

Tutorial (topic 900)

Place holder for a jump.

First Screen (topic 901)

Place holder for a jump.

Bevels (topic 103)

Place holder for a jump.

Bevels 3D (topic 110)

Place holder for a jump.

Colors (topic 101)

Place holder for a jump.

Creating your own textures

This is a Release 1 feature and no longer used.

DLL problem

Temporary page for testing.

Delete edit file (205)

Place Holder for a jump.

Delete Project (206)

Place holder to allow for a jump.

Designs (topic 100)

Place holder for a jump.

Duplicate GIF (topic 203)

Place holder for a jump.

Duplicate file message

Error 201 - believed to be unused.

Duplicate file message

Error 202 - believed to be unused.

Fill Texture

This feature is not implemented in the current release of software.

Tell me more about...



the button strip (on the left of the window)



Prompts (top of the window)



Preview (center of the window)



Options (lower part of the window)



System Menu (icon in the top left corner of the window)

Click a button to find out more.

{button Return,Back()}

Import (topic 115)

Place holder for a jump.

Introduction (topic 100)

Place holder for a jump.

NavBars (topic 102)

Place holder for a jump.

Purchasing (topic 150)

Place holder for a jump.

Save (topic 113)

Place holder for a jump.

Save Project member (topic 251)

Place holder for a jump.

Shadow (topic 104)

Place holder for a jump.

Size (topic 111)

Place holder for a jump.

Spare page (207)

Error 207 not currently used. Place holder to allow for future use.

Spare page (208)

Error 208 not currently used. Place holder to allow for future use.

Text (topic 105)

Place holder for a jump.

Texture (topic 109)

Place holder for a jump.

Transparency

This feature is not implemented in the current release of software.

Unlocking (topic 151)

Place holder for a jump.

Wizard - Button Mouse Over

The wizard takes you step-by-step through the process of creating a Bar with (optionally) Rollovers.

Mouse Over is the button state when you move the mouse over an unselected button. It is optional. Select the check box if you want to include this state in the bar.

The preview window shows the existing Mouse Over graphic (if one exists) or a suggested design. You can modify the button shown in the regular way except that you cannot resize it using the Size page. (An earlier step in this Wizard lets you set the button size.)

Click **Next** when you are satisfied with the design.

Wizard - Button Off

The wizard takes you step-by-step through the process of creating a Bar with (optionally) Rollovers.

Button Off is the default button state and must be included in the Bar. The check box is therefore dimmed.

You can modify the button shown in the regular way except that you cannot resize it using the Size page. (An earlier step in this Wizard lets you set the button size.)

Click **Next** when you are satisfied with the design.

Wizard - Button Selected

The wizard takes you step-by-step through the process of creating a Bar with (optionally) Rollovers. This is the last step in the Wizard.

Button Selected is the button state after clicking the button. It is optional. Select the check box if you want to include this state in the bar.

The preview window shows the existing Button Selected graphic (if one exists) or a suggested design. You can modify the button shown in the regular way except that you cannot resize it using the Size page. (An earlier step in this Wizard lets you set the button size.)

Click **Finish** when you are satisfied with the design.

Wizard - Button On

The wizard takes you step-by-step through the process of creating a Bar with (optionally) Rollovers.

Selected is the button state when you click a button. For Windows this state applies when you release the mouse button and so appears only for a very short time. It is optional but is often not used because it appears for just a short time. (Omitting it means that there are fewer graphics required for the web page - this speeds up download time.) Select the check box if you want to include this state in the bar.

The preview window shows the existing Being Selected graphic (if one exists) or a suggested design. You can modify the button shown in the regular way except that you cannot resize it using the Size page. (An earlier step in this Wizard lets you set the button size.)

Click **Next** when you are satisfied with the design.

Wizard - Position Properties

The wizard takes you step-by-step through the process of creating a Bar with (optionally) Rollovers.

This step lets you specify how you want the buttons arranged. It has no effect on the button graphics but creates the correct HTML for the options you select.

Vertical/Horizontal: these select whether you want the buttons arranged as a vertical column or as a horizontal row.

Centered vertically; dimmed when **Horizontal** selected. This centers the buttons in a vertical bar. It has no effect if all the buttons are the same width. **Technical Note:** this adds an ALIGN=CENTER attribute to the HTML IMG tag.

Endbars: some button templates have designs for decorative ends of a Bar. Select this option to include these ends (if available for this design).

Wizard - Rollovers

This page step lets you create Rollovers or plain single-state buttons.

The advantages of Rollovers:

- They make NavBars look more interesting.
- They provide visual feedback as to which is the selected option and when the mouse is over the button.

The disadvantages of Rollovers:

- Each different Rollover state requires a separate graphic. This increases the download time for the web page.
- Some early browsers do not support JavaScript, which is required to display the different states. [More details on compatible browsers.](#)
- The HTML for Rollovers is slightly more complex than for plain buttons. The good news is that you don't need to understand JavaScript.

Only you can decide which option to select.

If you select Rollovers you can choose whether to:

- create new designs based on the button displayed
- or use any existing buttons. This is useful when you want to update the NavBar.

Wizard - Size Properties

The wizard takes you step-by-step through the process of creating a NavBar with (optionally) Rollovers.

This step lets you change the button size (if necessary) and change the spacing between the buttons.

To change the size click **NavBar size**. This shows you two sliders:

- The top slider shows the overall size of the largest button, measured in pixels.
Some buttons have text underneath; the height of the text varies depending on the wording. Characters with descenders (g,j,p,q,y) require more vertical space than other characters. This can affect the height of the exported graphics.
- The bottom slider and drop-down list control the width of "stretchable" items in the graphic. These are items where the width varies depending on the length of the text on the button. Not all graphics include stretchable items.

Longest text controls all button widths: all the buttons are the same width, that of the button with the most text.

Each button's text control its own width: the buttons are different widths. The width depends on the amount of text on that button.

Manually set all button widths: all the buttons are the same width, which is controlled by the bottom slider.

To change the spacing between buttons enter a value in **Spacing** (or click the arrows to the left). **Technical note:** this adds a VSPACE or HSPACE attribute to the HTML IMG tag.

When you have finished click **Next**.

Wizard - Text Properties

The wizard takes you step-by-step through the process of creating a NavBar with (optionally) Rollovers.

The first step is to tell the wizard how many buttons you want. To do this, type in the messages you want the buttons to show. Each line of text creates a separate button. When Webstyle creates the buttons it replaces any existing text on the button with the messages you type in here.

When you have finished click **Next**.

XWS missing (topic 204)

Place holder for a jump.

Projects (topic 112)

Not included in final release.

Place holder for a jump.

Spare page (116)

Error 116 not currently used. Place holder to allow for future use.

Spare page (117)

Error 117 not currently used. Place holder to allow for future use.

Spare page (252)

Help ID 252 not currently used. Place holder to allow for future use.

Spare page (253)

Help ID 253 not currently used. Place holder to allow for future use.

Spare page (304)

Help ID 304 not currently used. Place holder to allow for future use.

Spare page (314)

Help ID 314 not currently used. Place holder to allow for future use.

Dummy topic - not called from other pages

This topic marks the end of links from Webstyle.hlp. Used only by the help author as a marker.

Help created by Mick Robinson (with suggestions and invaluable information from the rest of the Webstyle team.)

3D bevel options

Extrusion depth

Bevel depth

Bevel type

Corner style

Outlines

{button Return,Back()}


Coloring 3D Headings

Three colored lights shining onto a colored text surface create the colors of 3D Headings. You can change the color of the text, the colors of all three lights, and the color of the background.

Color of textures

The colors of the lights change any texture you apply to the text. For example a yellow light makes the texture appear more yellow and darker. Textures usually look best with light colors close to white.

Sales plug:

The Xara3D package gives you even more control over the lights and the angle of the text. For more details visit the [Xara3D web page](#) .

{button Return,Back()}

The Import page

The Import page lets you reload graphics that you have created. You can then make further changes to the graphic. The Import page shows the GIF, JPEG or PNG file - Webstyle uses the name of the file to search for the Webstyle Edit file. If you have renamed the GIF, JPEG or PNG file, Webstyle might not be able to find the Edit file.

Initially you see the contents of the **Export** folder (the default folder for saving graphics). When you first run Webstyle, the Export folder is empty (as you haven't yet saved any graphics). As you save graphics they appear in the list.

You can always return to viewing the Export folder by clicking the Home button on this window.

Click the Up button to browse to other folders. Webstyle remembers the last folder you viewed and redisplay its contents when you return to this page.

You cannot use the Import page to select from Webstyle's range of templates (because you see only previously saved graphics).

To select a template:

1. Click **Start**.
2. Select the type of template (Headings, Buttons and so on) you want to select from.
3. Select the template you want to edit.

{button Return,HelpOnTop():Back()}

The Designs page

The Designs page lets you select from Webstyle's collection of templates. You can view templates in two ways:

- **Theme Sets** - you see a sample graphic from each **Theme Set**. Clicking the sample displays all the graphics in that set. Theme Sets also includes Project folders where you save the source files for graphics you create - [more on Projects](#).
- **All templates** - you can define the selection criteria from the options on the left (such as graphic type or complexity). The right-hand window then shows graphics that match the criteria. **Page** (at the top of this window) shows how many pages of graphics and which page you are viewing. Use the arrows to move between pages. Click **Display Theme Set/Search Mode** to swap between the two types of display.

If you want to reload graphics you have created, you may find it easier to use the **Import** page. To display this click **Start** then click **Import**. You then see your saved graphics.

{button Return,Back()}

Changing the extrusion

The extrude depth is the depth of the sides of the text. Its effect is most noticeable where the text is angled to the viewer. It may have no effect if the text is face-on to the viewer.

Bevels are drawn on the sides of the text. This means that narrow text (small extrude depths) might be too small to show a large bevel.

```
{button Return,HelpOnTop():Back()}
```

Miter: corners form an angled join.

Round: the joins are smoothed. The difference is particularly noticeable for letters such as **M** which have sharp corners.

Tell me more about...

This page covers what you can do when on the Bevels page. For information about other tasks, click **Tell me more** when on the relevant page.



what are bevels?



adding a bevel



removing a bevel



the bevel options



why does this page sometimes has different options?



why is this button sometimes gray?



I don't like the new bevel. How do I return to the previous bevel (if any)?



the Style button



selecting the Bevel page from the keyboard



general information on Webstyle

Click a button to find out more.

Tell me more about...

This page covers what you can do when on the Bevels page. For information about other tasks, click **Tell me more** when on the relevant page.



what are bevels?



what is extrusion?



what are Outlines?



adding a bevel



removing a bevel



changing the extrusion



the bevel options



why this page sometimes has different options?



why is this button sometimes gray?



I don't like the new bevel. How do I return to the previous bevel (if any)?



the Style button



selecting the Bevel page from the keyboard



general information on Webstyle

Click a button to find out more.

This is the color difference (light & shadow) across the bevel. 0% is minimum contrast (flat color.) Light Source controls the direction of the light that creates the highlight and shadow.

Inner displays the bevel inside the object. The size of the object remains the same.

Outer displays the bevel outside the object and makes it bigger.

Which you use depends on the effect you want to create.

None creates a solid object.

Emboss creates a semitransparent effect. You can see background objects.

Hollow creates opaque bevels and a transparent center. This works well with text.

This changes the position of the light source that creates the highlights and shadows on the bevel. Either click on the wheel or type in a value. **Contrast** controls the shading difference between highlights and shadows across the bevel.

This is the shape of the bevel. **Flat** is the most popular bevel type, a sloping edge.

The Style button

See [What is a Style?](#) for general information on Styles.

Using Styles:

1. On the Designs page (on the [Button Strip](#)), right-click on the graphic you want to use for the Style. This pops-up a menu.
2. On that menu click **Create Style**.
3. On the Bevel page click the [Style button](#). This pops-up a menu.
4. From the menu choose **Bevel**.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```

Adding a bevel

The designer of the template decides which parts of the template can have bevels applied.

To add a bevel:

1. Set **Depth** to a suitable non-zero value. This displays the bevel.
2. Change the other settings to create the bevel effect you want.

```
{button Return,HelpOnTop():Back()}
```

Adding a bevel

For 3D headings the bevel is the join between the face and sides of the heading.

To add a bevel:

1. Select a bevel style (other than **None**) from the **Bevel type** drop-down list.
2. Set **Bevel depth** to a suitable value.

```
{button Return,HelpOnTop():Back()}
```

This is the depth (size) of the bevel. To change the depth either drag the slider or type in a value.

3D Headings only:

Bevel depth has no effect if the Bevel type is **None** (no bevel).

Bevels are drawn on the sides of the text. This means that narrow text (low values of extrusion) might be too small to show a large bevel.

You selected a template that doesn't have bevels associated with it. The designer of the template decides where bevels can be used.

The extrusion is the depth of the sides of the 3D headings. It helps to create the illusion of depth to the text.

Bevel options

Bevel depth

Contrast

Profile

Effect

Direction

Light source

{button Return,Back()}

There are two different sets of options:



For 3D Headings: you can set the depth of the 3D extrusion, bevel size and type, and create hollow text.



For other types of graphic: you can set the bevel size, depth, contrast, and light angle and elevation

Selecting **Outlines (on)** creates hollow text. If the text is almost face-on, you may be able to see right through the center of the letters.

You might not see the hollow text for large bevel depths as the bevel can fill the hollow center.

Removing a bevel

3D headings

For 3D headings the bevel is the join between the face and sides of the heading.

To remove a bevel:

1. Select **None** from the **Bevel type** drop-down list.

Other types of graphic:

To remove a bevel:

1. Set **Depth** to 0. This makes the bevel zero width and so cannot be seen.
`{button Return,HelpOnTop():Back()}`

3D Headings only:

This lets you select the bevel design.

None is no bevel (a simple right-angle join between the front and the sides).

3D Headings:

Bevels are the join between the face and sides of the Heading. You can have a simple right-angled join or a more complicated design.

Other types of graphic:

Bevels add an edge to parts of a graphic to give a three-dimensional or embossed look. The template designer decided which parts of the graphic can have bevels applied.

Depending on the graphic type, some options do not apply. For example, you cannot add text to a background. Therefore the Text button is dimmed and clicking it has no effect.

There's a wide range of fonts available at budget prices from BuyFonts.com.

[Click here to visit our web site](#)  for more details.

Textures and colors

Many graphics can use either a flat color or a texture to color them. Also you can use colors or textures as backgrounds to a graphic. Use the Texture page to swap between flat color and textures.



for colors go to the Color page and change the colors (as required)



for textures go to the Texture page. Select a texture name from the list and then click the thumbnail of the texture you want to use.



in **Textures** click **Plain** to use a flat color.

You can also change foreground textures to two-color duotones which you can then recolor. (3D Headings cannot use duotones.)

