

ButtonLink

Button text : The button text.

Button width : The button width.

Button height : The button height.

Button color : The button color.

Link : Here you link the button to a Web page. Enter your URL (Web address) in the field. It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then choose the **target** of the link: you have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Chat

This applet allows your visitors to chat. It displays a button, when you click this button the chat window appears.

You have to choose a nickname to connect to the chat. Then you chat with the other visitors. There are a few commands such as "/beep nick" which beeps nick's computer, "/priv nick" which sends a private message to nick or "/topic topic" which changes the title of the frame to topic... Launch the applet and type /help for commands help.

If you are a registered user you can email us and ask for the sources of the applet and the server.

How does this applet work ? When you enter the chat and choose a nick the applet connects to the chat server running on your web host machine. This server is a small Java program so it can run on any platform. The server communicates with all the chat applets.

Important note: As you can see you need to have an access to the computer hosting the web server so that you can make the server running.

How to launch the server ?

- **All platforms:** you need a **Java Runtime Environment** to run a Java program: JDK1.1 or higher, JRE 1.1 or higher, J2SDK, J2SE, J2EE ... If you don't have such a tool then you can download one (J2SDK for instance) at <http://www.java.sun.com>.

Open a command window, change directory to the directory containing the server classes (if you have installed Easy Applet Builder on Windows, default is "C:\program files\Taijisoftware\Easy Applet Builder\samples\Chat\server", if you have installed Taiji Aplet Pack then go the "Chat\server").

Launch the server : java FriendsServer

The default port number is **5554**, that is to say the server is listening on this port. You can set another port by using : **java FriendsServer portnumber**. If you change the server port you have to change also the applet port parameter.

- **Windows 98/ME/NT/2000:** You can use the Java runtime environment of Windows. Proceed as described above, but type :

jview FriendsServer

or : **jview FriendsServer portnumber** to set the port yourself.

How to stop the server ?

Kill it with :

- Control+C keys in the command window
- The windows task manager
- A kill -x command

...

Note: Once the server is stopped (after a kill or machine reboot) you need to start it again. If no server is running and if a visitor try to connect the chat then he/she will see a message : "can't connect to..."

Button text : The button text.
Button width : The button width.
Button height : The button height.
Button color : The button color.
Server port : The port number of the server.
Frame title : The title of the chat window.
Start message : The button color.
Allow /beep command : Allow the /beep command.
Allow /priv command : Allow the /priv command.
Allow /whois command : Allow the /whois command.
Allow /topic command : Allow the /topic command.
Display time stamps : This message is displayed in the chat window when the applet starts.

CheckBoxLink

In this step you set the CheckBoxLink **texts** and **links**. Each text is associated with one link. For instance enter 'Altavista' as a text and 'http://www.altavista.com' as a link. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these text and link. Add other texts and links. If you want to remove a text/link, select it and click **Remove**. If you want a checkbox to be initially checked when the applet starts then select the text/link and check **Initially checked**. Endly you have to set the **target** of the links : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked pages in the same window or '_blank' to open them in new windows; see 'Main Help > Menus and parameters' for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

CropImages

Animation pause (>5) : The delay between two frames of the animation (milliseconds).
Pause when image is 100% displayed : The delay before cropping the following image (milliseconds).
Animation step : The step between two frames of the animation (pixels).
Strips width : The images are cropped to strips; 'Strips width' is the width of each strip. If you want many strips then enter a small 'Strip width'.
Add/Remove : Click **Add** as many times as you want to browse and add the images to be cropped. If you want to remove an image select it and click **Remove**.

CropImages2

Animation pause (>5) : The delay between two frames of the animation (milliseconds).
Pause when image is 100% displayed : The delay before cropping the following image (milliseconds).
Animation step : The step between two frames of the animation (pixels).
Add/Remove : Click **Add** as many times as you want to browse and add the images to be cropped. If you want to remove an image select it and click **Remove**.

CyclingColorsText

Text height : The height of the text (pixels).

Text height offset : The offset from the top of the applet (pixels). Leave this field blank to center vertically the text

Text width offset : The offset from the left of the applet (pixels). Leave this field blank to center horizontally the text.

