



## Welcome to Antenna – Web Design Studio

---

The dynamic visual solution for creating professional web sites rapidly - without any HTML knowledge. This guide will introduce you to the software and show you how to create stunning web sites with Antenna.

With Antenna you can...

- Lay out your design exactly the way you imagined it to create a site that gets noticed. Antenna is pixel accurate for precision layout control, and includes percentage positioning for flexibility.
- Spend less on additional software and less time switching between applications. Antenna has built in graphics facilities for creating professional photo galleries, smooth shapes and gradients, stylish buttons, and its own site publisher.
- Spend more time doing the things you really want. Antenna is visual, fast, and writes the code for you, so you won't be wasting time wrestling with HTML.
- Get organised and stay in control with page layers and master theme pages. Your carefully designed logo and links at the top of page 1 can also be included automatically on pages 2, 3, 4...
- Make sweeping changes, even at the last minute. Antenna has comprehensive style support, so if you change a style it updates automatically across the whole site.
- Keep your audience's senses engaged with audio, streaming video and animation.
- Broaden your audience by going international – or just dip your toes into the international scene. Make any part of your site multilingual, whenever you're ready.
- Have fun! Promote yourself, your company, your product, your cause, share digital photos and information, receive feedback and responses – worldwide. Building a web site should be enjoyable right...?

For more information, to purchase, or to download a version for evaluation visit :

[www.stormdance.net](http://www.stormdance.net)



## Contents

<b>Welcome to Antenna – Web Design Studio.....</b>	<b>1</b>
<b>Chapter 1 – Introduction.....</b>	<b>5</b>
What is a web site?.....	6
Tips for designing a successful new web site.....	7
Creating your new web site.....	8
Saving your web site.....	9
Opening a web site.....	10
Opening more than one web site.....	10
<b>Chapter 2 – Web Page Basics.....</b>	<b>11</b>
Creating a new web page.....	12
Renaming an existing web page.....	13
Editing a web page.....	14
Adding graphics to your web pages.....	15
Adding a Picture manually.....	17
Rollovers.....	18
Importing graphics video and other media.....	20
Adding text to your web pages.....	21
Text Box.....	22
Changing text size and style.....	22
Previewing your pages in a browser.....	23
Setting the page background colour.....	24
Adding title description & keywords.....	25
Centring your pages.....	26
Deleting web pages, media and other files.....	27
Adding page transition FX.....	28
<b>Chapter 3 - Working with Objects.....</b>	<b>29</b>
Properties palette.....	30
Selecting objects on the page.....	32
Moving & resizing objects.....	33
Undo & redo.....	34
Precision – rulers.....	35
Flexible positioning with pixels & percentages.....	36
Align.....	36
Array.....	37
Snap-grid.....	38
Bring to front & send to back.....	39
Duplicating objects.....	39
<b>Chapter 4 – Theme pages, including the same items on many web pages.....</b>	<b>40</b>
Theme page.....	41
Multiple theme pages & theme nesting.....	43
Page Include.....	44
<b>Chapter 5 – Links, Menus &amp; Hotspots.....</b>	<b>45</b>
Linking to other pages.....	46
Bookmark links.....	47
Special links – email, languages, external, download.....	49
Creating pull-down menus.....	50
Panels & creating image map hotspots.....	52

I-Frame - a window onto another page.....	53
PopUp – opening a page in a pop-up window.....	54
<b>Chapter 6 – Photo Galleries.....</b>	<b>55</b>
Creating photo galleries.....	56
Editing photo albums.....	57
<b>Chapter 7 – Shapes &amp; Smooth Gradients.....</b>	<b>59</b>
Creating shapes & gradients.....	60
Using the shape editor.....	61
Background transparency & formats.....	63
Shape Editor Library.....	64
<b>Chapter 8 – Buttons &amp; Roll-overs.....</b>	<b>65</b>
Button Lab – creating cool buttons.....	66
Button states – up, hover & click.....	67
Button captions.....	67
<b>Chapter 9 – Audio Video &amp; Flash.....</b>	<b>68</b>
Flash Movie, SWF .....	69
Flash Video Streaming, FLV.....	70
Media AV Embed.....	71
Media Player control.....	72
QuickTime Movie control.....	73
<b>Chapter 10 - Layers.....</b>	<b>74</b>
Organising your pages with layers.....	75
Creating naming & selecting layers.....	76
Working with layers.....	77
<b>Chapter 11 – Styles &amp; Styles Library.....</b>	<b>79</b>
Overview of styles.....	80
Global style.....	82
Defining & applying a new style.....	83
Overriding the applied style.....	84
Changing link colours.....	85
Changing scrollbar colours.....	86
<b>Chapter 12 – Forms.....</b>	<b>87</b>
Creating forms.....	88
Form objects.....	89
Customising form processing.....	92
Submit Button properties.....	93
3rd-party form handlers.....	93
<b>Chapter 13 – Colour Mixer.....</b>	<b>94</b>
Introducing the Colour Mixer.....	95
Colour Mixer – custom palettes & colour schemes.....	96
<b>Chapter 14 - Languages.....</b>	<b>97</b>
Creating a multilingual site.....	98
Automatic content substitution.....	99
Working with multiple languages.....	100
<b>Chapter 15 – Adding Your Own HTML Code.....</b>	<b>102</b>
Adding extra meta tags & code to the HEAD.....	103
Visual HTML – adding custom code & 3rd party code.....	104
Events & Javascript.....	106
Global Script Functions.....	108
Linking a Javascript file to your web page.....	109



<b>Chapter 16 - Publishing &amp; Exporting Your Web Site.....</b>	<b>110</b>
How to publish in Antenna.....	111
FTP Options & proxy servers.....	112
Common publishing answers.....	113
Exporting your web site for local browsing or CD-ROM.....	114
<b>Chapter 17 - Reference Guides.....</b>	<b>115</b>
Common properties reference.....	116
Style properties reference.....	118
Page properties reference.....	121
<b>Chapter 18 – Support License and Buying.....</b>	<b>124</b>
Where to get help – contacting Stormdance.....	125
License Agreement.....	126
Purchasing Antenna – Web Design Studio.....	127
Credits.....	129



## Chapter 1 – Introduction

---

This chapter introduces Antenna – Web Design Studio, offers a few tips on planning and creating a high quality web site, and shows you how to begin creating your web site.

## What is a web site?

---

A web site is a collection of related pages linked to each other. These web pages are usually created on a personal computer, then copied (published) to a host computer that is permanently connected to the internet 24/7. Once published, your web site can be accessed by anyone in the world who has access to a computer connected to the internet. A visitor to your web site can move from page to page using the links you provide. Web pages can contain text and many types of media such as graphics, audio, video and animation.

With Antenna you can create your own professional web site on your own computer, then publish it to web space on a remote hosting computer connected to the internet. Your web site can then be accessed by anyone browsing the internet.

You can also export your web site to a folder on your hard drive, so you can use Antenna to create a CV, portfolio or presentation, ready for writing and distributing on CD-ROM.

A web site is ideal for promoting yourself (e.g. a personal site, an interactive on-line CV or portfolio), your company, a product, providing information, sharing digital photos etc.

## Tips for designing a successful new web site

---

### Navigation...

Good navigation is an essential ingredient to an effective web site. How are your visitors going to get from one page to another and access the information they want quickly? Plan your site's content and navigation before jumping in and building. An effective method for creating an accessible site is to use some kind of navigation bar, present on every page, containing links to all the main sections of the site. Antenna's theme page makes it very easy to include the same items such as a navigation buttons and site logo across many pages. Take a look at [Chapter 4 – Theme pages](#) for more information.

### Text...

Many people find reading text off a screen uncomfortable. Consider brief text interspersed with accompanying images to illustrate your point and get your message across - instead of relying on large blocks of text. Choose a clear font and stick to it. Numerous fonts on the same page can look very amateur. Short lines of text containing 12 to 15 words are much easier to read than long lines, because the eye does not have to scan so far from left to right and back.

### Colour...

Colour has a big impact on how your site is perceived. Large areas of flat highly saturated colour can scream 'cheap and tacky'. Less saturated tones, or pastel shades with saturated colour used sparingly to accent your design tends to look more professional. Varying the brightness of a single saturated colour in a gradient can work well, and careful use of gradients and texture to modulate the brightness and intensity of colours can make your site look both slick and vibrant. Antenna's built in colour mixer has some great functions for creating that perfect colour palette.

Don't use too many different colours - varying the shades of just 2 or 3 colours can be very effective. Antenna's built-in Gradient Lab enables you to create high-quality gradients in seconds. Consider the warm or cool temperature of the colours you are using and the effect this may have on your audience. Complementary colours can be pleasing to the eye - but be aware of the relative proportions you are using. For example blue and orange complement each other nicely - but not if used in equal amounts: use less of the strong orange, and more blue.

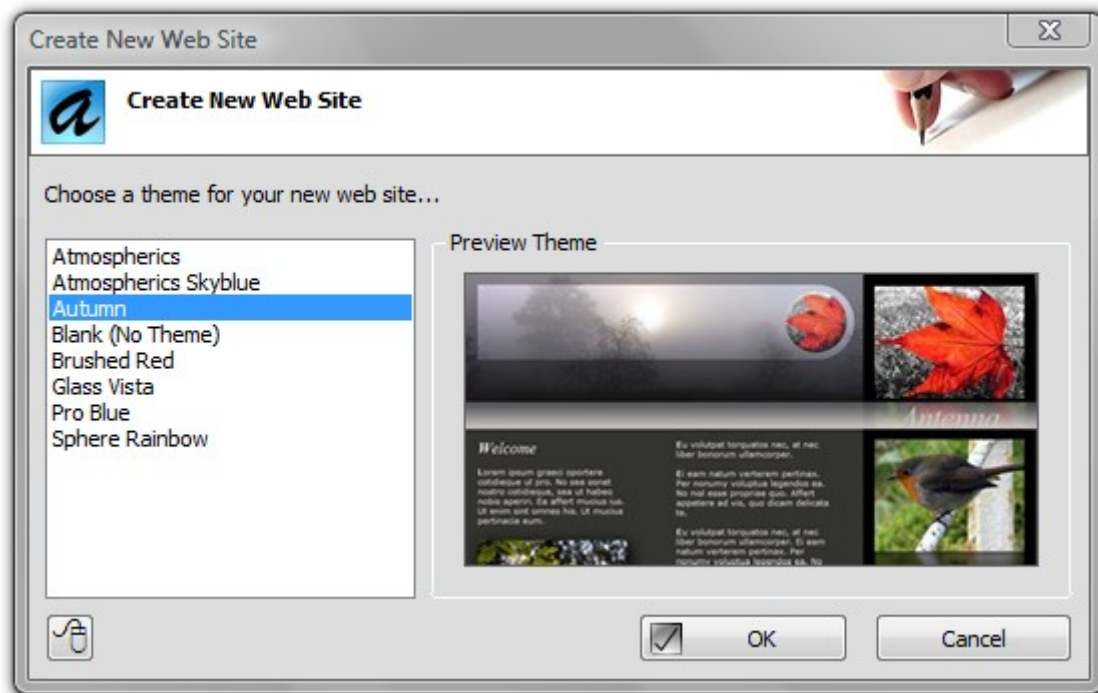
### Thought...

Your site is competing with thousands of others just a mouse-click away. Keep your visitor engaged and interested in pleasant surroundings and they'll be more likely to stay - and may even come back for more later.

## Creating your new web site

### In brief...

- Click the **Site** menu and select **New Web Site...**
- The 'Create New Web Site' dialogue box will appear.
- Choose a theme for your web site and click **OK**.



### In detail...

You can create complete web sites with Antenna - not just single pages. You can make folders and sub-folders to help organise larger sites. You can preview your site, publish it using the built in FTP publisher, and export your web pages to HTML files at any time while developing your site.

To begin creating a new web site, select **New Web Site...** from the **Site** menu.

The Create New Web Site dialogue box enables you to choose an existing theme for your web site, or you can select *Blank (No Theme)* to create your own design.

Once you have selected your theme, click the **OK** button and Antenna will create a new project for you based on your chosen theme. This new web site project will contain several files including, a homepage called index.htm, a theme page called site.theme, together with sample images and a file named freeform.php for processing web site forms.

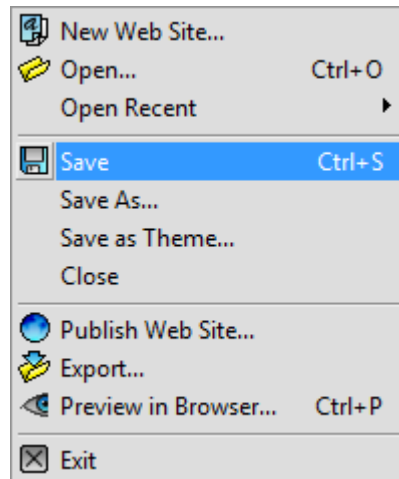


## Saving your web site

---

### In brief...

- Click the **Site** menu and select **Save...**



### In detail...

It's a good idea to save your web site every now and again while you are creating. To save, select **Save...** from the **Site** menu. If this is the first time you are saving your site you will be prompted for a name. Enter a filename for your project, then click the **Save** button.

Antenna saves your project to a single Antenna Web file with the extension .ata. This file contains your entire web site including all web pages and imported graphics – so you never have to worry about where you saved a particular picture or files going astray – everything is kept in the one file. This file is all Antenna needs to edit, preview and publish or export your web site. If you want to edit your project on a different computer where Antenna is installed, this is the only file you need.

As with all important data you should keep a regular backup of your web site project. With Antenna this is easy – just backup your .ata file.

### Tips...

You can save quickly by pressing Ctrl+S on your keyboard, or by clicking the **Save Web Site** icon on the toolbar.



## Opening a web site

---

### In brief...

- Click the **Site** menu and select **Open...**
- In the Open Web Site dialogue select the Antenna project file you wish to open
- Click the **Open** button

### In detail...

To open an existing Antenna Web Site select **Open...** from the **Site** menu, select the Antenna project file you wish to open, then click the **Open** button.

### Tips...

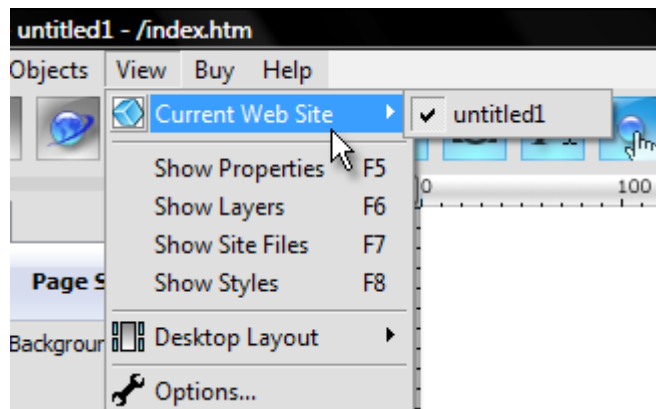
You can open a web site quickly by pressing Ctrl+O on your keyboard, or by clicking the **Open Web Site** icon on the toolbar.



## Opening more than one web site

---

In Antenna you can have multiple projects open at a time. This makes it easy to copy pages and objects from one project to another. You can see which projects you have open and quickly switch between them using the **View** → **Current Web Site** sub-menu.



Current Web Site menu showing one open project named 'untitled1'

To close the current project, click on the **Site** menu and select **Close**. If the project has been modified since the last save Antenna will ask if you want to save the changes before closing the project.

If there is only one project open, and you close it, Antenna will create a new untitled project automatically.



## Chapter 2 – Web Page Basics

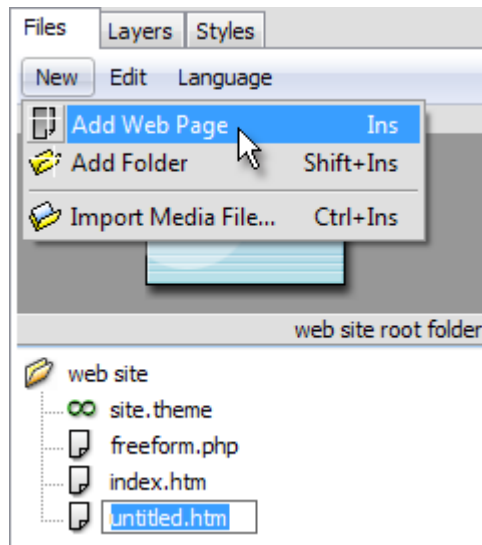
---

This chapter describes the basics of creating web pages in Antenna.

## Creating a new web page

### In brief...

- In the **Files** palette, click the **New** menu, and select **Add Web Page**
- A new untitled web page will appear. Enter a new name for the web page, then press Enter.



### In detail...

Each page in your web site has its own filename. The first page a visitor to your site will see is known as the homepage. The filename of the homepage is usually named **index.htm** – Antenna creates this file for you automatically when you create a new project. All standard web pages have a filename with the extension .htm or .html at the end.

In the **Files** palette you can add further pages to your site at any time. Click the **New** menu and select **Add Web Page**. A new page is added to your project in the currently selected folder. The new page is initially called untitled.htm – type in a different name for the page and press Enter on your keyboard to confirm. You don't need to type in the .htm file extension – Antenna will add this to the name automatically when you press Enter.

You can add folders to help organise your project in a similar way. Select **New** → **Add Folder**. A new folder is added to your project. To add pages to your new folder, make sure the folder is currently selected before clicking **New** → **Add Web Page**.

Sometimes, instead of creating a new blank web page, it can save time to duplicate an existing web page and then modify it – especially if the new page will be similar to a page that already exists. To duplicate an existing web page, select the page filename in the **Files** palette, then select **Edit** → **Duplicate**. Note that the **Files** palette has its own dedicated **Edit** menu. You can also right-click any filename in the **Files** palette and select **Duplicate** from the popup menu.

## Renaming an existing web page

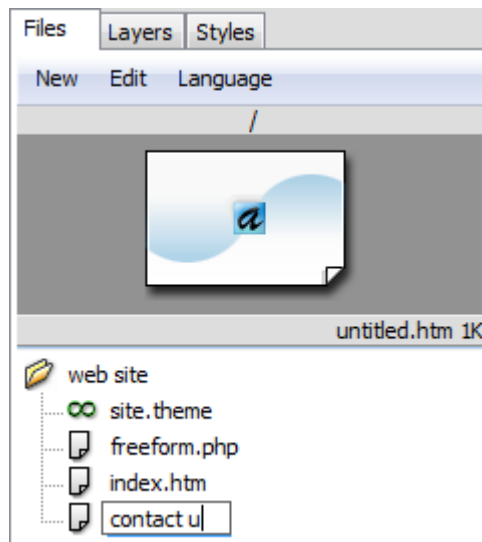
---

### In brief...

- In the **Files** palette, select the web page file you wish to rename to highlight it
- Click the filename a second time to edit it
- Type in the new filename and press Enter to confirm

### Comments...

You can rename a web page at any time while creating your web site. Don't worry if you've already created links to the page – when you rename a page Antenna updates the links on other pages automatically to match the new filename, so you won't get broken links.



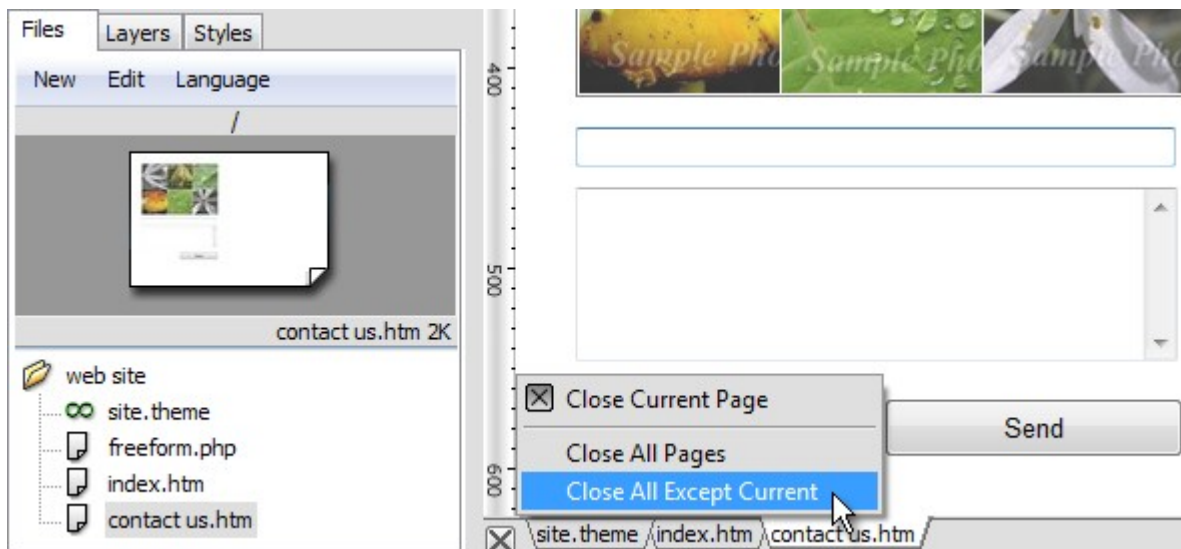
## Editing a web page

### In brief...

- In the **Files** palette, double-click any web page filename
- The web page will open in the page editor ready for editing

### In detail...

To open a page for editing, double-click its filename in the **Files** palette. The page will open in a new tab in the main adjacent page editor ready for editing. Alternatively you can select the page filename in the **Files** palette, then select **Edit** → **Open Page**, or use the keyboard shortcut Ctrl+O. Each web page that you edit opens in a new tab in the page editor, so you can have several web pages open at a time and switch between them quickly. Ideal for quick copying of objects from one web page to another, or if you are working on a theme page.



3 web pages open in separate tabs in the page editor: site.theme, index.htm & contact us.htm

### Closing web pages...

To close the current tab in the page editor, click the X (close) button to the left of the tabs. You can also right-click anywhere in the tab area to display a pop-up menu offering additional options to close all open pages or close all pages except the currently selected tab.

### Saving web pages...

When you select **Site** → **Save**, the whole web site, including any graphics and other media you have imported, is saved to disk as a single Antenna project file (.ata). You do not need to save pages individually. You can start editing a different web page at any time - changes to the previously edited page will be stored automatically.

## Adding graphics to your web pages

### In brief...

- Click the **Import To Page** icon on the toolbar to open the Import dialogue
- Select the graphics and any other media files you want to add to the page
- Click the **Open** button



### Importing graphics and adding them to the page quickly...

To add new graphics and other media to the current web page, click the **Import To Page...** button on the toolbar. Select the files you want to import, then click **Open**. Antenna will import the selected files into your web site and also add them to the current page.

Once an object has been added to the page you can drag it to where you want it, resize it with the mouse, and customise the object by changing its properties in the **Properties** palette.

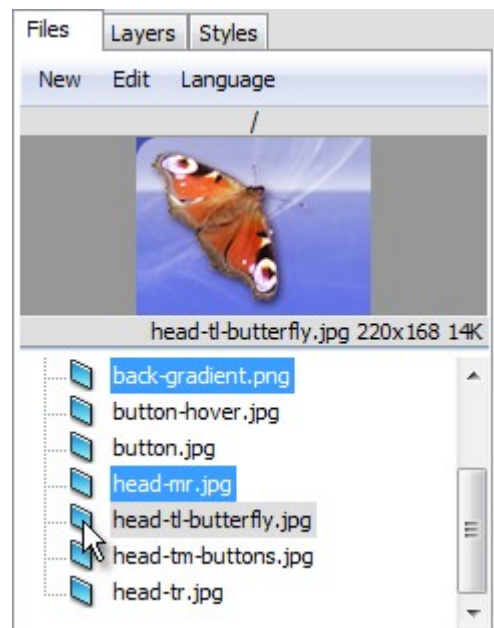
### Adding graphics that have been imported already...

To add graphics that you have already imported into your site, in the **Files** palette select the graphic filenames, then click and drag the items straight onto the web page. Antenna will add the selected items to the current page.

Alternatively you can add an empty Picture object to the page from the toolbar, then assign an imported image to its **Image** property.

### Tip...

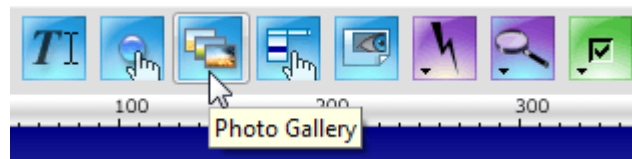
In the **Files** palette you can select multiple files by holding down the Ctrl or Shift key when clicking.



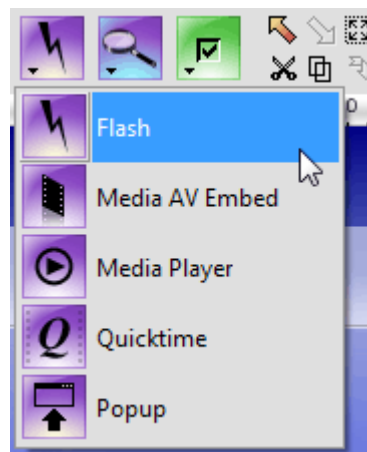
### Adding objects from the toolbar...

When you add graphics and other media to your page using the **Import To Page** button or drag & drop as described above, Antenna creates appropriate objects on the page automatically.

So for graphics Antenna adds a Picture object, and for a video an Audio/Video object is added. These, and other objects, can also be added to the page manually.



To add a new object to your open web page, select the type of object you want by clicking its coloured icon on the toolbar. For example, the image above shows the button for adding a Photo Gallery object to the page.



Buttons displaying a small black arrow are categories containing a menu of related objects, such as the menu of multimedia objects shown above.



## Adding a Picture manually

---



### Adding a Picture object manually...

- First add a **Picture** object to the web page by clicking the Picture (camera) icon on the toolbar. The Picture will initially appear as an empty outlined box on the page, and a list of its properties will appear in the **Properties** palette.
- You'll notice that the picture's **Image** property appears in red to indicate that no image has been assigned to the Picture object yet.
- To assign an image to the Picture, click the red tinted box alongside the **Image** property and select the image you want from the drop-down menu. Your image will then appear in the Picture box on the page.

All the images that you have imported into your web site will be listed in the drop-down menu. Alternatively, instead of selecting from the list, you can type the path and filename for your picture (e.g. default.jpg) and press enter to confirm.

### Image-size...

This property sets what happens when the Picture object dimensions are different to the image assigned to it, for example when a Picture object is resized on the web page.

- Inactive – the image remains its original size and does not stretch to fill the available Picture area.
- Smooth-fit – the image stretches smoothly to fill the Picture area (high-quality bicubic interpolation, if supported by the web browser).
- Stretch-to-fit – the image stretches to fill the Picture area using the web browser's default stretching method (often nearest-neighbour interpolation).

Note that some web browsers always stretch images smoothly, whether Smooth-fit or Stretch-to-fit is selected. Older browsers may not be able to stretch images smoothly.

### Title...

This sets both the Title and Alt-text (alternative text) of an image. Web browsers display this text in place of the picture in a web browser while the picture is still downloading from the internet. It is also displayed as a tool-tip when the mouse cursor hovers over the picture in a web browser. Some web browsers display the Title text, while others display the Alt-text, so Antenna sets both automatically.

For details of the other properties in this control, see the [Common properties reference](#). To learn more about importing files see [Importing graphics video and other media](#).

## Rollovers

---

### In brief...

- Select an existing Picture object on the page.
- In the **Properties** palette, select the **Rollover** tab.
- Assign images to the **Hover-image** and/or **Click-image** properties.

When the page is viewed in a web browser and the mouse cursor passes over the Picture, the image will change to show the assigned *Hover-image*. When the Picture is clicked the assigned *Click-image* will appear.

### In detail...

A rollover is a picture that changes when the mouse cursor passes over it, or clicks on it. Any Picture can be made into a rollover image, by assigning additional images to it. Assign hover and click images to its **Hover-image** and/or **Click-image** properties.

**Latch-down** – When set to true a rollover *Click-image* will latch in the clicked (down) state after it is clicked, even after the mouse button is released. It will remain down until the mouse cursor moves outside the image area. This is useful to prevent a linked image flickering off after an image is clicked, but before the next page loads. When set to false an assigned *Click-image* will only appear while the mouse button is held down, and disappear as soon as the button is released.

**Fade-opacity** – When active, this determines how hover and click images are blended with the original image when the mouse cursor rolls over a Picture. Enter a value between 0 and 100 to set the mix between the original image and the rollover images.

