

Supplement

Supplement gives you additional information on some features that are not fully explained in previous chapters.

Layer

You will see how to create a layer, change its properties and specify events. Layers help you place text and images at precise locations in the browser window.

Time Line

Explains how to work with the Time Line that is used to set layer animation effects.

Namo GIF Animator

Introduces the use of the GIF animator that has been recently added to the Namu WebEditor software suite. The GIF animator allows you to create animated gif files.


Global IME

Gives you a description of the Global IME which Namu WebEditor now supports. With the Global IME, you can enter 2 byte languages in any Windows system.

LAYER

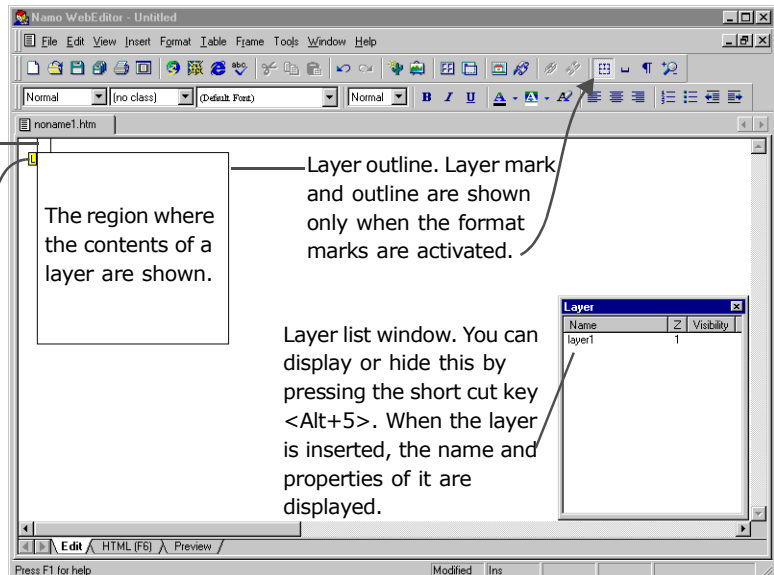
One of the shortcomings of HTML is that it fails to let users place text and images in precise locations. To supplement this shortcoming the concept of layers was developed. The layer is one of the features that has been added to dynamic HTML. Currently, it only works in Internet Explorer and Netscape Navigator 4.0 or higher.

A layer is a square-shaped editable and movable region into which you can enter text or images. You can overlap several layers and decide which one is displayed on top when overlapped. If you use a style sheet and scripts, you can make the layer move in the document according to user initiated events.

Inserting a Layer  To insert a layer, select the *Layer* command on the *Insert* menu or click the *Layer* button on *Standard toolbar*. A layer is then inserted into the cursor position. The layer name is created automatically at the insertion point and is displayed in the *Layer List* window.

Layer handle. Shown only when the layer is selected or the cursor position is in the layer. The pinion-shaped icon appears when you insert animation effect script using the Script Wizard.

Layer anchor. Indicates the location where a layer is inserted. Shown only when the Format Mark is activated.