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Text : The text.

Animation step : The step between two frames of the animation (pixels).

Font name & Style : The font and style properties of the text.

DancingText

Animation pause (>50) : The delay between two frames of the animation (milliseconds).

Pause between two text lines : The delay between two lines of the text (milliseconds).

Text amplitude : The number of pixels the text moves up and down.

Text properties : The font name, style, height and color of the text.

On mouser over text properties : The font style, height and color when the mouse pointer is over the applet.

DateSwitch

Mode : Either the visitor can be redirected on page load or the applet shows a button; the visitor will be redirected on button click

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Button label (if applicable) : The label of the button.

Link if no matches : The visitor will be redirected to this link if there is no range matching or if the applet is unable to determine the date from the visitor computer.

Ranges and links : Here you choose the date ranges and links. Each range is associated with a link. Set a range, in the format first_day#last_day, ie January will be represented by the range 1#31 and the thirt week of March by 60#62. Then click **Add** to add these range and link. Add other ranges and links. If you want to remove a range/link, select it and click **Remove**.

DateText

Height of the text : The height of the date text (pixels).

Text height offset : The offset from the top of the applet (pixels). Leave this field blank to center vertically the text.

Text width offset : The offset from the left of the applet (pixels). Leave this field blank to center horizontally the text.

Text color : The color of the text.

Font name & style : The font and style properties of the text.

Deformation

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Amplitude : The number of pixels the image will be distorted. For instance, if you put 10 pixels then the image will be distorted 10 pixels to the right and 10 pixels to the left, so be careful that the image width plus 2 times the

amplitude is not higher than the applet width.

Ondulation : The number of waves, vertically.

Image location : Click to browse and choose the image to deformate. The image is automatically centered.

EmailSender

Mail from field label (default is "Mail from :") : Change the “Mail from” label if you like.

Mail to field label (default is "Mail to :") : Change the “Mail to” label if you like.

Subject field label (default is "Subject :") : Change the “Subject” label if you like.

Message box initial label (default is "your message...") : Change the “your message...” label if you like.

Send button label (default is "Send message") : Change the button label if you like.

EnterBox

Text file location : Click **browse** and choose the text file location.

Frame width : The frame width.

Frame height : The frame height.

Frame title : The frame title.

Agree button label (default is "I agree") : Change the agree button label if you like.

Disagree button label (default is "I don't agree") : Change the disagree button label if you like.

Frame color : The color of the frame.

Display mode : Select the display mode of the frame:

- The enter box is shown when the visitor clicks on a button
- The enter box is shown automatically (when the applet starts)

Button label (if display mode = click on a button, default is "Enter !") : Change the button label if you like.

Agree link : The visitor will be redirected to this link if he/she clicks the agree button.

Disagree link (optional): The visitor will be redirected to this link if he/she clicks the disagree button.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Fade

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Pause when image is 100% displayed : The delay before fading the following image (milliseconds).

Frames number : Increase the frames number to increase the fade quality.

Add/Remove : Click **Add** as many times as you want to browse and add the images to be faded. If you want to remove an image select it and click **Remove**.

Flickering

Text height : The height of the text (pixels).

Text height offset : The offset from the top of the applet (pixels). Leave this field blank to center vertically the text

Text width offset : The offset from the left of the applet (pixels). Leave this field blank to center horizontally the text.

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Text : The text.

Text color : The color of the text.

Font name & Style : The font and style properties of the text.

FontImageScrolling

This applet read the image **Image containing the letters** and take the letters you have drawn in this image.

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Force Text height : The default text height is the letters image height, but you can force the text height (pixels).

Text step : The step between two frames (pixels).

Text : The text.

Image containing the letters : The image file containing the letters. You have to draw the letters the one following the others, with always the same width. You can get a sample of the image file by viewing the file 'letters.gif' in the 'FontImageScrolling' directory.

Letters map : In order that the applet knows what letters you have drawn, you have to write here the letters in the same order than in the image file.

Scrolling direction : Set the scrolling text direction: to the left or to the right.

Form

Frame width : The frame width.