**Fade-time** – When active, this property enables a smooth fading transition between the original image and the hover image, in seconds.

### Note...

Fade-opacity and Fade-time can also be used without rollover images. If no rollover images are assigned to the Picture, then the opacity of the original image is varied instead, creating an alpha-fade effect.

### Swap another image...

A rollover can also trigger a change of image in another Picture object on the page.

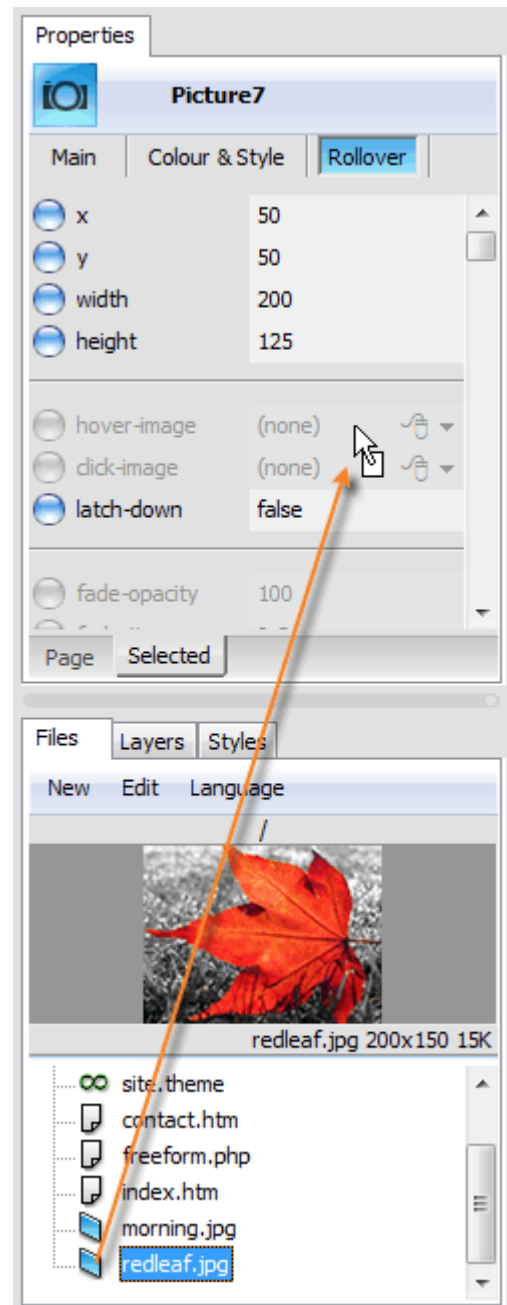
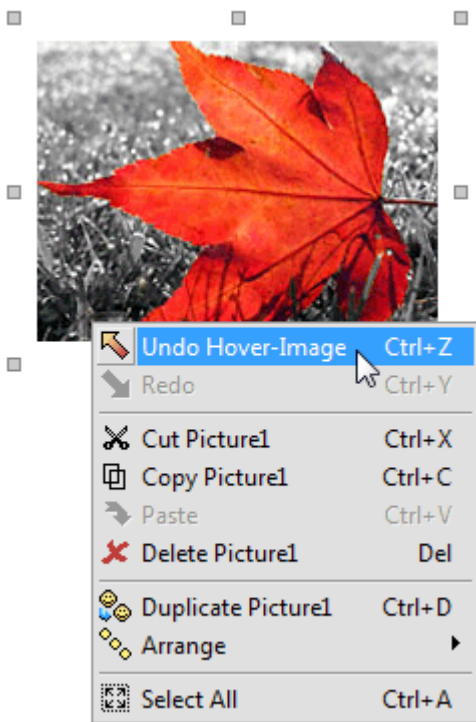
**Swap-image-in** – Set this to the name of the Picture object where you want the image to change.

**Image-to-swap** – Set this to the image file that will replace the current image in the above Picture object.

## Drag-and-Drop...

Antenna's file drag-and-drop feature can link any imported image file to a Picture automatically. To do this, drag-and-drop your image filename from the **Files** palette, directly into any **Image** property in the **Properties** palette (see diagram on the right).

You can move the picture anywhere on the page by dragging it with the mouse with the left mouse button held down. Click it with the right mouse button to trigger a pop-up menu with additional options :



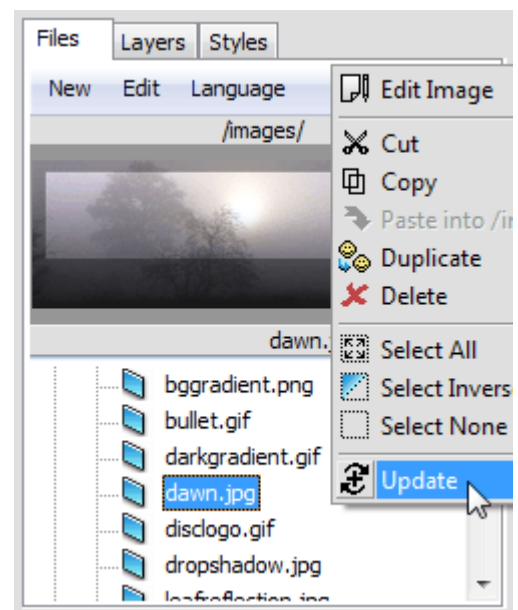
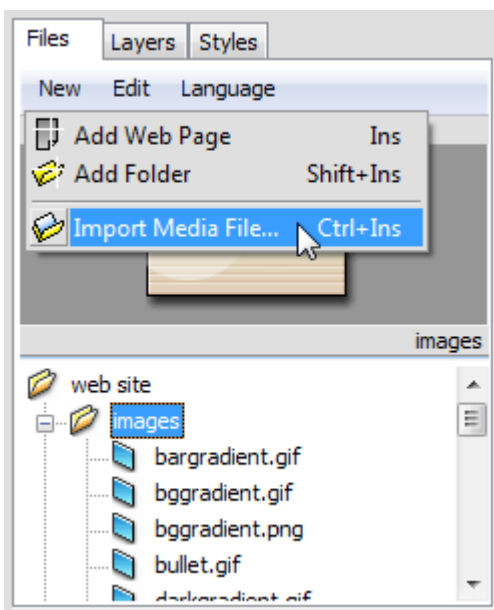
## Importing graphics video and other media

### In brief...

- In the **Files** palette, select **New** → **Import Media File...**
- Select the file you wish to import
- You can select multiple files by holding down the Ctrl key while selecting
- Click the **Open** button and the selected files will be imported

### In detail...

You can import graphics and other media into your web site without adding them to a page immediately. In the **Files** palette, select **New** → **Import Media File...** then in the import dialogue select the images and other media items you wish to import. You can select multiple items by holding down the Shift and/or Ctrl keys while selecting items. Finally click the **Open** button to import. The files will be imported into the currently selected folder in the **Files** palette.



### Updating Media Items...

To update a picture or other media item that you have already imported, you can either import it again, or right-click the item in the **Files** palette and select **Update** from the pop-up menu. To quickly replace an imported media item, import a different item with the same filename.

### Multilingual Media...

If you are developing a multilingual website you can import and update multiple versions of the same media item - one version for each language. Please see [Creating a multilingual site](#) in [Chapter 14 – Languages](#) for further details.

## Adding text to your web pages

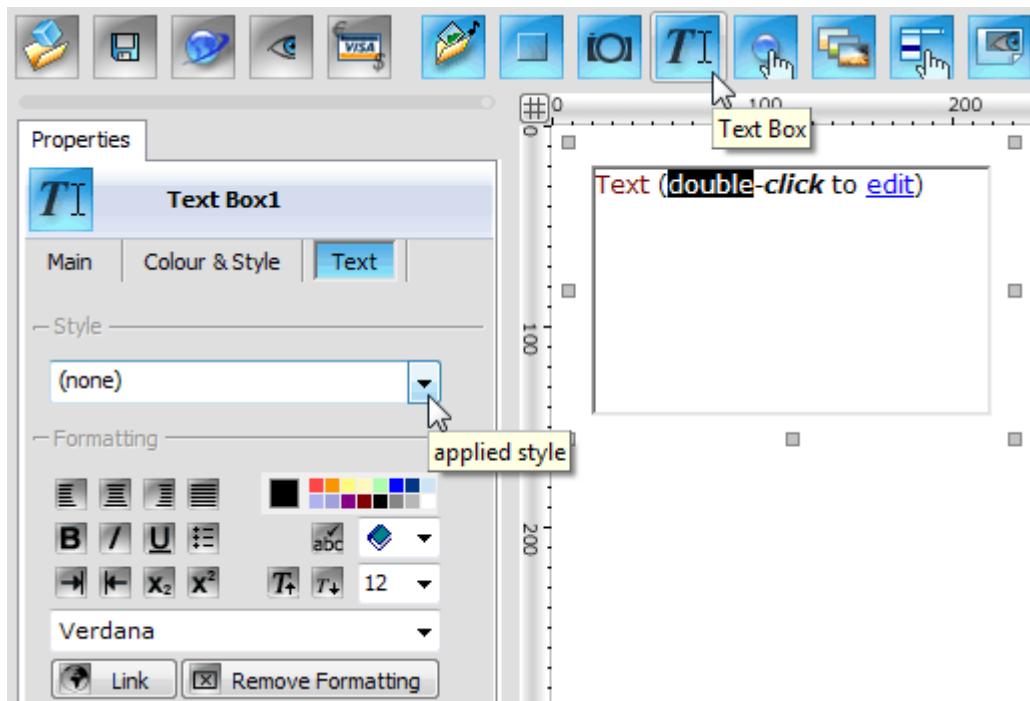


### In brief...

- Click the Text Box icon on the toolbar to add a Text Box to your page.
- Double-click the Text Box on the page to edit the text.
- Click anywhere outside the Text Box to close the text editor

### In detail...

First add a Text Box object to the web page by clicking the **Text Box** icon on the toolbar. A Text Box object will appear on the page, and its properties will appear in the **Properties** palette. To edit the text in the Text Box, double-click it with the mouse, or alternatively, click the **Text** tab in the **Properties** palette.



The text editor will open and a series of text formatting controls will be shown in the **Properties** palette. These controls enable you to apply defined styles to individual words and phrases, together with bold, italic, underline, subscript and superscript formatting. There are controls to change the text colour, font and alignment, add indents and bullets, and spell check the text. You can also add page links to individual words and phrases. Simply select the text you want to adjust, then click the relevant button.

Type your text into the Text Box and apply any desired formatting. To finish editing and close the text editor, click outside the Text Box.

You can also toggle various formatting options using keyboard shortcuts while you are typing. This is often quicker than using the buttons.

**Keyboard shortcuts...**

- Ctrl+B Ctrl+I Ctrl+U (bold, italic, underline)
- Ctrl+A (select all)
- Ctrl+Z Ctrl+Y (undo, redo)
- Ctrl+X Ctrl+C Ctrl+V (cut, copy, paste)

In addition to using the text formatting controls in the text editor, you can define and apply your own style to the Text Box object as a whole. Once defined, a style can be applied to many objects quickly, and can be quite a time saver. For more information on defining and using styles see [Changing text size and style](#).

For details of Text Box properties, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

## Changing text size and style

---

You can adjust the appearance of individual words and phrases in the Text Box text editor. Double-click any Text Box to open the editor.

You can also apply styles to the Text Box as a whole by assigning a style you've defined to the **Style** property.

To learn how to modify and define your own styles see [Chapter 11 – Styles & Styles Library](#).

## Previewing your pages in a browser

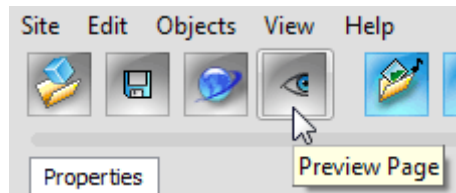
---

### In brief...

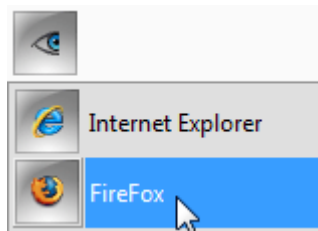
- Click the **Preview Page** icon on the toolbar.

### In detail...

To preview your Antenna website in a web browser, click the **Preview Page** icon on the toolbar. Antenna will first build any changed web pages, then it will open the web site in your web browser at the current page. You can do this at any time while creating your web pages - you do not have to wait until the site is complete.



If you have more than one web browser installed on your computer you may be presented with a list of browsers to choose from.

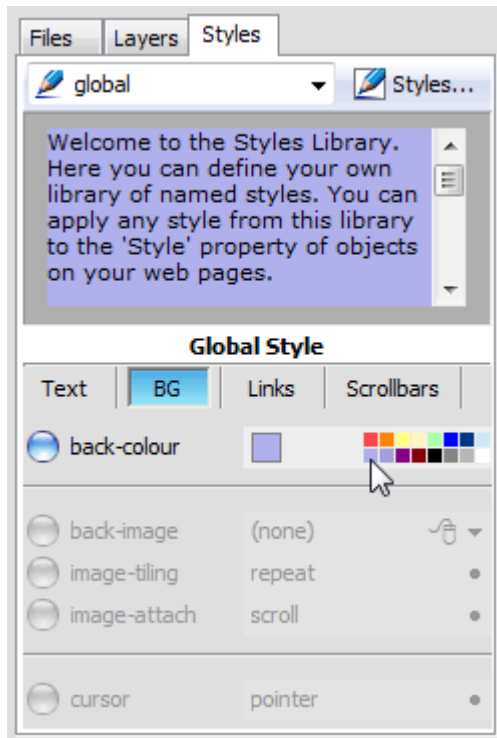


### Note...

If Antenna is unable to determine which web page is your homepage it will open the folder where the site was built, so you can double-click your homepage.

You can publish your website using Antenna's built in FTP Publisher. Please see [Chapter 16 - Publishing & Exporting Your Web Site](#) for more information.

## Setting the page background colour



### To set the default page colour for the whole web site...

- Switch to the **Styles** palette.
- Select the **Global** style from the drop-down menu.
- Set the colour of the Global **Back-colour** property.

You can click any of the palette swatches to select a colour quickly, or click on the larger colour swatch to open the Colour Mixer.

For more information about mixing colours and creating colour palettes see [Chapter 13 – Colour Mixer](#)

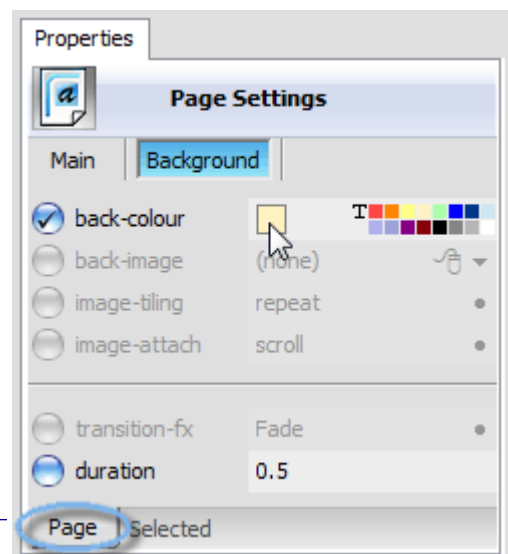
### To set the background colour of a specific page...

- In the **Properties** palette select the **Page** tab at the bottom of the palette.
- Switch to the **Background** tab.
- Set the colour of the **Back-colour** property.

All web pages that do not have a specific background colour assigned to them will take their colour from the Global style Back-colour property.

To learn more about the Global style see [Chapter 11 – Styles & Styles Library](#).

To learn about other properties see Common, Style and Page properties reference topics in [Chapter 17 – Reference Guides](#).





## Adding title description & keywords

---

### In brief...

- In **Properties** palette, select the **Page** tab toward the bottom of the palette.
- Edit the Title, Description and Keywords properties by clicking alongside each.

### In detail...

Web pages can contain extra data that is not usually visible in a web browser. Two examples are the Title and Description fields. Search engines use your page Title, Description and Keywords to help them determine your page content, and to index and rank your page accordingly. Of these only the Title is normally displayed in a web browser, but both Title and Description can appear in search engine listings.

At the time of writing 'keywords' has become less important since many popular search engines are thought to ignore keywords and are far more interested in the main text content of your pages – and how many other sites on the internet find your content interesting enough to link to you.

The Title and Description of a web page are important - ensure that each web page has a unique title and a brief accurate description. Choose your words carefully to reflect the actual content of your page, and consider the words people are likely to type into a search engine when looking for the sort of information that your web page provides.

Page Title, Description and Keywords settings can be found in the **Properties** palette by clicking the **Page** tab towards to bottom of the palette – the settings for the current page are then displayed.

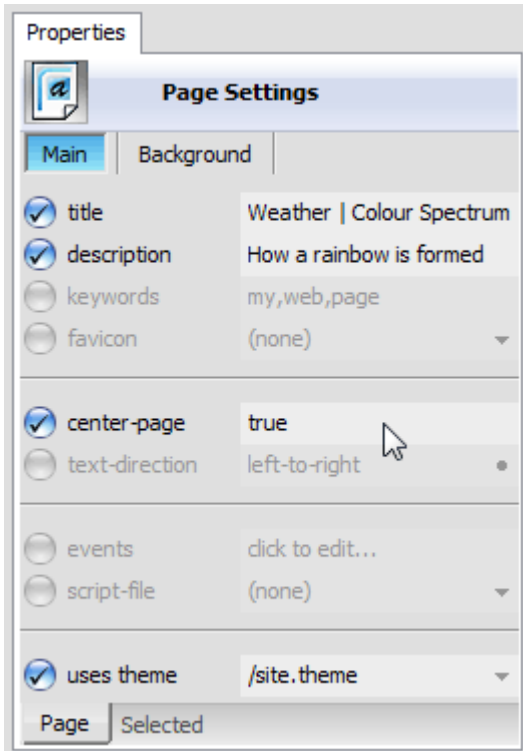
Click on any property value to edit it. You can enter multiple keywords, each keyword should be separated by a comma.

To learn about other page properties see the Page properties reference in [Chapter 17 - Reference Guides](#).

## Centring your pages

### In brief...

- In the **Properties** palette select the **Page** tab toward to bottom of the palette.
- Set the **Center-Page** property to **True**.



### In detail...

Web pages are initially aligned to the left. For many designs this works well. However on large screens some designs can leave a lot of empty space towards the right hand side. To prevent this you can tell Antenna to create pages that will appear centred in the web browser window – even when the web browser window is much wider than your pages. If the web browser window is resized, your page position will adjust so it remains in the centre.

### Centring a single page...

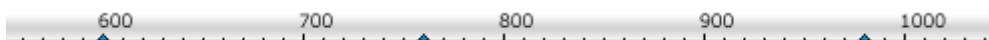
To centre a single web page, open the page, then in the **Properties** palette select the **Page** tab toward to bottom of the palette to display the Page Settings.

Next click alongside the **Center-page** property to activate it and set it to **True**. The page will then be centred when viewed in a web browser.

### Centring the whole site quickly...

Setting **Center-page** on each page could be time consuming, but fortunately there is a quicker way: Open the **site.theme** page and set its **Center-page**

property to **True**. Every web page that does not have its **Center-page** property activated will then automatically inherit its centring value from the **site.theme** page – and you can still set centring to **False** on specific individual pages (useful for pages that will appear in an I-Frame).



### Tip...

The blue markers on the ruler indicate suitable page widths for screen resolutions of 640x480, 800x600 and 1024x768. The indicated widths are less than the actual screen resolutions to allow room for window edges and scrollbars. At the time of writing 1024x768 is the most popular screen resolution – but 800x600 is still fairly common, so either of these is a good resolution to target when designing your site.

To learn about other page properties see the Page properties reference in [Chapter 17 - Reference Guides](#).

## Deleting web pages, media and other files

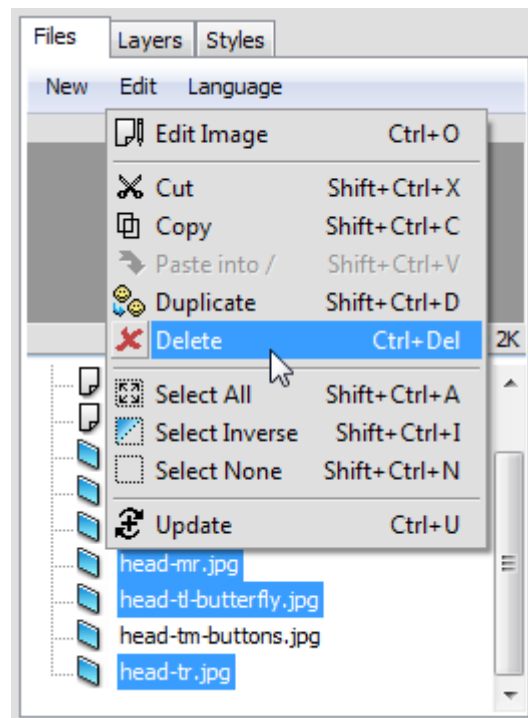
### In brief...

- From the **Files** palette, select the filenames of the items you wish to delete.
- To select more than one item, use the Shift or Ctrl keys while selecting.
- Click the **Edit** menu and select **Delete**.

Note that the **Files** palette has its own separate **Edit** menu.

### In detail...

To delete items from your site, in the **Files** palette select the filenames of the items you want to delete. Click the **Edit** menu and select **Delete** to delete the selected files.



Note that the **Files** palette has its own separate **Edit** menu. Alternatively you can right-click and select **Delete** from the pop-up menu. You will be asked to confirm that you really want to delete the files from your web site.

### Tip for multilingual website development...

If you are developing a multilingual web site you may have imported multiple versions of the same media item – one for each language. Please see [Chapter 14 - Languages](#) for further details on deleting multilingual media items.

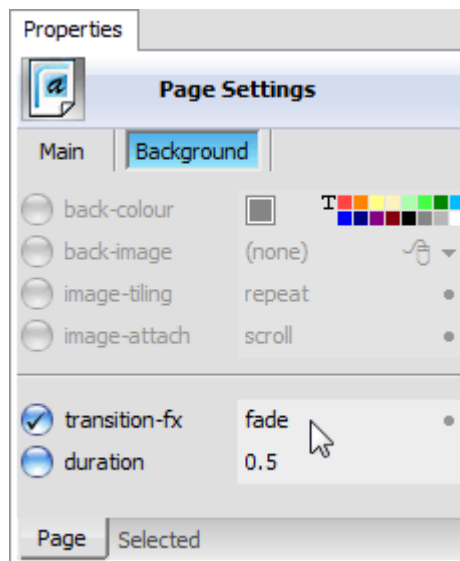
## Adding page transition FX

---

### In brief...

- In the **Properties** palette, select the lower **Page** tab.
- Switch to the **Background** tab.
- Select the type of **Transition** effect you would like, and its **Duration**.

Note that at present page transition FX are support by Internet Explorer only. Other web browsers will ignore them.



### In detail...

You can add FX to your pages that trigger when the browser moves from one web page to another. An example of a page transition effect would be one page gradually fading into another when a link is clicked.

Select a fade or reveal transition in the **Transition-fx** property. Also enter a **Duration** for the transition in seconds.

There are over 20 different types of effect (circles, diagonals, blinds etc.)

### Tips...

Page transitions can look good, but too many can quickly become annoying to your site visitors because they have to wait for the transition effect to complete in addition to the usual time they are waiting for the page to download. Perhaps limit transitions to special pages, and keep the transition duration short – no more than one second.

Transitions can look very effective when applied to pages opening in an I-Frame. To learn more about I-Frames see [I-Frame - a window onto another page](#).



## Chapter 3 - Working with Objects

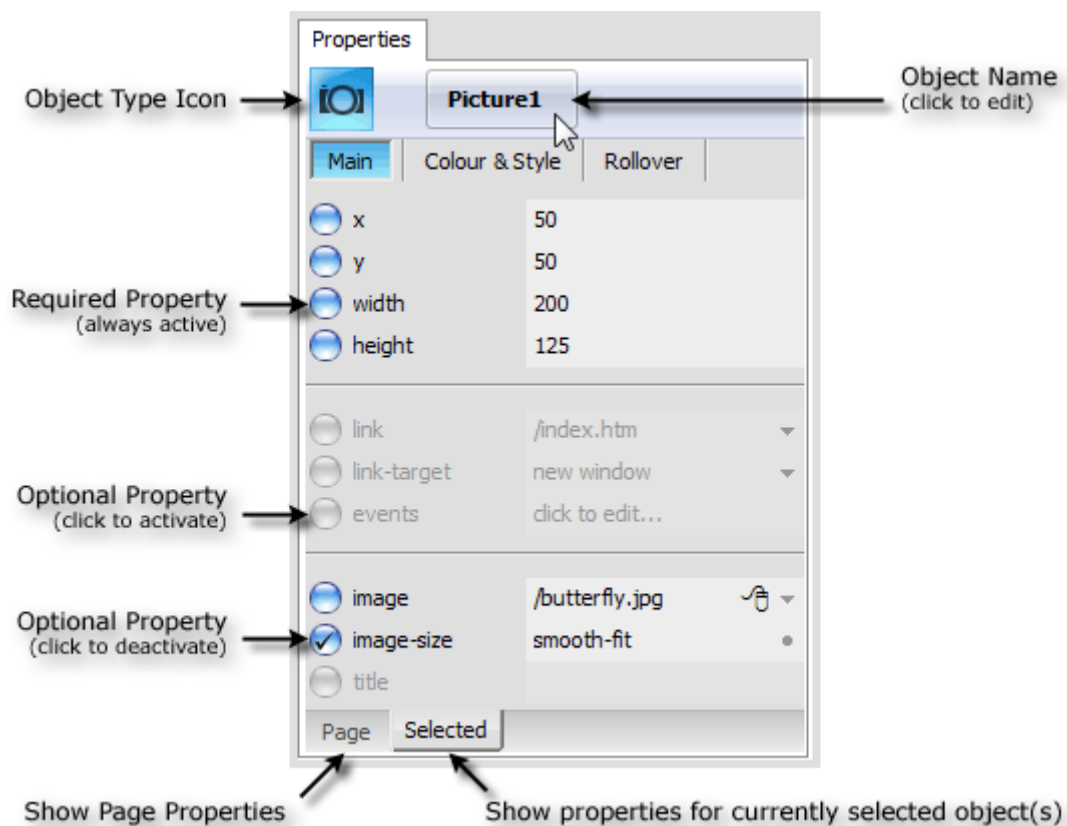
---

This chapter describes the many ways you can select and manipulate objects on your web pages. It also describes various features and functions to help you position and align objects accurately.

## Properties palette

Objects such as the Text Box and Picture Frame have a number of properties which you can modify to alter their appearance and behaviour. Some properties are unique to a particular object type. Others are common to a variety of objects.

When you select any object on your web page its properties appear in the Object Properties palette. You can adjust any property by clicking the value alongside each property name. The properties listed will vary depending on the type of object selected. The listed properties are divided into tabbed categories, such as Main, Colour & Style, Rollover. The Main tab lists the main properties of the object, such as Width, Height and whether it has a Link assigned. Properties on the Colour & Style tab can be adjusted to change the appearance of the object, such as colour, opacity and borders.

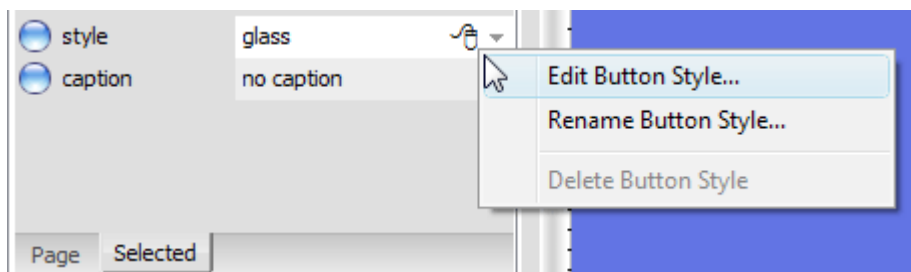


To the left of each property is a circular coloured 'checkbox' which indicates whether the property value is active and currently applied to the object, or inactive. A solid blue circle indicates that the property is a required property. The value of a required property can be edited, but the property can not be deactivated.

All other properties are optional and can be switched on and off as desired.