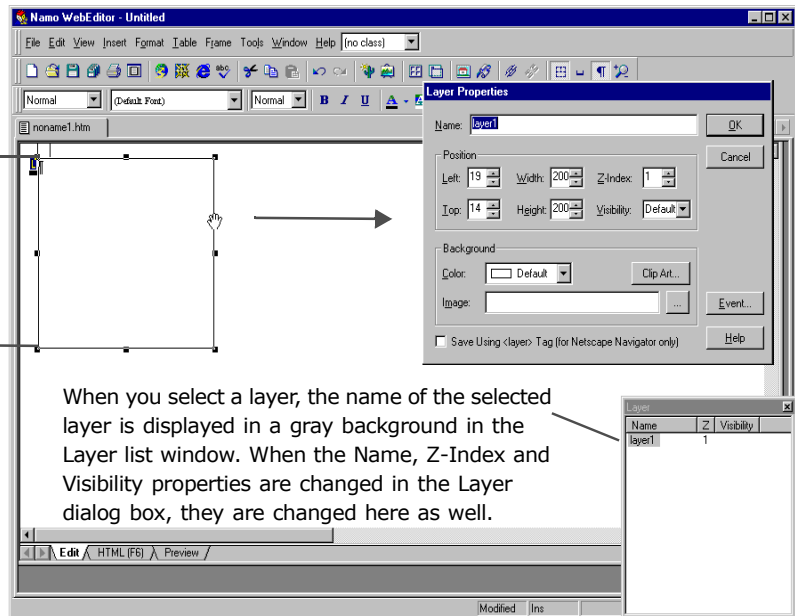
Layer Properties

When you move the pointer onto the layer outline, the Properties pointer changes to a hand. If you double click, then the *Layer* dialog box appears.

If the size handles appear with the selection of the layer, the layer mark is displayed in a highlighted shade.

Size handles. You can resize the layer by dragging the size handles. To modify both the width and height at one time, drag the size handle at the corner.

When you select a layer, the name of the selected layer is displayed in a gray background in the Layer list window. When the Name, Z-Index and Visibility properties are changed in the Layer dialog box, they are changed here as well.



Name Enter the layer name.

Position Specify the distance between the left top of the edit window and that of the layer. Pixels are used as the unit in specifying the *Left* and *Top* positions.

Width/Height Specify the layer width and height. The pixel is used as the unit in specifying the *Width* and *Height*.

Z-Index Indicates the layer display sequence. When layers are overlapped, the layer with the larger Z-Index will be displayed at the top. At the beginning, the background color of the layer is specified as transparent, since the Z-Index effect would not be seen clearly when there are only layers that contain black characters. You can

see the Z-Index effect more clearly when images are inserted in layers or other colors are specified for the background. The Z-Index is displayed in the Layer list window.

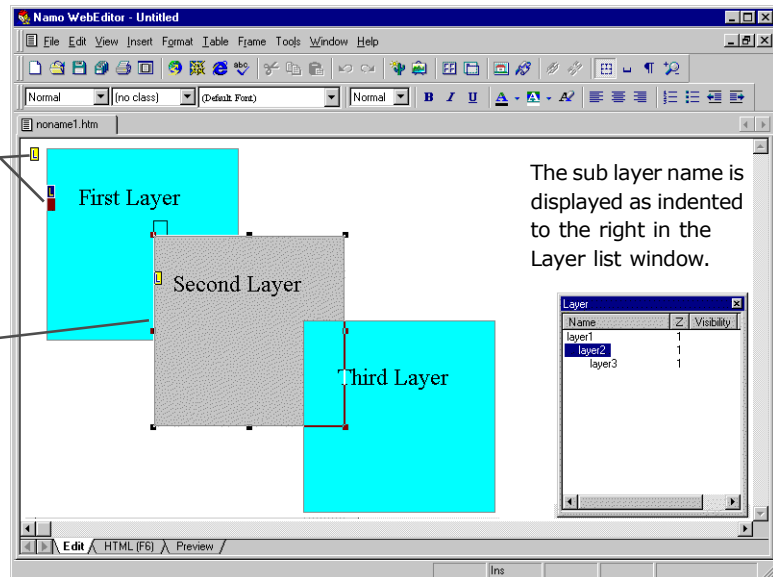
Visibility

Specify whether Namo WebEditor displays or hides the contents of a layer. Select from Default, Inherit, Visible and Hidden. When *Hidden* is specified, the content will not be seen even in the edit window. To select an invisible layer, click the layer mark. Select *Inherit* to apply the visibility property of upper layer to the sub layer. The visibility property of a layer is inherited by default.

Reference You can create a layer in a layer. For example, when it is seen in the position of the middle layer in the illustration below, the left top layer is the upper layer and the right bottom layer is the sub layer. When the *Hidden* visibility property is specified on the left top layer, it affects the middle layer also, but not the right bottom one.

You can see the relation between layers with the layer anchors.

When you overlap the upper and sub layers, the sub one is displayed at the top regardless of the Z-Index.



