Getting started



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Common	Format	Paragraphs	Insert	
Img When your algorithmic and programming skills have reached a level which you cannot improve any further, refining your team strategy will give you that extra edge you need to reach the top. We practiced programming contests with different team members and strategies for many years, and saw a lot of other teams do so too. Img Img From this we developed a theory about how an optimal team should behave during a contest. However, a refined strategy is not a must. The World Champions of 1995, Freiburg University, were a rookie team, and the winners of the 1994 Northwestern European Contest, Warsaw University, met only two weeks before that contest.				
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Thank you for choosing Rich Text Editor for PHP!

Rich Text Editor for PHP is by far the fastest, easiest, most powerful WYSIWYG (What You See Is What You Get) browser-based HTML Editor for PHP. It enables PHP Web developers to replace the Textarea/Textbox in your existing content management system with a powerful, but easy to use WYSIWYG HTML editing component. It empowers business users to make content updates easily and safely themselves while maintaining control over site design and content, all at an affordable price.

Rich Text Editor toolbar is completely configurable and it is also effortless to implement. You just need a couple lines of code to add this editor to your applications.

Click one of the items below to learn more about Rich Text Editor for PHP.

- Top features and Benefits
- Deploying Rich Text Editor for PHP
- Feature Comparison Charter
- Deploying Rich Text Editor license file

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Top Features and Benefits



The leading WYSIWYG, browser-based, XHTML/HTML editor lets content contributors easily create and publish Web content, while developers maintain control over a site's look and feel.

Thousands of companies have integrated Rich Text Editor into content management systems, e-learning, discussion forums, Web e-mail, and other applications. Plus, Rich Text Editor allows developers to easily customize and extend the editor.



A cross-browser, cross-platform WYSIWYG Editor

Following 9 year old tradition of industry #1 crossbrowser support, RichTextEditor continues to offer even

better quality and compatibility by supporting all major browsers: IE 6.0+, Firefox 2.0+, Mozilla 1.3+, Safari (1.3+), Opera 9.0, IE 9 and Chrome. This includes Macintosh and Linux.



Generates clean XHTML. Compliant with the web standards, no deprecated tags

Most WYSIWYG editors are just JavaScript wrappers around the editing control built into browsers such as the

MSHTML control found in IE. These types of editor (which generate HTML and then run code clean-up routines against it) have significant limitations. By contrast, RichTextEditor is built from the ground up to be a true XHTML editor in its own right.



Extremely small and fast

Most feature-rich WYSIWYG editors suffer long loading times due to large javascript files. RichTextEditor only

loads the necessaery scripts to client browsers. Numerous optimization methods have been applied. It's clean, compact, extremely fast-loading, but still powerful and efficient.



Insert clean HTML from Microsoft Word

When text is pasted from Microsoft Word a lot of unnecessary word specific markup is carried across.

This can result in web pages that take an unnecessarily long time to download. The Paste from Word button solves this by removing word markup before pasting the text into your web page.



Advanced file upload function

We integrate a hi-performance PHP upload component -PHP Uploader into Rich Text Editor. PHP Uploader

allows you to select and upload multiple files at once. It also supports client side validation of the file size/type before uploading.



Format Painter 🔤

The Format Painter takes the formatting from one piece of text and pastes it onto content you select. This is

handy when you have a combination of formats on something, like a size, color and style, and want to apply them to another item, without having to apply them individually.



HTML5 Support №

HTML5 will be the new standard for HTML. Major browsers support many of the new HTML5 elements and

APIs. RichTextEditor is providing support for various HTML5 elements, attributes, and values.

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-	

Show Rulers NEW!

RichTextEditor can display rulers, one along the top and one along the left side of the editor window. Rulers allow

you easiluy align text, graphics, tables, and other elements in a document.

Quick Style NEW!

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RichTextEditor 8.0 has a fast and easy way to save a new style. Say you spent some time formatting text just the way you want it and you want to save that format as a style so you can use it again in your current document.

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Code Cleaner

You can automatically remove empty tags, combine nested span tags, and otherwise improve messy or unreadable HTML or XHTML code.



Easy-to-use interface

RichTextEditor's streamlined toolbar is a refreshing alternative to the dizzy array of toolbar buttons/controls

seen in most WYSIWYG editors. RichTextEditor is able to offer more functionalities with a tighter toolbar while advanced functionalities are also available.

Indenting text the "right" way

Most editors use <blockquote> for indenting which is wrong. Rich Text Editor encourages the correct use of <blockquote> for quotations only, and uses CSS for indenting.

AJAX Support

Rich Text Editor gives you the ability to update control content using callbacks - thus eliminating the need to reload the entire page.

Inserts custom tags as placeholders

Rich Text Editor makes it easy for business users to add semantic meaning to text and objects by inserting custom tags that can be used as placeholders for dynamic content.

Support accessibility according to W3C WAI and section 508



accessibility guidelines.

Rich Text Editor optional accessibility settings ensure your site complies with Section 508, so people with

disabilities can have full access to your content.

Integrated FLV content

Add FLV files to any web page with point-and-click ease and standards-compliant coding. Preview your movies with FLV playback capabilities in Live View.



Output HTML or well-formed XHTML to your choice

Rich Text Editor supports output well-formed XHTML. Your choice of XHTML 1.0 or HTML 4.01 output.



Unlimited levels of the undo/redo

Many of the other editors on the market cannot undo or redo certain actions, and certain table operations - such

as cell merge or column deletion. Rich Text Editor has a new custom undo/redo implementation to make you can now safely undo those actions.



Multi-language support

All labels, buttons, tooltips and messages are located in external javascript language files, so that the language of

the editor can be switched with a single property. You can also create a new language in a matter of minutes.



Support complete web page editing (from <HTML> to </HTML>)

Rich Text Editor allows you to edit a full HTML page, including <title>, <!DOCTYPE...> and some other options. You can also insert Form elements (checkbox, button, textarea, etc.) and modify certain properties of the element.

Enter Mode: Paragraph or LineBreak?