1. Go to the Textures page (on the [Button Strip](#).)
2. From the list of textures in the graphic select the name of the texture you want to convert.
3. Select **Duotone**. This displays the textures as duotones instead of full color.
4. Go to the Color page (on the [Button Strip](#).)
5. The list of colors now includes two new colors called "Texture Color 1" & "Texture Color 2" (or similar names.)
6. You can then change these colors as required.

To restore a duotone to full color:

1. Go to the textures page (on the [Button Strip](#).)
2. From the list of textures in the graphic select the name of the texture you want to restore.
3. Select **Bitmap**.

{button Return,Back()}

Recoloring backgrounds

You can recolor any of the backgrounds. Some backgrounds use a single color, others two or more colors.

Some backgrounds have a semitransparent white overlay to give a textured look. This overlay lightens any color you use to recolor the background.

Creating a custom color by dragging:

1. Select the name of the color you want to change.
2. Select the basic color from the colored strip. This represents the edge of a color circle that has red at both ends.
3. Select the shade from the main color panel.

Note:



You can drag the pointers or click on the colored strip and color panel.

```
{button Return,HelpOnTop():Back()}
```

The Style button

See [What is a Style?](#) for general information on Styles.

Using a Style:

1. On the Designs page (on the [Button Strip](#)), right-click on the graphic you want to use for the Style. This pops-up a menu.
2. On that menu click **Create Style**.
3. On the Color page select the name of the color you want to change.
4. Click the [Style button](#). This pops-up a menu.
5. From the menu choose the name of the color you want to use. You can use any of the colors in this menu. For example, you could use a color called "Text color" to change the color of the background.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```

Click the **Advanced** button, select **RGB** then type in these values.

[More details](#)

The advanced color options

This lets you create your own custom colors. Click the **Advanced** button to show these options.

You can create colors by either:



dragging the pointers on the colored panel and the color strip



or, for defining exact color mixes, typing in values.

{button Return,Back()}

How do I change a color?

1. If there's more than one color listed, click on the name of the color you want to change.
2. Click one of the color patches. If you don't like the result, click another color patch.

{button Return,HelpOnTop():Back()}

The 216 colors shown exactly match the color palette used in Netscape Navigator and Microsoft Internet Explorer. These colors give the best results when viewed in 256 color screen modes; other colors are "dithered" and don't look as good. Displayed separately are black, white, and a range of grays.

Color Spectrum List

There are several ways of displaying the 216 colors in Webstyle's palette. This list lets you select the display you prefer. The colors do not change; only the order in which they are shown.

{button Return,Back()}

Click the **Advanced** button. This displays a more complex Color Picker that lets you create your own custom colors.

Creating a custom color using the text boxes:

You can define colors using either HSV (Hue-Saturation-Value) or RGB (Red-Green-Blue) values. Both let you create the same range of colors. Use the one you are familiar with.

You may see colors defined as a set of six digits (**EEAD00** for example) - you can create these colors using RGB.
{button Return,JI(';',IDH_S_Colors')}

Defining colors in HSV



Hue is the angle around a color circle, 0-360°. 0° (& 360°) is Red, 120° Green, 240° Blue.

Saturation is the amount of color pigment. 100% is saturated color; 0% is white.

Value is the brightness. 100% is pure color; 0% is black.

{button Return,Back()}

Defining colors in RGB

You can define RGB values as 0-255, 0-100% or as hex digits (00-FF). Use the range you are familiar with.

You sometimes see colors defined as six digits (**EEAD00**). To define this color, select **Hex** then type the value. You can use characters **0-9**, **A-F** (or **a-f**).

{button Return,Back()}

The list shows the basic colors used in the graphic. The other colors in the graphic are shades and tints of these basic colors. A few graphics have some colors you cannot change - these are used only in small areas such as highlights and shading.

Recoloring shadows

After applying a shadow to a graphic, you can change the shadow color.

1. Apply a shadow to the graphic. For more information on this, click **Tell me more...** on the Shadows page.
2. Go to the Color page (on the [Button Strip](#).)
3. One of the colors in the list is now **Shadow**. Click on this to select it.
4. Change its color.

{button Return,HelpOnTop():Back()}

Tell me more about...

This page covers what you can do when on the Color page. For information about other tasks, click **Tell me more** when on the relevant page.



how do I change a color?



the colors shown in the list



what's special about the colors in the small squares?



the Color Spectrum list



my color chart shows a color as **EEAD00** - how can I create this?



how do I create my own colors?



the Advanced color options



3D Headings and colors



recoloring shadows



recoloring backgrounds



colors and NavBars



I want to create a transparent GIF - what use are backgrounds?



textures and colors



I don't like the new color. How do I return to the previous color?



the Style button



the Revert button



selecting the Color page from the keyboard



general information on Webstyle

Click a button to find out more.

Some common questions...

- » which folder are my files saved in?
- » can I select options using the keyboard?
- » why are some buttons dimmed?
- » can Webstyle publish my graphics on the Internet?
- » why is there a noticeable edge around my saved graphic?
- » I want to create a transparent GIF - what use are backgrounds?
- » how do I Install the fonts supplied with Webstyle?
- » how do I create a series of buttons all the same size?
- » why do some folders marked **(Project)**?
- » giving my files to another Webstyle user.
- » what other Xara products are there?

{button Return,Back()}

Welcome to Xara Webstyle

Normally this help is opened by clicking **Tell me more..** on the Webstyle window for help on the current page. This page lets you view any of the sets of topics.

List of Topic pages:


[Introduction](#)
[What's New in Version 2?](#)
[Purchasing](#)
[Unlocking](#)
[License terms](#)
[Import](#)
[Designs](#)
[Text](#)
[Color](#)
[Texture](#)
[Bevel](#)
[Bevel 3D](#)
[Shadow](#)
[Size](#)
[NavBars](#)
[Save](#)
[Other Xara products](#)

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All images are subject to the [usage conditions](#).

Contents

This exists purely to jump to the [Contents page](#).

Copying graphics using the clipboard

Right-clicking on the Preview Window pops-up a menu. This lets you copy Webstyle graphics to other programs using the clipboard. The sequence is:

1. In Webstyle, **copy** the bitmap or filename to the clipboard using the pop-up menu.
2. In the other program **paste** the bitmap/file. Usually you just right-click on the window for the other program and choose **Paste**. Check the documentation for the other program if you have problems. (Not all programs support paste from the clipboard - this is beyond the control of Webstyle.)

The difference between Copy Bitmap & Copy Filename:

Copy filename:

This uses the current Save settings and so you have full control over the copied graphic. (For example whether the file is a GIF or JPEG.) If you have changed the Advanced settings check that the current settings are suitable for this graphic.

Copying to the clipboard creates a temporary file on disk. (This file gets deleted when you quit Webstyle.) Most programs create their own permanent copy of this file.

You can paste the Webstyle file into an **Open, Import, Insert graphic** (or similarly named) dialog box for the other program.

You can also copy files by dragging from the preview window onto the window for the other program. (This is called "drag-and-drop".)

Note: you can use this method to copy graphics to the desktop.

Note on FrontPage: unusually you can paste files directly into an HTML page in FrontPage. We recommend saving the FrontPage file after pasting the graphic - this stores the temporary file in FrontPage's graphics repository.

Copy bitmap:

For the inexperienced user this is easier than copying the file but you have less control. For example, you cannot specify a file format. Also you cannot create a transparent background as you can with GIF format files.

You can paste the bitmap directly into programs that support clipboard copying.

Technical note: the bitmap is copied as a 24-bit Device Independent Bitmap (DIB).

{button Return,Back()}

Delete edit file

Webstyle uses three types of file:



The original **Template file**.



A **GIF, JPEG or PNG file** for use on your website. You create this file when you Save the graphic.



An **Edit file** listing the changes you have made to the Template. Saving the graphic automatically creates an Edit file in the current Project folder.

You are trying to delete an Edit file. If you do this, you cannot make further edits to the graphic. You would have to reload the original template graphic and reapply the edits to that.

Clicking Delete means you cannot edit this graphic in the future.

Delete Project

Webstyle uses three types of file:



The original **Template file**.



A **GIF, JPEG or PNG file** for use on your website. You create this file when you Save the graphic.



An **Edit file** listing the changes you have made to the Template. Saving the graphic automatically creates an Edit file in the current Project folder.

You are trying to delete a Project folder. If you do this, you cannot make further edits to the graphics in the Project. You would have to recreate them from the original template graphics.

Clicking Delete means you cannot edit these graphics in the future.

Tell me more about...

This page covers what you can do when on the Designs page. For information about other tasks, click **Tell me more** when on the relevant page.



using the Designs page



reloading previous work



how to use Webstyle



the Webstyle window



some common questions



selecting this page from the keyboard



general information on Webstyle

Click a button to find out more.

[Click here to visit the Webstyle web site](#) 

Duplicate file

Webstyle cannot save this file because a file with the same name already exists.

Your options:



Overwrite the existing file. This destroys the existing file contents.



Let Webstyle allocate a filename by adding a number to the end. (So **Name** gets saved as **Name1**.)



Don't overwrite the existing file (**Cancel**). You need to type in a different name.

Example of jumping to another page
{button Return to previous page,Back()}

This is called a "pop-up". It displays a small amount of extra information.
Clicking anywhere on the window closes a pop-up.

File size options

There is a tradeoff between file size and image quality. Often a reduction in quality isn't noticeable but makes the file much smaller. The smaller the file, the quicker it downloads over the Internet. If you want to attract people to your web site, you don't want them waiting for graphics to download slowly. **File Size** (at the bottom of the window) tells you how large the file will be.

Animated banners:

You have control over the number of colors in the graphic. Reducing the number of colors reduces the file size. Choose the smallest number of colors that gives acceptable results.

Other types of graphic:

The Preview shows you how the graphic looks with the selected options. Typically **High Quality** files are twice the size of **Fast Download**.

Related topics:


[Saving a graphic](#)

[Bitmap formats](#)

[Advanced saving options](#)

```
{button Return,JI(`Webstyle.hlp>tellme','IDH_S_Save')}
```

Installing Webstyle automatically installs the fonts supplied as part of the Webstyle package. Most programs show these fonts in their font list immediately. You may find a few programs that you have to close and then reload before they show the new fonts.

These fonts are from the large collection of fonts available for individual download at www.buyfonts.com 

Geotype font kindly provided by Gary David Bouton; other fonts are copyright FontBank Inc. These are commercial fonts and you may not distribute them to third parties without permission.

Button strip

(On the left of the window.)


This is the main way of editing the graphic shown in the Preview area. Clicking a button shows the range of available options.

3D Headings

These look as though the text has been extruded backwards to give the impression of depth. Webstyle uses a simplified version of Xara's acclaimed Xara3D graphics package.

Three colored lights shining on the text give the variations in coloring. Using the simple color editor you can change the light shining on the face of the text. Using the Advanced color options you can change all three lights and the color of the text. For more information click the **Color** button and then click **Tell me more**.

You can also use a bitmap texture to alter the appearance of the text.

Visit the [Xara3D web page](#)  for more details of the full Xara3D package.

NavBars

Webstyle includes sets of NavBar templates. A set might include several button designs and graphics for the end of the NavBar. You can also create NavBars from buttons or 3D Headings.

Projects

When you create a graphic, the source file gets automatically added to the current Project folder. This makes it easy to reload recent work for further editing. By saving related files (for example all the graphic for a particular web site) in separate Project folders you can easily find the source files in the future.

Backgrounds

These are suitable for use as backgrounds on your web pages. Some are photographs of real life objects such as a brick wall or leaves, carefully converted so you can change the basic colors used.

Banner Ads

Banner adverts on web pages are usually a standard size of 468x60 pixels or 125x125 pixels. Webstyle includes a selection of example banners, which you can modify to your own requirements.

Bullets

These are useful for highlighting items in bullet lists or as navigation buttons. Generally bullets are quite small. (Although you can use Webstyle to scale them to any size.) The difference between bullets and buttons is that buttons have text associated with them.

Buttons

There are several types of button available. There are arrow buttons that you can use to help readers navigate up and down and from page to page. There are buttons you can add your own text messages to. These automatically scale to fit the text you type in. The difference between bullets and buttons is that buttons have text associated with them.

Dividers

These are suitable for dividing your page horizontally. They are more eye-catching than a plain line across your web page.

Headings

These are intended as page or section headings.

Logos

A collection of designs suitable for creating a corporate logo.

Theme Sets

These are sets of different graphics with a common design theme. For example a set might contain a heading, divider, bullet, buttons, all in the same style.

Graphic types

Tell me more about...

-  Backgrounds
-  Banner Ads
-  Bullets
-  Buttons
-  Dividers
-  Headings
-  3D Headings
-  Logos
-  NavBars
-  Theme Sets

{button Return,Back()}

Tell me more about...

This page covers what you can do when on the Import page. For information about other tasks, click **Tell me more** when on the relevant page.



using the Import page



the Load button



how to use Webstyle



the Webstyle window



some common questions



selecting this page from the keyboard



general information on Webstyle

Click a button to find out more.























[Click here to visit the Webstyle web site.](#) 

Clicking the **Import** button displays graphics in the last folder you saved to. This lets you quickly reload recent work. (You can also browse to other folders.)

You see all GIF, JPEG and PNG files but you can only edit graphics created using Webstyle.

Introduction

Tell me more about...

-  how to use Webstyle
-  the different types of graphic
-  purchasing Webstyle
-  unlocking Webstyle
-  the Webstyle window
-  the Load button
-  the Import button
-  some common questions
-  selecting template graphics
-  reloading previous work
-  installing the Webstyle fonts
-  the right-click menu
-  the System Menu
-  copying using the clipboard
-  uninstalling Webstyle
-  how to contact Technical Support
-  Webstyle license terms
-  how to find my way around these pages. (Hint: click the
-  button.)
-  what's new in version 2
-  what other Xara products are there?
-  run the Tutorials

Click a button to find out more.

[Click here to visit the Webstyle web site](#)  for the latest information.

[Click here for Webstyle support](#)  for help updates and latest tips

[Xara's home page](#) 

Keyboard short cuts

F1 open this help file

The following are alternatives to pressing buttons on the Button Strip:

F2 select Start

F3 select Designs or Load

F4 select Text or Import

F5 select Color

F6 select Texture

F7 select Bevel

F8 select Shadow

F9 select Size

F10 select NavBars

F11 (unused)

F12 select Save

To select one of the graphic types:

A Banner Ads

B Buttons

D Dividers

G Backgrounds

H Headings

L Bullets

N NavBars

O Logos

T Theme Sets

3 3D Headings

CTRL+Z discard changes (alternative to clicking **Revert**)

{button Return,Back()}}

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3. Graphics created with Xara Webstyle: This license gives you the right to use images created with this software without limitation, except that you may not use the images for any purpose which is prohibited by law.

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Haxton Logos, Geotype, Greek Diner, Russel Write, and Whimsy fonts are provided by kind permission of Gary Bouton and remain © Gary Bouton, see theboutons.com . Other fonts are provided by third parties who retain the copyright. In all cases copyright is reserved by Xara or its licensors and is protected by international copyright law.