The sub layer name is displayed as indented to the right in the Layer list window.

Background Color

Specify the background color of the layer. Netscape Navigator doesn't display the background color and image.

Background Image

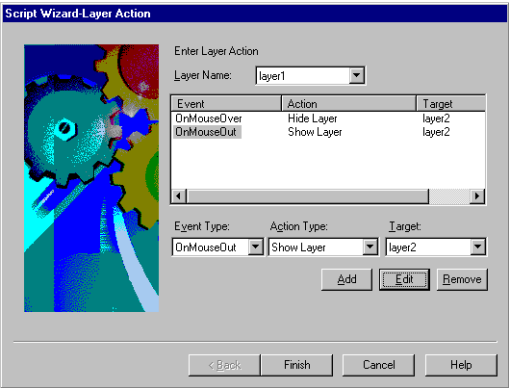
Specify the background image. You can use clip art suggested by Namo WebEditor by clicking the *Clip Art* button on *Standard toolbar*.

Save using <layer> tag...

Indicates saving a layer using the <layer> tag that Netscape Navigator can recognize. When this option is selected, the Internet Explorer doesn't display the layer.

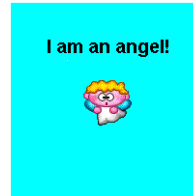
Event

When you click the *Event* button in the *Layer* dialog box, the *Script Wizard-Layer Action* dialog box appears. For more information on the *Script Wizard-Layer Action*, see *Layer Action(5-45)*. If you put the pointer on 'layer1', after specifying the options as below, the Namo WebEditor hides 'layer2' and displays 'layer2', when you move the pointer away from 'layer1'.



You can insert interesting effects into your document if you use the action that displays or hides layers. For example, you can create a layer with a rollover effect that makes an answer appear when you

put the pointer on the layer asking a question. With the layer actions specified as above, with 'layer1' as the answer and 'layer2' as the query overlapped, when you put the pointer on 'layer1', the answer will be shown.