Rich Text Editor can be configured to define the behaviour of the ENTER KEY. You use ,
 or <div> tags when you press enter. In either mode
> tags can be created by using shift+enter.

Support HTML code indentation and Tags appear in lower case

Rich Text Editor displays nicely indented code in the HTML mode and the generating HTML tags and Attributes are in lower case. This is very convenient and important for the advanced users.

Full-Screen editing

It does not open a new window, instead it will resize to fit the browser screen. Edit in full screen mode, maximizing space

your available space.



No slow Java or ActiveX components

100% DHTML, JavaScript PHP code. There are no slow Java or ActiveX components to worry about and

everything is handled in the browser!

Absolute vs. relative paths/links

With Rich Text Editor, you have the choice of using either a relative or absolute URL.

Easy Implementation for Developers

The perfect addition to your content management system! Only a couple lines of code , you don't need to be an expert. Allows you to add an online HTML editing functionality that works with standard HTML form.

Easy to use API to hide buttons and tabs

RichTextEditor's toolbar is flexible and highly customizable. Buttons can be shown, hidden or rearranged. Existing icons can be modified or new buttons added. It also allows developers to set the image directory, disable image uploading and deleting, restrict access to the source/preview tabs.

Rich Client-Side Functionality

A comprehensive client-side API is available for RichTextEditor. This functionality, which is then coupled with the ability to handle a rich set of client events allows you to have full control over the control's behavior on the client side.

Extensibility

RichTextEditor Toolbars are designed from the ground up to be extensible. Developers can easily add their own unique functionality.

Downloadable files support

You can upload document files, create a link from your HTML content to the document files (zip files, ppt files...).

CSS-based Skinning

Rich Text Editor provides several built in themes that are ready to use. Developers can completely change the

appearance of the toolbar and the dialogs by simply modifying the supplied classes and images.



Advanced table manager

Create and modify tables and table cells. Set their border color, alignment, cellspacing and more! Once you've

created a table, simply right click inside of it and use the handy popup menu to change its attributes. <caption>,<summary>,<thead>,<tfoot>, tags are supported.

Image insertion and automatic upload

Built-in thumbnail generator. Thumbnail images are dynamically created; Supports upload new images. Paging - specify how many images. Support auto resize images.

Compatibility with the browser's back button

Don't you hate losing your edits? It is so easy to accidentally browse away from the page you are editing (eg by hitting a back space key or button). And then you have lost all your edits. Unless you are using Rich Text Editor!

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Style Builder Dialog Box

With Style builder dialog box you can apply CSS style attributes directly to any HTML elements on your Web

page.



Content management with templates

The basic idea behind a Content Management System (CMS) is to separate the management of content from design. Rich Text Editor allows the site designer to easily

create and establish templates to give the site a uniform look. Templates may be modified when desired.



Use MaxHTMLLength or MaxTextLength to Protect Your Database

If you tried to insert a record whose text length is greater than allowed by your table, an error will be reported. To prevent this type of error from occurring, developers can use MaxHTMLLength or MaxTextLength in the Rich Text Editor to limit the length of the user's input.

Apply security to control user access to resources

Rich Text Editor allows developers to assign a pre-defined set of



permissions by group or individual. This prevents a normal user to access the administration functionality.

The details of permissions are specified by an XML security policy file. Each level maps to a specific file. The default mappings:

- admin-maps to admin.config
- default—maps to default.config
- guest—maps to guest.config

You can customize and extend each policy file by editing the XML security policy file. You can also create your own policy files that define arbitrary permission sets.



Online Image Editor

People that input content on a website are generally not web designers, so most don't have that design & technical fibre in them. With online image editor, you can

now edit image file with no image editing software to download or install! Easy drag and drop familiar interface. **Resize, change dimensions,** scale, crop, add text, optimize, rotate, flip, mirror and add watermark.



Max Upload Folder size

Max Upload Folder size(Including all subfolders and files. A must have feature for people who have limited

hosting space.) Dynamic display of available free space in the Upload Folder.Limits the size of your upload folder. If the max is reached uploads will be disabled.



Clickable Image Maps

Image maps are pictures with clickable regions also known as "hotspots." When users click on one of the hotspots, they're directed to the web page you

designate. RichTextEditor lets you easily create image maps to add fun and excitement to a web page.



<div> Box Formatting

<div> boxes offer a much greater ability to control the layout of a web page. With Rich Text Editor, you can put

any content between <div> tags and then use CSS to style all sorts of borders, backgrounds, etc.

Use External CSS Files

Editor.ContentCss Property allows you specify the location of the style sheet that will be used by the editable area. Multiple style sheets are supported. Example: ContentCss="example.css,~/portal.css,/default.css



Universal and Virtual keyboard

Virtual Keyboard does not require changes to language settings of your system and even speeds up the entire text input process for your customers. It lets your native

speaking clients to access your web resources from any location in the world without changing national keyboard layouts and fonts on their machines.



Powerful image gallery

Built-in thumbnail generator. Thumbnail images are dynamically created; View, Insert, Copy, Rename, or

Delete images.Create, rename and delete image directories.

Buttons and Menus



Font name Image: Second sec	≝⋧⋫		
Menu/Button	Function Description		
🟝 Paste	Inserts content from the clipboard into the editor $\boldsymbol{\varepsilon}$ position.		
_🖹 Paste Plain Text	Pastes plain text (no formatting) into the editor.		
Paste from word	Pastes the content copied form the Microsoft Wor any web-unfriendly tags.		
🛃 Save	Saves the active content in the editor's content ar		
New Document	Creates a new document		
a Print	Prints the current page.		
🍄 Spell	Launchs the spell checker.		
🐰 Cut	Performs normal function of cutting.		
🗈 Сору	Copies the current selection and stores it in the cl		
× Delete	Deletes the current selection.		
Find and replace	Finds and allows replacements of text in the edito area.		
🤊 Undo	Undoes the last operation in the editor.		
🎅 Redo	Redoes the previously undone action.		
< Format painter	Format Painter takes the formatting from one piec pastes it onto content you select.		
Font name 🔻	Font name drop-down menu sets the font face. If active, the font formatting will be applied to it.		
Font size 🔻	Size drop-down menu sets the font size. If a select the font size formatting will be applied to it.		
в Bold	Bolds the selected text.		