Frame height : The frame height.

Frame title : The frame title.

Send button label : The send button label.

Cancel button label : The cancel button label.

Frame color : The color of the frame.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Vertical space between components : The vertical space between 2 components (pixels).

Email header : The top of the email you will receive.

Sender email : Your email address.

Recipient email : The recipient email address.

Link if sent : The visitor will be redirected to this link if the send button is clicked.

Link if cancelled : The visitor will be redirected to this link if the cancel button is clicked.

Display mode : Select the display mode of the frame:

- The form is shown when the visitor clicks on a button
- The form is shown automatically (when the applet starts)

Button label (if display mode = click on a button) : Change the button label if you like.

Add/Remove : You have 6 possible components : Checkbox, Radiogroup, Combobox, Textfield, Textarea and label. All the components have a name, a width and a height (the name for Label is not used). Then each component has specific parameters, easy to understand. Click **Add** as many times as you want to add a component. If you want to remove a component select it and click **Remove**.

Graph

Data file : The file containing the data to plot. The data file format must be the following: The columns are separated by a space, the first column is the X data, the others columns are the Y datas, so you can plot several plots on the same graph. To get an example, view the file 'data.dat' in the 'Graph' directory

Graph title : The title of the graph.

X axis label text : The label of the horizontal axis.
Y axis label text : The label of the vertical axis.
Link the dots ? Select **yes** to connect the dots of the plots.
X axis minimum boundary : The horizontal minimum value..
Y axis minimum boundary : The vertical minimum value..
Border size : Set this if you want to add a border (pixels).
Border color : The border color.

GrowingImage

Animation pause (>5) : The delay between two frames of the animation (milliseconds).
Image location : Click **browse** to browse and select the image.

GuestBook

Once you have received a message you have to put it in the file 'guestbook.txt', which must stand in the same directory than the applet file is, so that the guestbook displays this message with the other ones. When adding a message to the file you have to respect the following structure:

first line : the date : mm/dd/yy
second line : the name, following by " : ", following by the email
following lines : the text
- leave a blank line between two messages -

Note : this applet works only if your server is also a mail server. Read the specific help for further details.

The email address where the message is sent to : Enter here your email address. The visitors will send messages with the guestbook to this address.
Name field label (default is "Name :") : Change the "Name : " label if you like.
Email field label (default is "E-mail :") : Change the "E-mail : " label if you like.
Message box label (default is "your message...") : Change the "your message..." label if you like.
Send button label (default is "Send message") : Change the button label if you like.
Message box label when sent (default is "message sent !!") : Change the "message sent !" label if you like.
Message to display when there is no message in the guestbook (default is "no message") : Change the "no message" label if you like.

HiddenLink

The image appears every : Set how long you have to wait to see the image again (milliseconds).
The image is visible during : Set how long the image remains visible before disappearing again (milliseconds).
Image location : Click **browse** to browse and select the image.

ImageAxisRotation

Animation pause (>5) : The delay between two frames of the animation (milliseconds).
Image location : Click **browse** to browse and select the image.

ImageConvex

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Radius step : The step of the convex area from one frame to another one (pixels).

Convexity step : The step of the convexity strength from one frame to another.

Image location : Click **browse** to browse and select the image.

ImageConvex2

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Radius : The radius of the convex area (pixels).

Convexity : The convexity strength of the convex area.

Image location : Click **browse** to browse and select the image.

ImageExtend

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Top left corner (1-100) : Initial extension on the top left corner.

Top right corner (1-100) : Initial extension on the top right corner.

Bottom right corner (1-100) : Initial extension on the bottom right corner.

Bottom left corner (1-100) : Initial extension on the bottom left corner.

Top left step (-50;50) : Extension strength through the top left corner direction.

Top right step (-50;50) : Extension strength through the top right corner direction.

Bottom right step (-50;50) : Extension strength through the bottom right corner direction.

Bottom left step (-50;50) : Extension strength through the bottom left corner direction.

Image location : Click **browse** to browse and select the image.

ImageLight

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Light radius : The radius of the light disc (pixels).

Light radius step : The amount of pixels the radius is increased from one frame to the following one (pixels).