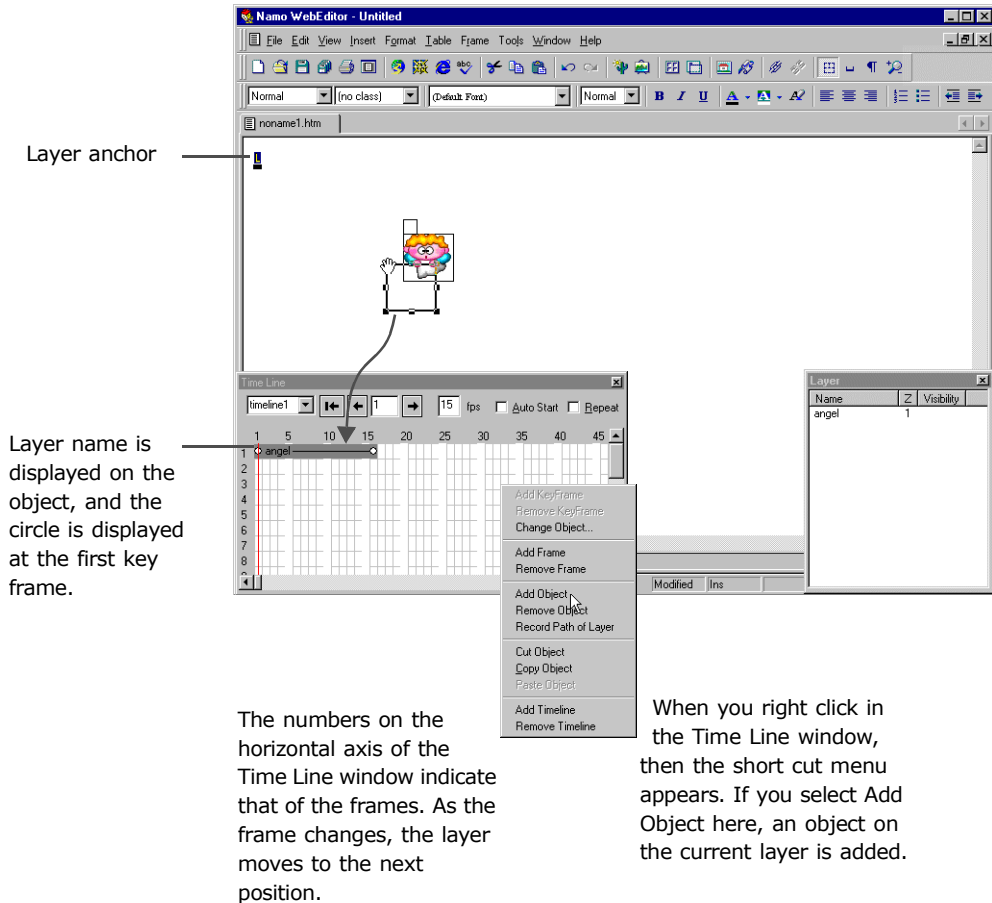
TIME LINE

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Time Line is used to create an animation effect by moving the position of layers successively. To animate a layer, you must use the Time Line window. When you select the *Time Line* on the *Tool Windows* command on the *View* menu or press the short cut key <Alt+4>, then the *Time Line* window appears.

Creating an Object After selecting a layer, move it into the Time Line window by dragging it. Then the object for animating the layer is created. This doesn't indicate the object itself, but the successive shift of the layer.

You can create several layer animation objects on each layer and specify the location and length of each object as you wish.

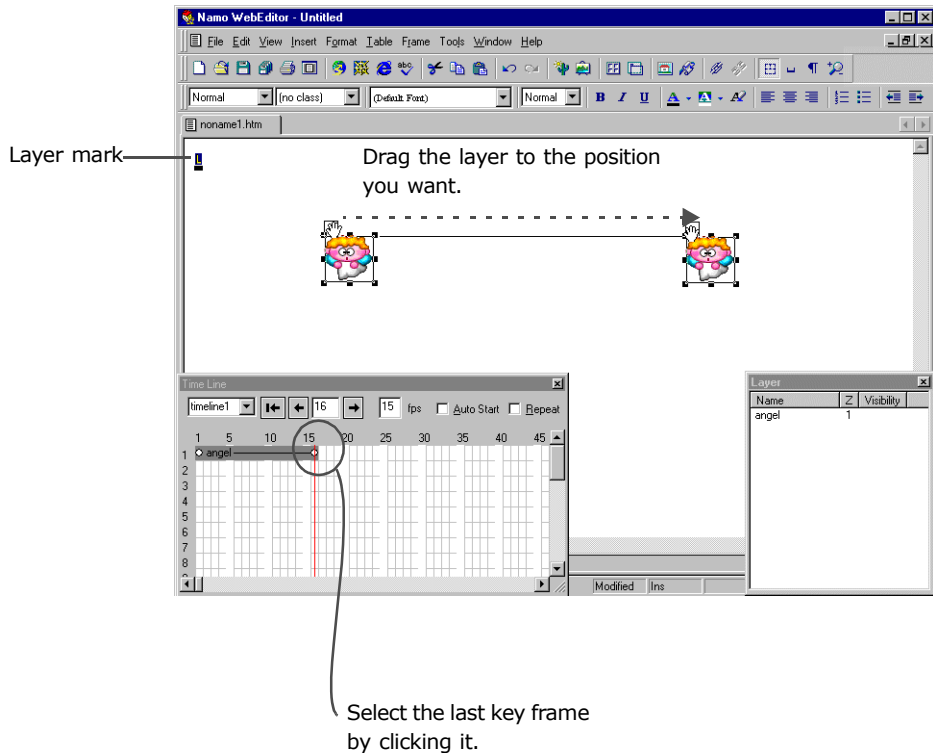


Create Straight Animation

To animate the layer, specify the position of the layer when it is animated. The position indicates where the layer is supposed to be when the Time Line, the vertical line in red, moves from one key frame to another. The position of the object at the first key frame is where it appears at the time of its creation. Then specify the position at the last key frame.