I Italicize	Italicizes the selected text.		
$\underline{\mathbf{u}}$ Underline	Underlines the selected text.		
🖦 Strike Through	Strikes through the selected text.		
\overline{o} Overline	Overline the selected text.		
A - Font Color	Changes the color of the selected text to desired		
唑 - Highlight	Highlights the selected text.		
×. Subscript	Changes the selected text to subscript.		
× ^a Superscript	Changes the selected text to superscript.		
🔏 Upper Case	Converts the selected text to upper case lettering		
At Lower Case	Converts the selected text to lower case lettering.		
Remove Format	Removes formatting from the selected text.		
쒷 Code Cleaner	Cleans up all "garbage" HTML-tags.		
k⁺ Select All	Selects all content.		
Paragraphs 🔻	Paragraph drop-down menu changes the paragra selected text.		
Styles -	Style drop-down menu changes the CSS class ar the selected text.		
≣ Justify Left	Aligns the selected content to the left.		
≣ Justify Center	Centers the selected content.		
≣ Justify Right	Aligns the selected content to the right		
≣ Justify Full	Stretches the lines so that each line has equal with		
፷ Justify None	The justification is disabled.		
‡≣ Line Height	Set the line height in percent.		
► Left to right	Set the text direction to "left-to-right".		
🕫 Right to left	Set the text direction to "right-to-left".		
in ragine to fore			
Break	Inserts a line break (br).		

(HTML5)	
Insert div line break	Inserts a line break.
Paragraph	Inserts a paragraph
≡ Insert Rule	Inserts a horizontal rule at the selected position in
📇 Insert Page Break	Inserts a print page break
* _∃ Insert top line	Inserts a line break in the top of the document
JI Insert bottom line	Inserts a line break in the bottom of the document
i i i i i i i i i i i i i i i i i i i	Inserts an ordered list.
∷ Unordered List	Inserts an unordered list.
indent	Indents the selected content.
E Outdent	Outdents the selected content.
« Insert blockquote	Inserts a block quote into your document.
Insert Table	Inserts a table into your document.
Image gallery	Inserts a local image from the image gallery folde images are dynamically created and supports uple images.
Insert image	Inserts an image at the selected position in the ec you to set it's properties.
🗉 Form	Inserts a form at the selected position.
III TextArea	Inserts a textarea at the selected position.
Input Text Box	Inserts an input text box at the selected position.
■ Password field	Inserts a password field at the selected position.
Hidden field	Inserts a hidden field at the selected position.
E ListBox	Inserts a list box at the selected position.
Dropdown Box	Inserts a dropdown box at the selected position.
• Radio Button	Inserts a radio button at the selected position.
☑ Checkbox	Inserts a checkbox at the selected position.

Image Button	Inserts an image button at the selected position.		
🔬 Submit Button	Inserts a submit button at the selected position.		
🔬 Reset Button	Inserts a reset button at the selected position.		
Input Button	Inserts aninput button at the selected position.		
Insert a layout box	Inserts a layout box on your web page creates a I its formatting.		
🚞 Insert a layer	Allows you to insert a layer (absolutely-positioned		
insert groupbox	Allows you to a group box (FieldSet) at the select the editor.		
HTML HTML5	Allows you to insert HTML5 tags.		
tags	To evaluate the suicibility of boundary		
Toggle Border	Toggles the visibility of borders.		
Fit to window	Edits in full screen mode, maximizing your availat		
e Help	Displays a user guide.		
⇔ - Insert Link	The image button allows you add a link to the text button allows you add predefined links into the cu		
🖗 Remove Link	Removes the hyperlink from the selected content.		
🔱 Insert Anchor	Adds an anchor to the text on your page.		
🔩 Add image map	Adds an image map.		
Insert date and time	Inserts the current date and time. The date forma date format configured on the client's machine.		
Ω Special Chars	Inserts a special character from a predefined list.		
⊣ Universal Keyboard	Universal Online Keyboard.		
Page Properties	Allows you modify the page properties.		
≣ - Insert Template	The image button allows you add the predefined t the current selection. The arrow button allows you predefined code snippets into the current selectio		

통 Google map	Inserts a Google map at the selected position.
🚟 YouTube	Embeds a youtube video at the selected position to set it's properties.
SyntaxHighlighter	Allows you to easily post syntax highlighted code.
📕 Insert video	Inserts a video at the selected position and allows properties.
🔁 Insert Document	Inserts a link to a document on the server (PDF,D at the selected position.

Feature Comparison Chart



Features		Feature Details
Clean, lightweight and extremely fast loading	3	Numerous optimization methods applied. It's clean, compact, extre loading, but still powerful and effi
Cross Browser Support	COMPATIBILITY	Rich Text Editor for PHP support Explorer versions from 6.0 up on Chrome, Mozilla 1.4, Opera 9.x, any other browser with an equiva engine on any platform where the available. This includes Macintos
Advanced file upload function		We integrate a hi-performance P component - PHP Uploader into Ajax Uploader allows you to sele multiple files at once. It also supp validation of the file size/type bef
Format Painter NEW!	Image: Second state state Image: Second state Image: Second state Second state Image: Second stat	The Format Painter takes the for piece of text and pastes it onto control This is handy when you have a control formats on something, like a size and want to apply them to anothe having to apply them individually.
HTML5 Support №	HTML	HTML5 will be the new standard browsers support many of the ne elements and APIs. RichTextEdit support for various HTML5 eleme and values.
Show Rulers NEW!		RichTextEditor can display rulers top and one along the left side of window. Rulers allow you easiluy graphics, tables, and other eleme document.