Light color : The color of the light.

Image location : Click **browse** to browse and select the image.

ImageLight2

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Light radius : The radius of the light disc (pixels).

Light color : The color of the light.

Image location : Click **browse** to browse and select the image.

ImagePointer

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Image location : Click **browse** to browse and select the image.

Is the image visible when the mouse pointer is out of the applet area ? : Decide whether the image is still visible or not when the mouse pointer is out of the applet area.

ImageStream

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Pause between 2 images: The delay between two images (milliseconds).

Animation step : The images position step between two frames.

Add/Remove : Click 'Add' as many times as you want to browse and add the images to be streamed. If you want to remove an image select it and click 'Remove'.

ImageViewer

Delay between two images during slide show (>500) : The delay between two images when the slide show is activated (milliseconds).

Slide on on applet load ? : Activate the slide show when the applet starts if you like.

Next image button label (default is "Next") : Change this label if you like.

Previous image button label (default is "Prev") : Change this label if you like.

Slide on button label (default is "Slide on") : Change this label if you like.

Slide off button label (default is "Slide off") : Change this label if you like.

Add/Remove : Here you choose the images and images names. Each image is associated with one image name.

Click **Browse** to browse and choose the image location. Then click **Add** to add these image and image name. Add other images and images names. If you want to remove a image/image name, select it and click **Remove**.

ImageWhirl

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Angle step : The step of the angle of the whirl motion (degrees).

Image location : Click **browse** to browse and select the image.

IPViewer

Label : The text label of the applet (Default is "Your IP is:").

LightOn

This applet is a small game. The purpose is to highlight all the squares at the same time by clicking and clicking...

Squares width : Set the dimension of the board. For instance, if you enter 4 then the board size will be 4x4. If you leave this field blank then the size will be adjusted to fit the applet dimension.

Off square color : The color of the not highlighted squares.

On square color : The color of the highlighted squares.

ListLink

In this step you set the ListLink **texts** and **links**. Each text is associated with one link. For instance enter 'Altavista' as a text and 'http://www.altavista.com' as a link. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these text and link. Add other texts and links. If you want to remove a text/link, select it and click **Remove**. Endly you have to set the **target** of the links : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked pages in the same window or '_blank' to open them in new windows; see 'Main Help > Menus and parameters' for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

LoginBox

Frame width : The frame width.

Frame height : The frame height.

Frame title : The frame title (default is "Login...").

Login text : Customize the login label text if you like.

Password text : Customize the password label text if you like.

Frame background color : The background color of the frame.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Add/Remove : Here you choose the LoginBox logins, passwords and links. Each login is associated with one password and one link. For instance enter 'Bob' as a login, 'Friend' as a password and 'bob.html' as a page link. When the visitor will enter 'Bob' and 'Friend' then the browser will point at 'bob.html'. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html', for instance. Then click **Add** to add these login, password and link. Add other logins, passwords and links. If you want to remove a login/password/link, select it and click **Remove**.

Memory

Memory is a fun game in which you must find the pairs.

Columns number : In order to arrange the game structure you can set the number of columns, that is to say the number of images horizontally disposed.

Turned off color : When an image is turned off, it is not visible and you can see either a colored rectangle (then set this parameter) or an image (then set the **turned off image** parameter).

Add/Remove : Here you choose the images and images names. Each image is associated with one image name. Click **Browse** to browse and choose the image location. Then click **Add** to add these image and image name. Add other images and images names. If you want to remove a image/image name, select it and click **Remove**.

Turned off image : When an image is turned off, it is not visible and you can see either a colored rectangle (then set this above parameter **turned off color**) or an image (then set this parameter).

Winning link parameter : When the visitor wins, the browser can point to a Web page. Enter the link here. If no link is set, nothing happens. It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html', for instance

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

MenuFrame

Frame width : The frame width.

Frame height : The frame height.

Frame initial X : The initial left position of the menu frame.

Frame initial Y : The initial top position of the menu frame.

Frame title : The frame title (default is "Menu").