To activate or deactivate an optional property, click in the 'checkbox' circle. When checked, a blue tick appears, indicating the property is active and the value to the right will be applied to the object. Click the value alongside to edit it. When the property is deactivated, its value will appear greyed out, and will not be used.

When multiple objects are selected the Properties palette will show the number of objects currently selected, and will list only properties that are common to all selected objects, such as Width and Height. When you edit a property with multiple objects selected, the new value is applied to all the selected objects. This is a lot faster than changing each object separately. For example, if you select 5 objects, and set the Width property to 300, all 5 objects will become 300 pixels wide.



### Restoring default values...

Right-click a property value to restore its default value. This can be very useful if you have resized a Picture object on the page, and then wish to restore the original image dimensions: just right-click the Width and Height properties and the Picture will revert to its original size.

### Mouse icon...

Sometimes you will see a mouse symbol displayed alongside a property value. Clicking this symbol provides a menu of operations that can be performed on the item referenced by the property. For example a Button object displays this symbol to enable you to edit the Button Style currently assigned to the Button.

Note that when you edit something by clicking on the mouse symbol you are typically editing a separate item referenced by the object, so any changes will likely affect any other objects referencing that same item. For example if you edit a Button Style named 'Glass', then any other Button objects using the 'Glass' Button Style will be affected.

For details about the individual properties, please see the Common Properties Reference in [Chapter 17 - Reference Guides](#).

## Selecting objects on the page

---

### Selecting a single object...

In the Page Editor, click any object on the page to select it. A selection box with 8 sizing handles will appear around the object to show it is selected, and the object properties will appear in the Properties palette enabling you to customise the object.

### Selecting multiple objects...

You can select multiple objects by dragging a selection rectangle around them. Click and drag any of the selected objects to move the entire selection.

Alternatively you can select more than one object by holding down the Shift key while clicking individual objects. Each object you select will be added to the current selection and the selection box will expand to encompass all selected objects. With the Shift key held down, if you click an object that is already part of the selection it will be removed from the selection.

### Select all...

To select all the objects on the current layer, click the **Select All** button on the toolbar. Alternatively you can right-click anywhere on the page and choose **Select All** from the pop-up menu (or press Ctrl+A). This option is also available on the **Edit** menu.

### Deselect...

To deselect all objects click anywhere on the page where there is no object present, or choose **Select None** from the right-click pop-up or **Edit** menu.

### Tips...

You can also select objects by name from the Layers palette. This is useful if you want to select an object that is hidden behind another object, without moving the top object out of the way. See [Chapter 10 - Layers](#) for more details.

Forcing a selection rectangle: The middle mouse button will start a selection rectangle even if the mouse is already over another object.



## Moving & resizing objects

---

### Moving Objects...

Once an object or group of objects is selected you can hold down the left mouse button and drag them to the desired location.

You can also position the objects precisely by typing X and Y pixel co-ordinates directly into the Properties palette. The X co-ordinate indicates the horizontal distance of the object in pixels from the left side of the page. The Y co-ordinate indicates the vertical distance of the object in pixels from the top of the page.

Instead of using pixel values to position objects absolutely you can also type in percentage values e.g. Width: 50%. Percentage values are based on the dimensions of the web browser window. For more information see [Flexible positioning with pixels & percentages](#).

### Constraints...

To constrain movement to just the horizontal or vertical axis, hold down the Ctrl key while dragging the object.

### Quick Clone...

To copy and move an object at the same time, hold down the Alt key while dragging the object. You can copy, move and constrain the axis of movement by holding Alt & Ctrl down together while dragging an object.

### Nudging Objects ...

If an object is nearly at the location where you want it, but just needs nudging a little, then use the arrow keys on your keyboard to nudge it into place.

### Tip...

Holding down the Shift key while nudging temporarily engages the snap-grid. If you hold down the Shift key while nudging then the object will snap to the current snap-grid settings. For more information about the snap grid see [Snap-grid](#).

### Re-sizing Objects...

To resize a selected object, click and drag any of the 8 sizing handles around the selection box. If the snap-grid is switched on, and the 'Use grid when re-sizing' option is enabled then the object will be re-sized in grid increments.

### Proportional Re-sizing...

To resize an object while maintaining its aspect ratio - useful for images - hold down the Ctrl key while re-sizing.

## Undo & redo

---

### How to undo and redo...

Antenna's Page Editor features multi-step undo and redo. If you make a mistake and want to go back a stage, just select Undo from the Edit menu. The operation that will be undone appears alongside the Undo menu item. You can go back several stages - just keep selecting Undo.

If you undo, then change your mind, select Redo from the Edit menu. Again the operation to be redone is listed alongside.

Undo and Redo are also available on the toolbar, from a pop-up menu by right-clicking anywhere on the page, and via the following keyboard shortcuts:

Undo... Ctrl+Z

Redo... Ctrl+Y

## Precision – rulers

---

Antenna has several features to help you position and size objects accurately. There are horizontal and vertical rulers marked in pixel values. The rulers are equipped with moving markers that track the position and size of objects as you move them. The horizontal ruler features blue markers to indicate suitable web page widths for 640x480, 800x600 and 1024x768 screen resolutions.

Antenna's snap-grid enables you to move and resize objects in specific increments. There's an alignment function to help you line up a series of objects and also functions to arrange the order of overlapping objects. The following sections describe how to use these functions.

## Flexible positioning with pixels & percentages

---

### In brief...

- Select any object on the page.
- In the Properties palette select X, Y, Width or Height properties.
- Type in a percentage value between 0% and 100% including the % symbol.

### In detail...

Objects in Antenna are initially positioned and sized using pixel values. This ensures accurate positioning – wherever you place an object on the page, that's where it will appear in the web browser.

Occasionally you may wish to position or size an object so that its location or dimensions vary depending on the dimensions of the web browser window. You can do this by typing percentages for the object's X, Y, Width or Height values.

For example if you want a Text Box to always occupy the full width of the browser window, you can position the Text Box so its X value is 0, then enter 100% for the Width value.

To revert to using pixel coordinates instead of percentages, drag the object to a new position on the page (or resize it to revert the dimensions to pixel values). Alternatively you can type a pixel value, without the % symbol into the Object Properties palette.

## Align

---

### In brief...

- Select two or more objects that you wish to align.
- Click the **Arrange** button on the toolbar and select an alignment direction.

### In detail...

The align function aligns a group of selected objects with each other. It's a very quick way of positioning multiple objects. Select multiple objects by holding the Shift key while clicking objects on the page, or by dragging out a rectangle around the objects with the mouse cursor. You can also select objects by name in the Layers palette.

Click the **Arrange** button on the toolbar then select the direction for the align operation. For example, selecting align left will align all selected objects to the left hand edge of the first object in the selection. Align Center-X will align objects in the X axis.

The arrange functions are also available from the main **Edit** menu and from the right-click pop-up menu.

## Array

---

### In brief...

- Select two or more objects that you wish to arrange in an array.
- Click the **Arrange** button on the toolbar and select **Array...**

### In detail...

The array function is a powerful layout tool which arranges a group of selected objects in an array. Like the other alignment tools, it offers a very quick way of positioning multiple objects precisely. Select multiple objects by holding the Shift key while clicking objects on the page, or by dragging out a rectangle around the objects with the mouse cursor. You can also select objects by name in the Layers palette. Objects are arrayed in the order you select them with the first object in the selection as the origin.

Click the **Arrange** button on the toolbar then select **Array...** A dialogue box will appear showing all the array options. The Array tool previews in real-time – so you can see the result of adjusting any option immediately.

### Set X Spacing - Active

When checked the X-coordinates (horizontal position) of the objects will be adjusted based on the value in the spinner control beneath. For example if the spinner control is set to 10, then the objects will be arrayed horizontally in 10 pixel increments.

### Add Object Widths

When checked the width of the objects will also be added to the increment.

### Accelerate

When checked each object position will be accelerated further based on the value in the acceleration spinner control. You can use this to create a curved array of objects.

### Set Y Spacing - Active

When checked the Y-coordinates (vertical position) of the objects will be adjusted based on the value in the spinner control beneath. For example if the spinner control is set to 10, then the objects will be arrayed vertically in 10 pixel increments.

### Add Object Heights

When checked the height of the objects will also be added to the increment.

### Accelerate

When checked each object position will be accelerated further based on the value in the acceleration spinner control. You can use this to create a curved array of objects.

Click the OK button to accept the array, or click Cancel to discard the result. The array function is also available from the main **Edit** → **Arrange** menu and from the right-click pop-up menu.

## Snap-grid

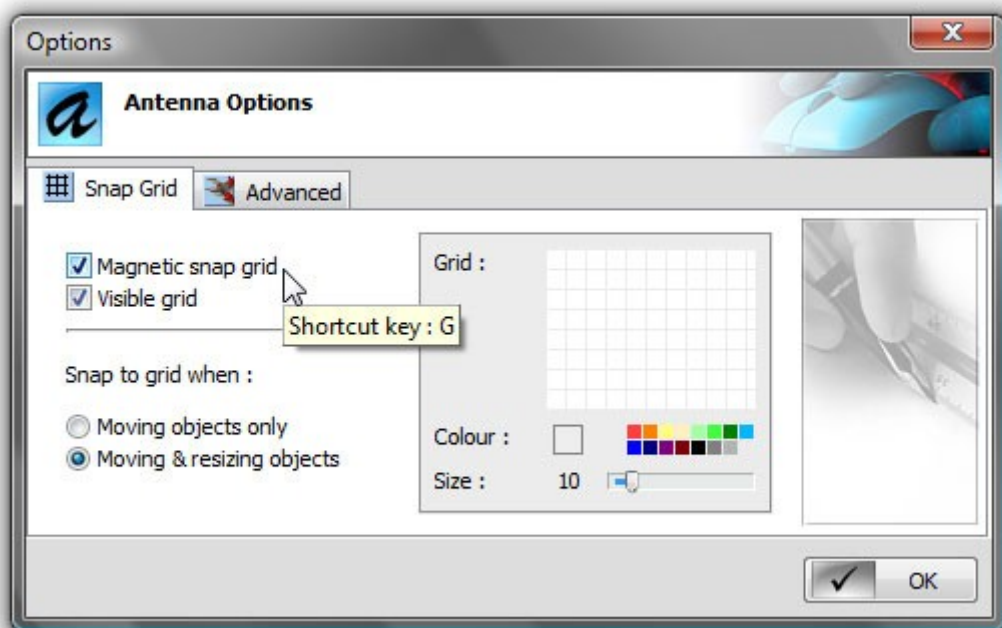
### In brief...

- Click the snap-grid button to toggle the snap-grid on and off.
- Right-click the button to set up the snap-grid.

### In detail...

To help position and align objects you can switch on a snap-grid. This is a bit like invisible graph paper - and objects will snap to the nearest grid square when they are moved. By default the grid is set to 10X10 pixel squares, but this can be changed in **View** → **Options...**

To toggle the grid on and off click the small grid activation button at the top-left of the page editor rulers, or press the 'G' key on your keyboard. Right-clicking the grid activation button will open the Options dialogue where you can set up the snap-grid.



You can choose whether the snap-grid affects the moving of objects only, or both moving and resizing operations.

Tick the **Visible grid** check-box option to display the grid in the background of the page editor. The page editor will preview the grid settings before you click the OK button. The visible grid can also be toggled on and off by pressing 'V' on your keyboard while working in the page editor.

Click the Colour swatch to change the colour of the visible grid.  
Drag the Size slider to adjust the size of the grid squares.

## Bring to front & send to back

---

### In brief...

- Select an object or group of objects to arrange.
- Click the **Arrange** button on the toolbar and then select whether you want to arrange the selection by moving it to the front, back or by shifting it forwards or backwards.

### In detail...

Objects can be positioned so that they overlap each other on the page. You can change the front/back order of objects by clicking the **Arrange** button on the toolbar, or by right-clicking on the page and selecting **Arrange** → **Move to Front, Move Forward, Move Back and Move to Back** from the pop-up menu.

These functions are also available from the **Edit** menu, and additionally via the following keyboard shortcuts:

### Keyboard shortcuts...

- Move to Front... Ctrl+F
- Move to Back... Ctrl+B
- Move Forward... Ctrl+Shift+F
- Move Back... Ctrl+Shift+B

### Tip...

While arranging objects, you may find it useful to expand the current layer in the Layers palette so you can see the object order changing.

## Duplicating objects

---

### Object Cut, Copy and Paste...

You can move and copy objects from one layer to another, and from one page to another using the **Cut**, **Copy** and **Paste** buttons on the toolbar.

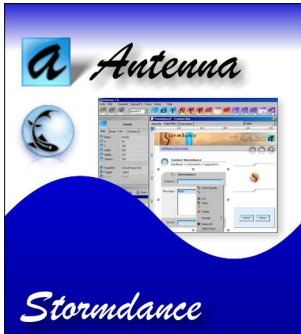
### Duplicate...

To duplicate an object quickly, click the **Duplicate** button on the toolbar. Duplicate combines Copy and Paste functions in a single command. To create multiple duplicates, right-click the duplicate button on the toolbar, enter the number of copies you require, and click OK.

These functions are also available from the **Edit** menu, right-click pop-up menu, and via the following keyboard shortcuts:

### Keyboard short-cuts...

- Cut... Ctrl+X
- Copy... Ctrl+C
- Paste... Ctrl+V
- Duplicate... Ctrl+D



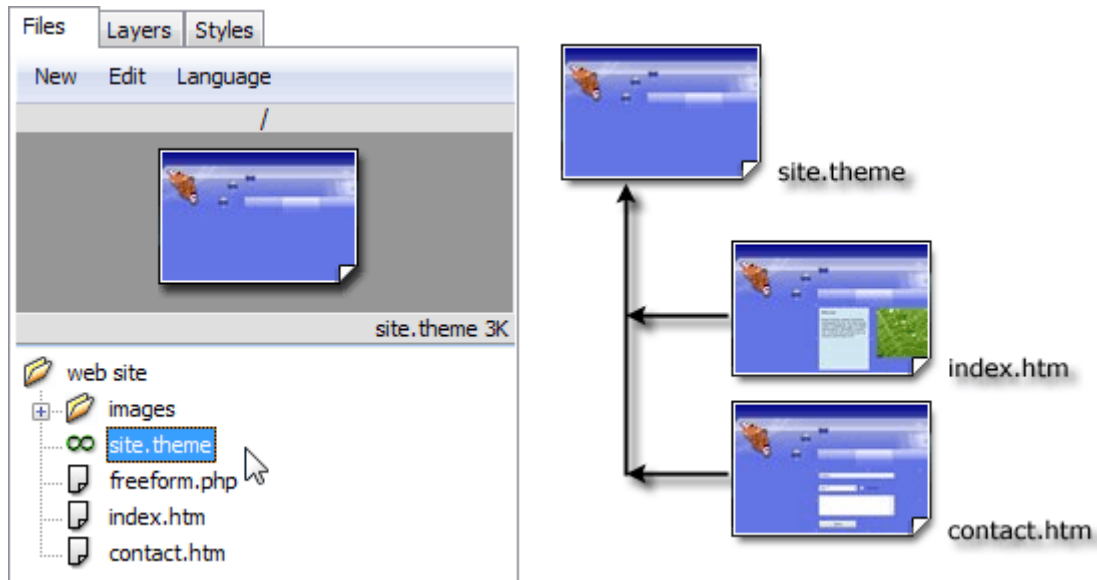
## Chapter 4 – Theme pages, including the same items on many web pages

---

This chapter introduces the concept of theme pages, and shows how to use them to create a common design, navigation, look and feel across multiple web pages, and across the entire web site. It also introduces the powerful Page Include object.



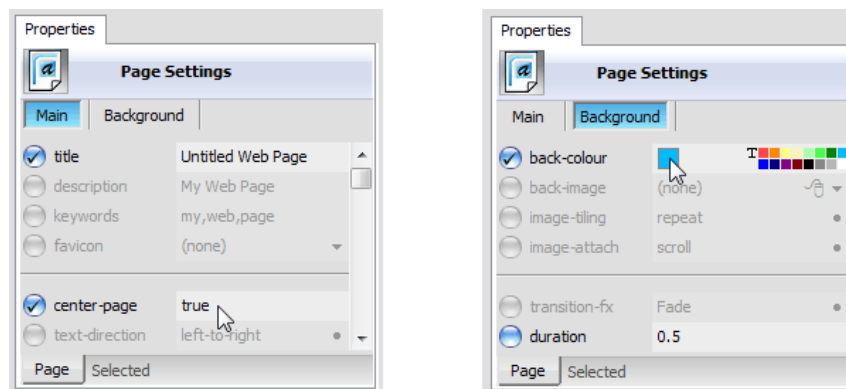
## Theme page



### Site.theme...

All projects include a special site.theme page. By default, any objects placed on the site.theme page will also appear on all the other web pages in your project automatically. Any changes you make to the site.theme page, at any time, will be reflected in all your other web pages automatically. This can be a great time-saver.

The site.theme page is therefore ideal for designing the overall look and feel of your web site, and for adding common navigation buttons that will appear on all your web pages.



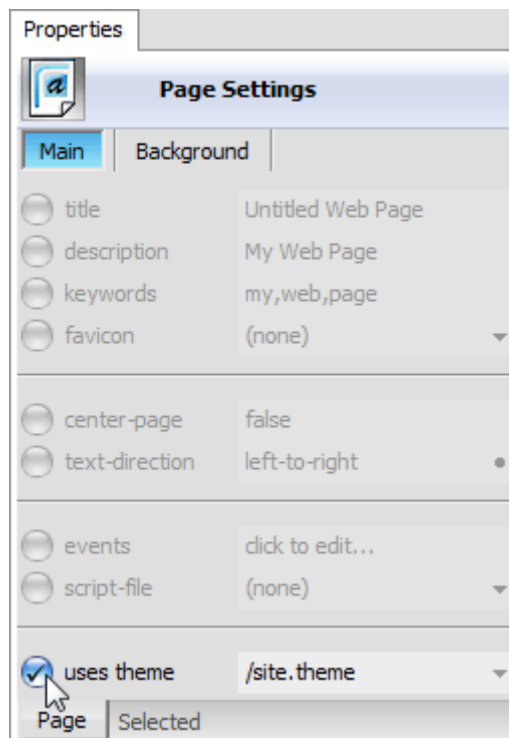
Additionally all web pages in the project inherit their initial Page Settings from the site.theme page. So if you set your site.theme page to have a blue background, then all web pages that do not have their own background colour assigned will also be blue – they will inherit their colour from the site.theme page. Likewise if you set the site.theme page to be centred, all your web pages will inherit the setting and be centred too.

### Editing...

The site.theme page behaves like any ordinary web page when editing. To edit the site.theme page, double-click its filename and it will open in the Page Editor.

### Excluding the theme...

Sometimes you may wish to exclude the theme page from certain web pages – for example you may have a set of pages that will be displayed in an I-Frame or a Pop-Up window.



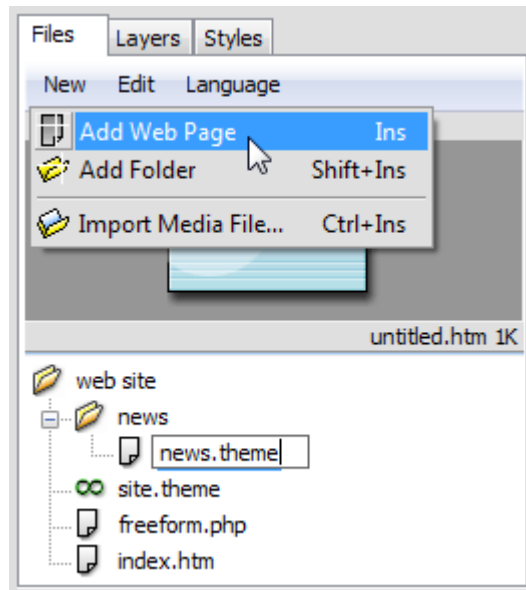
To exclude the theme from a page, open the web page and in the **Properties** palette switch to the lower **Page** tab. Untick the **Uses Theme** property to deactivate it.

### Note...

The site.theme page itself is not published, since its contents are already included on the other web pages.

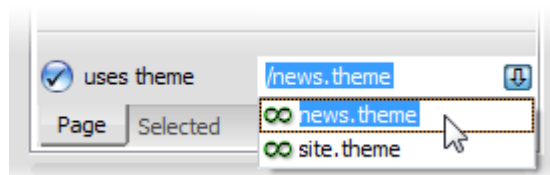
## Multiple theme pages & theme nesting...

You can add additional theme pages to your project to create different themes for different sections of your web site.



In the **Files** palette, select **New** → **Add Web Page** and name the new page with a *.theme* file extension e.g. news.theme

Note that just like an ordinary web page, your new news.theme page will itself use site.theme by default, enabling you to nest or stack themes (e.g. news.htm uses news.theme which uses site.theme).



To assign your new news.theme to other web pages, change the **Uses Theme** property on any new or existing web page from site.theme to **news.theme**.

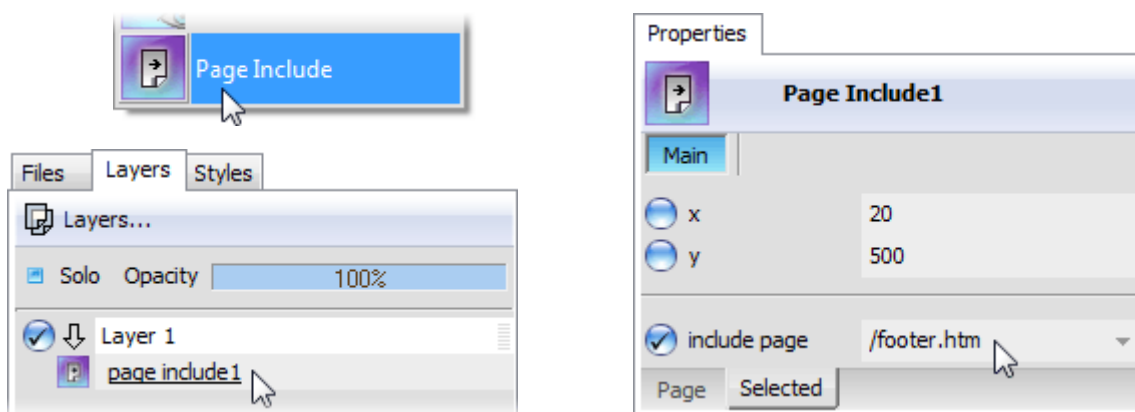
## Page Include

In addition to Theme Pages, Antenna has a separate alternative method for including the contents of other pages on a page. This is the Page Include object.

The Page Include object differs from the site.theme page in a number of ways:

- A Page Include object must be added manually to every page where you want another page included, whereas site.theme is provided with every project and assigned to every page automatically with no set up required.
- A Page Include object has X and Y coordinates, so the included content can be placed at a specific position on the page, and at different positions on different pages. Very useful for page footers placed at the bottom of pages of different lengths.
- As an object, a Page Include can be shifted forward and back, and layered, enabling the included content to be overlaid on top of existing content, whereas the content of Theme Pages appears in the page background.
- Since any web page can be assigned to a Page Include object, and may be used elsewhere too, the included page is published online, whereas Theme Pages exist in the project, but are not themselves published.
- A Page Include object does not include Page Settings. Multiple Page Include objects can be present on a page together, so the Page Settings of included pages are excluded to avoid conflicts, and to enable object layering without page backgrounds getting in the way. In contrast, only one Theme Page can be assigned to a page at any one time, so a page will inherit its initial Page Settings from its currently assigned Theme Page.

In most cases, for content that is to be included in the background of several web pages, a Theme Page is recommended. For included content that needs positioning on the page (e.g. a page footer), or content that is to be overlaid or layered between other content, a Page Include object is ideal.



### Selecting a Page Include object...

A Page Include object can be selected and dragged on the page by clicking its top left corner. You may sometimes find it easier to select Page Include objects by name in the Layers palette.



## Chapter 5 – Links, Menus & Hotspots

---

This chapter shows how to link pages to each other, create pull-down Menus of links and how to create link hotspots over a graphic image.

## Linking to other pages

### In brief...

- Click in any object's Link property and choose a page from the drop-down menu.
- When that object is clicked in a web browser the chosen page will open.

### In detail...

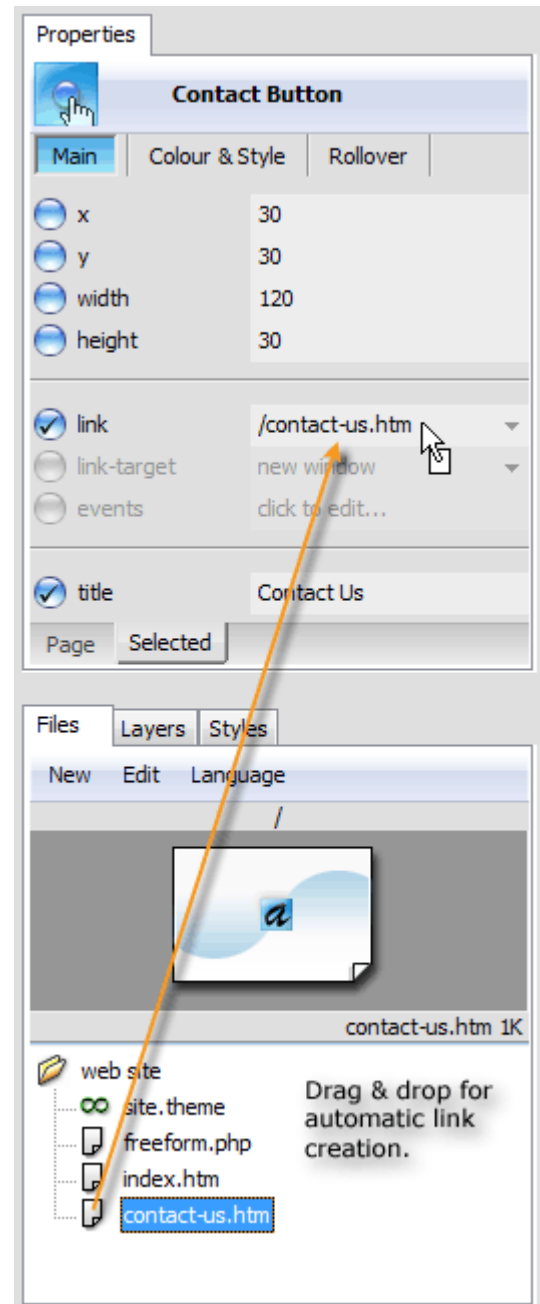
You can link one web page to another by assigning a page name to any object that has a Link property. For example you might have a Button on your web page with the words 'Contact Us' on it. When a visitor to your web site clicks on the 'Contact Us' Button you want their web browser to open a different web page containing your contact details.

To achieve this, assign the page you want to open to the Button's Link property. There are four ways you can do this :

- You can click the Link property and select the page you want from a drop-down menu list of pages in your web site.
- You can manually type the full path from the root of the website  
e.g. **/chapter2/page5.htm**
- You can type a relative path from the current page  
e.g. **../../contact-us.htm**. Antenna will convert it to the full path for you.
- You can drag-and-drop the page filename directly from the Files palette into the Link property box. Antenna will then generate the correct link automatically.

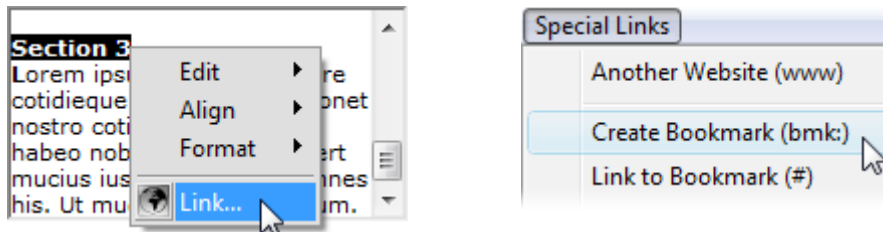
Antenna keeps track of all links in your web site. If a page is renamed or moved to a different folder, Antenna will update all the appropriate links throughout your web site to reflect the change. This enables you to rename, cut and paste items between folders, and re-organise your web site at any time without worrying about broken links.

By convention, text links are displayed in blue and underlined. To learn how to change the colour of links see [Chapter 11 – Styles & Styles Library](#).