Quick Style NEWN	Program 0.00	RichTextEditor 8.0 has a fast and save a new style. Say you spent formatting text just the way you v want to save that format as a sty it again in your current document
Paste clean HTML from Microsoft Word		When text is pasted from Microso unnecessary word specific marku across. This can result in web pa unnecessarily long time to downl from Word button solves this by r markup before pasting the text in
Full-Screen editing support		It does not open a new window, i resize to fit the browser screen. E mode, maximizing your available
Unlimited levels of the undo/redo	100% Safe	Many of the other editors on the undo or redo certain actions, and operations - such as cell merge c deletion. Rich Text Editor has a n undo/redo implementation to mal safely undo those actions.
CSS-based Skinning		Rich Text Editor provides several are ready to use. Developers car change the appearance of the to dialogs by simply modifying the s and images.
Style Builder Dialog Box	Totol Totol Totol Grad Status Status Status Harper Status Status Status	With Style builder dialog box you style attributes directly to any HT your Web page.
Content management with templates		The basic idea behind a Content System (CMS) is to separate the content from design. Rich Text E site designer to easily create and templates to give the site a unifor Templates may be modified when

Use MaxHTMLLength or MaxTextLength to Protect Your Database	Concise - receptor - and - too - of 0 is a local of the second of the se	If you tried to insert a record who greater than allowed by your tabl reported. To prevent this type of a occurring, developers can use M MaxTextLength in the Rich Text E length of the user's input.
Multi-language support		All labels, buttons, tooltips and m located in external javascript lang that the language of the editor ca with a single property. You can al language in a matter of minutes.
Support complete page editing (from <html> to </html>)	<pre>climit and the second sec</pre>	Rich Text Editor allows you to ed page, including <title>, <!DOCTY
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behaviour of the ENTER KEY. Yc
or <div> tags when you press en
tags can be created by usin</td></tr><tr><td>Universal and Virtual
keyboard</td><td></td><td>Virtual Keyboard does not require
language settings of your system
up the entire text input process for
It lets your native speaking client
web resources from any location
without changing national keyboa
fonts on their machines.</td></tr><tr><td>Support HTML code
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border color, alignment, cellspaci
Once you've created a table, sim
inside of it and use the handy po</td></tr></tbody></table></title>

		change its attributes. <caption>, <thead>,<tfoot>, tags are su</tfoot></thead></caption>
<div> Box Formatting</div>	EX Erect Distance	<div> boxes offer a much greater the layout of a page. With RichTe put any content between <div> ta CSS to style all sorts of borders,</div></div>
Use External CSS Files		Editor.ContentCss Property allow location of the style sheet that wi editable area. Multiple style shee Example: ContentCss="example.css,~/port
Image management		
Online Image Editor		People that input content on a we generally not web designers, so in that design & technical fibre in th image editor, you can now edit in image editing software to downlo drag and drop familiar interface. dimensions, scale, crop, add text flip, mirror and add watermark.
Max Upload Folder size	Uplead (Nax His size allowed 1,000.00 Uplead Maximage dimension is 100 × risk pr Butto respe upleaded images function	Max Upload Folder size (Includin and files. A must have feature for limited hosting space.) Dynamic available free space in the Uploa the size of your upload folder. If t reached uploads will be disabled
Max File size upload		You can place limits on the file si width of images that you and you upload. You can choose to auto- sized images. You may also spec extensions which are allowed to
Powerful image gallery		Built-in thumbnail generator. Thu are dynamically created; View, In Rename, or Delete images.Creat

		delete image directories.
Link management		
Relative or Absolute URLs		With Rich Text Editor, you have the either a relative or absolute URL.
Anchor/bookmark support		Anchors can be added, edited ar anywhere within the content of th creating hyperlinks all anchors pr content will dynamically show up window.
Clickable Image Maps		Image maps are pictures with clic also known as "hotspots." When one of the hotspots, they're direc you designate. RichTextEditor 5.2 create image maps to add fun an page.
Downloadable files support		You can upload document files, c your HTML content to the docum ppt files).
Web Standards Support		
Compliant with the web standards, no deprecated tags such as anymore	<	Does your online html editor still tags such as ? Rich Tex you build sites that adhere to the standards, generates clean HTM with no deprecated tags.
Output HTML or well- formed XHTML to your choice	W3C 4.01 W3C XHTML 1.0	Rich Text Editor supports output XHTML. Your choice of XHTML 1 output.
Accessibility Support		
Support accessibility according to W3C WAI and section 508 accessibility guidelines.	Section 508	Rich Text Editor optional accessil ensure your site complies with Se people with disabilities can have your content. <caption>,<summary>,<thead>,<</thead></summary></caption>
		souptions, southind ys, stricture,

		are supported.
Long Description Names	boat http://bachout.globab.Cody_Chautod pg b Admontive for The is a boat/d upon Admontive for The is a boat/d upon Cody decision Level Alignment =	Sometimes you may need to pro- explanation or content than is su In these cases, you can use the I (longdesc) attribute for the IMG ϵ

Requirements



Browser Compatibility:



RichTextEditor control will automatically determine the browser that has requested the page and render the appropriate solution for that browser. However, some control features cannot be rendered on older browsers.

Uplevel Browsers

Browsers are split into two distinctive groups: "uplevel" (newer versions) and "downlevel" (earlier versions). Uplevel browsers are defined as IE 10.0, IE 9.0, all Internet Explorer versions from 6.0 up on Windows, Firefox 2.0+, Chrome, Mozilla 1.3+, Netscape 7+, Opera 9.x and Safari (1.3+). This includes Macintosh and Linux. RichTextEditor will render rich UI in uplevel browsers.

Windows (all)	Mac OS X/Linux/Unix
Internet Explorer 10.0 Internet Explorer 9.0 Internet Explorer 6.0+ Chrome Firefox 2.0+ Netscape 9.0 Opera 9.x Safari 2.0+	Chrome Firefox 2.0+ Netscape 9.0 Safari 2.0+ Mozilla 1.4+ Or any browser based on M

Downlevel Browsers

Downlevel Browsers are split into different groups as well. By further determining browser capabilities, RichTextEditor may render as simple UI, BBCode Editor, Mobile UI(iPad, iPhone, Android) or a regular

textarea.