- 1 Select the last key frame in the *Time Line* window.
- 2 In the edit window, drag the layer to the position you want, then the path of the layer from its first position to its last one is displayed in a solid line.

If you select the *Auto Start* option, you can see the layer move along the path in the web browser.



Auto Start

Indicates the animation is launched automatically as it is specified in the *Time Line* window. If this option is not selected, you must specify the *Execute Time Line* action on the layer to launch the animation by selecting *Action Type* at the *Layer Action* dialog box in the *Script Wizard* menu.

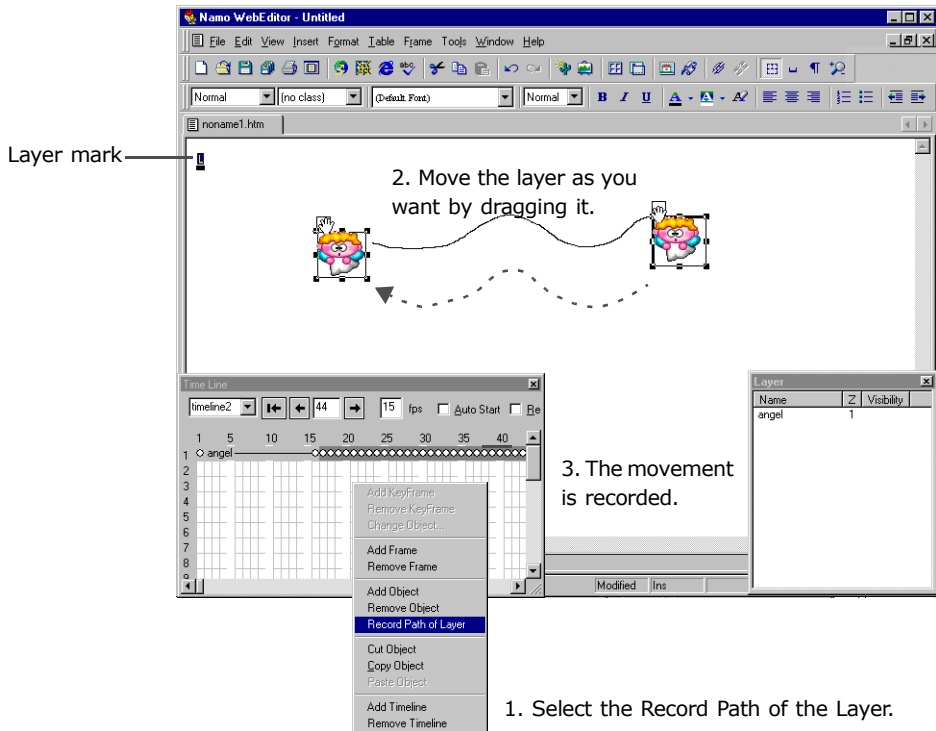
Repeat

Indicates the animation will be repeated.

Creating Curved Animation

To animate the layer along the curved line, use the *Record Path of Layer* functionality.

- 1 After right clicking the *Time Line* window, select the *Record Path of Layer* on the short cut menu.
- 2 If you move the layer as you want in the edit window, the path will be recorded and displayed in the Time Line window. Usually multiple key frames are created because the curved movement is displayed in short straight lines.



In the web browser, you can see the layer shift rightward along the straight line and shift leftward along the curved line.

If the animated layer includes a sub layer, then the sub layer shifts along with the animated layer. Because the position of the sub layer is decided by the sub layer of the upper layer position.

You can execute the commands below in the Time Line window.

Add Key Frame	Adds the new key frame to the current frame on the Time Line. Between the frames the layer moves straight, so you must add the new key frame to change the direction.
Remove Key Frame	Removes the key frame on the current frame.
Change Object...	Changes the layer to which the current object is applied to another layer.
Add Frame	Adds a new frame to the current frame. Consequently the number of frames that makes up the object increases.
Remove Frame	Removes a new frame from the current frame. Consequently the number of frames that makes up the object decreases.
Add Object	Creates the objects of the current layer and inserts it to the current position. At the beginning the objects consist of 15 frames, but you can increase or decrease them by dragging the key frame.
Remove Object	Removes the current object. You may also press the <Delete> key on your keyboard after selecting the object.
Record Path of Layer	Starts recording the path of the current layer.
Add Time Line	Creates a new Time Line. When you animate layers that have no relations, it will be more convenient for you to work on new Time Line after creating them. To select the Time Line click on the drop down button at the top left of the Time Line window.