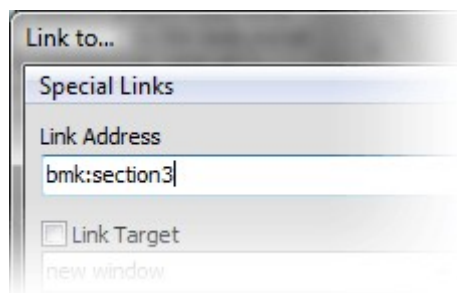
## Bookmark links

As well as creating links to other pages, you can create a link that jumps to a specific section of text on the same web page, or to a specific section of text on a different web page. This type of link is often referred to as a Bookmark link (not to be confused with a web browser Favourites menu bookmark!).



### Creating a new bookmark...

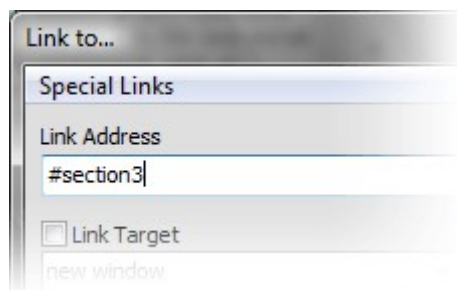
First create a bookmark within a block of text:



- In the Text Box text editor, highlight a word or phrase, then right-click and select **Link...** to open the 'Link to...' dialog.
- From the **Special Links...** menu, select **Create Bookmark...**
- The letters *bmk:* will appear in the Link Address box. Type in a name for your bookmark (e.g. *bmk:section3*) and click OK. A dotted underline indicates your bookmarked section of text.

### Linking to an existing bookmark...

You can then link to the bookmark by creating a link elsewhere on the page, or even on a different web page altogether. When the link is clicked, it will jump to the location of your previously created bookmark:



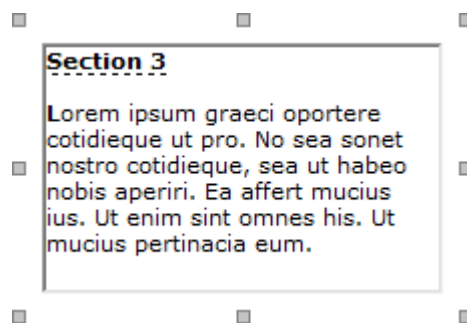
- In the Text Box text editor, highlight the word or phrase you want to act as a link (e.g. the phrase 'Jump to Section 3'), then right-click and select **Link...** to open the 'Link to' dialog.
- From the **Special Links...** menu, select **Link to Bookmark...**
- The symbol # will appear in the Link Address box. Type in the name of the bookmark that you want this link to jump to when clicked (e.g. *#section3*) and click OK.

You can also link to a bookmark from any object that supports a Link property, such as a Button object (e.g. Link | #section3). If the bookmark you wish to link to is on a different web page, include the reference after the page address (e.g. Link | /big-page.htm#section3).

Bookmarks can be very useful for long web pages that contain a lot of text information, but where only a small section of information is likely to be relevant to your visitor. Instead of searching through the entire page, your visitor can click a link at the top of the page that will take them to a given section immediately. Note however that long pages are generally considered difficult to navigate and are often seen as unfriendly. In many cases it may be better to organise the lengthy content into separate pages.

### Deleting a bookmark...

An existing bookmark is indicated by a dotted underline.



To delete a bookmark:

- Open the text editor and highlight the bookmarked text with the mouse cursor.
- Right-click and select **Link...** to open the 'Link to...' dialog.
- Clear the Link Address field, then click OK to confirm.

The dotted underline will disappear indicating that the bookmark has been removed.



## Special links – email, languages, external, download

---

As well as linking to other pages and bookmarks in your web site, you can enter the following special links into an object's Link property:

### Email...

To make a link that creates a new email when clicked, enter an email address prefixed with **mailto:**

e.g. `mailto:name@domain.com`

### Another Web Site...

To create a link to a different web site, just enter the full address of the site:

e.g. `http://www.anothersite.com/page.htm`

### External...

To create a link to a page in your web space outside your Antenna web site, prefix the link with **ext:**

e.g. `ext:/externalpage.htm` (from Root '/')

e.g. `ext:externalpage.htm` (in the same folder)

### Download...

To create a link that downloads or opens an imported file, drag-and-drop the filename into any object's Link property, or type the name in manually:

e.g. `/mydownload.zip`

e.g. `/mydownload.exe`

e.g. `/mymusic.mp3`

When such a link is clicked, many web browsers ask whether to Open or Save the file. However this is dependent on the type of browser and the browser options your visitor has chosen in the past – a visitor may have chosen to always Save or always Open certain file types. The designer of the web page can not specify the behaviour.

### Languages...

If you are developing a multilingual web site you will want visitors to be able to select between the different languages. To create a link that opens a different language version of the same web page, just prefix the language name with **lang:**

e.g. `lang:spanish` (to link to your Spanish version of the current web page)

### Tip...

A good place for language selection links is on the site.theme page. This will enable anyone browsing your website to switch languages at any time - whatever page they are browsing. See [Chapter 4 – Theme pages, including the same items on many web pages](#).

## Creating pull-down menus



### In brief...

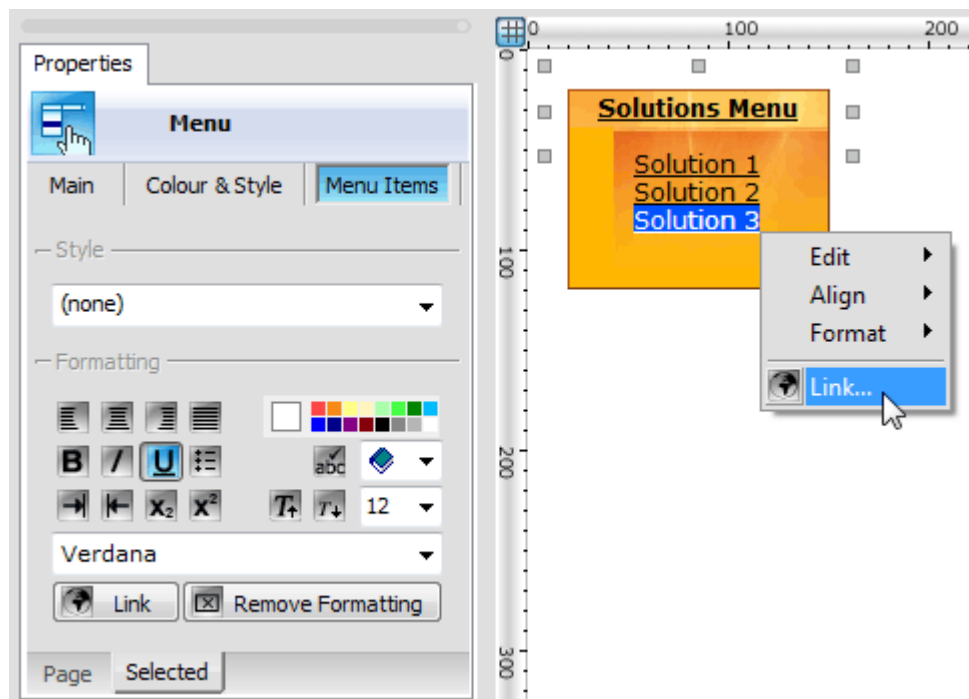
- Click the Menu icon on the toolbar to add a Menu object to your web page
- Double-click the menu object to open the text editor
- Enter your menu items and link them to the associated web pages
- In the Object Properties palette, set the Height-open property to the height you want the menu to extend to when it is open



### In detail...

When you have numerous links on a web page a pull-down menu provides an easy way to group related items together so the web page remains clean and uncluttered, and doesn't overwhelm your visitors.

Add a Menu object to your page by clicking the Menu object icon on the toolbar. To add menu items to the menu, double click the object to open the text editor and type in each item.



The first item is the menu title. Link the items to other pages by right-clicking and selecting **Link....** The menu can contain unlinked description text in addition to the linked items, and individual items can wrap across multiple lines.

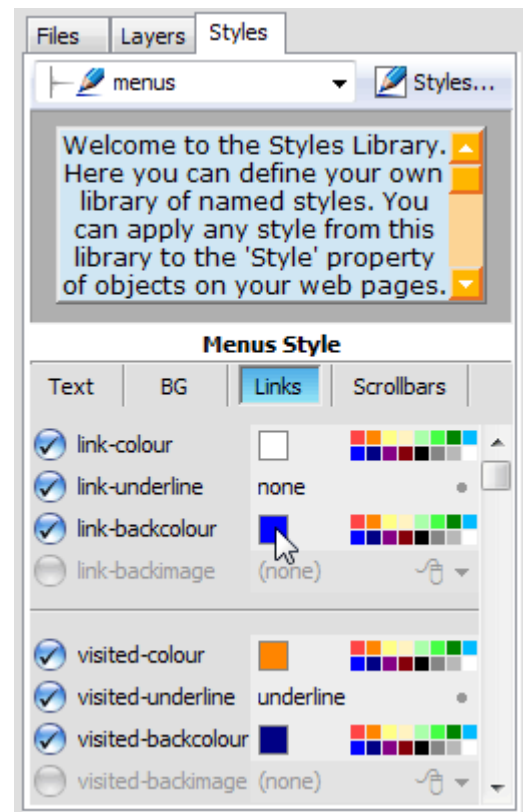
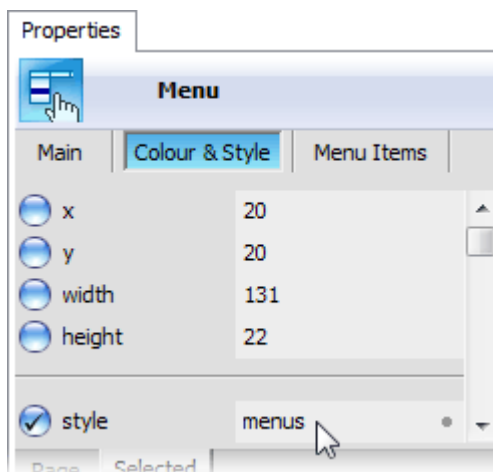
The menu layering **Stay-on-top** property is enabled by default and ensures that the menu appears on top of other objects on the page – even if those other objects are on a higher layer. This prevents the menu from opening behind other objects on the page and is very useful if your menus are on an included theme page. Untick this property if you wish the menu to respect the standard layering order.

### Changing the menu colours...

Initially all Menu objects have a style named 'Menus' applied. This style determines the colour and visual appearance of the Menu. You can edit the 'Menus' style in the **Styles** palette, and also create new styles to apply to different menus. Any style you create in the **Styles** palette can be applied to the **Style** property of any Menu object in your web site.

In the **Styles** palette, select the 'Menus' style from the drop-down list of styles for editing. The style Back-colour property determines the background colour of the menu, and you can assign a menu background image to the Back-image property. Use Hover-colour and Hover-background properties to set the colour of the menu item text and the highlight bar when the mouse cursor hovers over a menu item.

You can also override several Style settings on a Menu's own Style tab.



To learn more about defining and applying your own styles see [Chapter 11 – Styles & Styles Library](#).

## Panels & creating image map hotspots



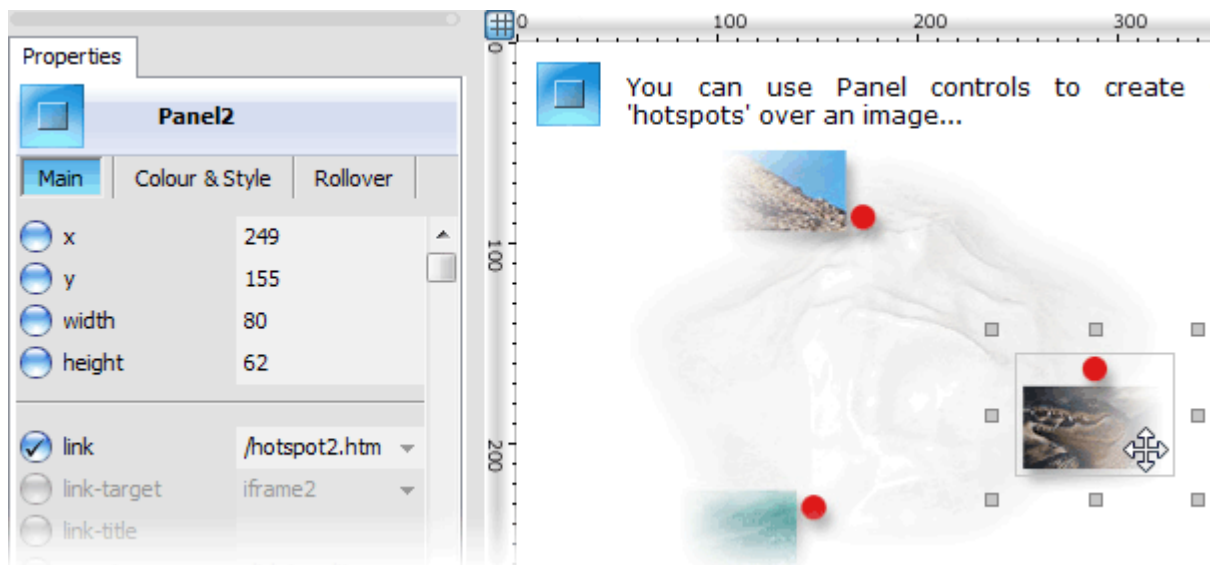
A Panel is often used as a coloured background object behind other objects. Specify the colour using the Back-colour property on the Colour & Style tab, or by applying a defined style to its Style property.

### Creating a transparent hot-spot...

A Panel can also detect mouse-clicks anywhere on its surface - even when it is transparent (no background colour). This makes it an ideal control for building up 'image-maps' with multiple hot-spots over the top of a picture. To do this :

1. Add a Panel to your page and position it over a picture where you would like the hot-spot to be.
2. Specify the page that should be appear when the hot-spot is clicked using the Link property.
3. Switch to the Colour & Style tab and untick its Style property to make it transparent.

That's it - one transparent hot-spot! Duplicate for as many hot-spots as you need.



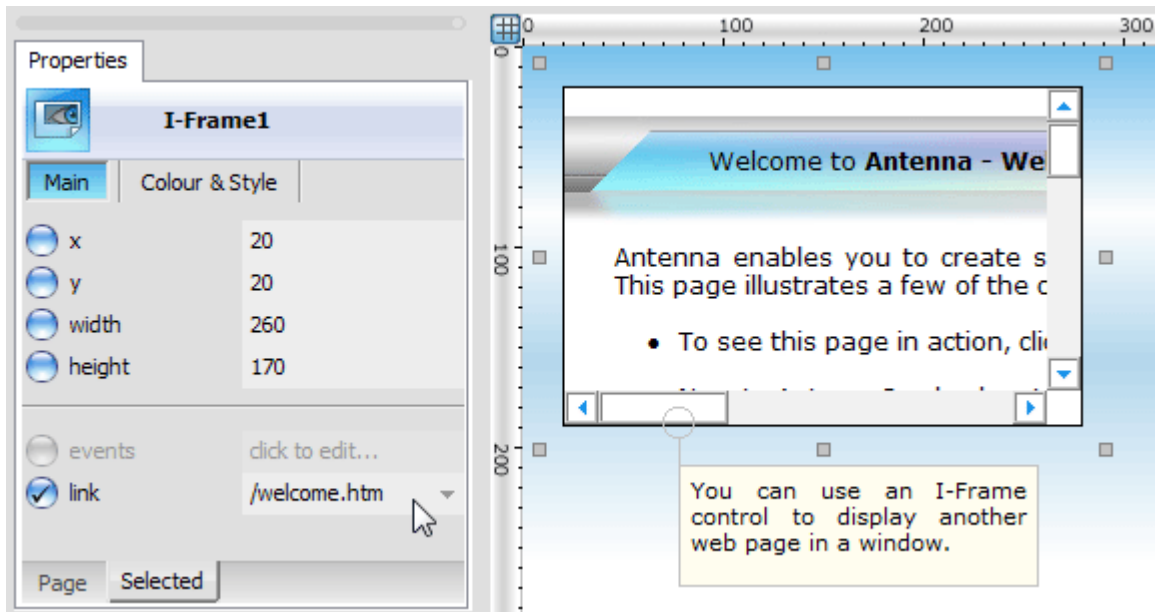
For details of the other properties in this control, see the Common Properties Reference in [Chapter 17 - Reference Guides](#).

To learn how to create panels with rounded corners and coloured gradients see [Chapter 7 – Shapes & Smooth Gradients](#).

## I-Frame - a window onto another page



An I-Frame enables you to display another web page in a window on the current web page.



To create an I-Frame quickly, drag any web page filename from the **Files** palette straight onto the web page. Antenna will create an I-Frame object displaying the chosen web page automatically.

Alternatively you can add an I-Frame control to your web page from the toolbar, then resize it and select the web page you wish it to display using its Link property. The I-Frame will display a preview of the specified web page in the editor.

### Targeting an I-Frame with a link...

Any link can open a page in an I-Frame window, instead of the current window, by setting the **Link-target** property to the name of the I-Frame. Links on pages displayed within I-Frames can also target other I-Frames on the parent page – again by specifying the name of the target I-Frame in the **Link-target** property.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

## PopUp – opening a page in a pop-up window

---



When clicked, a PopUp control opens a page in a new window. It provides more options compared to **Link-target** | *new window* – but PopUp requires Javascript to function.

Add a PopUp control to your web page from either the toolbar or the Advanced menu, then select the web page you wish it to 'pop-up' using its **Link** property.

### **Pop-name**

Assigns a name to the new window. This name can be used as a Link-target.

### **Pop-width & Pop-height**

Determine the dimensions of the new window.

### **Pop-left & Pop-top**

Determine the position of the new window on screen.

### **Pop-resizable**

Set to true to enable the pop-up to be resized with the mouse-cursor after it appears.

### **Pop-scrollbars**

Set to true to enable scrollbars in the new window.

### **Pop-menubar**

Set to true to display a menu-bar in the pop-up window.

### **Pop-toolbar**

Set to true to display a tool-bar in the pop-up window.

### **Pop-addressbar**

Set to true to display an address-bar containing the page address in the pop-up window.

### **Pop-statusbar**

Set to true to display a status-bar in the pop-up window.

### **Tip...**

By deactivating the PopUp control's **Style** property on its Colour & Style tab you can make the control transparent, like a hotspot, and position it over any other control on the page.

Note that at the time of writing pop-up windows have fallen out of favour. Many web browsers feature pop-up blockers to prevent automatic pop-up windows from appearing. Pop-up blockers do usually permit pop-ups triggered manually, such as Antenna's PopUp control, where the visitor clicks on a control to request the pop-up window.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).



## Chapter 6 – Photo Galleries

---

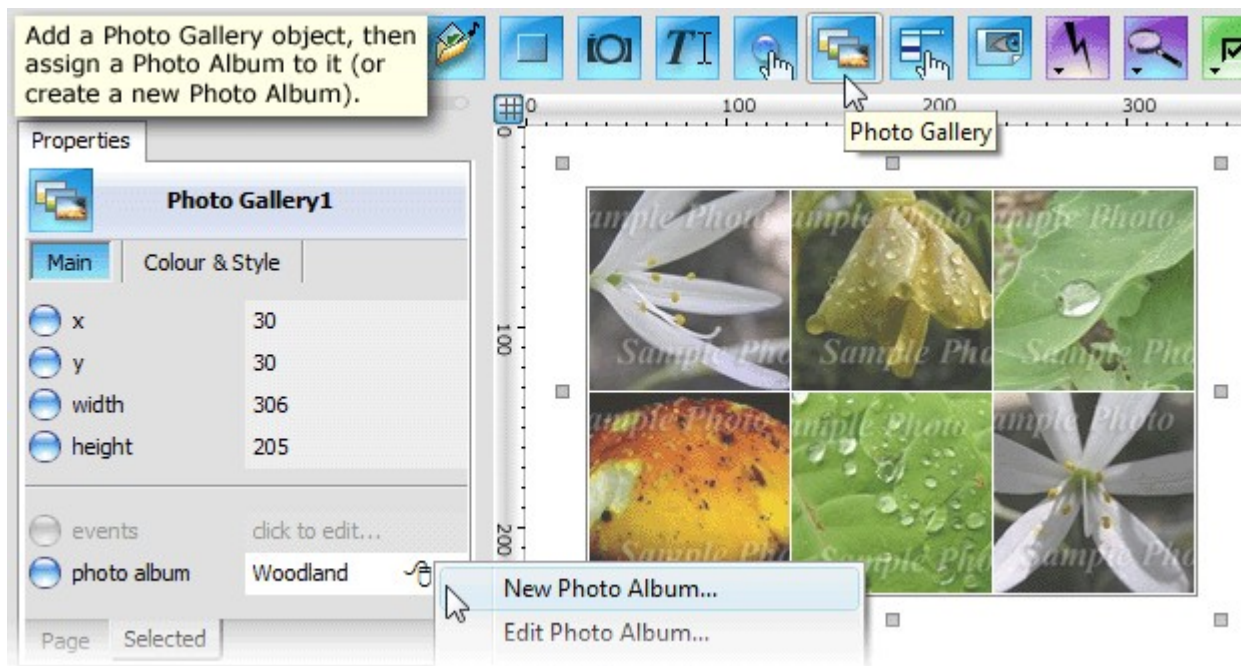
This chapter introduces Antenna's powerful Photo Gallery maker and shows you how to create web galleries of your digital camera photos.

## Creating photo galleries



### In brief...

- Click the Photo Gallery button on the toolbar to add a gallery to the page.
- In the **Properties** palette, click the small mouse icon alongside the **Photo-album** property, and choose **New Photo Album...** from the pop-up menu.
- Add photos, give the Album a name, then click **Save Album**.



### In detail...

Antenna's Photo Gallery object presents a gallery of photographs from a Photo Album. It features a choice of thumbnail layouts, photo and thumbnail captions and smooth fade transitions between photos.

To add a Photo Gallery to the page, click the Photo Gallery icon on the toolbar, then assign an album of photos to its **Photo-album** property. By default, a sample photo album is assigned to the Gallery automatically. You can edit this album, change its options and layout, or create and assign a new album by clicking the small mouse icon alongside its **Photo-album** property.

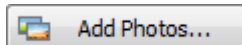
**Note** that a Photo Gallery object does not own the **Photo-album** of photos it is displaying – it simply references an existing album. This means that deleting a Photo Gallery object from a web page does not delete the album of photos itself. It also means that you can, if you want to, assign the same album to several different Photo Gallery objects, on different web pages.

The following sections detail the settings you can adjust in the Photo-album editor to customise the visual appearance of your album.



## Editing photo albums

---



Click to add new photos to the current photo album.



Clear all photos from the current album.

If you add many photos at once, it may take a little time to process the images before they appear in the photo list.

You can drag & drop photos in the list to change the order they appear in, and optionally add photo captions in the Caption column. Clicking the small 'x' symbol to the right of each listed photo removes that photo from the album.

### Album tab...

#### Layout

Choose which side of the photographs you would like the photo thumbnail images to appear on (left, right, top or bottom). The Contact Sheet setting provides a view similar to a traditional photographers contact sheet, with the thumbnail images arranged in sequence, left to right, top to bottom. With this layout a full size photo will fade in at the centre of the Gallery object, overlapping the thumbnails, and any thumbnail images that remain in view will dim, thereby highlighting the selected photo centre stage. Click the full size photo to dismiss it – it will fade out, returning to the thumbnail photo view.

### Photos tab...

#### Max-width & Max-height

Determines the maximum width and height of the full size photos in the album. Any photos exceeding either dimension will be resized to fit automatically.

#### Border-colour

When active, a border of the specified colour surrounds each full size photo.

#### Back-colour

When active, the background colour that the full size photo will be displayed on.

### Thumbnails tab...

#### Max-width & Max-height

Determines the maximum dimensions (area) of each small thumbnail image.

**Resize method**

The *Fill-area* resize method generates thumbnails that fill the entire of the specified thumbnail dimensions. The sides or top & bottom of the original image may be cropped to ensure the thumbnail area is filled completely while maintaining the correct image aspect ratio. *Fit-to-area* scales the original image so that it fits within the specified thumbnail area – but no part of the image is cropped, so the thumbnail shape will match the shape of the original photo. Both methods maintain the correct image aspect ratio.

**Back-colour**

When active, sets the background colour that the photo thumbnail images will appear on.

**Count-per-row**

In left/right/top/bottom layouts, this is the number of thumbnails displayed per row (or column). Increase this figure to reduce the length of the thumbnail strip, and therefore the amount of scrolling necessary to view all the thumbnails.

**Spacing**

The amount of space, in pixels, between each thumbnail image.

**Captions...****Photo-captions**

When active, displays a short caption beneath each full size photo. You can display the photo filename, its caption (as entered in the Caption column in the photo list), or both together.

**Size**

When active, sets the size of the photo captions.

**Colour**

When active, sets the colour of the photo captions.

**Thumb-captions**

When active, this overlays a short caption on each thumbnail image. You can choose to display the photo filename, its caption (as entered in the Caption column in the photo list), or both together.

**Save Album...**

If you are creating a new album, enter name in the Album Name field.

When you are ready click the Save Album button. Antenna will create the album, and assign it to the currently selected Photo Gallery object.

Saving may take a little while, depending on the number of photographs to be processed and resized.

Once the album is saved and assigned, click the Preview Page button on the toolbar to view it in your web browser.



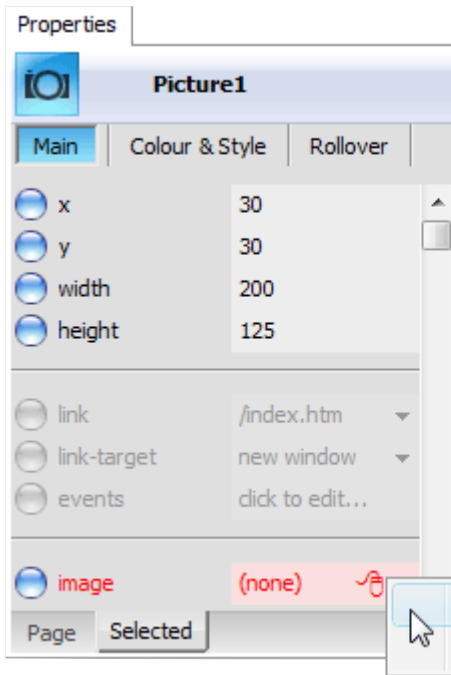
## Chapter 7 – Shapes & Smooth Gradients

---

This chapter introduces Antenna's powerful Shape Editor and shows you how to create coloured shapes and gradients, including panels with rounded corners, stars, polygons, circles and ellipses.

## Creating shapes & gradients

### In brief...



- Add a **Picture** object to the page.
- Click the small mouse icon alongside its **Image** property and select **New Shape/Gradient...** to open the Shape/Gradient editor.
- Create your image, give it a name, then click the **Save** button.

Antenna will save your new image, and assign it to the Picture object.

Note that you do not have to use a Picture object – you can assign a shape image to any object that has an Image property, such as a Panel background or **Page Settings** → **Back-image**.

### In detail...

You can create very smooth colour gradients using Antenna's integrated Shape Editor. These can be applied to pictures, panels and page backgrounds. You can also create shapes such as stars, ellipses and rounded rectangles in the Shape Editor. The Shape Editor is accessed by clicking the small mouse icon alongside any object **Image** property (see illustration above). Existing Shapes and Gradients can be edited in the same way.

### Tips...

If the Picture object is the wrong size for the assigned image, so that the image appears stretched or distorted, right-click on its Width & Height properties. This will quickly set the Picture object dimensions to match the dimensions of the assigned image.

Images created in the Shape Editor are saved into the current folder in the **Files** palette. This enables you to re-use shapes you have created on many different pages in your project. Just drag the image from the **Files** palette straight onto any open web page in the Page Editor. Editing a shape will change the image on all the pages where it is used. You can also make a new unique copy of a shape by selecting **Edit** → **Duplicate** from the **Files** palette Edit menu.

Assign a small rectangular gradient, perhaps just 10 pixels wide to the **Back-image** of a Panel object and then use the **Image-tiling** property to repeat it across the entire Panel. As just one single small image is being used, this is great for creating a graphically rich appearance with very little increase in page download time.

## Using the shape editor

---

### Shape tab...

Select the shape tab to set the overall shape and size of the image. Choose a shape from the drop-down menu. Options Rectangle and Rounded Rectangle, Corner, Tab, Ellipse, Polygon, Arrow, Star and Heart. If you are just creating a gradient rather than a shape, choose Rectangle.