Render Mode	Browser Capabilities
Mobile UI	Browsers of iPad, iPhone, Android or other mobile devices.
Simple UI	Browsers(IE 5, Firefox 1.0, Netscape 7.1, Safari 1.3, Netscap basic WYSIWYG support.
BBCode	Browsers support Javascript.
Textarea	None of the above.

Keep in mind that you don't need a supported browser to see HTML pages generated using Rich Text Editor, you just need a supported browser to edit with Rich Text Editor.

Rich Text Editor is pure JavaScript and HTML in the browser, it requires no browser plug-ins, ActiveX controls or Java Applets.

Web Server Requirements:

- Operating System: Linux, Unix, Windows
- Web Server: Apache Web Server, IIS
- Scripting Language: PHP 5.0 or above

Better organized interface



This version comes with fully reworked Ribbon interface. It mimics the look and feel of popular text processor applications such as Microsoft Word. From the new word-like toolbars and contextual menus to the more subtle changes in labels and tooltips, RichTextEditor aims to make you feel comfortable editing online content:

	Font name \bullet Font size \bullet B I $\underline{U} \bullet \underline{A} \bullet \frac{ab}{2} \bullet$ $\mathbf{x}^{2} \mathbf{x}_{2} \mathbf{a}_{A}^{2} \bullet \frac{ab}{2} \mathbf{x}^{2}$	Normal ▼ Styles ▼ 夏 < (三 ×)= 和1 №) × • \$ • \$ • \$ ± • # • # • # • # • # • • # • # • # # • # • # • # • #		: □ = = ? @ ↓ ₹; ;; . Ω ₹ ↓ Ω 5 Β
Common	Format	Paragraphs	In	sert
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Quick Property Editor



The new Quick Property Editor functionality in Rich Text Editor 8 enables you to view and modify object properties for selected objects. The simplified list makes it easier for you to locate the property you want to edit. Also, the Quick Property Editor is displayed right at the cursor when you select an object. Quick Property Editor shows only the most common attributes, but provides a richer set of controls for changing those attributes's values.

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Improved CSS Style Dropdown

The CSS Style Dropdown functionality in Rich Text Editor 8 has been significant improved. You can create a cascading style sheet file in which to define all the styles you need when editing content, and then use the file within the editor. Its content (styles) will be displayed in the Style drop-down menu. Unlike the previous version, both styles and classes are rendered in the drop-down menu as they will look in page so that you can easily pick the correct one.



Quick style

There is a new feature called quick style in 8.0. Quick style provides a fast and easy way to save a new style. Say you spent some time formatting text just the way you want it and you want to save that format as a style so you can use it again in your current document.

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Powerful image editor



One of the revolutionary features of Rich Text Editor 8 is the new image editor. In previous versions of Rich Text Editor, you had to edit images using IE browser only. With Rich Text Editor 8, you can process images directly on your server using Chrome, Firefox, Opera and Mozilla.

With online image editor, you can now edit image file with no image editing software to download or install! Easy drag and drop familiar interface. Resize, change dimensions, scale, crop, add text, optimize, rotate, flip, mirror and add watermark.





Format Painter



The Format Painter takes the formatting from one piece of text and pastes it onto content you select. This is handy when you have a combination of formats on something, like a size, color and style, and want to apply them to another item, without having to apply them individually.

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HTML5 Support



HTML5 will be the new standard for HTML. Major browsers support many of the new HTML5 elements and APIs. RichTextEditor is providing support for various HTML5 elements, attributes, and values.

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Show Rulers



RichTextEditor can display rulers, one along the top and one along the left side of the editor window. Rulers allow you easiluy align text, graphics, tables, and other elements in a document.



Powerful File Manager



A powerful file manager in Rich Text Editor 8 helps you to easily manage images, document, videos and template files. This full featured file manager helps you copy, delete, move, search, and organize your files on the server.
Image Gallery Dialog



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- File Search You can use FileManager to search files and directories
- **2** File Upload Allows you to select and upload multiple files at once.
- Image Dimensions
- Ontext Menu

Filter HTML code



The new Filter HTML code functionality in Rich Text Editor 8 allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes.

0	TagWhiteList	Allows you set a list of html tags that will not be remove from content sources.
2	TagBlackList	Allows you set a list of html tags that will be removed content sources.
3	AttrWhiteList	Allows you set a list of html attributes that will not be removed from content sources.
4	AttrBlackList	Allows you set a list of html attributes that will be remainded from content sources.
5	StyleWhiteList	Allows you set a list of style attributes that will not be removed from content sources.
6	StyleBlackList	Allows you set a list of style attributes that will be rem from content sources.

Deploying RichTextEditor



The following guide shows the steps to implement a RichTextEditor Control into PHP applications. If you haven't downloaded the software, please download it from <u>here</u>.

1. Install the RTE

The "richtexteditor" folder and all files it contains should be deployed to the application directory of your website.

2. Using the Editor in a PHP page

```
// Register Editor component to your page
<?php require_once "richtexteditor/include_rte.php" ?>
<html>
<body>
         <form id="form1" method="POST">
              <?php
                  // Create Editor instance and use Text
t into the RTE.
                  $rte=new RichTextEditor();
                  $rte->Text="Type here";
                  // Set a unique ID to Editor
                  $rte->ID="Editor1";
                  $rte->MvcInit();
                  // Render Editor
                  echo $rte->GetString();
              ?>
         </form>
</body>
</html>
```

3. Retrieving the RTE content

You can retrieve the RTE contents using the \$_POST array. The name of the variable in the \$_POST array will be RTE ID. For example if your RTE class ID is "Editor1", the variable would be \$_POST["Editor1"].

Setting temporary file location



We integrated a hi-performance PHP upload component - <u>PHP Uploader</u> into Rich Text Editor. PHP Uploader allows you to select and upload multiple files at once. It also supports client side validation of the file size/type before uploading.

PHP Uploader does not read the entire uploaded file into memory. It streams the data into a temporary file while the data is received. For this reason, you must specify a temporary file location. You should ensure that the Internet Guest Account has read/write permission to this specified folder.