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Add/Remove : Set the MenuFrame **texts** and **links**. Each text is associated with one link. For instance enter 'Altavista' as a text and 'http://www.altavista.com' as a link. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these text and link. Add other texts and links. If you want to remove a text/link, select it and click **Remove**.

MenuFrame2

Frame width : The frame width.

Frame height : The frame height.

Frame initial X : The initial left position of the menu frame.

Frame initial Y : The initial top position of the menu frame.

Frame title : The frame title (default is "Menu").

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Items properties : Set here the items text properties: the **font name** and **style**, the items **font color**, **height** and **background color**. If you want to add a border then fill out the **border size** field and set the border color.

On mouse over items properties : Set here the **text color** and **background color**. These settings will be displayed when the mouse pointer is over an item. Click the **Show hand cursor** checkbox if you want the cursor to change into a hand cursor on mouse over items.

Add/Remove : Set the MenuFrame **texts** and **links**. Each text is associated with one link. For instance enter 'Altavista' as a text and 'http://www.altavista.com' as a link. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these text and link. Add other texts and links. If you want to remove a text/link, select it and click **Remove**.

MenuPopUp

This applet displays a popup menu, like the classic right click popup menu.

The location where the popup appears : The popup can appear at random on the applet area, centered in this area, or where the mouse pointer enters.

When does the popup open ? : The popup can be displayed when the visitor clicks on the applet area, or when the mouse pointer is over the applet area.

Text display : A text can be displayed centered on the applet area. Set the text, the **text height** and **color**.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Add/Remove : Set the MenuPopUp **texts** and **links**. Each text is associated with one link. For instance enter 'Altavista' as a text and 'http://www.altavista.com' as a link. The link you enter must be an URL (Web address). It

can be an absolute URL, like 'http://www.taijisofware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these text and link. Add other texts and links. If you want to remove a text/link, select it and click **Remove**.

MovingText

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Text step : The amount of pixels the text moves between two animation frames (pixels).

Text : The text.

Text properties : The font name, style, height and color of the text.

On mouser over text properties : The text color when the mouse pointer is over the applet.

Navigation

This applet works as classic image maps.

Images and links : You have to set the images for this applet. **Image** is an image seen by the visitor. **Mouse over image** is the associated image displayed when the mouse pointer is over the image. Click **Browse** to set the images and mouse over images. Each **image/mouse over image** is associated with a **link**. When the visitor clicks, the browser points to this link. The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisofware.com', or a relative one, like a page name from your site, 'home.html' for instance. Click **Add** as many times as you want to add a **image/mouse over image/link** set. If you want to remove a image/MouseOver image/link, select it and click **Remove**.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Buttons orientation : The images buttons can be aligned horizontally or vertically.

PasswordedDownload

Important note : bad people could decompile the classes of this applet and try to understand how the encryption works. This is hard but it is possible, so do not protect too much important things.

Button text : The button text.

Button width : The button width.

Button height : The button height.

Button color : The button color.

Frame width : The frame width.

Frame height : The frame height.

Frame title : The frame title.

Frame color : The color of the frame.

Password field label : Change the text of the password field if you like.

Password (will be encrypted) : The password to protect your file or page (will be encrypted).

Link (will be encrypted) : The link where your file or page stands (will be encrypted). The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisofware.com' or 'http://www.yoursite.com/file.zip', or a relative one, like a page or file name from your site, 'home.html' or 'file.zip' for instance.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use

frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Polygons

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Pause between 2 drawings : The delay between two complete polygons drawings.

Drawing color : The drawing color.

Mode : This applet provides two effects : Polygons effect and Triangles effect. You can activate one or both of them. To activate the both effects, select **Alternate randomly**, then each effect will appear randomly. Otherwise select the effect you want.

Polygons effect : First set the **order**. It can be a constant value or a random value. If you choose **Random from 2 to**, then set the max order (thus the order value will be between 2 and max order). Endly, set the **Angle step**, which lets you customize the effect.

Triangles effect :

Triangle numbers : First set the **Triangles number**. It can be a constant value or a random value. If you choose **Random from 4 to**, then set the max number (thus the number will be between 4 and max number). Endly, set the two parameters, **Coefficient** and **Replica number**, which let you customize the effect. Try to change these parameters values and see the result.

