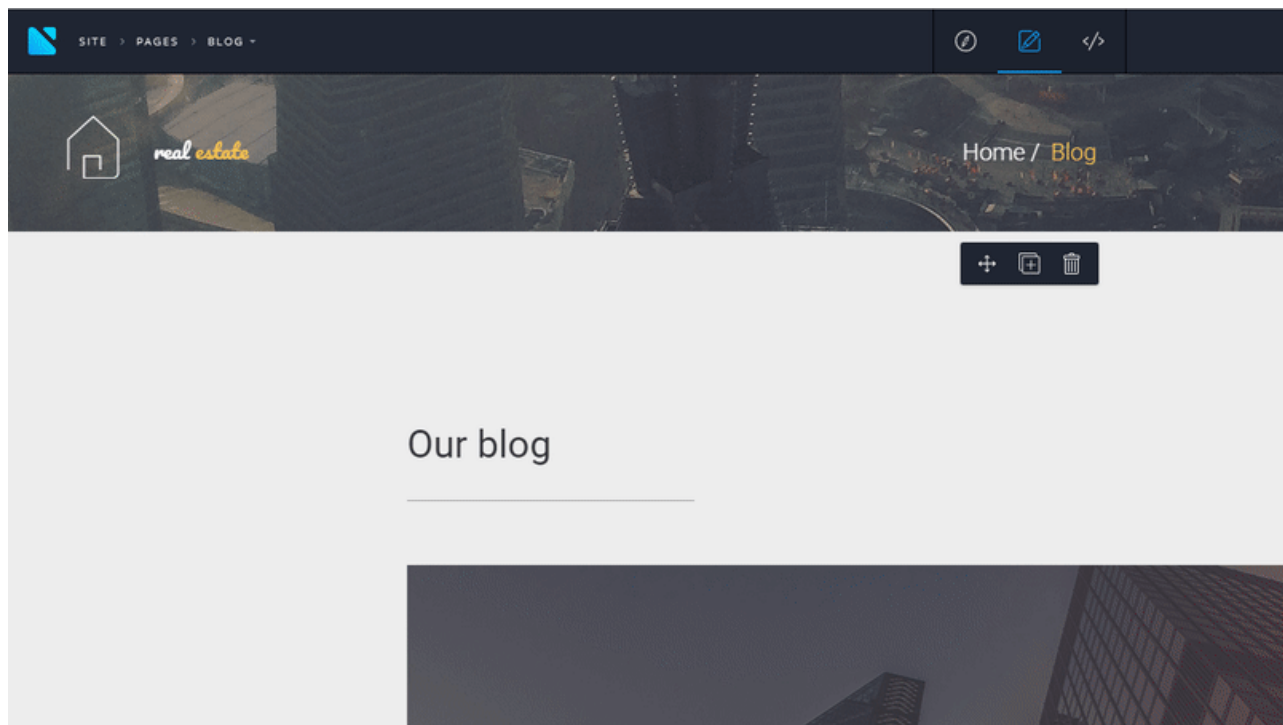
---

## Project Preparation for Use

We've set up the project, specified all the necessary system settings, prepared the markup, js scripts and css.