You can easily specify the temporary file location by setting uploader's TempDirectory property:

```
// Register Editor component to your page
<?php require_once "richtexteditor/include_rte.php" ?>
<html>
<body>
        <form id="form1" method="POST">
            <?php
                // Create Editor instance and use Text property to 1
                $rte=new RichTextEditor();
                $rte->Text="Type here";
                // Set a unique ID to Editor
                $rte->ID="Editor1";
                // Set a temporary file location
                $rte->TempDirectory="/mytempfolder";
                $rte->MvcInit();
                // Render Editor
                echo $rte->GetString();
            ?>
        </form>
</body>
</html>
```

If there is no temporary file location specified, RichTextEditor will use the system's temp folder.

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t"> Applying styles to Editor Window



There are many options which allow you apply your own css styles to Editing window and Preview window.

The following is the list of available settings.

Property	Description
ContentCss	<pre>Specifies the location of the style sheet that will be usec Example: \$rte->ContentCss="example.css,/default.c</pre>
ContentCssText	Gets or sets inline CSS text that will be used by the edit Example:
	<pre>\$rte->ContentCssText="p{font:Normal 12px</pre>
EditorBodyClass	Specifies the Class name that will be added to the body Example:
	<pre>\$rte->EditorBodyClass="mybodyclass1";</pre>
EditorBodyId	Specifies the location of the style sheet that will be used Example:
	<pre>\$rte->EditorBodyId="mybodyId1";</pre>
EditorBodyStyle	Specifies the css style that will be applied to the body of Example:
	<pre>\$rte->EditorBodyStyle="font-family: aria</pre>

PreviewCss	Specifies the location of the style sheet that will be used
	Example:
	<pre>\$rte->PreviewCss="example.css,/default.c</pre>
PreviewCssText	Gets or sets inline CSS text that will be used by the pre-
	Example:
	<pre>\$rte->PreviewCssText="div,p{font:Normal</pre>

Toolbar Overview



Many functions of RichTextEditor are accessible via the toolbars, context menus (accessible through a right-click menu in the content area). This section contains reference documentation for all of the toolbars customization.

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Most toolbar configuration settings have been moved to the configuration file (richtexteditor\scripts\config.js). These configurations are applied using Toolbar property. Each configuration setting defines the set of available tools, their layout, and specific options.

Default Toolbar Setting

```
toolbars:
{
  "ribbon":"<@COMMON,ribbonpaste,pastetext,pasteword,{
          <@FORMAT,[fontname,fontsize]{bold,italic,unc
          <@PARAGRAPHS,[paragraphs,styles]{justifyment</pre>
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          {outdent, indent, insertblockquote, justifyleft
  "minimal": "{bold, italic, underline, justifyleft, justi
  "none":""
}
```

Note that in the code above seven toolbar definitions have been defined. The first one is named ribbon and the second one is full. You can use Editor.Toolbar property to apply toolbar definition.

Toolbar groups

Your toolbar layout may contain many toolbar buttons instead of small selection of buttons. So you need to put the buttons into different **toolbar groups**. The final toolbar layout is composed of a series of "toolbar groups". The group items move together on new rows when resizing the editor.

You can use the following methods to create toolbar groups.

{bold,	italic}		
[bold,	italic]		
(bold,	italic)		

Toolbar Separator

Within Toolbar groups, you can add toolbar separators between a group of toolbar buttons.

You can use the "|" string to create separators.

{bold, italic | Cut,Copy,Paste}
[bold, italic | Cut,Copy,Paste]
(bold, italic | Cut,Copy,Paste)

Toolbar Row Break

You can split toolbar layout by inserting a toolbar row break. The toolbar row break can be used to tell the editor that you want to force the Toolbar groups to be rendered in a new row and not following the previous one.

You can use the "-","_" or "/" string to create toolbar row breaks.

{bold, italic | Cut,Copy,Paste}-{Indent, Outdent | Su
perscript,Subscript}

[bold, italic | Cut,Copy,Paste]_[Indent, Outdent | Su perscript,Subscript]

(bold, italic | Cut,Copy,Paste)/(Indent, Outdent | Su perscript,Subscript)

Configuring Toolbar



It is very easy to customize the layout of the toolbars in RichTextEditor. You can add or remove buttons, and change their placement. Beyond this, you may also add your own tools to the toolbar, create your own toolbars, or create custom icons for your toolbar!

Loading Predefined Toolbar

RichTextEditor provides several predefined toolbars that are useful for certain tasks. You can simply specify the name of a toolbar using Editor.Toolbar property. The toolbars are defined in the configuration file (richtexteditor\scripts\config.js@). Inside the configuration file you can create as many toolbar definitions as you need.

You can customize toolbars by adding, rearranging or removing buttons. For example, if you have a button you don't use in a toolbar, remove it.

\$rte->Toolbar="full";

Setting Toolbar Items Directly

RichTextEditor allows you set the toolbar definition in-page. You can assign a custom set of toolbar items using Editor.ToolbarItems property.

\$rte->ToolbarItems = "bold,italic";

Toolbar groups

Your toolbar layout may contain many toolbar buttons instead of small selection of buttons. So you need to put the buttons into different **toolbar groups**. The final toolbar layout is composed of a series of "toolbar groups". The group items move together on new rows when resizing the editor.

You can use the following methods to create toolbar groups.

\$rte->ToolbarItems = "{bold, italic}"; \$rte->ToolbarItems = "[bold, italic]"; \$rte->ToolbarItems = "(bold, italic)";

Toolbar Separator

Within Toolbar groups, you can add toolbar separators between a group of toolbar buttons.

You can use the "|" string to create separators.

\$rte->ToolbarItems = "{bold, italic | Cut,Copy,Paste}
";
\$rte->ToolbarItems = "[bold, italic | Cut,Copy,Paste]
";

```
$rte->ToolbarItems = "(bold, italic | Cut,Copy,Paste)
```

Toolbar Row Break

You can split toolbar layout by inserting a toolbar row break. The toolbar row break can be used to tell the editor that you want to force the Toolbar groups to be rendered in a new row and not following the previous one.