All images are subject to the usage conditions.

{button Return,Back()}

Clicking the **Load** button displays the Project folders. A Project is a collection of the Edit files for related graphics (for example all the graphics for a particular web site). When you save a graphic you specify which Project you want it to belong to.

NavBars can have multistate (rollover) buttons. There are three possible states:



Mouse Over - highlights an unselected button when the mouse is over it.



Selected (pressed in) - shows that the button is selected.



Mouse Off (pressed out) - when neither of the other states apply.

The NavBar must have a **Mouse Off** state. You can create NavBars with any combination of the other states.

NavBars with just the **Mouse Off** state use simple HTML code. This makes it easy to use on your web page, especially if you are an Internet novice. Using the other states requires you to copy the HTML and some JavaScript to the web page. This is not difficult (you do not need to understand JavaScript and these help pages contain full details of what to copy).

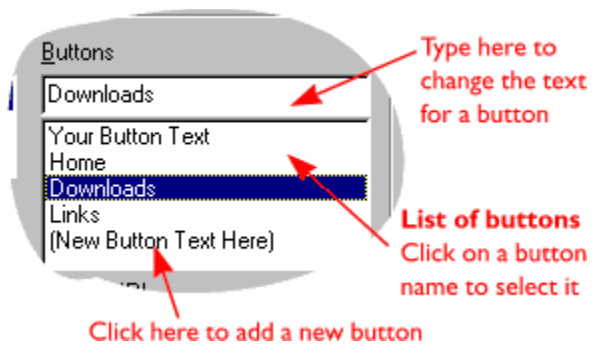
Justification

If you select **Each button's text controls its width** on the Size page (on the [Button Strip](#)), the width of each button depends on the amount of text it shows. For a vertical NavBar you can arrange the buttons so they are aligned on the left edges, around their centers, or on the right edges. Select the option you want from the menu on the NavBar page (on the [Button Strip](#).) Technical note: for center and right-aligned, this uses HSPACE attributes in the IMG tags to space the buttons.

The **Justify buttons** list is dimmed for horizontal NavBars.

Spacing

Lets you have the NavBar buttons touching (spacing=0) or spaced apart (spacing=1 or greater). Technical note: this adds a VSPACE or HSPACE attribute to the IMG tag.



Button text list

Each line of text creates a separate button.

You can use this list to create or delete buttons and reorder the buttons.

Not used in final version

The wizard takes you step-by-step through the creation of Bars and Rollovers. Each step gives you information on what you are doing and the Help button gives you further information on that step.

NavBars & colors

The list on the Color page shows all the colors used in the NavBar. Selecting a [NavBar state](#) may add extra colors to the list. These are colors used only in that state - these colors are shown as, for example, **Text (Mouse Over)**. You only see the effect of changing this color when viewing the Mouse Over NavBar state. See [Viewing NavBar states](#).

Related topics:

[NavBars](#)

```
{button Return,Back()}
```

Adding Alternative button text

Browsers shows Alternative text when either



you move the mouse over the button



or you have told the browser not to display graphics.

To add Alternative text:

1. Go to the NavBars page (on the [Button Strip](#)).
2. In the **Buttons** list, click on the name of the button you want to add Alternative text to. This selects that button.
3. Type the text you want to display into **Alternative Button Text**. You can have only a single line of text.

Technical notes:



Alternative text appears in an ALT attribute in the HTML IMG tag.



The same Alternative text applies to all [button states](#).

Related topics:

[NavBars](#)

```
{button Return,HelpOnTop():Back()}
```


Create NavBars

Lets you convert a single button into a multibutton NavBar.

Note that a single button can have more than one line of text - NavBar buttons each have one line of text.

Adding a URL (web address) & target

You can specify the URL (address) the browser jumps to when the viewer clicks on a button in a [NavBar](#). You can also specify which frame (the Target) to open the new page in.

To add an address:

1. Go to the NavBars page (on the [Button Strip](#)).
2. In the **Buttons** list, click the button name you want to add the URL to. This highlights it.
2. Type the address into **Button URL..** Make sure you type the address correctly as Webstyle cannot check the address is valid.

If you have [multistate](#) (rollover) buttons in your NavBar: this address applies to all states. This is a limitation of HTML.

Browsers such as Netscape Navigator and Internet Explorer interpret web addresses as:



If the address starts **http://** then it refers to a web site (for example "http://www.xara.com").



Other addresses are taken as relative to the current page. For example, **index.htm** is a page on the current web site.



You can also use addresses such as **mailto:sales@xara.com** to send email.

Webstyle automatically adds the **http://** to:



addresses that start **www.** (such as **www.buyfonts.com**)



addresses that have two or more groups of characters separated by dots (such as **news.bbc.co.uk**)

For other web site addresses (such as **xara.com**), you need to add **http://** to the start of the address. Otherwise the browser interprets it as relative (an address on the current web site). Please note that this is a function of the browser and beyond the control of Webstyle.

Specifying a Target:

If you want the web address to display in a specific frame in the browser, you can specify the "target" frame.

For example, if you type 'http://xara.com' into the URL field and 'RIGHT' into the Frame field, then this tells the browser to display the page 'http://xara.com' in the frame called 'RIGHT'.

The drop-down list contains four frame names that cause the browser to do special things:

- _self** Fetch the specified web page into this frame. (The frame that contains this object.) This is the best option to use if you are not sure which to use.
- _parent** Fetch the specified web page into the parent window or frameset that contains this frame.
- _top** Fetch the web page into the main browser window, replacing any existing frames.
- _blank** Fetch the web page into a new window.
- none** Do not include a TARGET attribute in the image map entry for this object. This has the same effect as **_self** unless you have used a **BASE TARGET=** tag in the HTML document.

You can either select one of these, or type in the name of another frame.

Related topics:

[NavBars](#)

{button Return,HelpOnTop():Back()}

Creating a NavBar

You have two options for creating a [NavBar](#):



Use one of the NavBar templates - these often have decorative end caps. Most NavBar templates have different designs for each of the [NavBar states](#).



Use another type of template (such as individual buttons) - these do not have end caps. Depending on the template design, Buttons may have different designs for each [NavBar state](#) or just **Mouse Off** & **Mouse Over** states. Other templates have just the **Mouse Off** state.

The process of creating a NavBar is similar for both options.

To create a NavBar:

1. From the Designs page (on the [Button Strip](#)) select the template you want to use.
2. If required, make any changes (such as color changes) in the regular way. (See the Notes on Text.)
3. Go to the NavBars page (on the [Button Strip](#)).
4. If necessary select **Create NavBar**.
5. If required, [add extra buttons](#) or [remove unwanted buttons](#).
6. If required add URLs (web addresses) to your buttons - [more details](#).
7. You are creating the default, **Mouse Off** button state. If required, create one or more of the other [button states](#). (See [Button state options](#) for extra information.)
8. Go to the Save page (on the [Button Strip](#)) and preview/save the NavBar.
9. Copy the HTML (and any JavaScript) into your web page - [more details](#).

Tip: Bars can take some time to create. To quit creation for any reason press ESC.

Note:



Text: each line of text is a separate button. NavBar buttons cannot have multiple lines of text.

Related topics:

[NavBars](#)

```
{button Return,Back()}
```

Deleting a NavBar button

Creating a NavBar creates a default set of four buttons. You can also [create your own buttons](#). This page describes deleting unwanted buttons.

To delete a button:

1. Go to the NavBar page (on the [Button Strip](#)).
2. In the **Buttons** list, click on the button name you want to delete. This highlights it.
3. Press the **Delete** (or **Backspace**) key on the keyboard.

Note that NavBar must contain at least one button - you cannot delete all the buttons.

Alternatively:

1. Go to the NavBar page (on the [Button Strip](#)).
2. In the **Buttons** list, click on the [button name](#) you want to delete. This highlights it.
3. Delete the text for the button.
4. Click on another button name - this deletes the unwanted button.

If you want to change the button text and not delete the button, click on the button name to highlight it. Then change the wording by typing in the [button text field](#).

If you want a blank button (one showing no text), type a Space into the [button text field](#).

Related topics:

[NavBar](#)

```
{button Return,HelpOnTop():Back()}
```

Including and excluding NavBar states

You can create multistate buttons in a NavBar. This page covers using NavBar states.

To include or exclude a state in the NavBar:

1. Go to the NavBars page (on the Button Strip).
2. In the **NavBar States** list, click on the check box to the left of the state name. Checked boxes show which states will be included when you save the NavBar.

Notes:



If the NavBar uses only the **Mouse Off** state, then you have a single block of HTML code to copy into your web page. If you include other states, you have to copy the HTML code and a block of JavaScript into your web page. More details of what to copy.



You should always include the **Mouse Off** state as this is the default state.



To view the state (without changing the include/exclude setting), click on the name of the state (**Mouse Off**, **Mouse Over**, **Selected**).

Related topics:

NavBars

```
{button Return,HelpOnTop():Back()}
```

Creating a new NavBar button

This page describes adding a new button to a NavBar. See [this page](#) for details of how to create a NavBar.

To create a button:

1. In the **Buttons** list, click **(New Button text here)**.
2. Type in the text you want the button to show. (Each button can show only a single line of text.)
3. If you want to change the order of the buttons, drag the colored strip (showing the text) up the list of buttons.

Related topics:

[NavBar](#)s

```
{button Return,HelpOnTop():Back()}
```

Previewing a NavBar

Before saving a NavBar to disk you can preview it in your browser. This lets you quickly check that the NavBar looks right and that the [URLs](#) (web addresses) are correct.

To preview a NavBar:

1. Create the NavBar - [more details](#).
2. Go to the Save page (on the [Button Strip](#).)
3. Set the required Save options. (For more information on these options, click **Tell me more** on the Save page.)
4. Click **Browser preview**. This creates a temporary web page and displays it in your regular browser.
5. If necessary, make any changes and preview again. Or, if you are happy with the results, click **Save graphic** to save the web page and graphics to disk.

Related topics:

[NavBar](#)s

```
{button Return,HelpOnTop():Back()}
```

Reordering NavBar buttons

You can change the order of the buttons on a NavBar.

To reorder a button:

1. Go to the NavBars page (on the [Button Strip](#)).
2. In the **Buttons** list, click below the button name you want to move. This highlights it.
3. Drag the button name up or down the list of buttons.

Related topics:

[NavBars](#)

```
{button Return,HelpOnTop():Back()}
```


NavBars states

A simple NavBar has just the **Mouse Off** state. More complicated NavBars have additional states.

The highlighted name tells which state is shown in the preview window.

Checked names will be included in the exported NavBar. Unchecked names will be excluded.

Button states options

When creating a NavBar: you have four options about which states to include:

1. Include only the Mouse Off state

(Mouse off is the default state - all NavBars must include this state.)

Advantages:



This is the easiest option to use if you are an Internet novice. You only need to copy a block of HTML code into your web page.



Each button creates one graphic so you get the fastest download.

Disadvantage:



When viewed on a web page, the buttons always look the same - you cannot tell which is the selected button.

2. Include Mouse Off and Mouse Over states

Advantages:



When viewed on a web page, the Mouse Over state gives feedback that you can click this button.



Webstyle creates a common block of HTML and of JavaScript, which you can copy to every page that uses this NavBar.

Disadvantages:



You need to copy a block of JavaScript as well as the HTML. (This does not apply if you are using Microsoft FrontPage.)



When viewed on a web page, you cannot tell which is the selected button.



When viewed on a web page, clicking on the selected button takes you to the page you are already viewing. (You can disable this if you understand HTML.)

3. Include all the states or

4. Include Mouse Off and Selected states

Advantages:



When viewed on a web page, you can identify the selected button.

Disadvantages:



This is the most complex option. Webstyle creates one HTML page for each button. You may need to copy the HTML and JavaScript from the correct page into each of your web pages.



This creates the most graphics, either two or three graphics for each button. This increases download times.

Related topics:






















[NavBars](#)

[Using NavBars on your web pages](#)

{button Return,Back()}

Tell me more about...

This page covers what you can do when on the NavBar page. For information about other tasks, click **Tell me more** when on the relevant page.

-  what are NavBar?
-  creating a NavBar
-  creating a new NavBar button
-  deleting a NavBar button
-  reordering buttons
-  the NavBar states
-  viewing the states
-  including or excluding states
-  adding a URL (web address) and Target
-  adding Alternative button text
-  previewing before saving
-  using the NavBar on your web page
-  spacing the buttons
-  aligning the buttons
-  colors and NavBar
-  which browsers support multistate buttons
-  tutorial on NavBar
-  options on this page
-  the Revert button
-  selecting the NavBar page from the keyboard
-  general information on Webstyle

Click a button to find out more.

Using a NavBar on your web page

There are four possible types of NavBar:

- include just the **Mouse Off** [state](#)
- include **Mouse Off** and **Mouse Over** [states](#)
- include **Mouse Off** and **Selected** [states](#)
- include all [three states](#)

[This page](#) describes the advantages and disadvantages of each option.

There are three ways to use a Webstyle NavBar on your web page:



using the pages created by Webstyle as the basis for your pages. This is easiest if you are just starting to create the pages. How you include the NavBar depends on the type of NavBar:

[type a](#)

[type b](#)

[type c or d](#)



using Macromedia Dreamweaver or Microsoft FrontPage to add a NavBar to an existing page:

[type a](#)

[type b](#)

[type c or d](#)



using a text editor to add a NavBar to an existing page:

[type a](#)

[type b](#)

[type c or d](#)

Related topics:

[NavBars](#)

[Using other graphics on a web page](#)

{button Return,CW('overview')}

Using the page created by Webstyle

This describes a simple NavBar with just the **Mouse Off** [state](#) and how you use the page created by Webstyle as a new web page for your web site. For other options [click here](#).

Saving the NavBar creates a web page, one graphic for each button and (where appropriate) graphics for the decorative end caps.

To edit the page you can use a simple text editor or a web editing package such as Microsoft FrontPage or Macromedia Dreamweaver.

When the page is complete, you have to copy it and the associated graphics to your web server. The names of the graphics start with the same name as the web page created by Webstyle. We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the HTML SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

{button Return,Back()}

Using a NavBar on an existing web page

This describes adding a simple NavBar with just the **Mouse Off state** to an existing web page using either Microsoft FrontPage or Macromedia Dreamweaver. For other options [click here](#).

Saving the NavBar creates a dummy web page, one graphic for each button and (where appropriate) graphics for the decorative end caps. The names of the graphics start with the same name as the dummy web page.

We recommend copying the dummy web page and graphics to the same folder as your existing web page is in. If you do not, you will need to copy over the graphics.

To copy the NavBar into your web page:

1. In FrontPage or Dreamweaver, open the dummy web page created by Webstyle. This page has the name you selected when saving the NavBar (and in the same folder as you saved to).
2. In FrontPage or Dreamweaver, open your web page.
3. In the dummy web page, select the NavBar. (An easy way is **Select All** on the Edit menu.)
4. Use **Copy** on the Edit menu to copy the NavBar.
5. In your web page, **Paste** (on the Edit menu) the NavBar where you want it to appear.