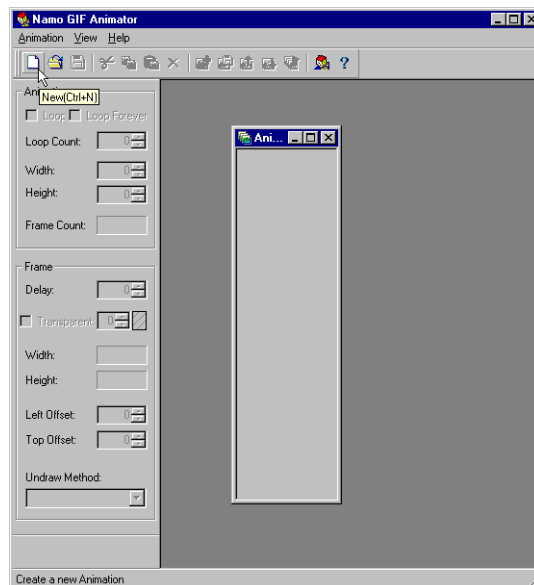
Remove Time Line

Deletes the Time Line that is displayed at the time. If you delete it by mistake, you may revive it by pressing the short cut key <Ctrl+Z> in the edit window.

NAMO GIF ANIMATOR

The Namu GIF Animator is used to work with animated GIF files. You can create an animated GIF file easily by attaching image files in successive order.

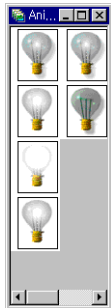
- 1 Launch *Namu GIF Animator* in the *Namo WebEditor 3.0* program group from *Start button - Programs*.
- 2 To open a new window, click the *New* button on the toolbar, or select the *New Animation* command on the *Animation* menu.



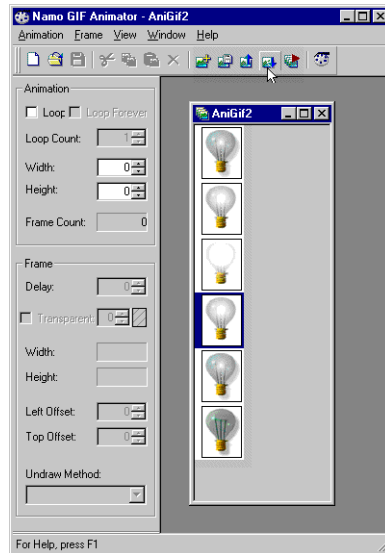
- 3 When you select the *Insert Frame* command on the *Frame* menu or click the *Insert Frame* button on the toolbar, then the *Insert Frame* dialog box appears. Select the image to insert and click the *Open* button.



- 4 Open the image files to attach as above, then the image files are displayed in the new window.



- 5 To change the position of the images, select the image to move by clicking it. Then click the *Move Up/Down* button.



- 6** To see the animation, press the <F5> key on your keyboard or select the *Preview* command on the *View* menu. You can preview the animation using the video control buttons in the *Animation Preview* dialog box.



GLOBAL IME

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What is Global IME Microsoft Windows uses the IME (Input Method Editor) to combine 2 byte languages such as Korean, Chinese, and Japanese in a particular way to allow them to be used in their system. The IME of these three languages works only in the system running with the respective languages. However, Microsoft released the Global IME that works regardless of the languages being used in Windows.

Therefore with the Global IME and the respective language pack installed on their computer, the users of these three languages can use their language in any Windows system. Until February 1999, Microsoft did not open the API for their Global IME while using it exclusively with their products, like the Internet Explorer, Outlook Express and Office packages.