PreloadImages

Add/Remove : Click **Add** as many times as you want to browse and add the images to be preloaded. If you want to remove an image select it and click **Remove**.

Presentation

This applet displays several images changing with time, and a presentation multi-lines text over the images.

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Horizontal cells number : The horizontal cells number.

Vertical cells number : The vertical cells number.

Cells spacing : The amount of pixels between two cells.

Minimum delay before image changing : The minimum delay you have to wait to see an image changing in a specific cell.

Maximum delay before image changing : The maximum delay you have to wait to see an image changing.

Optional text : Here you set the presentation **text** (optional). Enter your text (can be several lines, each line will be display the one following the other one) and set the text **height, color, font name** and **style**. You also have to set the amount of time between two lines seen on the applet.

Add/Remove : Click **Add** as many times as you want to browse and add images. If you want to remove an image select it and click **Remove**.

Presentation2

This applet displays images with one text comment over image.

Animation pause (>50) : The delay between two frames of the animation (milliseconds).

Text properties : Here you set the presentation **text** (optional). Enter your text (can be several lines, each line will be display the one following the other one) and set the text **height**, **color**, **font name** and **style**. You also have to set the amount of time between two lines seen on the applet.

Images locations and texts : Here you choose the images and texts. Each image is associated with a text. Click **Browse** to browse and choose the image location. Then click **Add** to add these image and text. Add other images and texts. If you want to remove a image/text, select it and click **Remove**.

Protect

Add/Remove : Click **Add** as many times as you want to browse and add images. If you want to remove an image select it and click **Remove**.

Important note: Man can not completely protect an image, advanced users are able to capture the screen and get your image. However **Protect** helps you to prevent your image from intensive download.

Puzzle

Linear squares number : The horizontal squares number (which is the same as the vertical squares number, because the puzzle is a square). For instance, if you enter 5, then the puzzle size will be 5x5, that is to say 25 squares. In order that you can move the squares, there is always an empty square.

Puzzle image : The puzzled image location.

Empty square color : The empty square color.

Winning link parameter : When the visitor wins, the browser can point to a Web page. Enter the link here. If no link is set, nothing happens. It can be an absolute URL, like 'http://www.taijisofware.com', or a relative one like a page name from your site, 'home.html', for instance

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

RandomImage

Add/Remove : Click **Add** as many times as you want to browse and add images. If you want to remove an image select it and click **Remove**.

RandomLink

Image : Click **browse** to browse and select an image.

Link : Set the RandomLink links here. The links you enter must be URLs (Web address). It can be an absolute URL, like 'http://www.taijisofware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add this link. Add other links. If you want to remove a link, select it and click **Remove**.

Target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

ScanImage

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Area step : This applet is an area which scrolls over an image. **Area step** is the step of this scrolling between two frames (pixels).

Area step limit : The maximal distance the area scrolls without changing direction (pixels).

Image location : Click **browse** to browse and select an image.

ScanImage2

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Radius : This applet is a disc area which scrolls over an image. **Radius** is the radius of this disc (pixels).

Step : The step of this scrolling between two frames (pixels).

Image location : Click **browse** to browse and select an image.

ScanImage3

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Area step : This applet is an area which scrolls over an image. **Area step** is the step of this scrolling between two frames (pixels).

Area step limit : The maximal distance the area scrolls without changing direction (pixels).

Zoom amplitude : The maximal amplitude of the zoom (pixels).

Zoom steps number : The number of frames in a zoom cycle.

Image location : Click **browse** to browse and select an image.

ScratchImage

Scratch size : The size of the scratch square (pixels).

Color : The scratch color.

Sound played on scratched (optional) : The sound played when scratching.

Images : Click **Add** as many times as you want to browse and add images. If you want to remove an image select it and click **Remove**.

ScrollBoxLink

Items properties : Set here the link properties: the **font name** and **style**, the **text color** and **height**.

On mouse over items properties : Set here the **text color**, **style** and **height**. These settings will be displayed when the mouse pointer is over an item. Click the **Show hand cursor** checkbox if you want the cursor to change into a hand cursor on mouse over items.