If the NavBar is used on several web pages, repeat steps 2 and 5 for the other web pages.

Please note that we cannot offer Technical Support on using FrontPage or Dreamweaver.

Related topics:

[NavBars](#)

{button Return,Back()}

Using a NavBar on an existing web page

This describes adding a simple NavBar with just the **Mouse Off** [state](#) to an existing web page and using a text editor. For other options [click here](#).

You need to know how to edit a web page and have a basic knowledge of HTML.

Saving the NavBar creates a dummy web page, one graphic for each button and (where appropriate) graphics for the decorative end caps.

First step is to copy the HTML code for the NavBar into your web page:

1. If you have not already done so, save the NavBar. All the graphics and dummy web page are in the folder you select when saving. (The **Export** folder by default.)
2. In a text editor open the dummy web page created by Webstyle. This page has the name you selected when saving the NavBar (and in the same folder as you saved to).
3. In a text editor open your web page.
4. Copy the block of HTML code for the NavBar into your web page. The block starts

<!-- Start of NavBar definition -->

and ends

<!-- End of NavBar definition -->

Copy the entire block including these two lines.

If the NavBar is used on several web pages, repeat steps 2 and 3 for the other web pages.

Second, copy the web page and associated graphics to your web server. The names of the graphics start with the same name as the dummy web page. We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

{button Return,Back()}

Using the page created by Webstyle

This describes a NavBar with **Mouse Off** and **Mouse Over** states and how you use the page created by Webstyle as a new web page for your web site. For other options [click here](#).

Saving the NavBar creates a web page, two graphics for each button and (where appropriate) graphics for the decorative end caps.

To edit the page you can use a simple text editor or a web editing package such as Microsoft FrontPage or Macromedia Dreamweaver.

When the page is complete, you have to copy it and the associated graphics to your web server. The names of the graphics start with the same name as the web page created by Webstyle. We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the HTML SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

```
{button Return,Back()}
```


Using a NavBar on existing web pages

This describes adding a NavBar with **Mouse Off** and **Mouse Over** states into existing web pages using either Microsoft FrontPage or Macromedia Dreamweaver. For other options [click here](#).

Saving the NavBar creates



a dummy web page,



one graphic for each state of each button (so a four-button NavBar has eight graphics),



and (where appropriate) two graphics for the decorative end caps. The names of the graphics start with the same name as the dummy web page.

We recommend copying the dummy web page and graphics to the same folder as your existing web page is in. If you do not, you will need to copy over the graphics.

To copy the NavBar into your web page:

This section applies to both FrontPage and Dreamweaver

1. In FrontPage or Dreamweaver, open the dummy web page created by Webstyle. This page has the name you selected when saving the NavBar (and in the same folder as you saved to).
2. In FrontPage or Dreamweaver, open your web page.
3. In the dummy web page, select everything. (An easy way is **Select All** on the Edit menu.)
4. Use **Copy** on the Edit menu to copy the NavBar.
5. In your web page, **Paste** (on the Edit menu) the NavBar where you want it to appear.

If the NavBar is used on several web pages, repeat steps 2 and 5 for the other web pages.

This section applies to Dreamweaver only:

You need to copy the block of JavaScript into your web page. You need to know how to copy and paste text - you do not need to know JavaScript.

6. In the dummy web page display the HTML source. (**HTML Source** in Dreamweaver 3 or **Code Inspector** in Dreamweaver 4, both on the Window menu.)
7. Select and copy the block of text that starts:

```
<!-- NavBar def -->
```

and ends

```
<!-- NavBar def end -->
```

(There is a second block that starts **<!-- Start of NavBar definition -->** - do not copy this.)

8. In your web page display the HTML source.
9. Paste the block of text into the web page immediately **before** the **</head>** tag.

If the NavBar is used on several web pages, repeat steps 8 & 9 for the other web pages.

Please note that we cannot offer Technical Support on using FrontPage or Dreamweaver.

Related topics:

[NavBars](#)

```
{button Return,Back()}
```

Using a NavBar on existing web pages

This describes adding a NavBar with **Mouse Off** and **Mouse Over** states into existing web pages and using a text editor. For other options [click here](#).

You need to know how to edit a web page and have a basic knowledge of HTML. (You do not need to know JavaScript.)

Saving the NavBar creates



a dummy web page,



one graphic for each state of each button (so a four-button NavBar has eight graphics),



and (where appropriate) two graphics for the decorative end caps.

First step is to copy the JavaScript and HTML into your web pages.

1. If you have not already done so, save the NavBar. All the graphics and dummy web page are in the folder you select when saving. (The **Export** folder by default.)
2. In a text editor open the dummy web page created by Webstyle. This page has the name you selected when saving the NavBar.
3. In a text editor open your web page.
4. Copy the block of JavaScript into your web page. The block starts:

```
<!-- NavBar def -->
```

and ends

```
<!-- NavBar def end -->
```

Copy this entire block into the HEAD section of your web page. A convenient place is just before the **</head>** tag. If your web page already contains some JavaScript, just insert this new script after the existing **</script>** tag. You can have more than one JavaScript block on the same HTML page.

5. Copy the block of HTML code for the NavBar into your web page. The block starts

```
<!-- Start of NavBar definition -->
```

and ends

```
<!-- End of NavBar definition -->
```

Copy the entire block including these two lines.

Second, copy the web page and associated graphics to your web server. The names of the graphics start with the same name as the dummy web page. We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

```
{button Return,Back()}
```

Using the pages created by Webstyle

This describes a NavBar with either:



Mouse Off and **Selected** states



or all three states

and how you use the pages created by Webstyle as new web pages for your web site. For other options [click here](#).

Saving the NavBar creates



one web page for each button (see **Note**),



one graphic for each state of each button (so each button in a three-state NavBar has two or three graphics)



and (where appropriate) two graphics for the decorative end caps.

Notes:



Each page has one button shown in the **Selected** state. The first page has button 1 selected. The second page has button 2 selected and so on. If you chose **name** as the file name when saving the NavBar, the first page is called **name.html**, the second page **name2.html** and so on.

To edit the pages you can use a simple text editor or a web editing package such as Microsoft FrontPage or Macromedia Dreamweaver.

When the pages are complete, you have to copy them and associated graphics to your web server. The names of the graphics start with the same name as the first web page created by Webstyle (**name** in the above example). We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the HTML SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

{button Return,Back()}

Using a multistate NavBar on existing web pages

This describes adding a NavBar with either:



Mouse Off and **Selected** states



or all three states

into existing new web pages using either Microsoft FrontPage or Macromedia Dreamweaver. For other options [click here](#).

Saving the NavBar creates



one dummy web page for each button (see **Note**),



one graphic for each state of each button (so each button three-state NavBar has two or three graphics)



and (where appropriate) two graphics for the decorative end caps.

We recommend copying the dummy web page and graphics to the same folder as your existing web page is in. If you do not, you will need to copy over the graphics.

Notes:



Each page has one button shown in the **Selected** state. The first page has button 1 selected. The second page has button 2 selected and so on. If you chose **name** as the file name when saving the NavBar, the first page is called **name.html**, the second page **name2.html** and so on.

To copy the NavBar into your web page:

1. In FrontPage or Dreamweaver, open the dummy web page created by Webstyle. This page has the name you entered when saving the NavBar (and in the same folder as you saved to).
2. In FrontPage or Dreamweaver, open your web page.
3. In the dummy web page, select everything. (An easy way is **Select All** on the Edit menu.)
4. Use **Copy** on the Edit menu to copy the NavBar.
5. In your web page, **Paste** (on the Edit menu) the NavBar where you want it to appear.

Repeat these steps for **name2.html** and the second web page.

Dreamweaver only:

You need to copy the block of JavaScript into your web page. You need to know how to copy and paste text - you do not need to know JavaScript.

1. In the dummy web page, display the HTML source. (**HTML Source** in Dreamweaver 3 or **Code Inspector** in Dreamweaver 4, both on the Window menu.)
2. Select and copy the block of text that starts:

```
<!-- NavBar def -->
```

and ends

```
<!-- NavBar def end -->
```

(There is a second block that starts <!-- Start of NavBar definition --> - do not copy this.)

3. In your web page, display the HTML source.
4. Paste the block of text into the web page immediately **before** the **</head>** tag.

Repeat these steps for **name2.html** and the second web page.

Please note that we cannot offer Technical Support on using FrontPage or Dreamweaver.

Related topics:

[NavBars](#)

```
{button Return,Back()}
```

Using a multistate NavBar on existing web pages

This adding a NavBar with either:



Mouse Off and **Selected** states



or all three states

into existing new web pages using a text editor. For other options [click here](#).

To include the NavBar on a web page requires copying some HTML code and JavaScript to the web page. This description assumes you know how to edit a web page and have a basic knowledge of HTML. (You do not need to know JavaScript.)

Saving the NavBar creates



one dummy web page for each button (see **Note**),



one graphic for each state of each button (so each button three-state NavBar has two or three graphics)



and (where appropriate) two graphics for the decorative end caps.

Notes:



Each page has one button shown in the **Selected** state. The first page has button 1 selected. The second page has button 2 selected and so on. If you chose **name** as the file name when saving the NavBar, the first page is called **name.html**, the second page **name2.html** and so on.

First step is to copy the JavaScript and HTML into your web pages.

1. If you have not already done so, save the NavBar. All the graphics and dummy web pages are in the folder you select when saving. (The **Export** folder by default.)
2. In a text editor open the first page created by Webstyle. (**name.html** in the example above.)
3. In a text editor open your web page which has button 1 selected.
4. Copy the block of JavaScript into your web page. The block starts:

```
<!-- NavBar def -->
```

and ends

```
<!-- NavBar def end -->
```

Copy this entire block into the HEAD section of your web page. A convenient place is just before the **</head>** tag. If your web page already contains some JavaScript, just insert this new script after the existing **</script>** tag. You can have more than one JavaScript block on the same HTML page.

5. Copy the block of HTML code for the NavBar into your web page. The block starts

```
<!-- Start of NavBar definition -->
```

and ends

```
<!-- End of NavBar definition -->
```

Copy the entire block including these two lines.

Repeat these steps for **name2.html** and the second web page. Similarly copy the HTML and JavaScript for the other pages/buttons.

Second, copy the web pages and associated graphics to your web server. The names of the graphics start with the same name as the dummy web page (**name** in the example above). We recommend copying the graphics into the same folder as the web page. If you use a different folder to the web page, you need to edit the SRC attributes to point to the correct folder.

Related topics:

[NavBars](#)

{button Return,Back()}

Viewing NavBar states

Webstyle lets you create multistate (rollover) buttons in NavBars. You can preview the look of the different states. This page covers using NavBar states.

To preview a state:

Note that this lets you preview any of the states, even if they are not included in the finished NavBar.

1. Go to the NavBars page (on the Button Strip).
2. In the **Buttons** list, click on the name of the state (**Mouse Off, Mouse Over, Selected**).

Clicking the check box to the left includes or excludes the state and displays it.

Viewing the **Mouse Off** state lets you view other included states:



To view the **Mouse Over** state move the mouse over a NavBar button .



To view the **Selected** state click on a NavBar button.

Notes:



Some NavBar designs include decorative end caps. These are common to all states.



The button text is common to all states. You can edit the text when viewing any state but the changes then apply to all states.

Related topics:

NavBars

```
{button Return,HelpOnTop():Back()}
```

Button URL (web address)

When the viewer clicks a button in a NavBar this usually jumps to a different page or web site. This field lets you specify the page or web site to jump to. We suggest reading [Adding URLs](#) before adding URLs to your buttons.

Which browsers support multistate buttons?

Older browsers do not support (display correctly) the JavaScript for multistate buttons. These versions of popular browsers support JavaScript:



Internet Explorer 4.0 and later



Netscape Navigator 3.0 and later



Opera 3.5 and later

There are many other types of browser available. We have no information on JavaScript compatibility for these.

NavBars are sets of buttons arranged horizontally or vertically. Usually they appear at the top or side of web pages to aid navigation. Using Webstyle templates makes creating a NavBar a simple operation. And some button templates even have decorative end pieces for that finishing touch.

When you save a NavBar, Webstyle also creates the HTML code needed to display it. You can then use the code on your web page.

You can also create multistate buttons. These are a special type of button used on web pages. They change appearance (state) if you select them, click them, or if the mouse is over them (if the browser is JavaScript-enabled). This is controlled by a section of JavaScript on the web page. Webstyle creates this JavaScript when you save the NavBar. The good news is that you don't need to understand JavaScript - all you just copy the section of JavaScript into your web page.

NavBar options

This page describes the options on the NavBar page.

What are NavBar?

Button states?

Create NavBar

NavBar states

Spacing

Justify buttons

Button URL

Button text list

Related topics:

NavBar

```
{button Return,Back()}
```

Finding your way around

This page tells you how to navigate from page to page. If you are familiar with Windows Help files, finding your way around should be easy.

If you are a novice, read on...



Some text is green and underlined like this. Clicking on the underlined text takes you to another page. (Try clicking on this text.)



Some text is green and has a dotted underline like this. Clicking on the underlined text pops-up a small box with more information. (Try clicking on this text.)



Some text is blue [like this](#)



Clicking on the blue text (or the



) takes you to a page on the Internet. (You must have an Internet connection for this to work.) You may have to log onto your Service Provider (ISP) before the link can be made - this depends on your Internet connection.



The **Tell me more** pages have small buttons like the one on the left. Click the button for information about the topic. You see only relevant topics. So, for example, if you are on the Text page, you see only those topics related to changing the text. Change to a different page, click **Tell me more** and you see a different set of topics.

{button Return to Introduction,JI('Webstyle.hlp>tellme','Introduction')}

Options

As you select the different buttons, this shows you what changes you can make to the graphic. For example, if you click the **Text** button, available options include the fonts installed on your computer, and the text message.

Pixels are dimensions used for graphics intended for on-screen display. On the PC there are theoretically 96 pixels to 1in (2.5cm.) The actual on-screen size depends on the size of your monitor and the size of your desktop.

Preview

This lets you preview your graphic as you select different options.

The Match option

With this option selected: clicking **Apply changes** updates only identical items in the other graphics. For example, if the Representative has 12pt text which you change, only graphics which also have 12pt text change. Graphics with other text sizes do not change.

With this option unselected: **Apply changes** updates all graphics with the changes.

Exceptions are colors and size. **Match** is always ignored. This is because Webstyle cannot determine which color or size you want to change.

Related topics:

[More information on changes](#)

[Updating a Project](#)

[{button Return,Back\(\)}](#)

These are folders containing Project graphics. A Project is a set of graphics that you decided are connected together. (For example, they may be all the graphics used on a particular website.) If you want to edit the graphic on the website, you can quickly find it in the Project folder.