**Width & Height** – Drag the sliders to adjust the width & height of the shape.

**Same Width & Height** – Tick this option to lock the width & height sliders together.

You can fine tune the sliders using the arrow keys on your keyboard, or by clicking to the left or right of the slider.

**Rotate** – Spin the shape to the desired angle.

**Skew** – Skew the shape to the left or right.

### Colour tab...

Use the settings on the Colour tab to set the colour and texture of the image and to define a colour gradient.

**Single Colour/Colour Gradient** – Select Single Colour for a solid colour shape, select Colour Gradient to define a colour gradient across the surface of the shape. When Single Colour is selected a rectangular colour swatch appears enabling you to set the colour of the shape.

**Gradient Control** – When the Colour Gradient option is selected, a gradient control appears. Drag the pointer arrows to define the position of the colours within the gradient. Click on a pointer arrow to change its colour. Double-click the gradient to add a new colour pointer to the gradient. Right-click a pointer arrow to delete it.

**Background Colour** – Set the surrounding background colour by clicking the background colour swatch. When working with the Transparent Background option it is important to pick a background colour which matches the actual background colour the shape will be appearing on as close as possible. This will help the edges of the shape to blend in smoothly with the chosen background, without the edges appearing jagged.

**Angle** – When the Colour Gradient option is selected, the Angle slider enables control over the direction of the gradient across the shape. Adjust the slider to rotate the gradient angle.

**Apply Texture** – Tick this option to overlay a texture image onto the shape.

**Texture Intensity** – This slider adjusts the overall strength of the texture image blended into the shape. Drag the slider to the right to increase the intensity of the applied texture.

**Choose Texture** – Select the texture image you wish to apply from this drop-down list.

**Fade Texture** – This option enables the texture intensity to gradually fade across the shape.

### Border & Bevel tab...

Use the settings on the Border & Bevel tab to add a border around the shape, and to create a raised or recessed 3D bevel effect.

**No Bevel / Raised Bevel / Recessed Bevel** – Choose a bevel type by selecting the corresponding option. Bevel applies a subtle lighting and shadow effect around the shape edges to make the shape appear raised up from the page, or lowered into the page.

**Bevel Width** – Adjusts the overall width of the bevel effect.

**Bevel Intensity** – Adjusts the overall strength of the bevel effect.

**Apply Border** – Tick this option to apply a border around the edges of the shape.

**Border Colour** – Set the colour of the border by clicking the border colour swatch.

**Border Width** – Adjust the width of the border with this slider.

### Shadow & Reflection tab...

Use the settings on the Shadow & Reflection tab to add a drop-shadow effect and reflection to the shape.

**No Shadow / Drop Shadow** – Select Drop Shadow to enable the shadow effect.

**Shadow Colour** – Set the colour of the shadow by clicking the colour swatch.

**Glass** – Tick this option to colour the shadow based on the colours already present in the shape for a stained glass effect, as though light were shining through a coloured glass object. This option overrides the currently selected Shadow Colour.

**Distance** – Adjust the Distance slider to set the shadow distance, how far away from the shape the shadow is cast.

**Intensity** – Adjust the overall strength or opacity of the shadow using the Intensity slider.

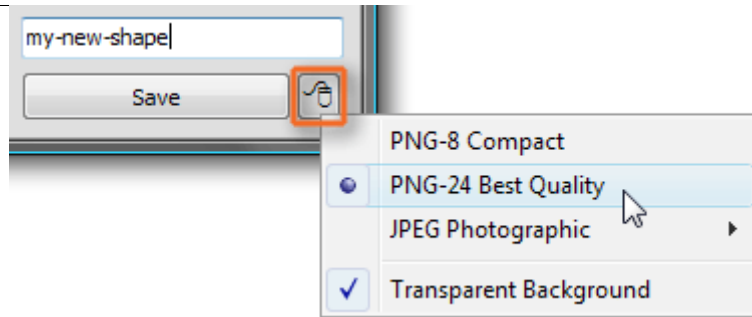
**Blur** – Adjust how soft or hard the shadow appears using the blur slider.

**Apply Reflection** – Tick this option to apply a mirror reflection below the shape, as though the shape were standing on a polished surface.

**Intensity** – Adjust the overall strength of the reflection by dragging the Intensity slider, a higher intensity suggests a more reflective surface.

**Depth** – Drag this slider to adjust the depth of the reflection, a greater depth suggests a more polished surface.

## Background transparency & formats



Click the mouse icon alongside the Save button to select the graphics file format to save your image in, and to apply an optional transparent background.

### Which format to choose...?

Different graphics file formats offer different advantages, and the one to select depends on the type of image you are saving.

**PNG-8 Compact.** This format can handle images containing up to 256 different shades of colour without losing image quality. Anything above this is reduced to the nearest 256 shades, which can still look very good. It produces compact file sizes, especially with images containing areas of solid colour, repeating patterns, and simple horizontal and vertical gradients. It is also good at rendering clear sharp text.

This format supports the **Transparent Background** option in a limited way (single colour chroma-key). The background colour area renders fully transparent, enabling shapes to be placed over other backgrounds and background images. However translucency (partial transparency) is not supported. This means that blended pixels around the edges of shapes which are close in colour to the background colour, but not an exact match, will render fully opaque. This can cause shape edges to appear jagged when the image is placed over something coloured very differently from the chosen background colour. It also means that shadows and reflections are rendered fully opaque. To avoid this format limitation, always pick a background colour similar to the colour you anticipate placing your final shape over.

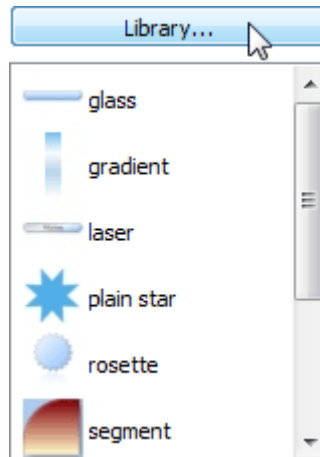
**PNG-24 Best Quality.** This is a *lossless* format, in that it compresses images containing up to 16 million colours without losing any quality. File sizes tend to be quite a bit larger with this format. As with PNG-8, images containing solid colour, repeating patterns, and simple gradients compress well, and text is rendered clear and sharp.

This format supports the **Transparent Background** option fully, including partial transparency around the edges of shapes (alpha channel transparency). Shadows and reflections appear translucent when placed over other images. Note that Internet Explorer 6 and earlier does not support Transparency in PNG-24 images at all. It is supported by most other browsers, and Internet Explorer 7 onwards.

**JPEG Photographic.** This is a *lossy* format, where image quality is traded for file size. It is ideal for photographic material and complex gradients that include blended textures. It is not well suited for text as it tends to blur sharp edges. JPEG does not support transparency.

## Shape Editor Library

---



You can save the settings of the current shape for later recall in other projects by adding your shape to the Library. Note that any shape in your project can be edited and modified at any time – without saving it to the Library. The Library is more of a long term store for designs you are likely to re-use later.

### Adding a shape to the library...

Click the **Library...** button and select **Add to library...** from the menu. Enter a name and click OK. Your shape will then be listed in the Library.

### Recalling a shape...

Scroll through the Library list to locate the shape you wish to recall. Double-click the shape in the list and it will open in the Shape Editor ready for editing.

### Replacing or updating a shape in the library...

Click the **Library...** button and select **Add to library...** from the menu. Enter the name of the shape you want to replace or update and click OK. A message will appear warning that the shape already exists in the library. Click **Yes** to update the shape in the Library.

### Deleting a shape from the library...

Scroll through the Library list to locate the shape you wish to delete, and select it. Click the **Library...** button and select **Delete from library...** from the menu. Confirm that you really intend to delete the shape.





## Chapter 8 – Buttons & Roll-overs

---

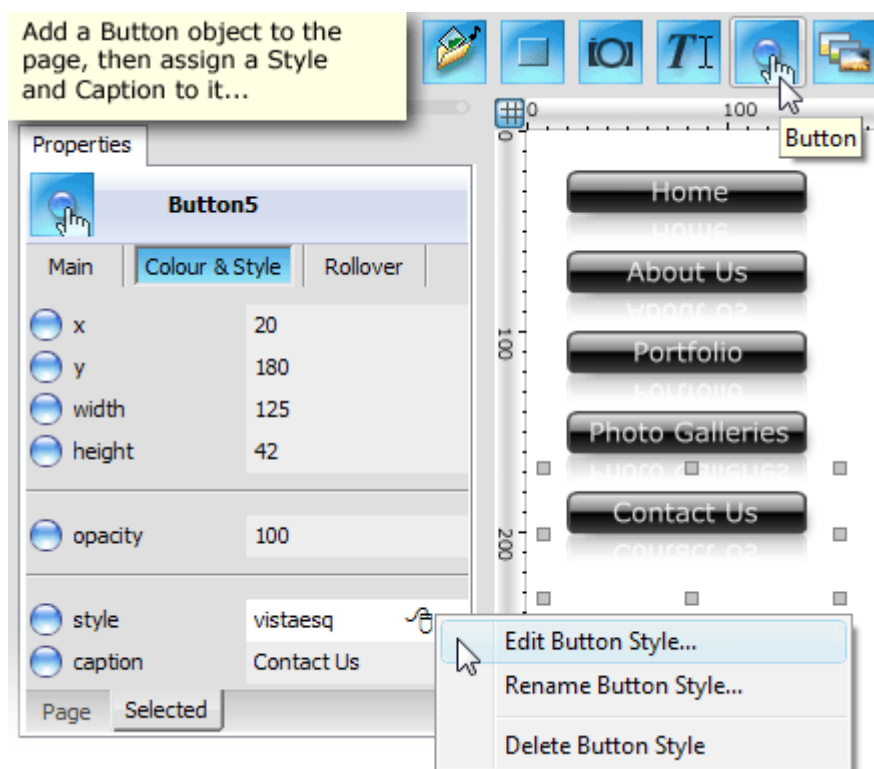
This chapter shows you how to create high-quality buttons for your web site using Antenna's integrated Button Lab.

## Button Lab – creating cool buttons



### In brief...

- Click the **Button** icon on the toolbar to add a button to the page.
- In the **Properties** palette **Colour & Style** tab, select a **Style** & **Caption** for the button.
- To customise the button appearance, design a new button style, or add new button captions, click the small mouse icon alongside the button **Style** property.



### In detail...

Add a Button object to the web page by clicking the Button icon on the toolbar, then assign a Button Style and select a Caption in the Properties palette. You can create new Button Styles and additional Button Captions by clicking the small mouse icon alongside the button **Style** property and selecting **Edit Button Style...** from the pop-up menu to open the Button Lab.

Button Styles you create can be applied to any button in your project, and edited at any time. When you edit a Button Style, all the buttons in your project using that Style are affected.

Button Lab shares its controls with the Shape Editor – with a few extra enhancements specifically for designing buttons. The following sections detail these enhancements. For more information on general Shape Editor controls see [Using the shape editor](#). Unlike shapes and gradients, which are saved as standard images in your project, Antenna manages Button Styles for you – individual button images do not appear in the Files palette.

## Button states – up, hover & click

---

You can define separate up, hover and click states for your button style, so that the button appearance changes when a visitor moves their mouse cursor over a button and clicks it. A common technique is to apply a recessed bevel effect to the button click state, so that the button looks like it is pressed down when clicked. The effect can be subtle, but provides good visual feedback to your visitors as they navigate your site.

Tick the **Mouse Hover** and **Mouse Click** options to add hover and click states to your button style, then use the Up, Hover and Click tabs to design the different states. The **Copy from...** button enables you to quickly copy the design of one button state to another state.

## Button captions

---

Switch to the **Text** tab and enter a list of button captions in the **Button Text** field. Antenna will create separate button images for each caption, which you can then select via the **Caption** property on any Button object.



## Chapter 9 – Audio Video & Flash

---

This chapter shows you how to add Audio, Video, Flash animation and Flash streaming video to your web pages. It also shows how you can trigger audio and video playback when other objects on your page are clicked.

Wave/.wav   MPEG3/.mp3   AVI/.avi   MPEG/.mpg   Quicktime/.mov  
Flash/.swf   Streaming Flash Video/.flv

## Flash Movie, SWF

---



Add Flash animation to your web pages by clicking the **Flash Movie** button on the toolbar.

An empty Flash Movie object is initially displayed as a dotted rectangle. Choose a Flash animation file (.swf) to display using its **Movie (swf)** property. The Movie (swf) property drop-down menu lists all the Flash files you have imported into your project. Alternatively you can also drag-and-drop Flash filenames from the **Files** palette directly into the Movie (swf) property in the **Properties** palette.

To import Flash files, in the **Files** palette, click the **New** menu and select **Import Media File...** Flash movies have a .swf file extension.

### Auto-play...

Set this to true to have the movie start automatically when the page loads.

### Loop...

Set this to true to have the movie loop continuously.

### Menu...

Set this to false to prevent the Flash player menu appearing when the movie is right-clicked.

### Background | Transparent...

Activate this property to ensure the Flash animation background is transparent and respects object layering. When this property is inactive the Flash animation has a solid background and plays on top of all other objects.

### Flash-version...

Set this to the minimum major version number of the Flash player required to play the movie. Usually this will be the version of Flash the movie was created in.

### Flash-vars...

Some Flash movies accept variables passed in from the web page. Use the Flash-vars property to set these variables.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

To learn more about importing files into your project see [Importing graphics video and other media](#) in [Chapter 2 – Web Page Basics](#).

## Flash Video Streaming, FLV

---



Antenna's Flash movie object supports Flash Video (.flv). Flash video enables you to stream video directly from your web site. A key advantage of streaming video is that the video can start to play while it is still being downloaded. Your visitors do not have to wait for the entire video to download before watching. Flash Video is played using the standard Flash player plugin which is cross-platform and widely installed.

To add Flash Streaming Video to your web page you need two files:

1. A small .swf Player file, containing the video playback controls (usually called player.swf or controls.swf).
2. Your actual .flv Flash Video file (e.g. my-movie.flv).

Most software that creates or converts video to .flv format will generate these two files.

### Add a Flash Video to your web page...

- Click the 'Add Picture, Video, Flash etc.' import button on the toolbar and import your .swf and .flv files together. Antenna will create a Flash object on the page and assign your .swf file to it automatically.
- In the **Properties** palette, click alongside the **Stream (flv)** property, and select the .flv file you just imported.

You now have a streaming video on your web page.

### Tip...

For video streaming to work the player (.swf) and video (.flv) files must be in the same folder.

## Media AV Embed

---



Add audio and video to your web pages using the Audio/Video object. Click the **Media AV Embed** button on the toolbar to add an Audio/Video object to your page.

An empty Audio/Video control is initially displayed a rectangle outline. Assign an audio or video file to the control using the **Audio/video** property. The Audio/video property drop-down menu lists all the audio and video files you have imported into your Web. Alternatively you can also drag-and-drop audio and video filenames from the **Files** palette directly into the Audio/video property in the **Properties** palette.

To import audio and video files, in the **Files** palette, click the **New** menu and select **Import Media File....** Supported formats include .wav .mp3 .avi and mpeg.

### Auto-play...

Set this to true to have the audio or video start automatically when the page loads.

### Loop...

Set this to true to have the audio or video loop continuously.

### Show-controls...

Set this to true to display audio or video navigation controls.

### Hidden...

Set this to true to hide the control – useful for audio where you do not want the control to be visible.

### Starting Audio/Video playback when another control is clicked...

You may want another object on the page to trigger Audio/Video playback. For example you may want a short sound or video clip to play whenever a particular button is clicked. To do this, first select the button object, click its Events property and then assign the following script to its Click event:

```
[#media av embed1].play();
```

...where 'media av embed1' is the name of the Media AV Embed object on the page (not the video filename) that you want to trigger. For audio clips you can hide the Audio/Video control by setting its Hidden property to true. If you want several buttons to play the same sound you can assign this script to each one - you only need the one Media AV Embed object. For more information on working with Events see the [Events & Javascript](#) topic in [Chapter 15 – Adding Your Own HTML Code](#).

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

To learn more about importing files into your project see [Importing graphics video and other media](#) in [Chapter 2 – Web Page Basics](#).

## Media Player control

---



Add a Media Player object to your web pages to play Windows Media formats such as the .wmv video format. The Media Player object requires your visitors to have the Windows Media Player browser plugin installed, which may not be available on all platforms. To add a Media Player control to your page, click the Media Player button on the toolbar.

Assign media to the control using the **Audio/video** property.

To import media files, in the **Files** palette, click the **New** menu and select **Import Media File...**

### **Auto-play...**

Set this to true to have the movie start automatically when the page loads.

### **Loop...**

Set this to true to have the audio or video loop continuously.

### **Show-controls...**

Set this to true to display audio or video navigation controls.

### **Status-bar...**

Set this to true to display a status bar beneath the video.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

To learn more about importing files into your project see [Importing graphics video and other media](#) in [Chapter 2 – Web Page Basics](#).



## QuickTime Movie control

---



Add QuickTime movies to your web pages using the QuickTime Movie control. The QuickTime Movie object requires your visitors to have the QuickTime browser plugin installed, which may not be available on all platforms. To add a QuickTime Movie control to your page, click the QuickTime Movie button on the toolbar.

An empty QuickTime Movie control is initially displayed as a dotted rectangle. Assign a movie to the control using the **Movie** property. The Movie property drop-down menu lists all the QuickTime files you have imported into your project.

To import QuickTime files, in the **Files** palette, click the **New** menu and select **Import Media File...**

### **Auto-play...**

Set this to true to have the movie start automatically when the page loads.

### **Controller...**

Set this to true to display audio or video navigation controls.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

To learn more about importing files into your project see [Importing graphics video and other media](#) in [Chapter 2 – Web Page Basics](#).



## Chapter 10 - Layers

---

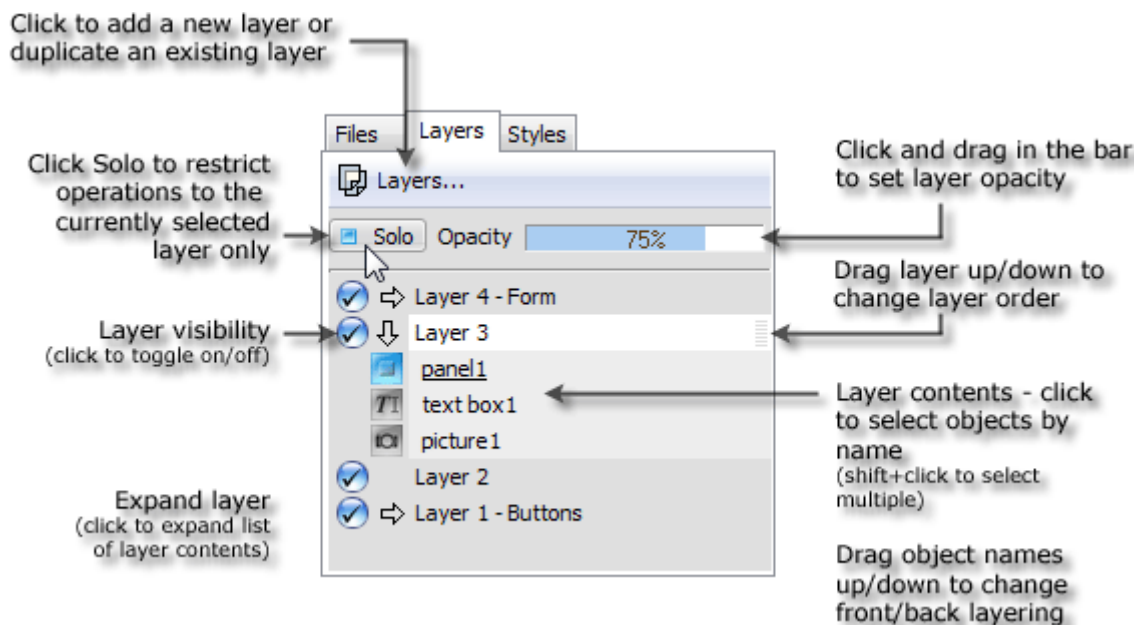
This chapter introduces Antenna's powerful layers system, showing how to group related objects onto individual layers, and how to adjust layer opacity for translucency effects.

## Organising your pages with layers

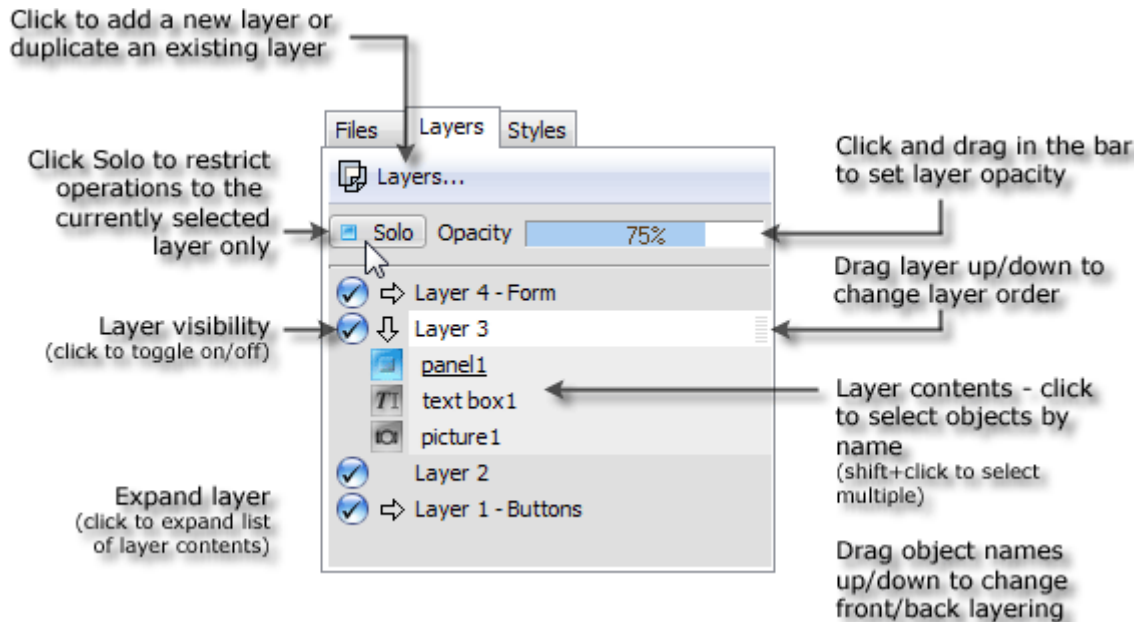
### Overview...

Antenna features a powerful multiple layers system, enabling you to build up your web pages as a series of layers. Imagine each layer as a sheet of glass, celluloid or tracing-paper placed over the previous layer. As you add new layers, objects on the layers beneath show through.

- Placing related objects on their own unique layer helps organise complex web pages and simplifies selecting and moving multiple related objects.
- You can also adjust the opacity of each layer to make the objects on it appear translucent.



## Creating naming & selecting layers



### Creating a new layer...

In the Layers palette, click the **Layers...** button and select **New Layer**. A new layer will be created immediately above the currently selected layer.

### Renaming a layer...

In the Layers palette, select the layer you wish to rename. Click the name a second time and the text will highlight. Type in the new name and then press enter to confirm.

### Selecting a different layer...

To change to a different layer click the layer you wish to be the current layer. The layer will highlight to show that it is selected. Any objects you add to the page are added to the currently selected layer. Double-clicking a layer will select that layer and also select all the objects on the layer.

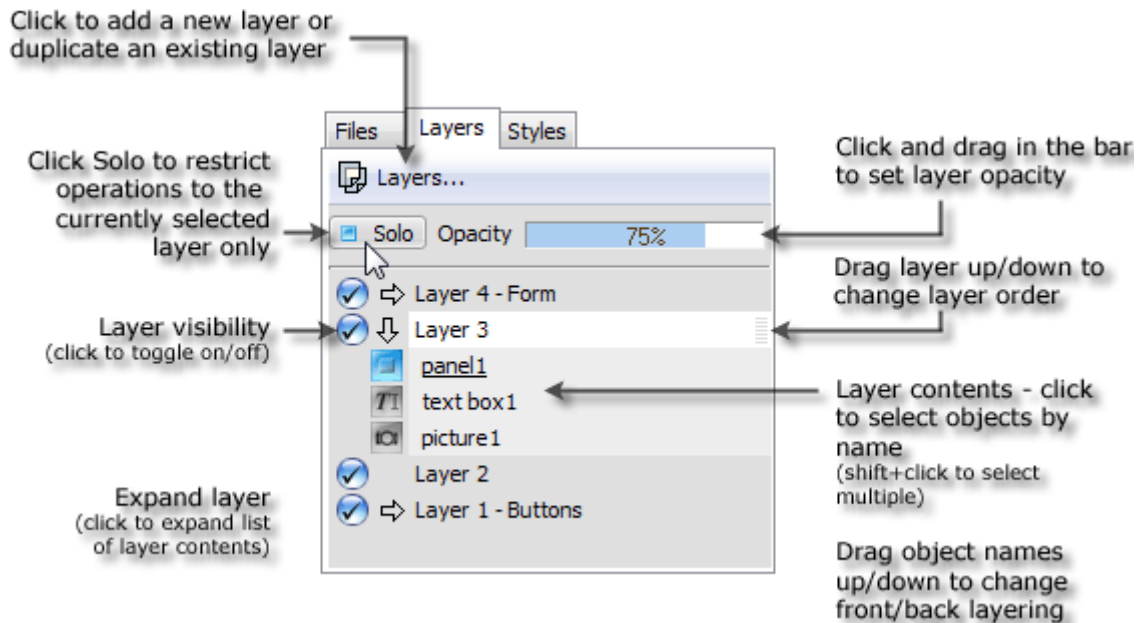
### Making a Layer Invisible and Visible...

While you are building a page it may be useful to hide a layer, either to see objects on layers beneath, or to quickly determine which objects are on a particular layer. To toggle layer visibility click the tick symbol to the left of the layer in the Layer palette.

### Changing Layer Order...

Select a layer in the Layers palette and drag it up and down to move the layer up and down the list. The layer at the top of the layers list is the top/front most layer.

## Working with layers



### Solo...

By default, any object on the page can be selected, no matter which layer it is on or which layer is currently selected. You can therefore select and work with any object without knowing which layer it is on. Sometimes it may be useful to restrict the selection, to make it easier to work with objects on a specific layer, without selecting objects on other layers by mistake. To do this, click the **Solo** button. While the Solo button is active, object selection is restricted to objects on the current layer only.

### Changing Layer Opacity...

Changing the opacity of a layer will make the objects on it appear more or less translucent. Layer opacity for the currently selected layer is represented by a blue percentage bar in the Layers palette. Click anywhere in this bar and drag left or right to decrease or increase layer opacity.

### Duplicating a Layer...

In the Layers palette, click the **Layers...** button and select **Duplicate Layer** to duplicate the current layer and all objects on it.

### Expanding a Layer...

You can access objects on a layer by expanding the layer in the Layers palette. This is useful in order to edit non-visual objects which don't appear in the web page editor, or if you wish to select objects by name. In the Layers palette, click the right-pointing arrow to the left of a layer and it will expand to list all the objects on that layer. From here you can select any object to edit by clicking on its name. Selected objects will appear underlined with a highlighted icon. You can select multiple objects by holding down the Shift key while selecting. If you double-click a layer arrow all the objects on that layer will become selected.

### Deleting a Layer...

In the Object Properties palette click the Layers... button then select Delete to delete the current layer and all objects on it.

### Locking a Layer...

To lock a layer, in the Layers palette, right-click the layer and select **Lock Layer** from the pop-up menu. A padlock symbol will appear next to the layer to indicate that it is currently locked. Lock a layer to prevent the objects on it from being moved or edited accidentally.

### Unlocking a Layer...

To unlock a locked layer, in the Layers palette, right-click the layer and select **Unlock Layer** from the pop-up menu.



## Chapter 11 – Styles & Styles Library

---

This chapter introduces Antenna's integrated Styles Editor and explains how you can save a lot of time by defining and applying styles to objects – and how to build your site so that you can make sweeping changes at a later date very quickly and simply.