Now Namu WebEditor 3.0 supports the Global IME. Theoretically you can use Korean, Chinese and Japanese freely in the Namu WebEditor 3.0 with any Windows system in any country, if the Global IME is installed. Other languages that need no particular IME can be entered using Unicode.

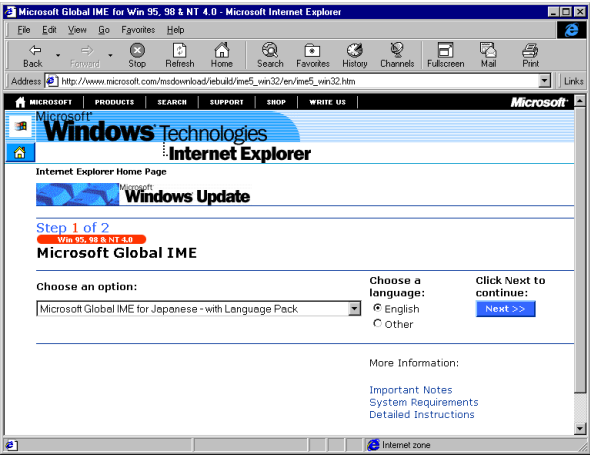
Installing Global IME

To use Korean/Japanese/Chinese in Namu WebEditor, install the Global IME of the respective language. You can download it from:

http://www.microsoft.com/msdownload/iebuild/ime5_win32/en/ime5_win32.htm

After connecting to the web site, select the type of the Global IME. Select one of the three languages and the language pack. To use Japanese, choose "Microsoft Global IME for Japanese - with Language Pack".

Reference Once the Language Pack is installed, you can read the respective language. It is possible even though your web browser is running on Windows that use different languages. That is, you can visit a Japanese web site using Internet Explorer with the English Windows system. When you install the Global IME on your system, the respective Language Pack should also be installed.



Select the site from which you will download the Global IME. To start the download, click the *Next* button.



After the download ends, double click the JAMONDO.exe on your hard disk to install the Global IME. After installing, reboot your computer.

Usage of Global IME After installing the Global IME, you can use Korean, Chinese or Japanese freely in your system. To use Japanese in Namu WebEditor 3.0, follow the steps below:

- 1 Once the Global IME is installed, the icon for the Global IME is created on the right of the Windows task bar.



- 2 Launch Namu WebEditor. If you click the Global IME icon in Namu WebEditor edit window, the short cut menu appears offering the following options; *English*, *Japanese IME*, and *Korean IME*. Select *Japanese IME*. The *Japanese IME* is shown only in the edit window and is not available on the HTML, Preview tab, or other dialog box. And, of course, it is not available in other software.

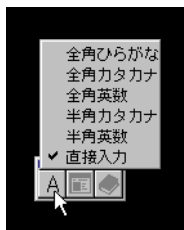


- 3 If you select *Japanese IME*, the *Japanese IME* appears in the Windows screen. The Global IME icon changes to the *Japanese IME(JA)* icon. Now you can input Japanese.

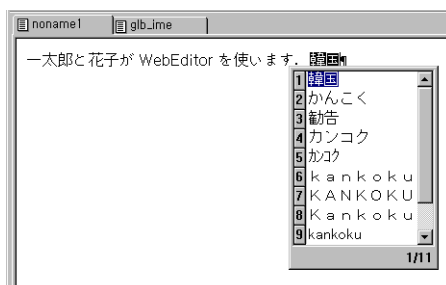


- 4 There are three buttons in the *Japanese IME*. If you click the left button, you can choose the input type of Japanese. The middle

button is for information of *Japanese Properties* of the *Japanese IME*, and the right button is for *Help*.



5 Enter the Japanese in the edit window like below.



6 After you finish editing in Japanese, select *Japanese (Shift-Jis)* or *Unicode (UTF-8)* on the *Charset* command on the *Format* menu, to read Japanese in a web browser. You can select *Japanese* or *Unicode*, by clicking the *Advanced* tab in the *Document Properties* dialog box, on the *Document Properties...* command on the *Format* menu.