The Selection option

Clicking this button displays a menu:



First is a list of Projects. Click on a Project name to add all its graphic to the Selected Graphics list (the list on the right).



Clear all - click this to clear the Selected Graphics list.

Related Topic:

[What are Projects?](#)

`{button Return,Back()}`

Adding graphics to a Project

Projects let you group related graphics together. An example is all the graphics used on a particular web site. Then if you want to change any of the graphics in the future, you can quickly find the Edit file in the Project folder.

All graphics belong to a Project; you select which Project when you save the graphic.

How to add to a Project:

1. When you save a graphic the Save page has a list of Projects. Initially this list contains a single Project called **Default**.
To use an existing Project: select from the list.
To create a new Project: click **New Project**. Then type in the new name.
2. Click **Save** to save the graphic and also add the source file to the Project folder.

Related Topic:

[What are Projects?](#)

`{button Return,HelpOnTop():Back()}`

What gets updated:

This page details how possible changes to the Representative affect the other graphics. Remember only **changes** affect other graphics. Remember also that you can selectively save graphics after updating.

Bevel:

Exact match selected:



Any changes to **Depth** apply only to graphics with bevels of the same depth. (Not all graphics have bevels as part of their design.) If the depth is different, the bevel does not change.

For example, if you increase the Representative's bevel depth from **4** to **8**, any other graphics with a bevel depth of **4** also change to a bevel of **8**.

A graphic with bevel depth of **10** retains the same bevel depth (**10**). (Although other changes to the Representative may affect other parts of this graphic.)



Similarly, changes to the other options only affect graphics with **identical** settings for that option.

Exact match unselected:



The changes apply to all graphics with bevels. (Not all graphics have bevels; it depends on the design.)

Color:

Exact match has no effect.



Any changes apply only to identical colors; that is, same name and same color. For example suppose the Representative has **Color1** which is red - you change Color1 to blue. A second graphic also has Color1, also red - this is identical and so changes to blue. A third graphic also has Color1 but this is green. The name is the same but the color is different - this doesn't change.

Shadow:

Exact match selected:



Any changes apply only to graphics with identical shadows.

Exact match unselected:



Changes apply to all graphics.

Size:

Exact match has no effect.



Any changes apply only to identical sized graphics created from the same original template graphic. Thus you can create a series of buttons all based on the same original graphic and then resize them. The size of any other graphic is unchanged.

Text:



Some graphics have two separate text blocks. Changes to one text block apply only to the same text block in other graphics.

Exact match selected:



Fonts: changes apply only to graphics that use the same font. Graphics using other fonts do not change.



Wording: only graphics with identical wording change. If the Representative has the wording **Home**, only those graphics that also read Home change.

Exact match unselected:



Changes apply to all graphics. (But see note above about text blocks.)

Texture:

Exact match selected:



Only graphics that use the same texture change.

Exact match unselected:



Changing the background texture changes all backgrounds. Changing other textures changes all textures except the background.

Copying graphics between Projects

You may wish to include a graphic in two different Projects. Or you might want to copy a graphic to a different Project. You can do this in two different ways.

Using Webstyle:

This is easiest for copying a small number of graphics.

1. Resave the file and select a different Project to save to. [More details](#).

Using Windows:

This is easiest for copying several graphics.

1. Browse to the folder where you installed Webstyle.
2. In that folder is **WSTemplates** - open that folder.
3. Open the Project folder you want to copy **from** and the folder you want to copy **to**.
4. Each graphic has two files: an XGT and an XWS file. Copy both files to the other Project folder in the regular way for copying files.

Related Topics:

[What are Projects?](#)

[Adding graphics to a project](#)

[Updating Project graphics](#)

[button Return,HelpOnTop\(\):Back\(\)](#)

Selecting graphics

You can select the graphics in two ways:



Selecting all the graphics in a Project. To do this click **Selection**, then choose from the Projects listed. You can choose multiple projects to change.

If you don't want to update all the selected graphics:



Deselect individual graphics by right-clicking them in the Selected Graphics list; this displays a menu. Choose **Unselect**.



Alternatively include all the graphics in a Project and, after making the changes, save only those graphics you want updated.



Selecting individual graphics by clicking them in the left-hand list. This adds them to the Selected Graphics list.

To clear the Selected Graphics list, click **Selection** then choose **Clear All**.

You can also display the **Add Project/Clear All** menu by right clicking on an unused area of the Selected Graphic list.

`{button Return,Back()}`

Tell me more about...

This page covers what you can do when on the Projects page. For information about other tasks, click **Tell me more** when on the relevant page.



what are Projects?



adding graphics to a Project



updating a Project (Apply changes)



Match option



Selection option



deleting a Project



tutorial on using Projects



copying graphics between Projects



I clicked a preview and my graphic changed. How do I restore the previous graphic?



selecting the Project page from the keyboard



general information on Webstyle

Click a button to find out more.

Updating a Project

Projects let you group related graphics together; for example all the graphics used on a web site. Then if you want to update these graphics in the future, you can modify just one of the graphics and use that to modify the other graphics. An example is changing the color of all the buttons used on a web site.

All graphics belong to a Project; you select which Project when you save the graphic.


Another page describes how to [add graphics to a project](#).


To update a project:


1. The Selected Graphics list needs to contain the graphics you want to change. Therefore the first step is [Selecting graphics](#).
2. Click on the graphic you want to edit. This is called the "Representative". It can be any of the graphics in the Project. This becomes the top item in the Selected Graphics list.
3. Edit the Representative as required. (For example, by changing its color.)
4. Click **Apply changes**. Changes made to the Representative are then made to the other graphics in the Selected Graphics list. You can specify which graphics to save. (Or, for speed, click **Save All** to save all the graphics in one operation.)


Notes:

 The Representative is the top graphic in the Selected Graphics list. To make another graphic the Representative, click on it. This moves that graphic to the top of the list.

 To remove a graphic from the Selected Graphics list, right-click on it. This pops-up a menu. Choose **Unselect** to remove the graphic. (This just removes the graphic from the list - it doesn't alter or delete the graphic.)

 Graphics are updated with **changes** to the Representative. For example, changing the text color but not the background, changes the text color of the graphics but has no effect on the backgrounds. [More information on changes](#)

 **Match** controls whether changes apply only to identical settings (**Match** selected) or all settings (**Match** unselected). For example, if you change the bevel depth from 4 to 8, you can apply the change only to graphics which currently have a bevel depth of 4 (**Match** selected) or all graphics with a bevel (**Match** unselected).

 NavBar buttons: the Project contains the graphic for the [Default state](#). You need to recreate the other states using the NavBars page. Just select the button, go to the NavBars page, select any required settings and click **Export**.

Related Topics:

[What are Projects?](#)

[Adding graphics to a project](#)

`{button Return,HelpOnTop():Back()}`

Creating a new Project

Projects let you group related graphics together. An example is all the graphics used on a particular web site. Then if you want to change any of the graphics in the future, you can quickly find it in the Project folder.

All graphics belong to a Project; you select which Project when you save the graphic.

To create a new Project:

1. When you save a graphic the Save page shows a list of Projects. Initially this list contains a single Project called **Default**.
To create a new Project, click **New Project**. Then type in the new name.
2. Click **OK** to create the Project folder.
3. Click **Save** to save the graphic and also add the Edit file to the Project folder.

Related Topic:

[What are Projects?](#)

[{button Return,HelpOnTop\(\):Back\(\)}](#)

Deleting a Project

Projects let you group related graphics together. An example is all the graphics used on a particular web site. Then if you want to change any of the graphics in the future, you can quickly find its Edit file in the Project folder.

All graphics belong to a Project; you select which Project when you save the graphic.

If you no longer want the Edit files, you can delete the Project folder. **Caution:** if you delete the Project folder, you cannot edit the graphics in the future.

To rename a Project:

1. Click **Start** on the Button Strip.
2. Click **Load** on the Button Strip - this displays all your Projects.
3. Right-click on the Project you want to rename. This opens a menu.
4. Click **Delete folder**.

Related Topic:

What are Projects?

`{button Return,HelpOnTop():Back()}`

Renaming a Project

Projects let you group related graphics together. An example is all the graphics used on a particular web site. Then if you want to change any of the graphics in the future, you can quickly find it in the Project folder.

All graphics belong to a Project; you select which Project when you save the graphic.

To rename a Project:

1. Click **Start** on the Button strip.
2. Click **Load** on the Button strip - this displays all your Projects.
3. Right-click on the Project you want to rename. This opens a menu.
4. Click **Rename folder**.
5. Type in the new name. Press Enter to rename the Project folder. Press Esc if you want to keep the existing name.

Related Topic:

[What are Projects?](#)

`{button Return,HelpOnTop():Back()}`

What are Projects?

Projects let you group related graphics together. For example all the graphics for a particular web site.

If you want to change the graphics for that web site, display the Project for that site. You can then select and edit each of the graphics. (You can display Project folders by clicking **Start** [on the [button strip](#)] then selecting **Load**. This displays all the Project folders - initially there is only one Project folder, called **Default**.

You specify which Project to add a graphic to when you save the graphic. For more information, click **Tell me more** on the Save page.

Related Topics:

[Creating a new Project](#)

[Renaming a Project](#)

[Deleting a Project](#)

{button Return,Back()}

Prompts

This area of the window gives you information about actions available to you. It's a useful way of learning more about Webstyle.

This page applies if you are running the time-limited trial version of Webstyle:

When you start up Webstyle a dialog box reminds you that you are running the trial version - click **Purchase** on that dialog box. This lets you purchase Webstyle using a fully secure transaction process.

If you have already purchased Webstyle but get an 'Invalid Key Code' message or need a new Unlock Code:

Look at the [Unlock page](#) for more details.

```
{button Return,JI(`webstyle.HLP>tellme`,`Introduction')}
```

Reloading my work

Webstyle saves an Edit file of every graphic you create. If you want to make further edits you can reload the file.

You have two options - use the option you find easier:



Click **Import** (on the Button Strip of the opening screen.) This displays graphics in the folder you last saved to. (A default folder if you haven't yet saved anything.) This is a quick way of reloading recent work.



Click **Load** (on the Button Strip of the opening screen) - see Tip on Projects.

Tips:



You can also drag-and-drop GIFs & JPEGs created by Webstyle onto the Preview Window. Webstyle then searches for the original template file and, if found, displays it. This also works for Webstyle XWS, XGT, X3D, & WIX files.



Projects: the Edit file for every graphic you create gets added to the current project. [More information on Projects.](#)
{button Return,HelpOnTop():Back()}





Clicking **Revert** discards any changes you made since clicking this button on the button strip.
Swapping to another button on the button strip saves any changes.
Keyboard short cut: CTRL+Z

Clicking **Revert** redisplay the graphic shown when you clicked this button on the [button strip](#). This is useful if you are viewing multistate NavBar buttons and want to return to the original graphic.









Keyboard short cut: CTRL+Z

Right-click menu

Right-clicking on the Preview Window pops-up a menu. This lets you:

-  Copy the bitmap to the clipboard (see [Copying using the clipboard](#))
-  Copy the filename to the clipboard (see [Copying using the clipboard](#))
-  Make a Style (see [What is a Style?](#))
-  Discard all changes and redisplay the last saved version of the graphic (on graphics you have created) or the original template graphic (on templates).

Right-clicking on graphic previews or folders pops-up a different menu. This lets you:

-  (On a folder) Explore - display the folder contents using Windows Explorer.
-  (On a folder) Open - display the folder contents using the regular folder viewer.
-  (On a folder) Delete the folder.
-  Delete the graphic you clicked on. Not shown if the graphic file is read-only (for example on the CD.)
-  Discard all changes and redisplay the last saved version of the graphic. Identical to **Revert** on the Preview Window pop-up menu.
-  (On a template graphic) Select this graphic as a Style - [more details](#).
-  (On a saved graphic) Rename the graphic filename.
-  (On a folder) Rename the folder.

{button Return,Back()}

Advanced Saving options

Not available for animated banners.

These options give you greater control over saving graphics. You will find them useful if you understand GIF, JPEG, and PNG formats. Note that the current settings of these options also apply to the Simple saving options. This lets you select suitable options on this page and then use the Simple options to save your graphics - a great time saver.

Project

[What are Projects?](#)

[Adding graphics to a Project](#)

GIF options

You may need to experiment with different settings to get the best compromise between small file size and image quality. (Smaller files download quicker over the Internet.) Only you can decide which combination gives the best results for a particular graphic.

[Dithering](#)

[Transparent](#)

[Interlaced](#)

[Number of colors](#)

[Trim transparency](#) (displayed only when [Transparent](#) selected)

JPEG options

[Quality](#)

PNG options

[Dithering](#)

[Transparent](#)

[Interlaced](#)

[Number of colors](#)

[Color depth](#)

[Trim transparency](#) (displayed only when [Transparent](#) selected)

Related topics:

[Saving a graphic](#)

[Bitmap formats](#)

[File Size options](#)

{button Return,CW('overview')}

Dithering - controls the display of colors that are not in the palette. **None** displays the nearest color in the palette. This can produce "banding" where two colors blend together. The advantage is that this option produces the smallest file size. **Diffused** gives best results where there are subtle color changes.

Interlaced - controls how the graphic appears as it downloads.



With this option selected, initially a low quality image appears. The quality improves as more of the graphic downloads.



With this option unselected, nothing appears until the complete graphic has downloaded.

Interlacing is useful for large graphics because the viewer can see the image as it downloads. The drawback is that files are slightly bigger. The minimum size for an interlaced graphic is 8x8 pixels.

Not used in released version

Palette - controls the selection of colors in the palette. **Browser** uses the same 216 colors as the Netscape Navigator/Internet Explorer palette. This gives best results with areas of flat color in 256 color screen modes. **Optimized** selects the best set of colors for the particular graphic. This gives excellent results in high-color screen modes. (Often equal to 24-bit color.) The disadvantage is that colors might not match the Netscape/Internet Explorer palette in 256 color screen modes - non-matching colors are displayed "dithered" which may reduce quality.

For technical reasons you cannot use Ordered Dithering and an Optimized Palette.

Quality - JPEG format compresses files by discarding unnecessary information. **Quality** controls how much information is discarded. Low quality discards most information and so produces the smallest file sizes. However the quality loss may be noticeable and you may need to use a higher setting. Our advice for the best results is use the lowest quality setting that gives acceptable results.

Transparent - controls the background behind a graphic. With this option selected, the background is transparent and you can see the web page background. With this option unselected, the background is the same as that shown in the preview window in Webstyle.

Browser Preview

The preview in Webstyle lets you view suitable save options for your graphic. But you can, as a final check, also preview the graphic in your regular browser. Click **Browser Preview** to load the browser (if not already loaded) and then display the graphic along with information on download times.

Previewing PNGs: some older browsers do not support PNG format and so cannot preview PNGs. Internet Explorer 4 and later versions of Netscape Navigator 4 can display PNGs (but ignore transparency.)