## Overview of styles

### In brief...

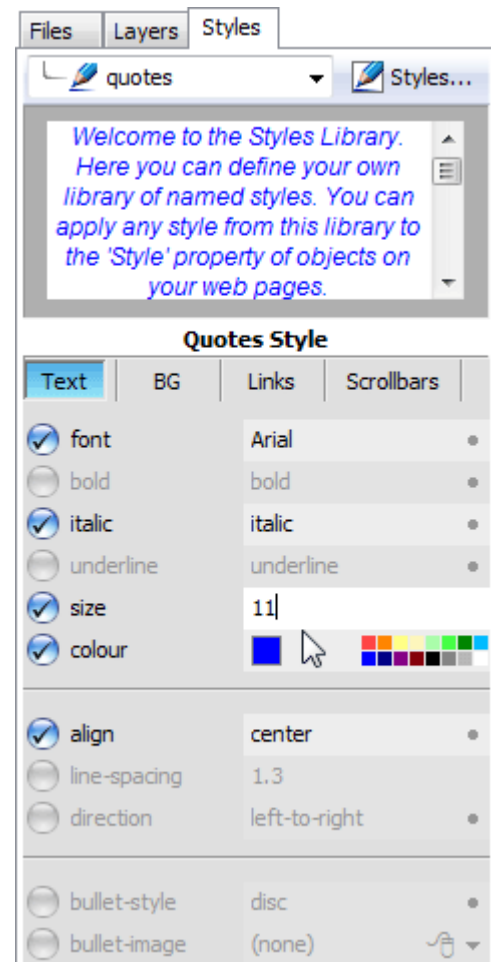
Let's say you are building a web site for an existing company product. You have a list of glowing quotes from past satisfied customers, and you are going to add a different quote to the top of each of your web pages.

You decide to use an Arial font, 11 pixels high, centred, in italic, and in blue. As you create each web page you add a Text Box for each quote, and each time set the font on the Text Box to Arial, 11 pixels, centred, italic and blue. Setting all these items repeatedly every time you add a quote to a page may seem a little inefficient, but the real problem comes 3 days later when you decide that actually the quotes would look much better in red, and you have to go through each page one by one changing the font colour of each quote. If you've a lot of pages this can be quite time consuming.

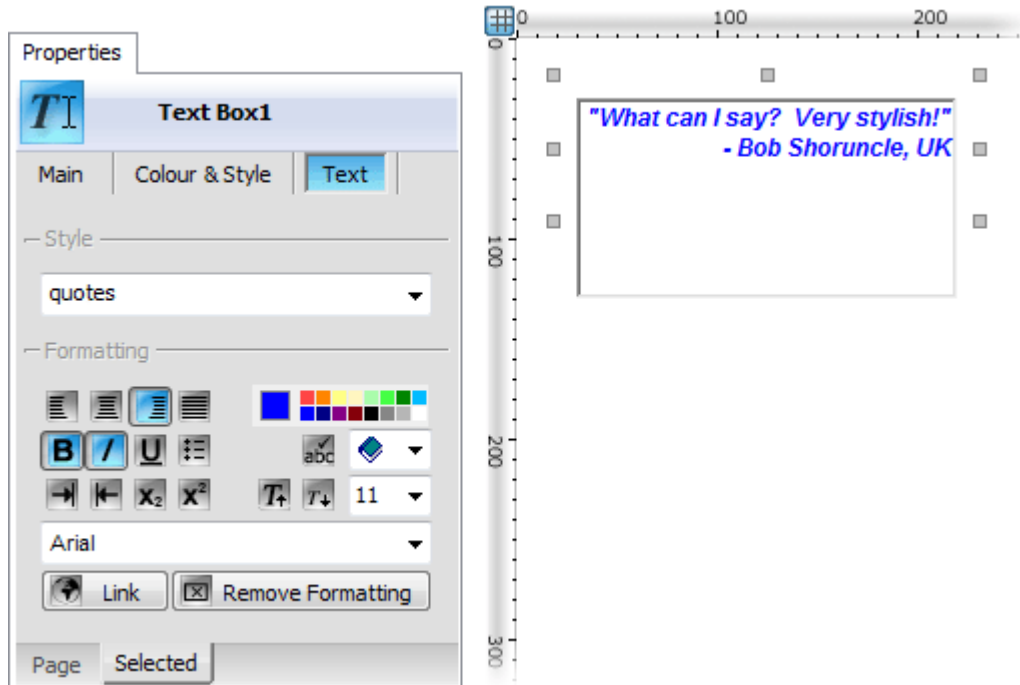
Styles offers a solution: Before adding any quotes to your site, you create a named style in the Style Editor called, for example, 'Quotes' with an Arial font, 11 pixels, centred, italic and in blue. You only have to do this once. Then as you build your pages, apply the Quotes style to each quotation Text Box you create.

Applying a named style to a Text Box is much quicker than setting the same font details manually every time. But the best bit is that 3 days later when you decide you'd like the quotations in red, all you have to do is edit the 'Quotes' style and set its colour to red. When you do this all the quotations throughout your entire web site will change from blue to red - and you don't have to open a single web page to achieve this.

You can define many different styles – perhaps one for chapter headings, another for topic headings, one for the main text etc. As well as defining the look of text in Text Boxes, a style can also be applied to other objects, defining their background colour, background image, borders, and even the colour of links & scrollbars.







Applying a style to an object does not limit you to that style alone - you can add extra formatting to any object on a one-off basis, overriding the style. For example, if all your quotations throughout your web site have the 'Quotes' style applied, but for this one particular quotation you want the text to be in bold and aligned to the right, then you can apply this in the text editor. The text will still take its font, size, italics and colour from the applied Quotes style, but now its text will also be in bold and aligned to the right – and since the defined style itself has not been changed, none of the other quotations in the web site will be affected.

The following pages will explain styles in more detail, starting with a special style called the Global Style.

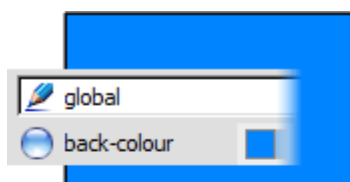
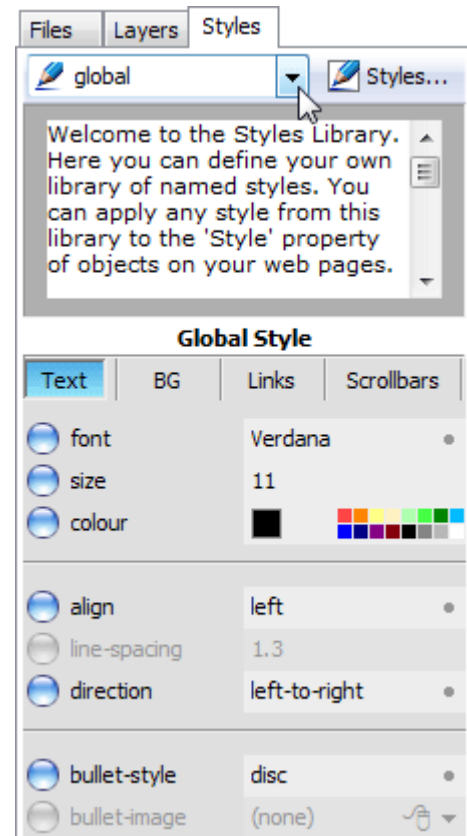
## Global style

The Global style is a special style applied automatically to the whole web site. If most of the pages in your web site are to have a blue background, orange scrollbars and use the Verdana typeface, then the Global style is a good place to set these values.

You can of course change the background and scrollbar colours on an individual page by page basis. The Global style just sets the default values.

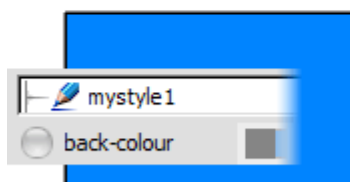
To edit the Global style, in the **Styles** palette, select the style named 'Global' from the drop-down list of styles.

All other defined styles inherit from the Global style. For example, if the Global style has a blue Back-colour and Verdana Font, then all the other styles that do not have their own specific Back-colour and Font value set will also inherit the blue background and Verdana font. If you later decide to change the Global background colour to red, then those other styles will immediately inherit the red background too. If you edit a style and activate its own Back-colour property, then this takes priority and overrides the Global background colour.

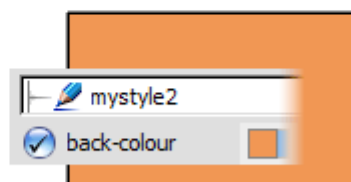


The Global style has it's Backcolour set to blue

All styles inherit from the special Global style...



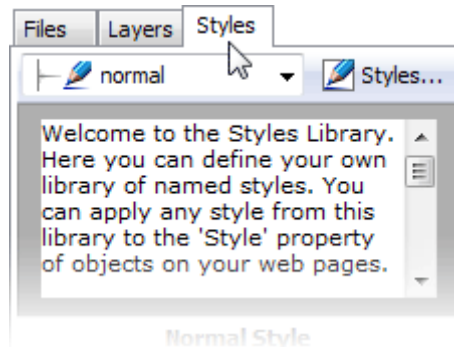
MyStyle1 has no Backcolour specified - so it inherits it's colour from the Global style



MyStyle2 does have a Backcolour specified - so this takes priority, overriding the Global style setting

## Defining & applying a new style

---



### Opening the Style Library...

To access the Style Library, click the **Styles** palette tab, as shown above.

At the top of the Style Library is a drop-down menu where you can select the style you wish to edit, along with a style preview window showing a preview of the current style. Beneath these are the style properties themselves. Most of these are optional so you can include just the properties you require for a particular style.

### Creating a New Style...

- In the **Styles** palette, click the **Styles...** menu and select **New Style....**
- Give your style new style a meaningful **Name**, then click OK.

Alternatively you can select **Duplicate Style...** to base your new style on an existing style.

### Deleting a Style...

- In the **Styles** palette, first select the style you want to delete from the drop-down menu.
- Click the **Styles...** menu and select **Delete Style....**

### Applying a Style...

- In the Page Editor, select the object you want to apply a style to.
- In the **Properties** palette switch to the **Colour & Style** tab.
- From the **Style** property drop-down menu, select the name of the style you want to apply.

You can also apply defined styles to individual words and phrases in the text editor.

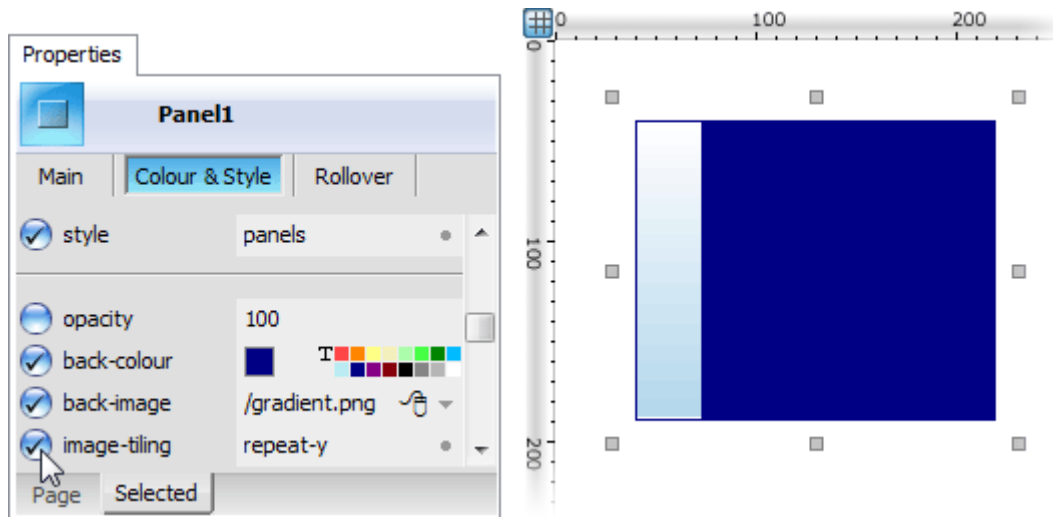
### Tips...

The basic styles supplied with Antenna, such as Normal and Headings, are protected - they can be edited, but not deleted.

### Technical Tip...

If you apply one of the three Headings styles to a word or phrase in the text editor, Antenna will generate optimised H1, H2 or H3 heading elements for those words automatically.

## Overriding the applied style



You can apply a style to an object, then override certain settings without affecting the defined style itself. This can prove very useful if you have a style that almost fits the job, and just needs a couple of the properties changing for one object.

In the above example illustration, a style named 'panels' has been applied to the Panel1 object, but then the Back-colour, Back-image and Image-tiling properties have been overridden resulting in a deep blue Panel, with a gradient image strip down the left side.

## Changing link colours

### Overview...

Web page links are traditionally indicated by underlined blue text. This may not suit your site design so you can change the link colours globally for your entire site, or on a style by style basis. You can also specify that links should change colour when the mouse cursor hovers above them. Note that many people expect links to be underlined in blue – if you change this then your links may not be immediately obvious to your site visitors.

### Changing the default link colours for the entire web site...

- In the **Styles** palette, select the **Global** style from the drop-down menu.
- Select the **Links** tab and adjust the global link colour properties.

Link properties are divided into four sections. Property names beginning with **Link-** indicate a normal unvisited link. **Visited-** indicates settings for visited links, **Hover-** settings are applied when the mouse cursor hovers over a link, and **Active-** settings apply when a link is clicked on. Each section offers the following properties:

**Colour** – the colour of link text.

**Underline** – whether links should appear underlined.

**Backcolour** – the background colour behind link text.

**Backimage** – specifies a link background image.

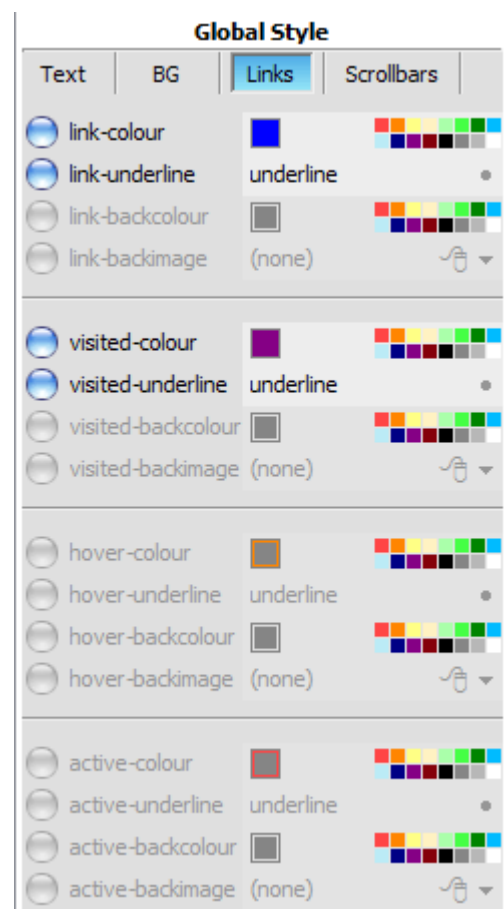
To learn more about the Global site style see the [Global style](#) topic.

### Changing link colours for a single style...

Each style defined in the Styles Library can have its own link colours specified. When a style is assigned to an object, that object will use the link colours specified in that style.

- In the **Styles** palette, select the style you wish to edit from the drop-down menu.
- Select the **Links** tab and adjust the link colour properties for the selected style.

When specifying link colours, remember to specify colours for both unvisited and visited links. When you assign the style to any object containing text links, the specified link colours will override global link colours specified in the Global style.



## Changing scrollbar colours

### Overview...

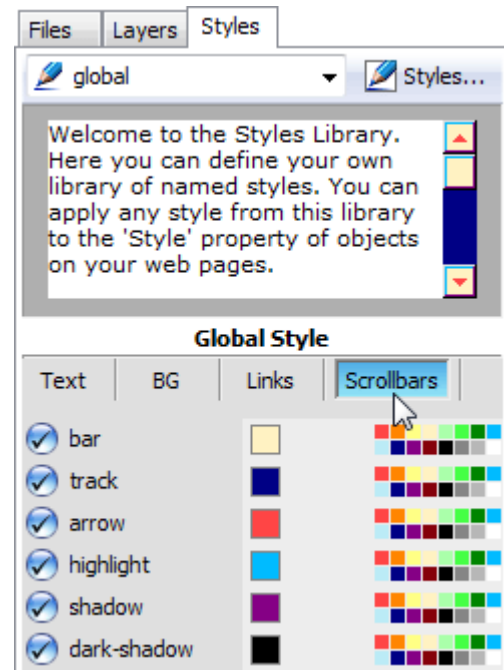
You can change the colour of browser scrollbars and the scrollbars of individual objects on your web pages to compliment the colour scheme of your web site. Note that not all web browsers support this feature – those that don't will continue to display standard scrollbars.

### Changing the web browser scrollbar colours...

- In the **Styles** palette, select the **Global** style from the drop-down menu.
- Click the **Scrollbars** tab and adjust the individual scrollbar colour properties in the Global style.

### Changing scrollbar colours for objects...

- In the **Styles** palette, select any style from the drop-down menu, or create a New Style.
- Click the **Scrollbars** tab and adjust the individual scrollbar colour properties for that style.
- Apply the style to any object on your web page that displays scrollbars (e.g. a Text Box).





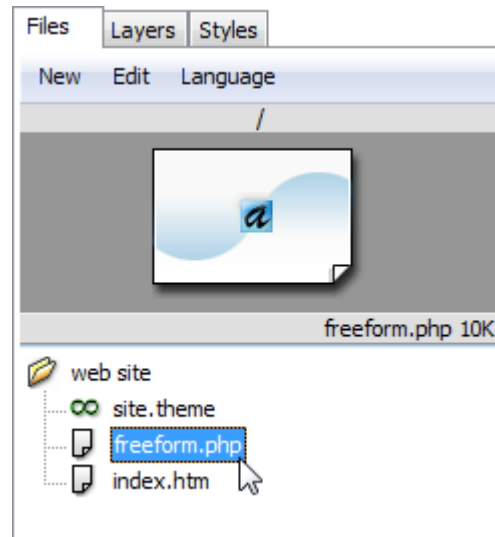
## Chapter 12 – Forms

---

This chapter shows you how to create and send forms, so that you can invite your visitors to submit comments and feedback via your web site.

## Creating forms

---



Antenna includes built-in form handling, with support for file attachments, straight out of the box. Each project includes a form handling file named `freeform.php` which processes all forms sent from your web site. So long as your host supports PHP, you can create forms very easily with almost no configuration. (Support for 3<sup>rd</sup> party form processors is also provided.)

The built-in form processor is designed to handle forms submitted in most languages, and is not limited to any particular alphabet (for example it can handle forms submitted in Greek, Cyrillic and Japanese). It can also handle multiple alphabets in the same form.

### In brief...

- Design your form by adding form fields and a Submit Button to your web page.
- Publish your web site online.

Visit your web site online, fill in the form and click on the Submit Button to send it. By default forms are emailed to [info@your.domain](mailto:info@your.domain) - Antenna's form processor calculates the *your.domain* part automatically, based on the address of your web site.

### In detail...

First add a new web page to your project (e.g. *contact-us.htm*), then create your form by adding objects such as Edit fields and Checkboxes to your page from the toolbar. The following section details each of the form objects...



## Form objects

---



**Checkbox** - This is a standard checkbox. Its **Checked** property determines whether the box is initially checked or unchecked.



**Edit Field** - This is a single line edit box for entering a single line of text, password or file name. You can prime the Edit Field with an initial value using the Text-content property. The number of characters that can be typed into the box can be restricted using the Max-length property. The Field-type property sets whether the field displays its text content, masks it with password mask characters, or displays a Browse... button for visitors to upload file attachments:

- Text – the field displays its content as standard text.
- Browse for file – the field displays a Browse... button for attaching files.
- Password – the field masks entered characters to hide password entry.

To enable file attachments see [Customising form processing](#).



**Form Button** - This is a standard clickable button. The Caption property sets its caption.



**Hidden Value** - Hidden values are included when the form is sent. 3rd-party form handlers may require information such as mail account details for where to send the form, and the address of a target page to display after the form is sent. You can enter such information here (e.g. you might name a Hidden Value object *Targetpage* and set its Value to *http://www.mysite.com/thankyou.htm*). Note : If you have numerous hidden values to enter, and your web host has provided you with a HTML example, then you may find it easier just to copy their HTML into the Custom-code property of the form Submit Button instead. Hidden Value objects are non-visual so are not displayed on the web page – you can select them by name in the Layers palette.



**Options Drop-down** - Provides a drop-down list of selectable options. List your options, separated by commas, in the Options property (e.g. Item1,Item2,Item3). The Size property indicates the height of the Options object - i.e. the number of items to display at once. You can permit multiple selections by setting the Multi-select property to true.

Link-target is a special property - when enabled, selecting an item in the list will automatically attempt to open a web page of the same name in the specified target window. For example, selecting an item named Item1 in the list would open item1.htm. Valid values for Link-target include self, parent, top (without underscore) and the names of any I-Frame objects present on the page. However you can not use Link-target to open a new window - the window must already exist.



**Radio Button** - This is a standard radio-button. The name of the object will be submitted if this particular button is selected when the form is sent. You can build up a group of radio-buttons by assigning each button in the group the same Group-name - only one button in a group can be selected at a time.



**Reset Button** - This button clears any information entered into the form and returns the form to its initial state.



**Submit Button** - When clicked, this button sends the information entered into the form to the form processor. By default this is Antenna's own freeform.php form handler, but you can also specify 3<sup>rd</sup> party handlers, such as a mail CGI script provided by your web host. Usually the button will only function online, after the page is published. See [Submit Button properties](#) for more detail.



**Text Area** - This adds a multi-line text control to your form. You can prime the Text Area with an initial value using the Text-content property. You can also prevent the Text from being altered by setting the Read-only property to true.

### Tab Sequence...

When filling in a form online, visitors often prefer to use the keyboard Tab key, instead of the mouse, to move from one field to the next quickly. You can set the order fields tab in via the **Tab-sequence** property of form objects. The sequence counts up from zero.

### Required Fields...

Sometimes you'll want to validate a form to make sure certain fields have been filled in before the form is sent. To do this you can mark a form object as a required field. This means the field can not be left blank and must be filled in before the form can be sent. To specify that a particular field is required, set its **Required** property to true.

If the form Send button is clicked before the required fields have been filled in, a message will appear indicating the fields required. You can customise this message via the **Submit Button** → **Validate form** property. The **Validate form** property must be ticked to enable form validation.

Usually it is not necessary to make a drop-down Options List object required, because one of the items in the list is always selected. However you may wish to disallow the first item in the options list (for example you may wish the first item to read 'Choose one of the following...'). If you mark a form Options object as required, this is exactly what happens – the first item is disallowed.

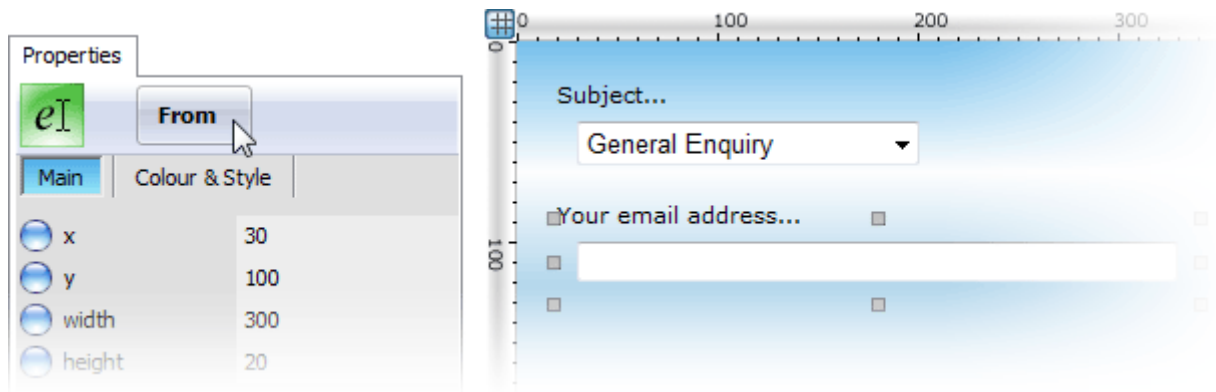
Note that form validation is performed using Javascript. If a visitor to your site has Javascript disabled in their web browser, then the form will be sent as usual, but without validation.

For details of common properties available on all these objects, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

### Multiple forms...

You can create multiple forms on a web page, just ensure that each form is on its own independent layer, so that Antenna can determine which fields belong to which form. See [Chapter 10 – Layers](#) for more detail.

### Standard Email fields...



If you name a form object *Subject*, its content will appear as the Subject of the email you receive. If you name a field *From*, its content will appear as the From email address in the email – for example, you may wish to do this if your form requests the visitor's email address.

Such fields can be invisible, for example you can create a Hidden Value object named *Subject* to set a fixed subject for a form.

## Customising form processing

After publishing your form online, clicking the Submit or Send button passes the form data to the built-in form processor (freeform.php). The form processor creates an email from the data, and passes it to your host. Your host then sends the email to your email address.

### Where is the form emailed to...?

By default, submitted forms are emailed to [info@your.domain](mailto:info@your.domain) – the *your.domain* part is added automatically by the form processor, based on the domain name of your web site. If this is what you want, then your form will work immediately with zero configuration. You can of course set the destination email address manually by configuring the form processor.

### Configuring the form processor...

In the **Files** palette, double-click *freeform.php*. A configuration dialog will appear where you can configure how forms are processed.

**Recipient1-3** – Specify the full email address of up to 3 recipients who can receive submitted forms. Note: Use the form Submit Button to select which of the 3 recipients will receive a particular form.

**File attachments** – Set to true to enable visitors to send you file attachments. Ensure your computer is well protected from malware if you enable this option.

**Max file size (KB)** – Restrict the maximum permitted size of file attachments here.

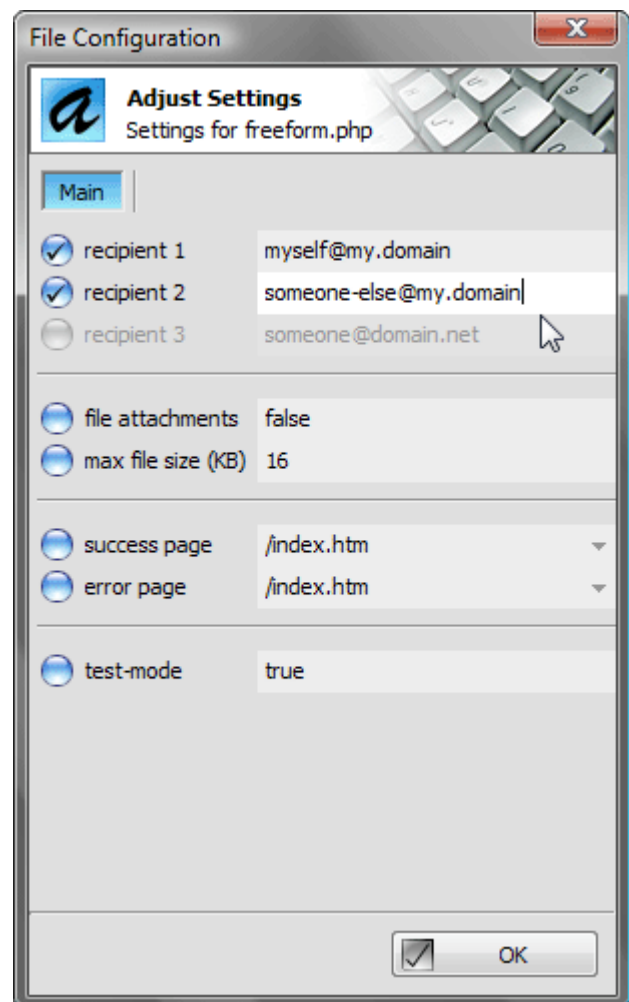
**Success page** – The default page to display after a form is sent successfully. You can override this via any form Submit button.

**Error page** – The default page to display if form sending fails. You can override this default via the Submit button on any form.

**Test-mode** – When true, submitted forms are not sent. Instead a diagnostic page of information is displayed. Useful for testing or troubleshooting.

### Note...

Some hosts only permit forms to be sent to email addresses provided by the host. When testing a form it's a good idea to use your email account provided to you by your hosting service.