You can use the "-","_" or "/" string to create toolbar row breaks.

```
$rte->ToolbarItems = "{bold, italic | Cut,Copy,Paste}
-{Indent, Outdent | Superscript,Subscript}";
```

\$rte->ToolbarItems = "[bold, italic | Cut,Copy,Paste]
_[Indent, Outdent | Superscript,Subscript]";

\$rte->ToolbarItems = "(bold, italic | Cut,Copy,Paste)
/(Indent, Outdent | Superscript,Subscript)";

Disabling toolbar items individually

RichTextEditor allows you disable individual toolbar icons using Editor.DisabledItems property.

```
$rte->DisabledItems = "save, help";
```

Toolbar Reference



This section lists the menu and toolbar items that are available in RichTextEditor. Button Name is the name used to identify each tool button in the toolbar setting.

Menu/Button	Function Description
🖺 Paste	Inserts content from the clipboard into the editor a position
🖺 Paste Plain Text	Pastes plain text (no formatting) into the editor
🚡 Paste from word	Pastes the content copied form the Microsoft Wor removes any web-unfriendly tags
🚽 Save	Saves the active content in the editor's content ar
New Document	Creates a new document
Print	Prints the current page
Spell	Launchs the spell checker
🐰 Cut	Performs normal function of cutting
🗈 Сору	Copies the current selection and stores it in the cl
× Delete	Deletes the current selection
A Find and replace	Finds and allows replacements of text in the edito area
🤊 Undo	Undoes the last operation in the editor
🍖 Redo	Redoes the previously undone action
Format painter	Format Painter takes the formatting from one piec pastes it onto content you select.
Font name 🔻	Font name drop-down menu sets the font face. If active, the font formatting will be applied to it
Font size 💌	Size drop-down menu sets the font size. If a select the font size formatting will be applied to it
в Bold	Bolds the selected text

I Italicize	Italicizes the selected text
<u>u</u> Underline	Underlines the selected text
🖦 Strike Through	Strikes through the selected text
o Overline	Overline the selected text
A - Font Color	Changes the color of the selected text to desired
<u></u> ∗ Highlight	Highlights the selected text
× ^a Superscript	Changes the selected text to superscript
× ² Subscript	Changes the selected text to subscript
🕻 Upper Case	Converts the selected text to upper case lettering
At Lower Case	Converts the selected text to lower case lettering
🧠 Remove Format	Removes formatting from the selected text
💝 Code Cleaner	Cleans up all "garbage" HTML-tags
k⁺ Select All	Selects all content
Paragraphs 🔻	Paragraph drop-down menu changes the paragra selected text
Styles 👻	Style drop-down menu changes the CSS class ar of the selected text
■ Justify Left	Aligns the selected content to the left
Justify Center	Centers the selected content
Justify Right	Aligns the selected content to the right
■ Justify Full	Stretches the lines so that each line has equal with
	The justification is disabled
‡≣ Line Height	Set the line height in percent
► Left to right	Set the text direction to "left-to-right"
Right to left	Set the text direction to "right-to-left"
🕸 Break	Inserts a line break (br)
Insert WBR (HTML5)	Inserts a line break (wbr)

Insert div line break	Inserts a line break (div)
😜 Paragraph	Inserts a paragraph (p)
≡ Insert Rule	Inserts a horizontal rule at the selected position in
📇 Insert Page Break	Inserts a print page break
* _∃ Insert top line	Inserts a line break in the top of the document
, Insert bottom line	Inserts a line break in the bottom of the document
i i i i i i i i i i i i i i i i i i i	Inserts an ordered list
E Unordered List	Inserts an unordered list
🖅 Indent	Indents the selected content
🖅 Outdent	Outdents the selected content
« Insert blockquote	Inserts a block quote into your document
Insert Table	Inserts a table into your document
Image gallery	Inserts a local image from the image gallery folde images are dynamically created and supports uple images
Insert image	Inserts an image at the selected position in the ec allows you to set it's properties
🗉 Form	Inserts a form at the selected position
I TextArea	Inserts a textarea at the selected position
Input Text Box	Inserts an input text box at the selected position
■ Password field	Inserts a password field at the selected position
Hidden field	Inserts a hidden field at the selected position
E ListBox	Inserts a list box at the selected position
Dropdown Box	Inserts a dropdown box at the selected position
• Radio Button	Inserts a radio button at the selected position
☑ Checkbox	Inserts a checkbox at the selected position
Image Button	Inserts an image button at the selected position

🔬 Submit Button	Inserts a submit button at the selected position		
🔬 Reset Button	Inserts a reset button at the selected position		
Input Button	Inserts an input button at the selected position		
Insert a layout box	Inserts a layout box on your web page creates a I set its formatting		
諿 Insert a layer	Allows you to insert a layer (absolutely-positioned		
Insert groupbox	Allows you to a group box (FieldSet) at the select the editor		
tags	Allows you to insert HTML5 tags		
Toggle Border	Toggles the visibility of borders		
Fit to window	Edits in full screen mode, maximizing your availat		
e Help	Displays a user guide		
∞ - Insert Link	The image button allows you add a link to the text button allows you add predefined links into the cu		
🗯 Remove Link	Removes the hyperlink from the selected content		
Insert Anchor	Adds an anchor to the text on your page		
🔩 Add image map	Adds an image map		
Insert date and time	Inserts the current date and time. The date format date format configured on the client's machine		
Ω Special Chars	Inserts a special character from a predefined list		
⊲ Universal Keyboard	Universal Online Keyboard		
Page Properties	Allows you modify the page properties		
Insert Template	The image button allows you add the predefined t		
	the current selection. The arrow button allows you predefined code snippets into the current selectio		

	at the selected position
📔 Insert video	Inserts a video at the selected position and allows properties
SyntaxHighlighter	Allows you to easily post syntax highlighted code
🚟 YouTube	Embeds a youtube video at the selected position you to set it's properties.
통 Google map	Inserts a Google map at the selected position.

1

Security Policy File



Rich Text Editor allows developers to assign a pre-defined set of permissions by group or individual. This prevents a normal user to access the administration functionalities.