{button Return,Back()}

Bitmap formats

There are two main formats used on web pages: GIF and JPEG. All browsers should display these formats. What advantages (and disadvantages) do the formats have?

GIFs are best for graphics produced by an illustration package such as Webstyle unless the graphic uses complex color graduations and shading. GIF is particularly suitable for simple graphics with only a few colors.

With GIFs you have the option of saving only the area covered by the graphic. Other areas are transparent and you can see the page background. (These are called **Transparent GIFs**.) This is useful if the graphic is an irregular shape and your web page has a patterned background. It helps the graphic blend better into the page background. Transparency-enabled is the regular option in Webstyle; to change the setting use the [advanced options](#).

JPEGs are best for photographs and graphics with complex color graduations. The JPEG format uses 16 million colors (GIFs have a maximum of 256 colors) and so graphics with a lot of colors look better in high color (more than 256 colors) screen modes.

JPEGs always have a solid rectangular background (unlike transparent GIFs.) If your web page has a colored or patterned background, you need to use the same color or pattern in Webstyle. With some patterns you might see the join between the graphic and the rest of the page. [How do I give the background a color or texture?](#)

However these are only recommendations - you may like to try both formats to find which is best for your graphic.

The Advanced saving option has a third format, **PNG**. This is relatively new format and not supported as standard by older browsers. However future browsers are likely to support it.

Note:



Animated banners use animated GIF format. They cannot use JPEG or PNG as these formats do not support animations.

Related topics:

[Saving a graphic](#)

[File Size options](#)

[Advanced saving options](#)

```
{button Return,JI('webstyle.HLP>tellme','IDH_S_Save')}
```

Trim transparency - this is useful for advanced users who require greater control over the boundary between a graphic (especially those with shadows) and the transparent background. With the slider to the right, the graphic is untrimmed. For some combinations of graphic and background, this can give a noticeable edge between the graphic and the page background. Moving the slider to the left trims the edge closer to the graphic.

Show trimmed - when selected, a checkerboard pattern shows the transparent parts of the graphic. This is a useful check on the shape of the transparent area.

Color depth - controls the maximum number of colors displayed in the graphic. The more colors used, the larger the file size. Often you get acceptable results using **4** bits-per-pixel (bpp) Color Depth - this depends on the graphic. For best results we suggest experimenting.

For **4** bpp and **8** bpp Color Depths you can use the slider for greater control of the number of colors.

Technical notes:



4 bpp Color Depth permits 16 colors. **8** bpp - 256 colors. **24** bpp - millions of colors. **32** bpp - has the same range of colors as **24** bpp but also includes 256 graduations of transparency (alpha-channel support.)



32 bpp permits graduated transparency; **4** bpp & **8** bpp have simple on-off transparency. **32** bpp is a useful way of saving Webstyle graphics for use in other packages.



(**4** bpp & **8** bpp) Transparency, if used, counts as an extra color. Thus, a 256-color PNG contains 255 true colors plus transparency.

Number of colors - dimmed for **24** bits-per-pixel (bpp) and **32** bpp Color Depth. This slider controls the number of colors displayed in the graphic. The more colors used, the larger the file size.

For **4** bpp Color Depth you can use the slider to select between 2 and 16 colors. For **8** bpp Color Depth you can select 16-256 colors

Technical notes:



Transparency, if used, counts as an extra color. Thus, a 256-color PNG contains 255 true colors plus transparency.

Number of colors - controls the number of colors displayed in the graphic. The more colors used, the larger the file size. Often you get acceptable results using 32 or fewer colors - this depends on the graphic. For best results we suggest experimenting.

Technical notes:



Graphics are stored as either 16-color format (2-16 colors) or 256-color format (17 or more colors). A 16-color GIF is much smaller than a 17-color GIF.



Transparency, if used, counts as a color. Thus, if the text box shows 4 colors, a transparent GIF contains 3 true colors plus transparency.

Transparent - controls the background behind a graphic. With this option selected, the background is transparent and you can see the web page background. With this option unselected, the background is the same as that shown in the preview window in Webstyle. **24** bits-per-pixel (bpp) Color Depth format does not support a transparent background. **32** bpp Color Depth format always has a transparent background.

You can set a background color by clicking the **Color** button.
You can set a background texture by clicking the **Texture** button.

Safe characters:

A-Z a-z 0-9 are safe to use. However some (not all) web servers are case sensitive - they see **ABC** and **abc** as two different file names. Be consistent in your naming convention - it can save you possible problems later on.

- (dash/hyphen) and _ (underscore) are safe for punctuating file names.

These are not safe:

spaces, commas, periods, / \ (slash). (Windows allows spaces in file names but some web browsers do not.)

Saving animated banners

This page covers saving animated banners - [see this page](#) for saving other types of graphics.

GIF is the only format that supports animation. You cannot select other formats.

1. Select the **Dithering** type - [details](#). We recommend using **None** for animated banners.
2. Select the number of colors. The fewer colors used, the smaller the file size. You may need to experiment to get the best compromise between file size and number of colors.
3. Click **Save Graphic** to open the Output dialog box.

Output dialog box

4. Type in a suitable name for your graphic. [Suggestions on characters to avoid in web file names](#).
5. To save the graphic to the current folder click **Save**.
To save to a different folder browse to that folder.

This saves the graphic to disk.

You can now continue editing the graphic if required.

Notes:



To check how your graphic looks when viewed in a browser, click **Browser Preview** in Step 3. If you like the results you can then click **Save Graphic** and continue saving the graphic.



Banners are stored as either 16-color format (2-16 colors) or 256-color format (17 or more colors). A 16-color banner is much smaller than a 17-color banner.



Project lets you specify which project this graphic belongs to. [More information on Projects](#).
{button Return,HelpOnTop():Back()}

Getting the best results

You can select different settings for file size. Selecting **Fast download** gives you the smallest file sizes. For web graphics, small files download quicker. Use the [preview](#) to check that the quality is acceptable to you. (For animated banners: reducing the number of colors reduces the file size. Choose the smallest number of colors that give acceptable results.)

Create your graphic against the same color background or texture as used on your web page. This ensures your graphic blends perfectly into the page. (You don't need an exact color match - a close color still gives excellent results.) [How do I give the background a color or texture?](#)

{button Return,Back()}

The **current folder** is the folder you last saved a file to. The first time you save a file, Webstyle uses a default folder called **Export**. You can find **Export** in the folder where you installed Webstyle.

Saving to a different folder

If you don't specify a folder to save to, Webstyle uses the same folder as you last used. (Or a default folder if you have never specified a folder.)

To save to a different folder:

1. Select the save options you want. (See [Saving a graphic](#) for more details.)
2. Click **Save Graphic** - this displays more options.
3. Browse to the folder you want to use by clicking **Up** or clicking a folder (if any).
4. Type in a file name as normal. (See [Saving a graphic](#) for more details.)
5. Click **Save**.

{button Return,HelpOnTop():Back()}

Dithering - controls the display of colors that are not in the palette. **None** displays the nearest color in the palette. This can produce "banding" where two colors blend together. The advantage is that this option produces the smallest file size. **Diffused** "dithers" between two colors to give the impression of the missing color.

You probably created your graphic against the wrong color background. For best results, the background (or background texture) used in Webstyle should be roughly the same as used on your web page.

You can set a background color by clicking the **Color** button.

You can set a background texture by clicking the **Texture** button.

What folder are my files saved in?

If you don't change the folder, Webstyle uses a default folder called **Export**. You can find **Export** in the folder where you installed Webstyle.

Related Topics:



[How do I save to a different folder?](#)



[Saving a graphic](#)

```
{button Return,JI('`,`IDH_S_Save')}
```

Saving a graphic

Animated banners have different options - [see this page](#) for details.

1. Select the type of graphic you want to create (GIF or JPEG.) [Tell me more about these formats](#)
Webstyle can also save in PNG format - see [Advanced options](#).
2. Select the required file size. [Tell me more about these options](#).
The preview shows the actual GIF/JPEG bitmap (using the settings you selected) that will be saved to disk. This makes it easy to check that the settings are correct.
3. Click **Save Graphic** to open the Output dialog box.

Output dialog box

4. Type in a suitable name for your graphic. [Suggestions on characters to avoid in web file names](#).
5. To save the graphic to the [current folder](#) click **Save**.
To save to a different folder browse to that folder.

[Information about using Webstyle graphics on your web pages](#).

You can now continue editing the graphic if required.

Notes:



To check how your graphic looks when viewed in a browser, click **Browser Preview** in Step 3. If you like the results you can then click **Save Graphic** and continue saving the graphic.



For greater control over saving, click **Advanced**. [More information on the Advanced options](#).



Save work in project lets you specify which project this graphic belongs to. [More information on Projects](#).
{button Return,HelpOnTop():Back()}

Preview before save

This page does not apply to animated banners - to preview these click **Browser Preview**.

The preview you see is the actual bitmap that will be saved to disk using the current settings. This makes it easy for you to check that the quality is correct. (Only you can decide when you have the right compromise between quality and file size/download time.)

File Size is a useful check on the file size. It updates automatically as you change settings.

Technical note: you see the actual JPEG, PNG, or GIF bitmap in the Save preview. For other options (Text, Color, etc.) you see a high-quality (24-bit, dithered down) preview which makes editing easier.

{button Return,Back()}

Tell me more about...

This page covers what you can do when on the Save page. For information about other tasks, click **Tell me more** when on the relevant page.



saving a graphic



previewing before saving



getting the best results



what folder are my files saved in?



using graphics on a web page



Output Type options (GIF/JPEG)



the File Size options



Projects



the Advanced options (including saving PNGs)



Browser Preview



the Revert button



why is there a noticeable edge around my saved graphic?



I want to create a transparent GIF - what use are backgrounds?



copying using the clipboard



I clicked this button by mistake. What do I do?



selecting the Save page from the keyboard



general information on Webstyle

Click a button to find out more.

Using Webstyle graphics on a web page

After creating a graphic in Webstyle, you want to use it on your web pages. This page covers regular graphics - [another page](#) describes using NavBar graphics.

Some web page creation programs let you import the graphic and work out the HTML code for you. For example, Macromedia Dreamweaver has an **Insert image** option.

For simple text editors you insert a line of HTML where you want the graphic to appear. When saving the graphic we suggest clicking **Browser preview**. This displays the graphic and the suggested HTML.

The HTML looks like this for a graphic called **xyz**:

(assuming you saved in GIF format). WIDTH & HEIGHT depend on the size of the graphic.

Copy everything (including the **<** & **>** into your web page.

Finally, copy the web page and the graphic to your web server. We recommend copying the graphic into the same folder as the web page. If you use a different folder to the web page, you need to edit the SRC attribute to point to the correct folder.

{button Return,HelpOnTop():Back()}

The Project list

This lets you specify which Project to add this graphic to.

Related Topics:

[What are Projects?](#)

[Adding graphics to a Project](#)

[Creating a new Project](#)

{button Return,Back()}

Apply Changes

Projects let you easily update several graphics in one operation. [More information on using Projects.](#)

Brief details:

1. From the list of Projects in the left-hand section of the window, double-click the Project you want to change.
2. In the left-hand section of the window, click the graphic you want to make the changes to. This becomes the top item in the right-hand list. This is called the "Representative".
3. In the left-hand section, select the other graphics you want to change.
4. Edit the Representative as required.
5. Click **Apply changes**.
6. You can then save the graphics incorporating **changes** made to the Representative. (For example, if you change the background but not the text color, then the background of the other graphics changes. Their text color does not change.)

Options:

Graphic File Name: this lets you overwrite the existing graphic or create a new graphic by changing the name.

Folder: this lets you save the graphic to a different folder.

Save: save the graphic shown in **Graphic File Name**.

Save All: save this and any remaining graphics in the list.

Don't Save: do not save this graphic.

Cancel: do not save this and any remaining graphics in the list.

Click another button to exit the Save page. The graphic gets saved to disk only when you click **Save Graphic** and then **Save**.

Selecting templates

This covers selecting one of Webstyle's templates ready for editing.. The process differs between Theme Sets and other types of templates.



Theme Sets - you see a sample graphic from each Theme Set. Clicking the sample displays all the graphics in that Set.

The **View** drop-down list lets you swap to viewing Project folders where you save the Edit files for graphics you create - more on Projects.

Click **Search** to view other types of graphic (see below).



Other types - you can filter the templates using the options on the left (such as graphic type or complexity). You then see the graphics that match these filters. **Page** (at the top of this window) shows how many pages of graphics and which page you are viewing. Use the arrows to move between pages.

Click **Explore similar** to see graphics of a similar type or design to the selected graphic.

{button Return,Back()}

You cannot apply shadows to Backgrounds (because they cover the entire background of a browser window.) Also NavBar buttons cannot have shadows.

Advanced Shadow options

Tell me more about...

- >> the difference between a Wall Shadow and a Floor Shadow
- >> creating a Wall Shadow
- >> creating a Floor Shadow
- >> what are pixels?
- >> removing a shadow

Click a button to find out more.

{button Return,Back()}



The Style button

See [What is a Style?](#) for information on Styles.

Using Styles:

1. On the Designs page, right-click on the graphic you want to use for the Style. This pops-up a menu.
2. On that menu click **Create Style**.
3. On the Shadow page click the [Style button](#). This pops-up a menu.
4. Select **Shadow** from the menu.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```

Click one of the shadow options.

Getting the best results

Webstyle shadows are semitransparent. That means some of the background color shows through. For best results, set the background color or texture to be the same as will be used on your finished web page.

You can set a background color by clicking the **Color** button.

You can apply a background texture by clicking the **Texture** button.

```
{button Return,Back()}
```

Changing the color of a shadow

After applying a shadow you can change its color.

1. Apply a shadow to the graphic.
2. Go to the Color page (on the [Button Strip](#).)
3. One of the colors in the list is **Shadow color**. Click on this to select it.
4. Change its color. For more information on changing colors click **Tell me more...** on the Colors page.

{button Return,HelpOnTop():Back()}

Create "halo" or "glow" effects

You can use shadows to create halos or glows effect around graphics.

1. Click the **Advanced** button.
2. Select **Wall** shadow.
3. Set the X-Y offsets to **0**. This positions the shadow directly behind the graphic.
4. Set the Blur slider to near the top. This gives a large blurred shadow.

You can also create a colored halo - see [Changing the color of a shadow](#).

```
{button Return,HelpOnTop():Back()}
```

Creating a Floor Shadow

1. Click on **Floor** to select it (if not selected.)
2. Move the **Y Size** slider to change the angle of the surface. The smaller the shadow, the greater the apparent angle between the object and the surface.
3. Move the **Tilt Angle** slider to move the light source left or right.
4. Move the **Darkness** slider to make the shadow lighter (weaker) or darker (stronger.) This changes the strength of the light source.
5. Move the **Blur** slider to change the size of the light source. A pin-point source gives little blurring at the edges of the shadow. A larger source (such as the sun) gives more blurring. We recommend always blurring the edges slightly - this is more realistic than a sharp edge.