## Submit Button properties

---

**Caption** – The caption for the Submit Button.

**Send to** – Where the submitted form is to be emailed to:

- **contact** – emails the form to `contact@your.domain`
- **info** – emails the form to `info@your.domain`
- **webmaster** – emails the form to `webmaster@your.domain`
- **(recipient 1)** – emails to recipient 1 as defined in the freeform configuration dialog.
- **(recipient 2)** – emails to recipient 2 as defined in the freeform configuration dialog.
- **(recipient 3)** – emails to recipient 3 as defined in the freeform configuration dialog.

**Success page** – the web page to display after the form is submitted successfully. Setting this overrides the default success page defined in the freeform.php configuration dialog.

**Error page** – the web page to display if form submission fails. Setting this overrides the default error page defined in the freeform.php configuration dialog.

**Validate form** – Tick this option to enable form validation. When active, form fields marked as Required must be filled in before the form can be submitted. You can set the message displayed when required fields have not been filled in here.

## 3rd-party form handlers

---

If your host does not support PHP, or you wish to use a different form processor to Antenna's own built-in handler, you can do this by setting properties on the Submit Button's **Advanced** tab. The information required here will vary depending on the form processor you are using, so you'll need to consult the documentation provided with your form handling script.

**Action** – Point this to the address of your form handling script. For example, a CGI script for handling forms might be located at: `/cgi-bin/mailform.cgi`

**Method** – For most types of script this will usually be set to `POST`. Some scripts may require it to be set to `GET`.

**Target** – Usually remains deactivated. You can set this to launch the Action in a new window.

**Custom-code** – Any additional HTML code required by your form handling script, such as hidden values for a target page, can be added in the Custom-code property. Alternatively you can create additional Hidden Value objects to set specific form values.

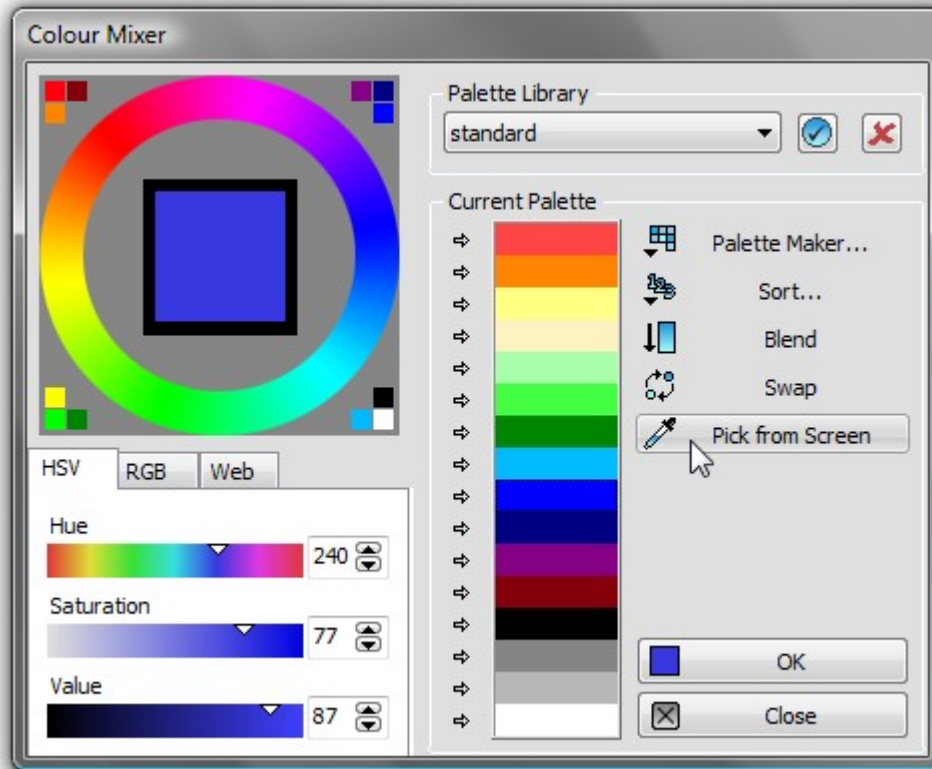


## Chapter 13 – Colour Mixer

---

This chapter describes Antenna's powerful colour mixing capabilities. The colours you choose for your web site have a strong affect on how your site is perceived. Choosing suitable colours that go well together is important – and Antenna's built in colour mixer has many features to help you create a good colour scheme quickly.

## Introducing the Colour Mixer



### Colour Wheel...

The colour wheel provides easy selection and comparison of colours. Hover the mouse cursor over the colour wheel and click to select a colour. The central square shows the currently selected colour. The border around the square shows the colour the mouse cursor is currently hovering over, making it easy to compare with the current colour before making a selection. The small squares surrounding the wheel provide quick access to a few key colours. Once you have selected a colour, use the colour bars beneath to adjust its saturation and brightness.

### HSV RGB and Web tabs...

You can select and adjust colours using Hue-Saturation-Value, Red-Green-Blue or Web colour models. Click or click and drag in any of the colour bars to adjust the current colour sliders, or use the numerical spinners alongside. HSV often provides the most intuitive selection. The colour bars enable you to see exactly what effect moving a slider will have before you click.

The Web tab enables direct entry of a hexadecimal colour value as it would appear in code on a web page, and is useful for exchanging colour values with other graphics packages by copying and pasting the value (Ctrl-C to copy, Ctrl-V to paste). Type in a value, then press Enter.

Click the OK button to accept the currently selected colour, or Close to exit the Colour Mixer without making a selection.

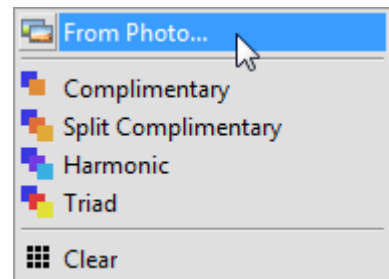
## Colour Mixer – custom palettes & colour schemes

Creating a colour scheme or Custom Palette for your web site can speed up workflow and keep colours consistent throughout the site. A Custom Palette provides quick access to up to 16 colours at a time. In the Custom Palette section of the Colour Mixer, click the small arrow button alongside any colour palette box to copy the currently selected colour into your palette.

### Palette Maker...

The Palette Maker creates a completely new palette for you. There are several options available:

- **From Photo...** Creates a palette from a photograph or other image by extracting a broad selection of colours from the photo. Very useful for creating a colour scheme that will go well with a particular photo, or for extracting a palette of colours from a mock-up design image.
- **Complimentary** – Creates a palette based on the currently selected colour by selecting mainly complimentary colours.
- **Split Complimentary** – Creates a palette based on the currently selected colour by selecting variations of complimentary colours. This often produces a more pleasing combination of colours than Complimentary.
- **Harmonic** – Creates a palette based on the currently selected colour by selecting colours of a similar shade. An accent colour is also included.
- **Triad** – Creates a palette based on the currently selected colour using points of an imaginary triangle overlaid on the colour wheel.
- **Clear** – Clears the current palette.



You can of course tweak and adjust any of the colours in palettes created by the Palette Maker.

### Sort...

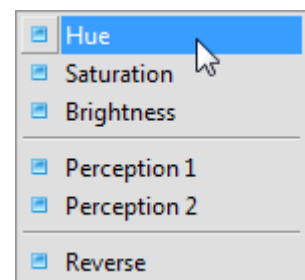
Sorts or reverses the sequence of colours in the Custom Palette :

### Blend...

Blends smoothly between two colours. Select the first colour in the Custom Palette, click Blend... then click a second colour elsewhere in the palette to create a colour blend between the two.

### Swap...

Swaps two colours in the palette. Select the first colour in the Custom Palette, click Swap, then click a second colour. The selected colours will exchange places with each other.



### Pick From Screen...

Click to pick a colour from anywhere on the screen. Very useful for selecting colours off graphics and photos you've already added to your web page. To make selecting colours easier the border of the central colour wheel square changes colour to show you what colour you are about to select as you move the mouse cursor around the screen.

### Palette Library...

The current Custom Palette is saved automatically with your web site. You can also save and recall Custom Palettes using the Palette Library panel at the top of the Colour Mixer.





## Chapter 14 - Languages

---

This chapter shows you how to create a multilingual web site. A published site is accessible all over the world – so why limit yourself to just one language? You can reach a much wider audience by presenting all or part of your site in different languages.

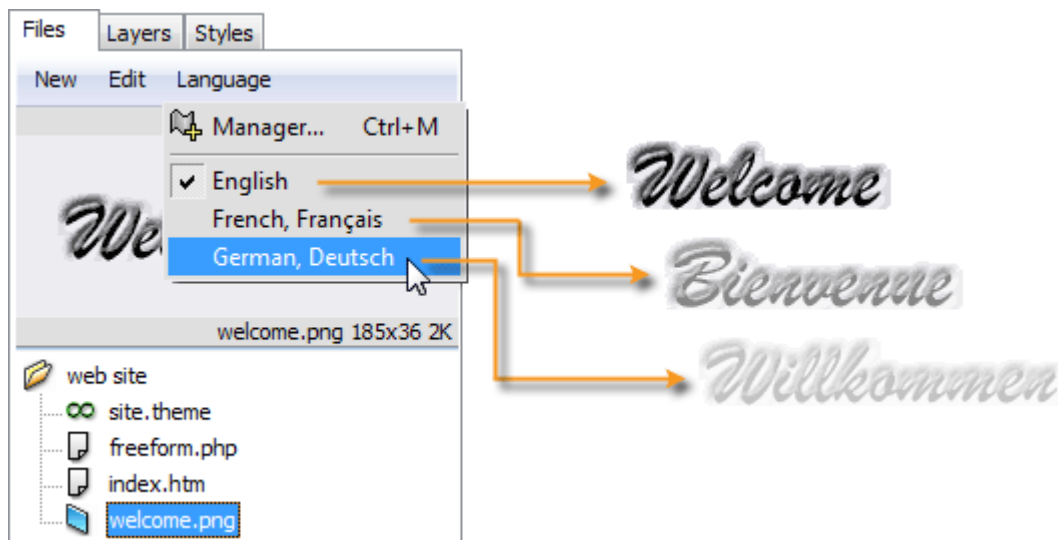
## Creating a multilingual site

### Overview...

Antenna makes it easy to create and maintain a multilingual website. Every project has an initial Primary language (the language the site was originally developed in), and further Non-Primary languages can be added at any time.

### Design...

Text content and media files are handled separately from page design and layout. This enables your web site pages and design to be used across all languages. If you change the layout or design while working in one language, the change is automatically carried across to all other languages, so you do not need to worry about maintaining multiple versions of your website. In terms of design and layout all language versions of your site will always be up to date.



### Content...

Within Antenna, text based objects can store multiple translations of the same text, and they switch their displayed content based on the current language selection in the Antenna editor. In the same way, Antenna media items, such as an imported picture, can contain multiple language versions of the same picture. However separate pages are published for each language, ensuring that when browsing outside Antenna's editing environment, only the graphics and text required for your visitor's currently selected language are downloaded - so even with extra languages your web site will remain just as quick to load and browse.

## Automatic content substitution...



In Antenna you have only one set of pages to edit for all languages.

Any change you make to design or layout applies to all the languages.

When you publish Antenna creates a separate version of the page for each language.

If a translation is not available for any item, Antenna substitutes the primary language version automatically.

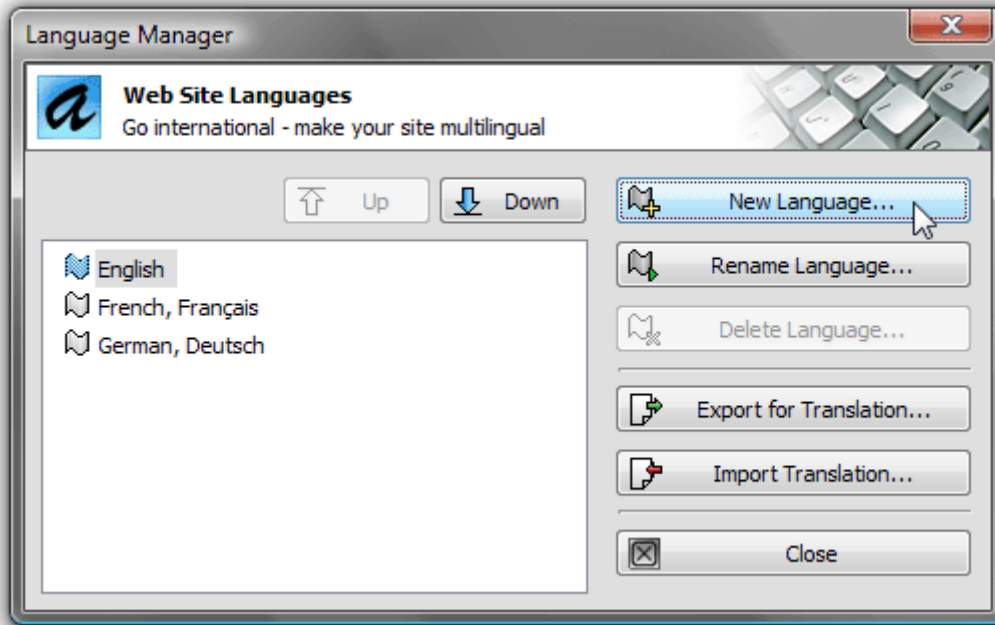
### Automatic Content Substitution...

If the translation for a particular block of text does not yet exist, or the required language version of a media item has not been imported yet, then Antenna substitutes the Primary language version automatically.

This is particularly useful for graphic content : It enables you to have just one set of 'common' Primary language graphics to be used across all languages - and only the few specific graphics that require translation/localisation need to be imported for the other languages.

This greatly simplifies site management : you no longer need to duplicate common graphics across multiple languages, and broken links are automatically prevented by the automatic Primary language substitution. The lack of duplicate graphics also makes the website more efficient : it takes up less disk space, and there's less data to transfer when publishing and downloading.

## Working with multiple languages



### Adding Additional Languages...

- In the **Files** palette, click the **Language** menu and select **Manager...**
- Click the **New Language...** button to select a new language.

When adding a new language, you can also select a language dialect – useful if your site is to offer several dialects of the same language.

### Switching Languages...

In the **Files** palette, select the language you wish to work with from the **Language** menu. Any text you add to or translate in text objects (such as a Text Box) will stored under the currently selected language.

### Importing and Updating Media Items...

Once the Primary language version of a graphic or other media item has been imported, simply switch to the Non-Primary language you wish to import for, then import the Non-Primary language version.

- The Non-Primary language version must have the same file name as the Primary language version. For example, if the English version is called *logo.jpg* then the German version you are importing must also be called *logo.jpg*

Multiple items can be imported at the same time. It is usually best to develop the Primary language version of the website first, and import media for other languages after it is complete.

### Deleting Multilingual Media Items...

You may have imported several different versions of a media item - for example 3 separate versions of *logo.jpg*: one each for English, French and German languages. The **Files** palette will display a single *logo.jpg* file which represents all of these language versions.

By switching language while *logo.jpg* is selected, you will see the preview image update to display the correct version of *logo.jpg* for the currently selected language.

If you delete *logo.jpg* while working in the website Primary language - e.g. English - then the French and German versions of *logo.jpg* will be deleted too, and the *logo.jpg* file name will be removed from the list of files.

However if you delete *logo.jpg* while working in the German language (non-primary), only the German version of the media will be deleted. The *logo.jpg* file name will remain, since English and French versions of the image are still present. Since the German version of the image has been deleted, the German version of the website will revert to the English (primary) language graphic, until a new German version is imported.

### Preview, Publish and Export...

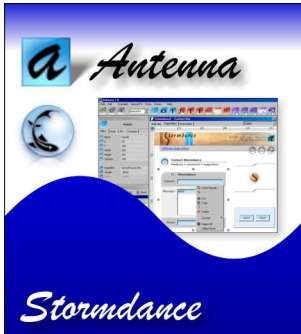
When you preview, publish or export your web pages, Antenna will automatically build separate pages for each of the languages.

### Changing Language in the Web Browser...

To enable someone browsing your website to change language, include a simple Link on the page in the format `lang:language` (e.g. *lang:spanish*). You do not need to provide a web page address. When the link is clicked, the Spanish version of the current page will open.

### Tip...

If you want a change of language to be possible from all your web pages, you can place language links on the site.theme page. See [Chapter 4 – Theme pages, including the same items on many web pages](#) for details.

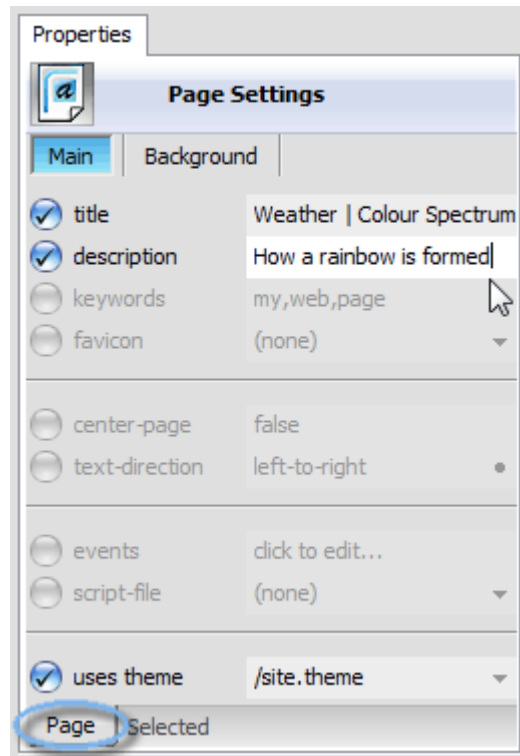


## Chapter 15 – Adding Your Own HTML Code

---

This chapter shows you how to add HTML code to your web pages, from adding extra meta tags and creating custom positionable controls, to integrating services such as hit-counters, guest-books and forums. It also looks at adding Javascript and using Events to create interactive web pages.

## Adding extra meta tags & code to the HEAD



Antenna includes Title, Description and Keyword properties for each web page you create. Keywords and Description properties are written to the <head> of your web page as 'meta-tags'. The information does not appear when the web page is viewed, but it is used by some search engines to help determine the subject of your page, and to index the web page. To access these properties, select the **Page** tab in the Properties palette. See also [Adding title description & keywords](#) in [Chapter 2 – Web Page Basics](#).

You can also add your own additional meta-tags and HTML code. To do this add a **Visual-HTML** object to the page, and click the **Custom-code** property to open the Code Editor.

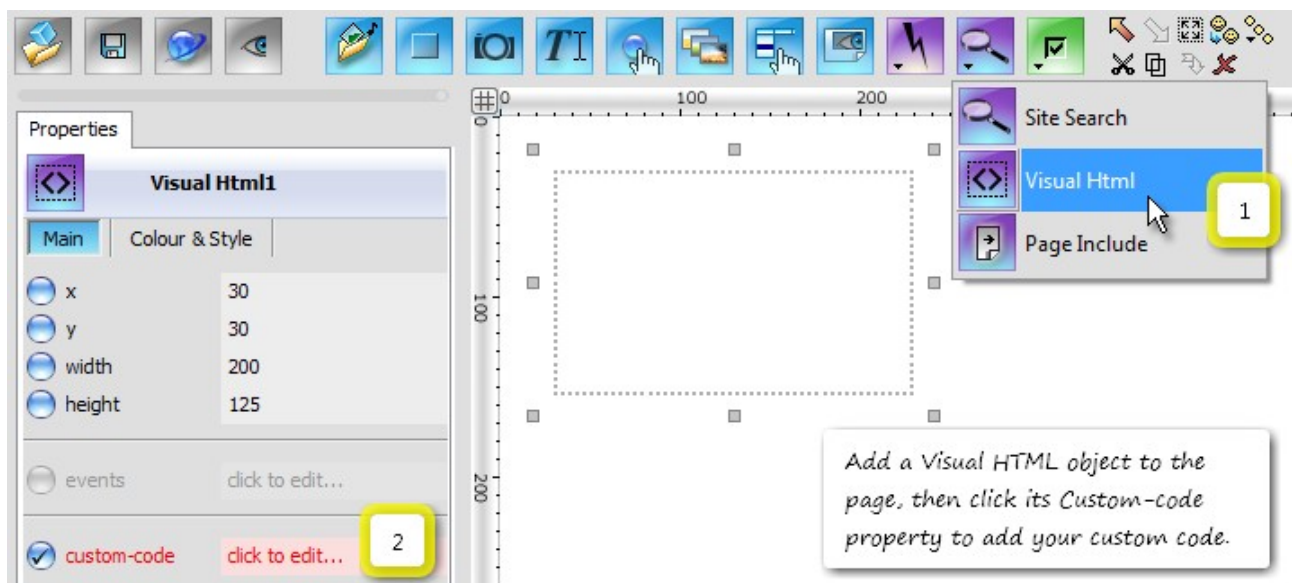
Add your tags in the **Head** section, (e.g. <meta name="author ...etc...") then click OK.

The HTML code you enter here is written to the <head> section of your web page. Since you are entering raw HTML code onto the page it is important to make sure there are no mistakes in your code.

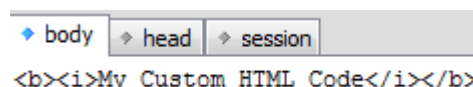
## Visual HTML – adding custom code & 3<sup>rd</sup> party code



Visual HTML enables you to add your own HTML code to your web pages. The Visual HTML object wraps your custom HTML code within a visual control which can be positioned on the page and resized like any other visual control.



Add a Visual HTML control to your web page, then click its **custom-code** property in the Properties palette to open the HTML Code Editor window. Type or paste (Ctrl+V) your HTML code into the editor, then click the OK button. Since you are entering raw HTML code onto the page it is important to make sure there are no mistakes in your code. Any mistakes could affect other objects on the page.



You'll notice that the Code Editor contains 3 tabs labelled *Body*, *Head* and *Session*. All web pages have a Body and a Head section, and you'll often find that 3<sup>rd</sup> party code requires you to enter some code into the head, and some code into the body of the page. Any code that you type or paste into the *Body* tab will be placed into the main body of the web page, and any code entered into the *Head* tab will be placed into the head of the web page automatically by Antenna. Tabs containing code are highlighted with a blue dot, so that you can see at a glance which tabs currently have code assigned.

The Code Editor keeps everything together and accessible in one place, making it very easy to add, maintain and remove custom code.



The HTML menu in the Code Editor lists common HTML elements, providing a useful memory jog when working with HTML. Click any menu item to insert the corresponding HTML code into the editor.

To insert the HTML code value for any colour, click on the Insert Colour swatch.

### Notes...

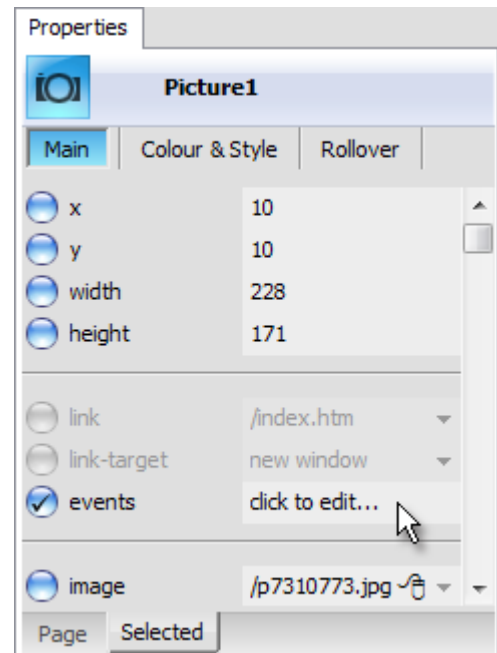
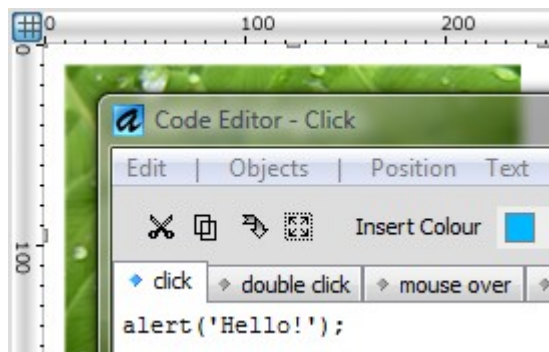
- An empty Visual-HTML object appears with a dotted outline to make it easy to see and position before any HTML code is added to the object. Once you have added your code to the object, the dotted outline is removed.
- If your custom code contains Javascript, you can see the result by previewing the web page in your browser. Javascript does not run inside the page editor.
- A web page requires just one <head> and <body> tag, and Antenna includes these tags in all web pages automatically – so you do not need to include these tags in your custom code.
- The special *Session* tab places your code before the start of the HTML code. You will not usually need to use this tab, but it is very useful if you are working with PHP sessions or another pre-processor scripting language that interprets and removes the code before the web page is served. Placing ordinary HTML code in the *Session* tab results in an invalid web page.

For details of the other properties in this control, see the [Common properties reference](#) in [Chapter 17 - Reference Guides](#).

## Events & Javascript

Most Antenna objects can respond to events (such as mouse clicks, or the mouse cursor passing over them). This works by assigning Javascript commands or functions to an event. Whenever the event occurs the assigned Javascript function is called.

To access events, select an object on the web page, then click on the **events** property in the Properties palette to open the Event Scripter. The Event Scripter contains a set of tabs showing all the events available to that object.



A simple example of an object responding to an event is a picture which pops up a message in a window whenever it is clicked.

In the above example the Javascript command `alert('Hello!');` has been assigned to the object's *click* event. When you preview the page in a web browser and click the object the message 'Hello!' will appear.

You can pass the current object as a parameter to a Javascript function using the keyword 'this'. For example, `alert(this);`

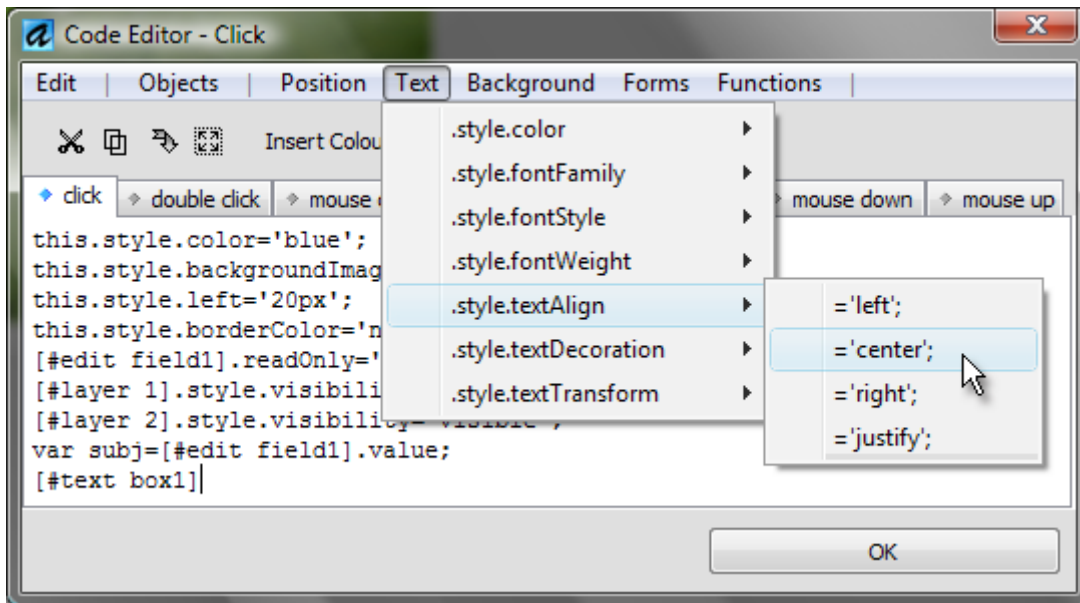
The above example demonstrates a single Javascript 'alert' command being executed in response to an event. You can call any number of Javascript commands and functions in this way. The functions you call can be any standard Javascript commands, or functions you have added to the current web page, or functions in an imported .js file which you have linked to the current web page.

To temporarily disable scripts on an object, untick the object's **events** property.

You don't have to be an expert to use Antenna's scripting capabilities. Even if you are new to scripting the script editor can help you create script events with no knowledge of Javascript:

To make scripting easier the scripting editor includes many useful script commands accessible via drop-down menus. As you select items from the menus, Antenna will write the correct script for you.