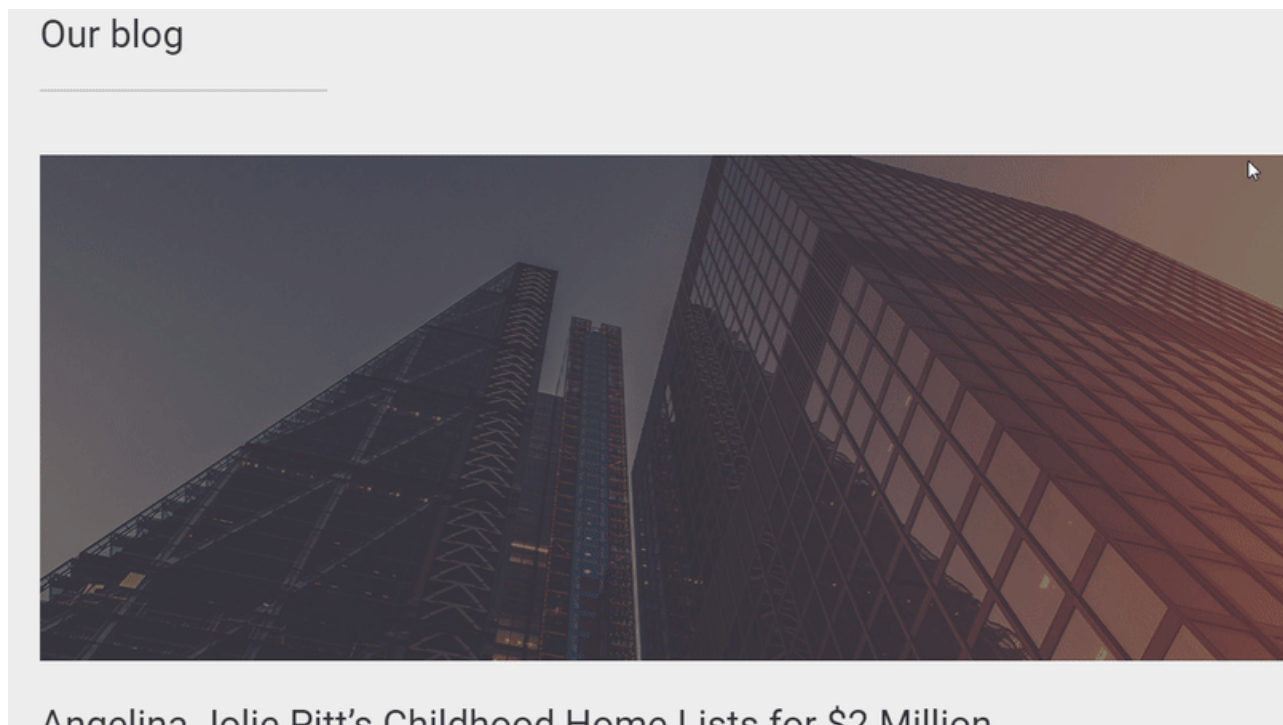
The next step is adding content to the project: we'll prepare presets, set up pages, upload necessary previews.

First, let's add previews for our pages. That's not hard. Let's use a page manager:



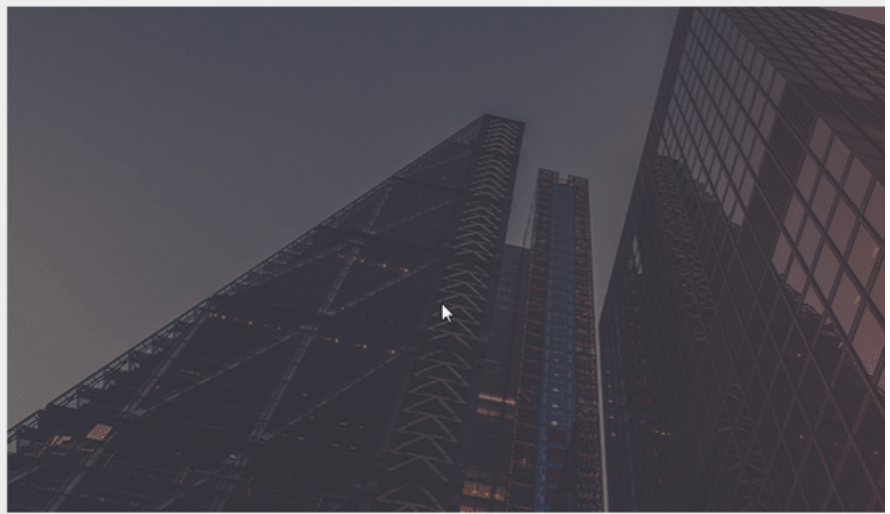
Now, let's add presets to our project: you can do this using a context menu of the visual editor or using a preset manager, which is located on the developer panel.

Here is an example of adding a blog preset:



You can add as many presets as you wish, creating filtering categories in the meanwhile.

The last step is adding previews to your presets. Here is an example, based on the created blog:



## Angelina Jolie Pitt's Childhood Home Lists for \$2 Mi

By Admin 25/10/2015

HTML CSS JS Presets Plugins

We've performed all the necessary steps for importing a third-party template.