Center the links : You can center or not the links.

Horizontal links offset (if not centered) : The horizontal offset of the links (pixels).

Height space between links : The vertical space between two successive links (pixels).

Animate the links color from normal color to mouse over color : You can animate or not the links color.

Links animation pause (if animated) : The color animation delay (milliseconds).

Links target : You have 4 defined choices ('_self', '_blank', '_top', '_parent', for instance select '_self' to open the linked page in the same window or '_blank' to open it in a new window; see the Help for further details). If you use frames you can select 'frame_name' and enter the destination frame name instead of 'frame_name'.

Links and texts : Set here the **texts**, **links** and **status bar texts**. Each text is associated with one link and one status bar text. For instance enter 'Altavista' as a text, 'http://www.altavista.com' as a link and 'a search engine' as a status bar text. The status bar texts will be displayed in the browser status bar on mouse over an item. The status bar texts are optional (default is same as the associated link). The link you enter must be an URL (Web address). It can be an absolute URL, like 'http://www.taijisoftware.com', or a relative one like a page name from your site, 'home.html' for instance. Then click **Add** to add these **text/link/status bar text**. Add other texts, links and status bar texts. If you want to remove a text/link/status text, select it and click **Remove**.

Scrolling

Text height : The text height (pixels).

Text height offset : The offset from the top (pixels). Leave this field blank to center the text vertically.

Text step : The step of the scrolling between two frames (pixels).

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Text : The text.

Text color : The text color.

Font name, font style : The text font name and style.

ScrollUpDown

Text height : The text height (pixels).

Text width offset : The text offset from the left (pixels).

Text step : The amount of pixels the text moves between two animation frames (pixels).

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Pause between 2 complete scrollings (put -1 to scroll only once) (>5) : The delay between two complete scrollings of the text (milliseconds).

Vertical space between two lines : The vertical space between two lines of the text (pixels).

Text location : The text can be read from a file or directly typed in the text area.

File name containing the text : The location of the file containing the text, if you have chosen the text to be read from a file.

Enter your text here : The text, if you have chosen the text to be typed in this box.

Scrolling direction : The text can scroll up or down.

Text color : The text color.

Font name, font style : The text font name and style.

SoundPlayer

Animation pause (>5) : The delay between two frames of the animation of the song title scrolling (milliseconds).

Next clip button label (default is "Next") : Change this label if you like.

Previous clip button label (default is "Prev") : Change this label if you like.

Play button label (default is "Play") : Change this label if you like.

Stop button label (default is "Stop") : Change this label if you like.

Play first clip on applet load ? Decide whether the first clip will be played or not when the applet starts.

Title prefix and suffix : The title prefix and suffix will be added to the song title which is scrolled.

Clips locations and clips names : Each **clip location** is associated with one **clip name**. Click **Browse** to browse and choose the clip location. Then click **Add** to add these clip and clip name. Add other clips and clips names. If you want to remove a **clip location/clip name**, select it and click **Remove**. You can convert your waves files to au files by using the wav2au converter.

Stars

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Stars number : The number of stars.

Stars mean step : The mean step of the stars between two animation frames (pixels).

Stars color : The color of the stars.

StarsText

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Stars number : The number of stars.

Stars mean step : The mean step of the stars between two animation frames (pixels).

Stars color : The color of the stars.

Add a scrollbar to control animation speed : You can also add a scrollbar to control the animation speed.

Enter your text here : The text (can have several lines).

Text height : The text height (pixels).

Zoom in step : The text zoom step between two frames, when each letter is moving from the back (pixels).

Zoom out step : The zoom step between two frames, when the entire text is moving to the back (pixels).

StarsText2

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Stars number : The number of stars.

Stars mean step : The mean step of the stars between two animation frames (pixels).

Stars color : The color of the stars.

Add a scrollbar to control animation speed : You can also add a scrollbar to control the animation speed.

Enter your text here : The text (can have several lines).

Text height : The text height (pixels).

Letters zoom step : The zoom step between two animation frames, when each letter is moving to the back (pixels).