Note:



You can also type in values. This is useful if you want to create several graphics with common shadows. (To create common shadows, you can also use [Styles](#).)

{button Return,HelpOnTop():Back()}

Creating a Wall Shadow

1. Click on **Wall** to select it (if not selected.)
2. Move the sliders to change the position and distance of the light source. The **Y offset** moves the light source up and down. The **X offset** moves the light source left or right.
3. Move the **Darkness** slider to make the shadow lighter (weaker) or darker (stronger.) This changes the strength of the light source.
4. Move the **Blur** slider to set the size of the light source. A pin-point light source gives little blurring at the edges of the shadow. A larger source (such as the sun) gives more blurring. We recommend always blurring the edges slightly - this is more realistic than a sharp edge.

Note:



You can also type in values. This is useful if you want to create several graphics with common shadows. (To create common shadows, you can also use [Styles](#).)

```
{button Return,HelpOnTop():Back()}
```

Click the **Advanced** button. This displays further controls that let you create your own custom shadows.

Click the **No Shadow** option. (Or **None** in the Advanced options.)

Tell me more about...

This page covers what you can do when on the Shadow page. For information about other tasks, click **Tell me more** when on the relevant page.



applying a shadow



removing a shadow



creating my own shadows



changing the color of a shadow



creating "halo" or "glow" effects



getting the best results



the Advanced options



the Style button



the Revert button



I don't like the new shadow. How do I return to the previous shadow (if any)?



why is this button sometimes gray?



selecting the Shadow page from the keyboard



general information on Webstyle

Click a button to find out more.

The difference between Wall Shadows and Floor Shadows



Wall Shadows

This is the shadow thrown by a object onto a vertical surface. [An example of a Wall Shadow.](#)



Floor Shadow

This is typical of the shadow thrown by a vertical object onto a sloping surface. You aren't limited to horizontal surfaces. By choosing suitable settings, you can give the illusion of almost any angle. [An example of a Floor Shadow.](#)

{button Return,Back()}



Sharing files with another user

Notes on the types of Webstyle files.

If you want to share a Webstyle file with another user, you want to give them the Edit file. To find this open the Project folder containing this file. Projects are in **WSTemplates**, which you can find in the same folder as the Webstyle program.

The Edit file is the XWS file. The XGT file is a preview file, used when browsing in the Designs page - we suggest also including the XGT file.

{button Return,Back()}

The Style button

See [What is a Style?](#) for information on Styles.

Using Styles:

1. On the Designs page (on the [Button Strip](#)), right-click on the graphic you want to use for the Style. This pops-up a menu.
2. On that menu select **Create Style**.
3. Return to the Size page (on the [Button Strip](#).)
4. Click the [Style button](#). This pops-up a menu.
5. From the menu choose Width or Height to change the size of the graphic.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```


Creating a series of same-size buttons

On web pages you often want a column (or row) of same design buttons, all the same size. Many of Webstyle's button designs stretch as you type in more text. (We call these "stretchy buttons".) You can use these designs to create a series of same size buttons.

To create same size buttons

1. From Buttons select a suitable design. Generally those buttons where the text is inside the button or where there is a line above or below the text are "stretchy". (Some Headings are also "stretchy" - the process is the same.)
2. Type in the maximum amount of text you may want. This gives the maximum width for the buttons.
3. Go to the Size page (on the [Button Strip](#).)
4. If required, scale the button until it is the size you want.
5. Select **Longest text controls all button width** - this stops the button resizing as you change the text in it. This check box is dimmed if the button design isn't "stretchy".
6. You can save this button as a template for future use.
7. Create the other buttons by changing the text and saving the button. If you type in more text than in step (2), the text may be wider than the button.

Note:

You can also create button bars using the **NavBars** page. See [Creating bars](#).

```
{button Return,HelpOnTop():Back()}
```

Making headings the same height

You sometimes want to create a series of headings all the same relative height. But the height of the text changes if it contains ascenders (capitals and letters such as b, h) or descenders (j, p). Thus, the text in **Help** and in **one** are different heights. When saved from Webstyle, **one** may appear bigger than **Help**.

To fix the height:

1. Create the first heading. In the future you can use this as a template for the other headings.

When you want to create more headings based on this template:

2. Reload the first heading.
3. Go to the Text page (on the [Button Strip](#).)
4. Delete the existing text.
5. Type in the new text.
6. Save the new heading using a different name.

```
{button Return,HelpOnTop():Back()}
```

Making a banner - not in released V2

Banners on web pages are a standard size of 468x60 pixels. Because banners are among the most popular type of web graphic, Webstyle has an option to make creating them quick and easy.

To create a banner:

1. Create the graphic you want to appear on the banner.
2. Go to the Size page (on the Button Strip.)
3. Select **Make Banner**. This displays a 468x60 rectangle.
4. Resize your graphic to fit within the rectangle. Only the area of the rectangle is saved so any parts of your graphic outside the rectangle do not get saved.

{button Return,HelpOnTop():Back()}

Setting the size of a graphic

Setting the size:

Before saving the graphic to disk specify the size you want it to be on the final web page. Graphics always scale in proportion; changing the width also changes the height (and vice versa.) This stops graphics appearing stretched or squashed.

Using the slider:

1. Drag the top slider to resize the graphic. The maximum width is 1500 pixels.

Typing in values:

1. Type a value (in pixels) into Width or Height. The maximum is 1500 pixels.

Note: for technical reasons Width & Height are dimmed for 3D Headings. They show you the approximate size as you drag. When you stop dragging, they display the true size.

Component Width Control:

Parts of some graphics (such as buttons with text on them) rescale as you change the text. We call these rescalable sections 'components'. You have the choice of automatically rescaling any components as you change the text or manually scaling.

The component size controls are dimmed for graphics without components.

Manual scaling:

1. Drag the bottom slider. This selects **Manually set all button widths**.

Automatic scaling:

1. Select **Each button's text controls its width**.

The length of the text now controls the width.

For NavBars you have a third option **Longest text controls all button widths**. Select this option if you want all the buttons the same size.

Dividers & Logos:

You can either scale both the height and width of dividers by using the top slider. Or you can control only the width using the bottom slider. Dragging the bottom slider automatically selects **Manual size**.

Select **Default size** return to the original height/width proportions.

```
{button Return,HelpOnTop():Back()}
```

Tell me more about...

This page covers what you can do when on the Size page. For information about other tasks, click **Tell me more** when on the relevant page.



changing the size of a graphic



why two sliders?



creating a series of buttons all the same size



how do I create a series of headings all the same height?



the 100% button



the Style button



the Revert button



I don't like the new size. How do I return to the previous size?



selecting the Size page from the keyboard



general information on Webstyle

Click a button to find out more.

Why two sliders?

The top slider (and the text boxes) controls the width and height of the graphic.

The lower slider (and the menu) has two uses:



For dividers it lets you make the divider wider without changing the height (**Manual size**). To restore the original proportions of the divider select **Default size**.



It gives you control over the width of graphics that stretch as you type in more text. (We call these "stretchy" graphics.) This stretching can be either automatic (**Each button's text controls its width** or, for NavBars, **Longest text controls all button widths**) or manual using the slider (**Manually set all button widths**).

```
{button Return,HelpOnTop():Back()}
```

The 100% button

Make the graphic the same size as the original template graphic. This is particularly useful for banners, which are normally specific sizes (120x120 pix or 468x60 pix).

Using a Style

Styles allow you to copy parts of a Webstyle graphic (for example, the colors) into a new graphic. [Styles described](#).

To use a Style:

1. In the regular way select the graphic you want to change. You can edit it if required (for example by changing the text.)
2. On the Designs page (on the [Button Strip](#)) right-click on the example graphic you want to copy from. This pops-up a menu.
3. Select **Create Style** from the menu.

Suppose you want to copy a color from the Style graphic:

4. Go to the Color page (on the [Button Strip](#).)
5. From the list of colors, select the name of the color you want to change.
6. Click the [Style button](#). This pops-up a menu showing the colors in the Style graphic.
7. From the menu select the color you want to use.
8. If required you can make further edits to the graphic.

Notes:



You can use the Style to copy several options. For example, you can copy the size, colors, textures.



Using a graphic as a Style does not change that graphic.



You can use any Webstyle graphic as a Style.

```
{button Return,HelpOnTop():Back()}
```


What is a Style?

Styles allow you to copy parts of a Webstyle template graphic (for example, the colors) into a new graphic. An example shows how to use them. You might want all your headings to use the same shade of blue. You can create an example heading with the required color. Then in the future when you want to create a new heading, just select the example as a Style, and then on the Color page select the blue color for use in the new heading. You can do this with all the options including colors, shadows, and size.

Related topics:



[Step by step guide to using Style](#)



[Tutorial on using Styles](#)

`{button Return,Back()}`



This button is at the bottom right of the window.

There are two types of font used on PCs:



TrueType, and



Type 1 (also called ATM or PostScript fonts.)

Webstyle uses TrueType fonts.

System Menu

Click the icon in the top-left of the Webstyle window to display this menu.

This is largely a standard Windows menu. Most options duplicate icons on the top-right corner of the window. (Minimize, maximize, and close.)

Default size: restores the window to the size that looks best on screen. For 800x600 (or smaller) displays this is the same as full screen (maximize.) For larger displays this sets the window size to 800x600 pixels.

`{button Return,Back()}`

We hope you don't have any problems with Webstyle but if you do, you will find a helpful list of FAQs on our web site on www.xara.com/support/Webstyle >> These support pages are available 24 hours and can provide immediate answers to all the most common questions.

If answer isn't on these support pages, you can contact our Technical Support department by emailing support@xara.com >>. This product is **Webstyle 2** - Technical Support need this information.

The Style button

See [What is a Style?](#) for information on Styles.

Using Styles:

1. On the Designs page (on the [Button Strip](#)), right-click on the graphic you want to use for the Style. This pops-up a menu.
2. On that menu click **Create Style**.
3. On this page click the [Style button](#). This pops-up a menu.
4. From the menu you can choose either:



the text from the Style



or the font of the Style.

Note: graphics based on backgrounds, bullets and dividers do not contain text and the pop-up menu is dimmed.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```

Accented characters

(Also called the **extended character set**.)

To type in accented characters:

1. Press and hold down the left-hand ALT key
2. Type in **0** (zero) and then the number of the character you want. For example for **ô** (o circumflex) type in **0244**. These numbers are standard for most programs.
3. Release ALT.

Note:



Some fonts do not include all the accented characters. This is a characteristic of the font and beyond the control of Webstyle.



You can use this method to type in any character, for example the Yen symbol ¥ (character 0165.)



The leading zero is important. **0244** & **244** are two different characters.

```
{button Return,HelpOnTop():Back()}
```

You selected a graphic that doesn't have any text associated with it.

Tell me more about...

This page covers what you can do when on the Text page. For information about other tasks, click **Tell me more** when on the relevant page.



how can I change the text?



Text Size field



the Advanced options



the Style button



the Revert button



why do some fonts in the list show the name and others show a name then some symbols?



why is this button sometimes gray?



I don't like the new font or text. How do I discard these changes?



typing in accented characters



installing the fonts supplied with Webstyle



what fonts can I use with Webstyle?



where can I get more fonts?



selecting the Text page from the keyboard



general information on Webstyle

Click a button to find out more.

Change the wording

Edit the wording shown in the **Text** box. As you type, the preview automatically shows the new text.
Press Enter to start a new line.

NavBars only: each line of text is a separate button. Enter moves onto the text for the next button.

Lets you nudge the text relative to the other items in the graphic.
Dimmed for text-only graphics such as some Headings.

Letter Space

Use this to alter the space between letters. Space is measured in 1/1000th of an em (the width of the letter 'M' in the current font and size) so you have precise control over spacing.

Line Space

This controls the space between lines of text. Spacing is a percentage of the text size so changing the size keeps the same relative distance between lines of text.

Has no effect for a single line of text.

Placement

Used mainly for buttons. Dimmed if the text position is fixed by the designer of the template.

Lets you move the text above, below, to the side, or over other items in the graphic (for example a button.)

Text block

If the graphic has two (or more) separate blocks of text, **Text block** has a list of the blocks. From the list select the block you want to edit. Any changes you make then apply only to that text block.

Change font

Just look down the list of font previews until you find one that's suitable. Then click the preview.

With a font name highlighted, you can move up and down the font list using the up/down arrows on the keyboard. This is useful if you want to see how your text looks in different fonts.

Text options

What do you want to do?



select the text block (only displayed if the graphic has more than one block of text)



change the wording



change the font



change the size

Advanced options

(Click the **Advanced** button)



Placement



Horizontal



Vertical



Aspect



Letter space



Line space

{button Return,Back()}

Size

Use this to change the text size. Size is the height of the font, measured in **points** - there are 72 points to the inch (2.5cm). The actual size of the characters depends on the font used. A 12pt character in one font may differ in actual size from a 12pt character in a different font. For example both these characters are 16pt but in different fonts:



There are two types of font: regular text fonts and symbols fonts. With regular fonts, showing the name displays what the font looks like. Symbol fonts don't include normal letters so we need to show the name in a regular font and then show some sample characters. Note that Webstyle relies on information contained in the font to decide on the font type. Some symbols fonts are marked internally as regular fonts - for these fonts you will see some characters but not the font name.

The Style button

See [What is a Style?](#) for information on Styles.

Using Styles:

1. On the Designs page (on the [Button Strip](#)), right-click on the template you want to use for the Style. This pops-up a menu.
2. On that menu click **Create Style**.
3. On the Texture page (on the [Button Strip](#)) select the name of the texture you want to change.
4. Click the [Style button](#). This pops-up a menu.

Note: some templates do not have textures associated with them and the menu is dimmed.

5. From the menu choose the texture you want to use.

Related topic:



[Tutorial on using Styles](#)

```
{button Return,HelpOnTop():Back()}
```

Adding my own textures

You can extend the range of textures in two ways:



importing existing bitmaps

modifying Webstyle backgrounds.

```
{button Return,Back()}
```

You selected a graphic that cannot use textures.

Tell me more about...

This page covers what you can do when on the Texture page. For information about other tasks, click **Tell me more** when on the relevant page.



what are textures?



using textures



the list of textures (Some graphics show only "Background" in the list.)



Texture Types (Plain - Bitmap - Duotone)



the Plain texture option



the Original texture option



why is this button sometimes gray?



textures and colors



rotating and resizing textures



I want to create a transparent GIF - what use are backgrounds?



the Style button



the Revert button



I don't like the new texture. How do I return to the previous texture (if any)?



adding my own textures



selecting the texture page from the keyboard



general information on Webstyle

Click a button to find out more.

Backgrounds and Transparent GIFs

Transparent GIFs don't show the background behind the graphic. So why bother about the background color?

The reason is that few graphics are exactly rectangular. Most have some curved edges. To get the best results, Webstyle has to blend between the color of the edge of the graphic and the background color. (This is called "anti-aliasing" and dramatically improves graphic quality.) So if the background in Webstyle is white, the graphic anti-aliases to white. If the web page background is dark, you may see a noticeable white edge.