First select the name of the object or layer you want the script to apply to from the *Objects* menu, then select a command to execute from the other menus. You can also click the Insert Colour swatch to choose and insert a colour value into the script.



### Tips...

- Page Load and Unload events can be accessed from **Page Properties** → **Events**.
- To access any object on the page using script by name, use `[#object-name]`. For example: `[#picture1].style.visibility='hidden';` will hide an object named `picture1`.

## Global Script Functions

---

To save you time several predefined global scripting functions are available from the Event Scripter *Functions* menu:

### Cookies...

#### **cookieWrite('name','value',days);**

Stores a cookie in your visitor's web browser. The cookie will expire after the specified number of days. Example: `cookieWrite('mysitecookie','hello',30);`

#### **cookieRead('name');**

Returns the value of an existing cookie from your visitor's web browser.

Example: `var str=cookieRead('mysitecookie');`

#### **cookieExists('name');**

Returns true if the named cookie exists in your visitor's web browser.

Example: `if (cookieExists('mysitecookie')) {[#layer_3].style.visibility='hidden'}  
else {cookieWrite('mysitecookie','been here already',365)}`

### Graphics...

#### **slideTo(object,x,y,seconds);**

Slides an object to position x,y over a period of time specified in seconds.

Example: `slideTo(this,100,200,0.5);` slides the current object to 100,200 in half a second.  
`slideTo([#picture1],150,150,1.75);` slides picture1 to 150,150 in 1.75 seconds.

#### **slideHalt(object);**

Halts a slide operation immediately.

Example: `slideHalt([#picture3]);`

#### **fadeTo(object,opacity,seconds);**

Fades the opacity value of an object smoothly over a period of time specified in seconds.

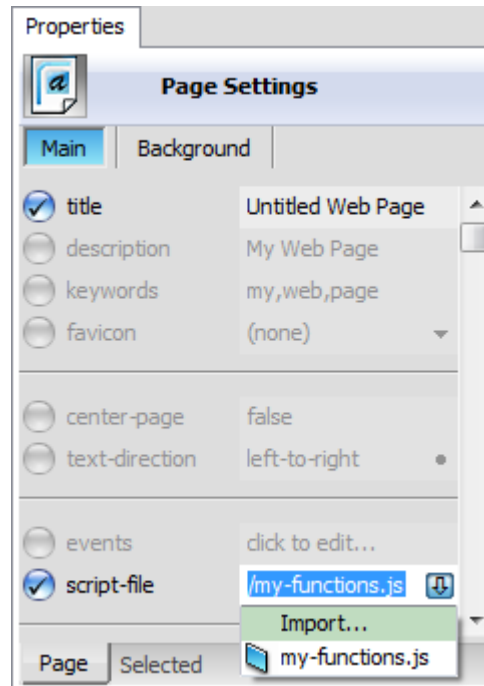
Example: `fadeTo(this,50,0.3);` fades the current object to 50% opacity in 0.3 seconds.  
`fadeTo([#picture1],25,0.75);` fades picture1 to 25% opacity in 0.75 seconds.

#### **fadeHalt(object);**

Halts a fade operation immediately.

Example: `fadeHalt([#picture1]);`

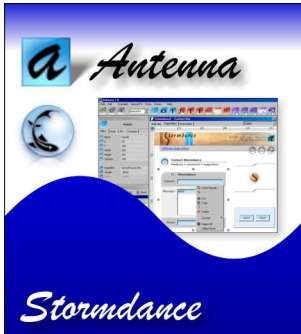
## Linking a Javascript file to your web page...



You can link an existing .js script file of Javascript functions to any web page in your project. All the functions defined in the linked script file are then available to that page.

### Method...

To link a .js script file to the currently open web page select the **Page** properties tab at the bottom of the Properties palette to display Page Settings, then click the **script-file** property and either import your Javascript file or select a previously imported Javascript file from the drop-down menu.



## Chapter 16 - Publishing & Exporting Your Web Site

---

This chapter describes how to publish your site to the internet, and how to export your site to a folder on your hard drive for browsing locally or ready for writing to CD-ROM for a presentation.

## How to publish in Antenna

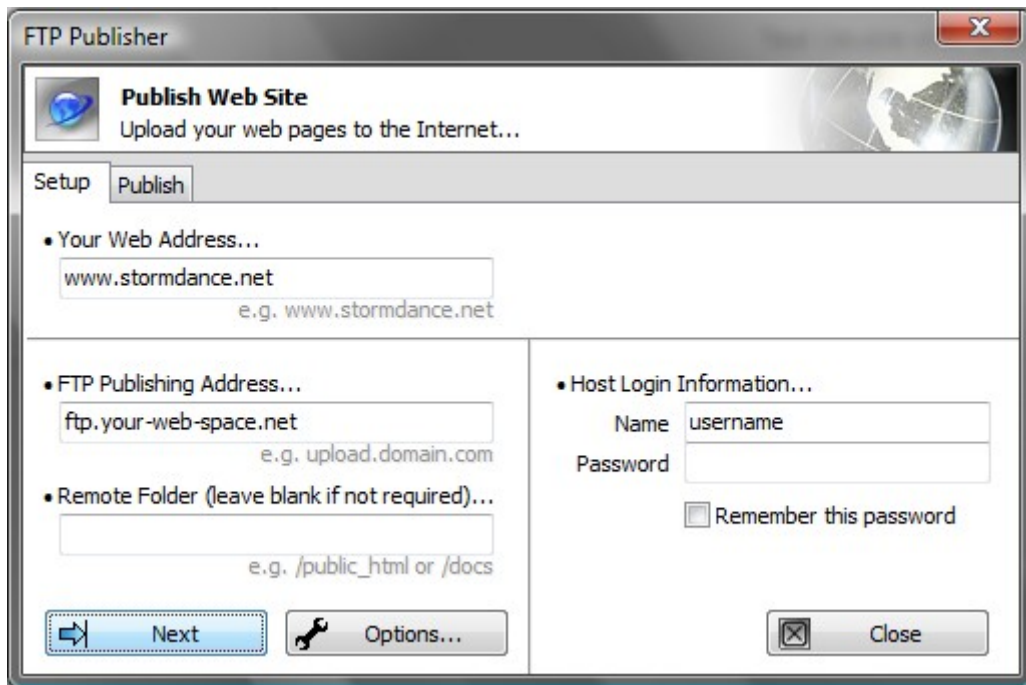
---

### In brief...

- When your website is ready for publishing, select **Publish Web Site...** from the **Site** menu.
- Make sure you are currently connected to the Internet and online, then click the **Publish Now** button.
- Once publishing is complete, click **Close** and, if need be, disconnect from the Internet.

### First time...

If this is the first time you are publishing your site you will need to enter details of where the site should be published to on the **Setup** tab :

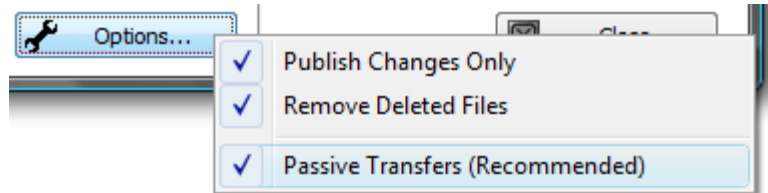


### Publishing settings (Setup tab)...

- **Your Web Address** – The full http address of your website (e.g. [www.stormdance.net](http://www.stormdance.net))
- **FTP Publishing Address** – The address to publish your website to (e.g. [ftp.yourhost.net](ftp://yourhost.net)).
- **Remote Folder** – Some web hosts require you to publish to a folder other than the root folder, or you may be publishing to a sub-folder of the main site. If so, enter the root publishing folder here: e.g. /public\_html or /pub or /docs
- **Name** – Your Username required to access your hosting account.
- **Password** – Your Password required to access your hosting account.
- **Remember this password** – Tick this if you'd like Antenna to remember your password. For security reasons this setting is only recommended if you are the only person who uses your computer.

## FTP Options & proxy servers

---



### Options...

- **Publish Changes Only** - Antenna keeps track of which pages have been modified since you last published. When this setting is ticked (recommended) only pages and media which have changed since the last publish will be transferred. This can significantly speed up publishing. When this option is unticked the entire website will be transferred.
- **Remove Deleted Files** - If you have deleted files from your Antenna Web since the last publish then Antenna will remove them from the remote site too (recommended).
- **Passive Transfers** - Chances are your computer is protected by Windows or 3<sup>rd</sup> party Firewall software. Some anti-virus suites also include Firewall capabilities. Passive Transfers enables publishing through a Firewall. In most cases this setting is recommended.

### Proxy-Servers...

If you are publishing via a proxy-server the format of the settings is slightly different:

- **FTP Publishing Address** - Enter the name of your proxy-server here
- **Name** - username@ftp.yourhost.net



## Common publishing answers

---

If you encounter any problems while publishing, take a look at the Publishing Dialog FTP Log tab in Antenna. This log lists all the communication that has taken place between Antenna and your host server. The last few lines of the log often indicate the cause of a problem.

### Can't connect to the internet...

- **If you have a Firewall installed, make sure you have given Antenna permission to access the internet and enable the 'Passive Transfers' option in Antenna.** This is one of the most common causes of publishing problems.
- Windows XP Service Pack 2 and Windows Vista have a software Firewall enabled by default. You will need to tell the Firewall to give Antenna permission to access the internet before you can publish.
- If you have a dial-up internet connection, make sure you have dialled-up and are connected to the internet before attempting to publish.
- If your FTP address is prefixed with 'ftp:/' (with a colon) remove the prefix (e.g. 'ftp://upload.mywebspace.com' should be 'upload.mywebspace.com')

### Can connect, but can't publish files...

- If you have a Firewall installed, in the Publishing dialog click the **Options** button and ensure that the *Passive Transfers* option is ticked, before clicking the **Publish Now** button. Passive Transfers enables publishing through a software Firewall.
- Some hosts run web servers which refuse to accept files with spaces in the filename. Check the requirements of your web space provider to see if they have this limitation.
- Some hosts require you to publish to a remote sub-folder (e.g. /public\_html or /docs). If your web space provider requires this you can enter the name of the Remote Folder just below the main FTP Publishing address (typical error message: file is in use / access denied).

### Publishes some files, but then disconnects before publishing is complete...

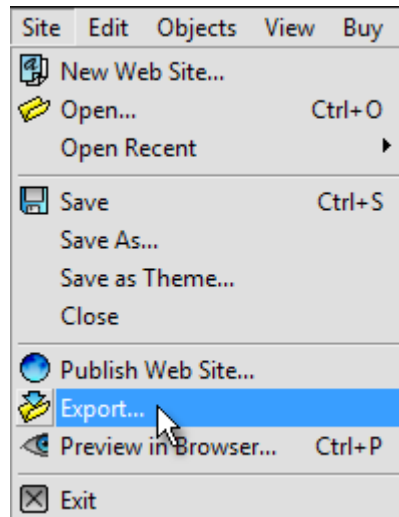
- If publishing is aborting immediately after uploading a large file, such as a video: FTP uses two channels, a command channel, and a data channel. Some Firewall and anti-virus products are not FTP aware and mistakenly force close (time-out) the FTP command channel during a lengthy file transfer over the data channel. Updating your Firewall and/or anti-virus software may help.

### Why is it only publishing some of the files?

- Antenna's publisher only publishes pages and files that have changed since the last time you published. This makes publishing much quicker since only the necessary files are published. You can force Antenna to publish all the files by unticking the *Publish Changes Only Option*, just before publishing.

## Exporting your web site for local browsing or CD-ROM

---



As well as publishing your site using Antenna's built in publisher, you can export your entire web site to a folder on your hard drive for browsing locally, publishing with other FTP software, or ready for writing to a CD-ROM. To do this, select **Export...** from the **Site** menu.

In the export dialogue, locate the folder on your hard drive where you want the web site exporting to, then click the OK button. You can also click the **Make New Folder** button to create a new folder to export your project into.



## Chapter 17 - Reference Guides

---

This chapter provides guides detailing common object, style and page properties for quick reference.

## Common properties reference

---

This topic explains properties common to many objects on your web pages.

Many objects also feature a Colour & Style tab for applying a defined style to the object, and to override elements of the currently applied style. Please see [Style properties reference](#) for details of these extra properties.

---

### Main tab...

#### **Name**

To rename any object, click on its name displayed at the top of the Properties palette. It's a good idea to give your objects meaningful names, so you can identify them easily, and select them by name in the Layers palette. The names are also useful for referencing objects when writing scripts in the Events Scripter.

#### **X and Y**

For visual objects, the X and Y coordinates describe the location of the object on the web page, measured either in pixels or as a percentage of the browser window dimensions.

#### **Width and Height**

The dimensions of an object, measured in pixels or as a percentage.

#### **Opacity**

The opacity of an object as a percentage. A value of 100 is fully opaque, 0 is completely transparent. Note that all objects will also be affected by the opacity of the layer they are placed on.

#### **Link**

Specifies another web page to link to when the object is clicked. Please see [Chapter 5 – Links, Menus & Hotspots](#) for more details.

#### **Link-target**

Target is only relevant if the Link property is specified. When active, Target specifies that the page being linked to should open in a different browser window or I-Frame. A typical value for the Target property is 'new window'.

#### **Link-title**

Links can be given a descriptive title. This title may be used by search engines, and also read out loud for people using screen-readers. Some browsers may display the title as a tool-tip, similar to the Title property on an image.

#### **Image or Back-image**

Some objects support a picture or background image. Recommended image types for web sites are : JPEG, GIF and PNG. These formats store image data efficiently, helping to reduce file sizes and page loading times. The JPEG format works well with photographic images, but is not well suited to diagrams or line art. GIF and PNG work well with line art and images containing solid blocks of colour, simple gradients and repetitive patterns, such as screenshots.

Please see [Adding graphics to your web pages](#) in [Chapter 2 – Web Page Basics](#) for details on specifying an image to use.

### Image-size

When an picture object is resized so its dimensions do not match the original dimensions of the image, some web browsers perform a quick image stretch resulting in a low quality image with jagged edges. Selecting *smooth-fit* performs a higher quality stretch, and the result is usually much smoother. However this option can sometimes cause a dark outline around the image, especially if opacity is being used. Note that you can right-click on an object's *width* and *height* properties to quickly restore the original dimensions – useful if you resize an object on the page, then change your mind later.

### Events

The Events property enables you to execute Javascript commands and functions in response to certain events happening to the object. In addition, if you link a .js file of Javascript functions to the page via the Script-file property, then you can call those functions from any event. For example if you have a function called ShowClock in a linked .js file, then you can specify *ShowClock()*; in an object's *Click* event. Then whenever the object is clicked, the ShowClock routine will be called.

Events available vary depending on the type of object. They include : Click, Double-click, Change, Select, Blur, Focus, Key-press, Key-down, Key-up, Mouse-down, Mouse-move, Mouse-out, Mouse-over, Mouse-up.

To learn more about Events see [Chapter 15 – Adding Your Own HTML Code](#).

## Style properties reference

---

This section describes the properties you can adjust when defining a Style in the Style Editor. Many objects also feature a Colour & Style tab containing a selection of these properties, enabling you to override elements of an applied style for a specific object.

You only need to activate properties relevant to the style you are defining - deactivated properties are ignored.

To learn how to use styles in your web sites see [Chapter 11 – Styles & Styles Library](#).

---

### **Style**

This is the name of the defined Style currently applied to the object. The other properties below can be enabled to override the applied style.

### **Font**

The font used for objects that support text. Note that if the chosen font is not available on a computer browsing your web site, then a different font will be substituted. Recommended fonts are Arial and Times Roman, since these or close equivalents are available on most computers.

### **Bold, Italic, Underline**

Applies global formatting to any object supporting text. The Underline property can be used to select Underline, Overline or Strikeout formatting.

### **Font-size**

The size (height) of text, measured in pixels.

### **Font-colour**

Text colour.

### **Text-align**

Describes how the text will be aligned within the object. Text can be aligned to the Left, Center, Right or fully Justified. Justified paragraphs of text often give the most visually pleasing results. Note that text alignment is often overridden by settings in the text editor where different paragraphs may have a different alignment assigned.

### **Line-spacing**

Describes the amount of space between each line of text. A value of 1 indicates single line spacing, and 2 is double line spacing. Intermediate values such as 1.3 can make text easier to read by making the lines less cramped.

### **Direction**

Sets the reading direction of the text. Some languages read from left to right, while others read from right to left. When *right-to-left* is selected, punctuation such as commas and full-stops will appear towards the left.

**Bullet-style**

Sets the style of text bullet points. You can also use a small image as a bullet (see below).

**Bullet-image**

Set the style of a bullet to an image file. For best results use a small image.

**Back-colour**

Describes the solid colour of an object's background. If a Back-colour is not specified the object background is transparent. When working with images containing transparent areas (such as transparent GIF or PNG graphics) you may wish to switch off the object's Back-colour, or set it to *T (transparent)* to let the background show through.

**Back-image**

Enables an image to be assigned to an object background.

**Image-tiling**

If a Back-image has been specified for an object, tiling determines what happens if the object dimensions are set larger than the image it contains. For example you may have a 100X30 Back-image assigned to a 300X200 Text Box object. You can choose to tile the smaller image repeatedly in the X or Y axis, both, or neither. This setting is very useful as you can assign a tiny 1-pixel wide gradient image to an object's background and have it tile, filling the entire width of the object, creating a graphically rich impression with very little download time.

**Image-attach**

Some objects such as text based objects enable large amounts of text to be placed in a small object, and a scrollbar is provided to scroll the text in the window. If such an object also has a Back-image assigned, the Image-attach property determines if the background image is fixed in place, or if it will scroll together with the text when the scrollbar is moved.

**Border-style**

Selects the visual appearance of any border around an object. If this property is switched off the object will have no border, and the associated Border-width property will be ignored.

**Border-width**

This is usually only applicable if a Border-style has been selected. It describes the width of any border, measured in pixels.

**Border-colour**

By default a border will take its colour from the current text font colour. You can specify a separate colour for the border here.

**Padding**

Describes the space or margin surrounding the contents of an object. Padding is useful to keep some space between text and a border. Usually for images padding should be set to zero – otherwise the image will be reduced in size to accommodate the padding.

**Cursor**

Describes the appearance of the mouse cursor as it passes over a given object. For example you could make the cursor change to a hand-pointer or hourglass when it is within a certain object.

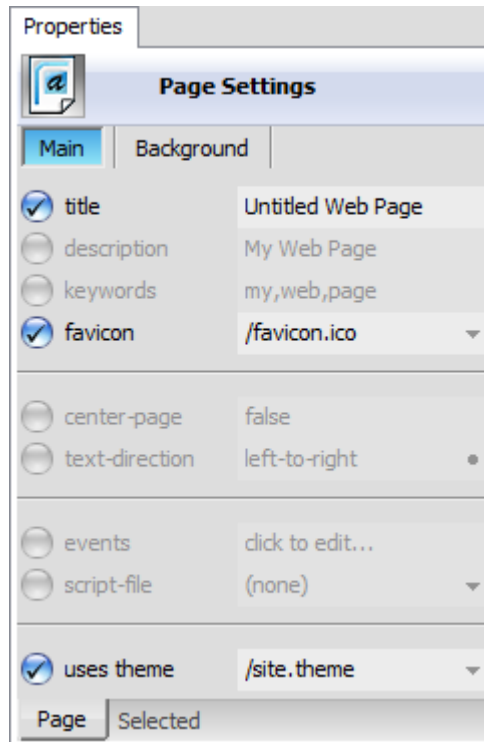
**Overflow**

Specifies what should happen if the object content is larger than the object. For example a small text box may contain a lot of text, or a small Picture Frame object could contain a much larger picture. Setting Overflow to hidden hides any content beyond the dimensions of the object. Setting this property to auto displays scrollbars if necessary, so the content can be scrolled. Specifying scroll forces scrollbars to appear whether required or not.



## Page properties reference

---



### Editing Page Properties (Page Header Information)...

At the bottom of the Properties palette, select the **Page** tab to view and edit the current page properties. Page properties includes the page title, description, keywords, centring, and background colour information.

#### Main Tab...

##### Title

Specifies the title of your web page as it will be displayed in the web browser title bar, and in search-engine listings. The title is considered very important for search-engines. Make sure each web page in your project has a short, unique title that accurately reflects the page content.

##### Description

A short text description of your web page often displayed by search-engines below the page title. Consider the description text carefully as it may well be the first text content people see associated with your web site when using a search-engine.

##### Keywords

This is a list of comma separated words used by some search-engines to index your page.

Many search-engines are thought to ignore the Keywords list, and instead rely on the Title, Description and page text content to determine the subject of a page.

**Favicon**

An imported icon file usually named 'favicon.ico' – many web browsers display this icon in the address bar and next to a bookmark or favourites entry. It's like a miniature logo or signature image for your web site. Note that some web browsers do not display the favicon image unless the web site has previously been added to the browser favourites list.

**Center-page**

Aligns the web page centrally in the browser window based on the width of your web site pages.

**Text-direction**

If you are developing web pages in a language that reads from right-to-left, such as Arabic or Hebrew, you can activate this property and set it to *right-to-left* to make text read from right-to-left.

**Events**

Provides access to the web page *Load*, *Unload* and *Resize* events. The *Load* event occurs as soon as the web page has finished loading completely. The *Unload* event occurs when leaving the web page. The *Resize* event occurs whenever the browser window is resized. See [Chapter 15 – Adding Your Own HTML Code](#) for more detail on Events Scripting.

**Script-file**

You can import and link in a .js file of Javascript functions here. Functions in your .js file can then be called from the Events tab of most objects on the page.

**Uses-theme**

Shows the theme page currently assigned to this page. By default all web pages have the main site.theme page assigned – but you can change this here. For example you may wish to assign a different theme page for each distinctive section of your web site, or you might need to have no theme assigned for a page that will be displayed in a pop-up window. Theme pages provide a great way to apply a design, look and feel to a related group of web pages, or across the entire web site – see [Chapter 4 – Theme pages, including the same items on many web pages](#).

In addition, if any of the current Page properties are inactive (unticked) then the page will inherit those settings from its assigned theme page. This can be a great time saver – if most of your web pages are to be centred with a pale-blue background, you only have to set this up once on the theme page. All web pages using that theme page will then inherit the centring and pale-blue background colour automatically, and of course you can override those settings on specific pages by activating and modifying those properties on any page.

## Background Tab...

### Back-colour

Specifies the background colour for the web page.

### Back-image

Specifies a background image for your web page.

### Image-tiling

If you have specified a background image in the Backdrop property then Tiling describes if the image should be repeated across the page.

### Image-attach

Specifies whether the Back-image should be fixed in place, or whether it should scroll when the rest of the page content is scrolled.

### Transition-fx

Specifies a visual transition effect when the page is displayed. Setting this property to 'fade' causes a gradual fade in from the previous page. You can select one of over 20 page transition effects from the drop-down list:

Fade, Square in, Square out, Circle in, Circle out, Curtain up, Curtain down, Curtain right, Curtain left, Vertical blinds, Horizontal blinds, Boxy vertical blinds, Boxy horizontal blinds, Pulverized, Elevator close, Elevator open, Elevator horizontal close, Elevator horizontal open, Diagonal top right, Diagonal bottom right, Diagonal top left, Diagonal bottom left, Horizontal lines, Vertical lines, Random.

At the time of writing, page transitions are supported by Internet Explorer only. Other web browsers will ignore the transition.

### Duration

The duration of the selected transition effect in seconds.



## Chapter 18 – Support License and Buying

---

This chapter describes how to get additional help, send feedback and how to buy the software.

## Where to get help – contacting Stormdance

---

If you have a question and can't find the answer in this guide, then check out the Antenna Helpdesk web site. This site provides video tutorials, graphics and other media for you to download and use in your web sites, and lists answers to Frequently Asked Questions.

To visit the Helpdesk web site, select **Online Helpdesk...** from Antenna's **Help** menu.

If you still have a question, or you would like to send comments, feedback or your 'wish-list' for the next release then please get in touch via the Stormdance Website at [www.stormdance.net](http://www.stormdance.net)

Constructive feedback and suggestions are welcome – your comments help to shape future versions of the software.



## License Agreement

---

This software is protected by copyright and international treaties. Please read the following License agreement:

### **License agreement...**

Antenna - Web Design Studio ©2002-2008 Julian Spencer

This software is free-to-try. This means you can try the software for a limited period before purchasing. Please evaluate the software and purchase it if you find it useful.

The unregistered, original, unmodified installer may be distributed providing no charge is made.

You are not authorised to modify the software.

The software is provided 'as is'. Use at your own risk. No warranties are given or implied as to the software's fitness for any particular purpose.

Installation and/or use of the software indicates your acceptance of this agreement.

## Purchasing Antenna – Web Design Studio

---

You can buy Antenna On-line, by Email, Phone, Fax or Post. When you buy you will receive a Licence Key code to fully unlock the software. You can pay by credit card, wire transfer, check or cash. If you experience *any* problems ordering please get in touch at [www.stormdance.net](http://www.stormdance.net). Here's how to order:

### On-line...

The quickest way to buy Antenna is on-line. Secure on-line purchasing is provided by the ShareIt! software registration service: **[Buy Now – Secure On-line Purchase](#)**

Click the above link to buy on-line. By purchasing on-line you will receive your Licence Key in the shortest possible time by email. Alternatively you can go to <http://www.shareit.com> and enter the program ID number 175477 in the search window at the bottom left of the screen.

### Email...

ShareIt! also accepts orders via email at: [support@shareit.com](mailto:support@shareit.com)

The program ID number for Antenna is 175477.

### Phone, Fax or Post...

If you prefer, you may purchase by phone, fax or postal mail instead. If you wish to do this, please check the above on-line link first to obtain the latest price. Please print out the following order form, and fax or mail it to:

ShareIt!  
element 5 AG  
Vogelsanger Str. 78  
50823 Cologne  
Germany

Phone: +49-221-31088-20  
Fax: +49-221-31088-29  
E-Mail: [support@shareit.com](mailto:support@shareit.com)

US and Canadian customers may also order by calling toll-free **1-800-903-4152**.

This hotline is only for ordering. ShareIt! do not provide any technical assistance or technical information about the program. For technical support please visit [www.stormdance.net](http://www.stormdance.net).

US check and cash orders can be sent to the ShareIt! US office at:

ShareIt! Inc.  
element 5 AG  
9625 West 76th Street, Suite 150  
Eden Prairie, MN 55344, USA

Phone: +1 952 646-5747  
Fax: +1 952 646-4552

ALL CHECKS SENT TO THE U.S. OFFICE  
MUST BE MADE PAYABLE TO:  
"ShareIt! Inc."

[Order Form... >>>](#)**Fax and Postal Mail Order Form for Antenna – Web Design Studio...**

- Program-ID : **175477**

Last Name: \_\_\_\_\_

First Name: \_\_\_\_\_

Company: \_\_\_\_\_

VAI-ID-No. (if applicable) \_\_\_\_\_

Address: \_\_\_\_\_

Postal Code and City: \_\_\_\_\_

Country: \_\_\_\_\_

Phone: \_\_\_\_\_

Fax: \_\_\_\_\_

E-Mail: \_\_\_\_\_

- How would you like to receive the License Key/full version?

e-mail - fax - postal mail

- How would you like to pay?

credit card - wire transfer - check - cash

- Credit Card Information (if applicable)

Credit Cards: Visa - Eurocard/MasterCard - American Express - Diners Club

Card Holder: \_\_\_\_\_

Card No.: \_\_\_\_\_

Expiration Date: \_\_\_\_\_

Date / Signature: \_\_\_\_\_



## Credits

---

Antenna makes use of the following excellent software :

TPNGImage by [Gustavo Huffenbacher Daud](#)

FTP and HTTP components of ICS by [François Piette](#)

Embedded Web Browser by [BSalsa](#)

GIF capabilities based, in part, on the work of Anders Melander

MD5 Digest by Matthius Fichtner

Spell Checker by [Luzius Schneider](#)

Tnt Unicode by [Troy Wolbrink](#)

UPX by [upx.org](#)

XML Parser by [destructor.de](#)

Fast Memory Manager\*

Fast Code\*

Graphics32\*

Many thanks!

\*The source code for the Fast Memory Manager, Fast Code and Graphics32 is available under the MPL ([Mozilla Public License](#)) at the following locations: <http://fastmm.sourceforge.net>, <http://fastcode.sourceforge.net> and <http://graphics32.org>