Text zoom step : The zoom step between two frames, when the entire text is moving to the back (pixels).

Letters initial height : The letters height when they appear on the screen, before zooming. (pixels).

StatusBarScroller

Text to scroll in the status bar : The text which will be scrolled in the browser status bar.

Scrolling animation pause (>5) : The delay between two scrolling frames (milliseconds).

StatusBarScroller2

Text to scroll in the status bar : The text which will be scrolled in the browser status bar.

Letters animation pause (>5) : The delay between two scrolling frames (milliseconds).

Table

Data file : The file containing the data to plot. The data file format must be the following : The columns are separated by a comma ','. To get an example, view the file 'data.txt' in the 'Table' directory.

Title mode : You can add a title row : this row will be separated from the other rows by a blank row in the table. You have to choose between 3 modes: 1) no title row, 2) use the first line as the title row, 3) use a custom title row. If you choose 3) then fill out the **Custom title row** field.

Skip first row ? : You can choose to skip the first line of the file.

Custom title row : The title row of the table (if you have chosen this mode).

Alternated rows background color : You can add a second background color to highlight the rows. The two colors will be alternated.

Default data color in all columns : The default data color.

Custom data color in columns : If you want the data in a specific column to be colored with another color, then fill out the **Column number**, set the color and click **Add**. You can add other **column number/color**. If you want to remove one column number/color, select it and click **remove**.

Border size : The size of the border.

Border color : The border of the color.

TextEncrypter

Key field label (default is "Encrypt key: ") : Change the key label if you like.

Encrypt button label (default is "Encrypt !") : Change the encrypt button label if you like.

Decrypt button label (default is "Decrypt !") : Change the decrypt button label if you like.

Clear button label (default is "Clear") : Change the clear button label if you like.

TextStream

Text height : The text height (pixels).

Text height offset : The offset from the top (pixels).

Text width offset : The offset from the left (pixels).

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

End line pause (>5) : the delay between an end line and the following one (milliseconds).

Enter your text here : The text.

Text color : The text color.

Font name, font style : The text font name and style.

TicTacToe

This applet is the famous tictactoe game.

First player : Set who plays first : the player, the computer or Ask. Ask means the applet will ask the player who starts on each new game.

Game difficulty : The game difficulty level : Easy or hard.

Border color : The border color.

Player image : The location of the image drawn in a square when the player plays.

Computer image : The location of the image drawn in a square when the computer plays.

Player sound (optional) : The sound played when the player wins.

Computer sound (optional) : The sound played when the computer wins.

Draw sound (optional) : The sound played when the game is draw

Click sound (optional) : The sound played when the player clicks on the applet to play.

TipOfTheDay

The tips are in a separated text file. They must be separated by a blank line. Here is a sample of a valid tips text file:

Don't forget to sign my guestbook !!
thanks !

Please vote for this site in the webring area !

File containing the tips : Click **browse** and choose the file containing the tips.

Frame width : The frame width.

Frame height : The frame height.

Frame title : The frame title.

Previous button label (Default is "Prev") : Change the previous button label if you like.

Next button label (Default is "Next") : Change the next button label if you like.

Close button label (Default is "Close") : Change the close button label if you like.

Frame color : The color of the frame.

Tip icon image : The tip icon image location.

WaveText

Text height : The text height (pixels).

Text height offset : The offset from the top (pixels). Leave this field blank to center the text vertically.

Text step : The step of the scrolling between two frames (pixels).

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Wave amplitude : The maximal amount of pixels the text can move up or down (pixels).

Angle step : Helps you to customize the effect, try to change its value and see the result.

Phase step : Helps you to customize the effect, try to change its value and see the result.

Text : The text.

Text color : The text color.

Font name, font style : The text font name and style.

Zoom

Animation pause (>5) : The delay between two frames of the animation (milliseconds).

Pause when image is 100% displayed : The delay before cropping the following image (milliseconds).

Animation step : The step between two frames of the animation (pixels).

Add/Remove : Click **Add** as many times as you want to browse and add the images to be zoomed. If you want to remove an image select it and click **Remove**.