The answer is to use a background approximately the same color as your web page background. The color doesn't have to be exact to get good results.

Note: this also applies to transparent PNGs (available as an Advanced Save option.)

{button Return,Back()}

Foreground and background textures

You can use textures in two ways:



Background textures are used behind the graphic. Usually you would use the same (or similar) texture as the background to your web page.



Other textures (foreground textures) are used on the graphic itself. Which parts of the graphic can have textures is decided by the designer of the template. You have more controls for foreground textures.

What are textures?

Webstyle has two types of textures - pictures of real life objects (leaves, walls, wood) and electronically generated random patterns. Using textures instead of flat color can make your graphics more eye catching. You may find that using a texture creates a bigger file than using flat color. This can make the graphic slower to download over the Internet.

This lets you replace the texture with flat color. Use the Color page to change the color.

The Texture Type options:

Plain:

Use flat color instead of this texture. Automatically set if you click the **Plain** texture square.

Bitmap:

Use a colored bitmap in this area of the graphic or as a background. Automatically set if you select a texture (other than **Plain**).

Duotone:

(dimmed for Background textures and 3D Headings)

Convert this bitmap texture to a duotone (2-color texture). You can then use the Color page to change the two colors.

{button Return,Back()}

Modifying backgrounds to create textures

Webstyle includes a set of background templates. You can modify these to create new textures.

To modify a background:

1. Click **Start** (on the Button Strip) - this displays the different types of template.
2. Click **Backgrounds**. This displays the range of Webstyle background templates.
3. Select the background you want to use.
4. Modify it (for example by changing the colors.)
5. Save the modified graphic. (Click **Save** on the Button Strip.) This creates a new texture bitmap.
`{button Return,Back()}`

Importing bitmap textures

To extend the range of textures you can import GIF, PNG, or JPEG bitmaps. Background textures need to tile (multiple copies join together seamlessly.) Other textures do not need to tile.

To add textures:

1. The easiest way is to drag-and-drop the new GIF, PNG, or JPEG file onto the Textures window. A small "+" appears by the mouse pointer when correctly positioned. Adding textures like this makes them immediately available.

Alternatively copy the new textures into the **Background** folder (in WSTemplates folder.) Both these folders are in the folder where you installed Webstyle. This is the easiest method if you want to add a lot of textures.

```
{button Return,Back()}
```

(Foreground textures only.) This selects the original texture used by the designer of the template.

Rotating & Resizing Textures

For best results, the Background texture (used behind the graphic) should be identical that used on your web pages. For this reason, you cannot rotate or scale the background texture in Webstyle.

You can rotate or scale (resize) textures used on graphics.

To rotate a texture:

Click or drag the arrow on the **Texture Angle** wheel.

To scale a texture:

Change the value in **Texture Scale**.

```
{button Return,HelpOnTop():Back()}
```


Using textures

The designer of the original template graphic decided which areas are suitable for textures. To apply a texture to these areas just click a name in the list (for example **Text** or **Background**) and then choose a texture from the list.

Some templates have no suitable areas for applying textures. For these, you see only **Background** in the list.

A **Theme Set** is a collection of graphics that share a common design theme. A set might include bullets, buttons, headings, a divider and a logo all in the same style.

Uninstalling Webstyle

If you want to remove Webstyle from your computer:

1. Click **Start** on the taskbar. This displays a menu.
2. Select **Programs** then **Xara Webstyle**.
3. Select **Webstyle Uninstall**.
4. You can also delete the Installation Folder you chose when you installed Webstyle.

To uninstall the Webstyle fonts:

1. Display the Windows Control Panel.
2. Choose **Fonts**.
3. Select the fonts you want to delete and delete them.

{button Return,Back()}

When you purchase, we mail you a CD. When you receive the CD, reinstall the program from the CD as this doesn't need an unlock code. The CD uses a 12-digit serial number (1234-5678-9012), which you can find on the back of the CD case.

However, when you first purchase Xara Webstyle, the CD takes a few days to arrive. So you need to unlock your existing downloaded or trial version. (Note: this unlocks the program for a maximum of eight weeks.)

Purchasing over the Web uses two keys:



a nine letter **Key code**



a seven letter **Unlock code**

The Key code changes if you change or reformat your hard drive or change to a new computer. You will need a new Unlock code.

If you have already purchased Webstyle, you will not be charged for getting a new Unlock code. However, you will need your XaraClub user name and password. Forgotten your password? You can find help

at: secure.commerce.xara.com/registration/passwordhint.asp 

To generate a new unlock code:

1. If necessary, reinstall Webstyle trial on the machine you want to use it on.
2. When you run Webstyle you see a dialog box telling you that you need an Unlock code. If you do not see this dialog box, your copy of Webstyle is already unlocked.
3. On the dialog box, click Get a new Unlock Code.
4. Follow the instructions for generating a new **Unlock code**.
5. Type that **seven letter Unlock code** into the Purchase dialog box in Webstyle. Note: use upper case letters - type 'ABCDEFG' not 'abcdefg'.

Related Topic:

[Purchasing Webstyle](#)

{button Return,JI('webstyle.HLP>tellme','Introduction')}

Using Webstyle {button Run tutorials,JC('slaveww2.hlp>main',900)}

If you just want a brief overview of using Webstyle, read on...

1. First step is selecting the type of graphic you want to create

- Click the **Start** button. This displays the basic types of graphic.
- Click on the type of graphic you want to create (see note on Theme Sets). This opens the **Designs** page and shows the range of template graphics.
- Use the Search Filters (on the left) or the Back/Forward arrows (top-right) to find an appropriate template graphic.
- Click the template to load it.

2. Next step is altering the graphic to your specific requirements

You might change its color or bevel, apply a shadow, add text (if the graphic allows this.)

For example, to change its color:

- Click the **Color** button. This displays the Color Picker.
- Click one of the colors in the Color Picker.

3. Last step is saving the graphic

- Click the **Size** button. This lets you specify the size you want the graphic to be.
- Click the **Save** button. This displays the save options.
- Select the type of file you want to create and the quality.
- Click **Save graphic** to display a Save dialog box.
- Specify where you want to save the graphic and click **Save**. That's it - you've created a graphic for your web page.

You can then repeat the process to create more graphics. If you want to create another graphic of the same type, skip step 1 (for example, when creating two identical buttons, one red, one green.)

Tips



Want more information? Click the **Tell me more** button at the top-right of the window.



Don't like a change you've made? Click the **Revert** button at the bottom of the window.



Theme Sets: These are sets of graphics designed around a common style. The **Designs** page shows one example from each Theme Set. Click the Example to see all the template graphics in the set.

{button Return to Introduction,Jl('webstyle.HLP>tellme','Introduction')}

Webstyle lets you create the graphics (GIFs or JPEGs) for use on your web pages. It isn't a page creation package so it cannot create the text nor the finished web page for you.

Nor can Webstyle publish the graphics on the web for you (that is copy or 'upload' the graphics from your computer up onto the Internet). Web hosting companies have several different ways of publishing web pages and graphics and you should use the appropriate method for your particular hosting company.

[This page](#) describes using Webstyle graphics on a web page

[This page](#) describes using Webstyle NavBars on a web page.

Please note that we cannot offer advice on the page creation packages nor general advice on web publishing.

Webstyle uses three types of file:



The original **Template file**.



A **GIF, JPEG or PNG file** for use on your website. You create this file when you Save the graphic.



An **Edit file** listing the changes you have made to the Template. Saving the graphic automatically creates an Edit file in the current Project folder.

What's new in version 2

Xara Webstyle 2 has many significant enhancements over Webstyle 1, both in terms of the quality and variety of templates and the power you have to customize the templates to exactly meet your own requirements.



New Top Quality Template graphics

We've extended the range of professionally designed templates. There are new graphic types - NavBars, Animated Banner Ads, Logos - and there are Theme Sets where a range of different graphics (headings, bullets, buttons, NavBars, dividers and so on) all share a common design theme.

Further information on [Template types](#).



You can now create NavBars for web pages

NavBars are vertical or horizontal rows of buttons, typically at the side or top of web pages. Clicking one of the buttons takes you to another web page. Traditionally, creating NavBars was complicated but Webstyle makes it a simple task. You just need to select a suitable template from Webstyle's range of professionally designed NavBars, many of them complete with decorative end caps. Then just type the button texts into a list (no need to create each button separately). A single click with the mouse can add or delete buttons, change the color, font or size etc. There's an option to preview the NavBar before you save anything to disk. When you're satisfied, you can save all the buttons in one operation, which also creates the HTML code needed to display the NavBar. All you need to do then is copy the HTML code into your web page. And if you can't find quite what you want among the NavBar templates then you can create a bar from any of the single button designs just as easily.

As well as the predefined NavBars you can also use any of Webstyle's [buttons](#) or [3D headings](#) to create a NavBar.

Further information on [NavBars](#).



NavBars can have multistate buttons

NavBar buttons can be multi-state - that is, their appearance changes if you move the mouse over them or select them (sometimes called mouse over or rollover button bars). With Webstyle you just need to say which states you want and let Webstyle create everything for you. Webstyle even creates the JavaScript needed to control the state changes. Good news - you don't need to understand JavaScript as it's all in a self contained block of text that you just copy straight into your web page.



Animated Banner Ads

Banner Ads are another new category of graphic in Webstyle 2. There are 50 animated banner designs that you can customize with your own message, making an easy job of what is otherwise one of the trickiest graphic creation tasks on the web. 468 x 60 pixels by default, they can be resized to your requirements



Buttons and headings can have multiple lines of text

In Webstyle 1 buttons and headings could have only one line of text.

Webstyle 2 lets you have two or more lines of text. And some headings also have two completely separate blocks of text, giving you even greater control over your graphics.

Further information on [Text handling](#).



Graphics can now have beveled edges

Beveled edges can give your graphics an embossed or three-dimensional appearance. Webstyle offers a wide range of options of bevel shapes to choose from (from a simple flat bevel to a complicated "ruffled" effect) and with 3D headings you can also control the extrusion and bevel depth as well as the join style between the face and sides of the Heading. Choose from a simple right-angle join through simple bevels to complex "etched" effects.

Further information on [Bevels](#).



Greater control over text size and positioning

In Webstyle 1 the size of the text relative to the graphic was fixed.

Webstyle 2 gives you greater control of the size of the text. And using the "Advanced" options you can even nudge the text slightly or change the spacing between letters. Now you can create exactly the text effect you want to achieve.

Further information on [Text handling](#).



Easier navigation through folders of template graphics

We've increased the range of professionally designed templates included with Webstyle. And we've also made it easier to select templates of interest. Using a simple-to-use gallery system and filters to exclude templates which don't match your requirements, you can quickly narrow the search to find the perfect template. Another major time saver.

Further information on [Designs options](#).



A quick way of reloading recent work

Often you want to make further changes to a graphic you've previously created. There's now a quick way of viewing and reloading your graphics ready for further editing.

Further information on [Loading recent work](#).



Texture scaling and rotation controls

Some graphics can display bitmap textures for extra effect. Now you can rotate and scale these bitmaps to create exactly the effect you want. (Background textures are fixed scale and rotation because you want these to exactly match the background of the final web page.)

Further information on [Texture options](#).



Several ways of ordering the colors in the color picker

The color picker shows the 192 web-safe colors. Now you can choose how you want these colors displayed - just choose the order you find most intuitive. (The colors themselves don't change, just the display order.)

Further information on [ordering colors](#).



Greater control over color depth when saving

For fast download over the Internet you want to keep file sizes small. One way of keeping file size down is using as few colors as possible. Now (in the Advanced options) there's a slider giving you precise control over the color count. And with Webstyle's immediate preview you can quickly find the right compromise between the number of colors and file size.

Further information on [Save options](#).



Can now save PNGs (with alpha channel transparency) as well as GIFs & JPEGs

PNG format is becoming a common way of saving bitmaps, with advantages over both GIFs and JPEGs. Webstyle now lets you export in various PNG formats including with graduated transparency (technically called "32-bit alpha-channel"). (PNG is on the Advanced Save options.)

Further information on [Save options](#).



Extendable Dividers

In Webstyle 1 [dividers](#) for a fixed width to height.. In Webstyle 2 you can change the width without changing the height.

[{button Return,JI\('webstyle.HLP>tellme','Introduction'\)}](#)

Template not found

When Webstyle saves a graphic (GIF/JPEG/PNG file), it also creates a file (XWS format) which stores the edit details. Webstyle cannot edit the graphic but reloads the XWS file and edits that.

You got this error message because Webstyle cannot find the template file. This is because:



You loaded a file not created by Webstyle. You cannot edit this file.



The template file has been moved. Use the Windows **Find** option on the Start menu to find the template file. (For a graphic called **graphic.gif**, look for **graphic.xws**.)



You renamed the graphic. Search for the original filename.



You deleted the XWS file, possibly by deleting the Project file. The template does not exist and you cannot make edits.

Other Xara products

Xara has a range of other products for web and general illustration work. For details of the current product range see [Xara product range](#) >>

Xara X

A fully featured illustration package that lets you create original artwork. The perfect complement to Xara Webstyle for when you need more advanced Internet features such as image maps or where you want to produce work for print. For full details see [Xara X web page](#) >>

Xara3D

Webstyle includes a range of 3D headings created using Xara3D. With Xara3D you have full control over the angles and colors of the text and lights, plus loads more options. As well as regular text you can also extrude imported shapes. For full details see [Xara3D web page](#) >>

BuyFonts.com

Webstyle includes a selection of fonts from the BuyFonts range of over 1000 fonts. With prices starting at \$2, BuyFonts.com meets all your font needs. For full details see [BuyFonts.com web site](#) >>

Xara Online

Xara's Modules are the quickest, easiest way to add a growing range of web services to enhance your website. For full details see [Xara Online web site](#) >>

{button Close window,CW('overview')}

Changing the aspect ratio makes the text wider (aspect ratio above 100%) or narrower (below 100%) than normal.

Narrower Normal Wider

Instead of clicking on the button you can press F10 on the keyboard.

Instead of clicking on the button you can press F11 on the keyboard.

Instead of clicking on the button you can press F12 on the keyboard.

Instead of clicking on the button you can press F2 on the keyboard.

Instead of clicking on the button you can press F3 on the keyboard.

Instead of clicking on the button you can press F4 on the keyboard.

Instead of clicking on the button you can press F5 on the keyboard.

Instead of clicking on the button you can press F6 on the keyboard.

Instead of clicking on the button you can press F7 on the keyboard.

Instead of clicking on the button you can press F8 on the keyboard.

Instead of clicking on the button you can press F9 on the keyboard.

Webstyle creates:

two graphics for each button



if the **Selected** and **Mouse Over** states look the same or



the NavBar uses only **Mouse Off** and **Selected** states

three graphics for each button



if the **Selected** and **Mouse Over** states look different