The details of permissions are specified by an XML security policy file. Each level maps to a specific file. The default mappings:

- admin maps to admin.config
- default maps to default.config
- guest maps to guest.config

You can customize and extend each policy file by editing the XML security policy file. You can also create your own policy files that define arbitrary permission sets.

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. You can use Editor.SecurityPolicyFile property to apply security to control user access to resources.

A security policy file example:

```
<?xml version="1.0" encoding="utf-8" ?>
<rteconfig>
        <security name="TagBlackList">script,style,li
nk, applet, bgsound, meta, base, basefont, frameset, frame, f
orm</security>
        <security name="AttrBlackList">runat,action
security>
        <security name="StyleBlackList">position,visi
bility, display</security>
        <security name="DrawWatermarks">true</securit</pre>
y>
        <!--allow, resize, deny-->
        <security name="LargeImageMode">resize</secur</pre>
ity>
        <security name="MaxImageWidth">0</security>
        <security name="MaxImageHeight">768</security</pre>
>
        <security name="MaxFileSize">1000</security>
        <security name="MaxFolderSize">102400</securi</pre>
ty>
        <security name="AllowUpload">true</security>
        <security name="AllowCopyFile">true</security</pre>
>
        <security name="AllowMoveFile">true</security</pre>
>
        <security name="AllowRenameFile">true</securi</pre>
ty>
        <security name="AllowDeleteFile">true</securi</pre>
ty>
        <security name="AllowOverride">true</security</pre>
>
        <!--upload/copy/move-->
        <security name="AllowCreateFolder">true</secu</pre>
rity>
        <security name="AllowCopyFolder">true</securi</pre>
ty>
```

<security name="AllowMoveFolder">true</securi</pre> ty> <security name="AllowRenameFolder">true</secu</pre> rity> <security name="AllowDeleteFolder">true</secu</pre> rity> <security name="FilePattern">^[a-zA-Z0-9\._\s -]+\$</security> <security name="FolderPattern">^[a-zA-Z0-9\._ \s-]+\$</security> <category for="Gallery, Image"> <security name="Extensions">*.jpg,*.j peg,*.gif,*.png</security> <security name="MimeTypes">image/*</s</pre> ecurity> <storage id="default"> <security name="StoragePath"> ~/uploads</security> <security name="StorageName"> Image Files</security> </storage> </category> <category for="Video"> <security name="Extensions">*.swf,*.f lv,*.avi,*.mpg,*.mpg,*.mp3,*.wmv,*.wav,*.mp4,*.mov security> <storage id="default"> <security name="StoragePath"> ~/uploads</security> <security name="StorageName"> Video Files</security> </storage> </category> <category for="Document"> <security name="Extensions">*.txt,*.d oc,*.pdf,*.zip,*.rar</security> <storage id="default"> <security name="StoragePath"> ~/uploads</security>

If you want to add new folders as template path, you need to create new storages and specify the storgae ID, name, path.

Programmatically apply security settings

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

Editor.SetSecurity Method

public void SetSecurity(string category, string storageid, string configname, string configvalue)

Parameters:

{string} **category** The name of the category to which the security setting should be applied. "Gallery" indicates the insert gallery dialog. "*" indicates all dialogs.

{string} **storageid** The ID of the storage to which the security setting should be applied. The default storage ID is "default".

{string} **configname** The name of the security setting.

{string} **configvalue** The value of the security setting.

Example 1. A setting applies to all dialogs

```
$rte->SetSecurity("*","default","AllowUpload","true")
;
```

This is equivalent to the following code:

<security name="AllowUpload">true</security>

Example 2. A setting applies to insert gallery dialog only

```
$rte->SetSecurity("Gallery","default","AllowUpload","
true");
```

This is equivalent to the following code:

</category>

Setting up the Image Gallery Path



To enable the image management function of the RichTextEditor control, you must set up a managed image gallery folder.

This is simply a folder in which you will be placing images for your users to use in their content. Create a folder in your application's root folder. The folder can be named something like "/uploads/", "/images" or "/UserImages".

Make sure that the Internet Guest Account has Read+Write permissions on this folder and its contents.

How to specify the Image gallery path?

You can easily specify the image gallery path using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines the image gallery path information within RichTextEditor. By default, insert gallery dialog and insert image dialog share the same value:

If you want insert gallery dialog and insert image dialog have the different settings, you need to create separate categories for gallery dialog and image dialog:

```
<category for="Image"><!-- Insert Image Dialog -->
```
If you want to add new folders as image gallery path, you need to create new storages and specify the storgae ID, name, path.

Programmatically specify the Image gallery path

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

1. Set insert gallery path using the default storage

```
$rte->SetSecurity("Gallery", "default", "StoragePath"
, "~/uploads");
$rte->SetSecurity("Gallery", "default", "StorageName"
, "Uploads");
```

This is equivalent to the following code:

```
<category for="Gallery"><!-- Image Gallery Dialog -->
<storage id="default>
<security name="StoragePath">~/uploads</
security>
<security name="StorageName">Image Files
</security><!-- storage display name -->
</storage>
</category>
```

2. Create a new storage for insert gallery dialog/insert image dialog and specify the ID, name and path

```
$rte->SetSecurity("Gallery", "newimagepath", "Storage
Path", "~/newimagepath");
$rte->SetSecurity("Gallery", "newimagepath ", "Storag
eName", "New Images");
$rte->SetSecurity("Image", "newimagepath", "StoragePa
th", "~/newimagepath");
$rte->SetSecurity("Image", "newimagepath ", "StorageN
ame", "New Images");
```

This is equivalent to the following code:

<category for="Gallery, Image">

3. To programmatically disable a storage access, you can use the following method:

```
$rte->SetSecurity("Gallery", "newimagepath", "AllowAc
cess", "false");
```

In the above code, insert gallery dialog access to a storage is disabled. The storage ID in the above code is "newimagepath".

Restricting image uploads using extension and MIME types

RichTextEditor has the capability to allow or restrict uploading image files by extensions and types. You can filter the type of image files you want to upload so only specified file types are allowed.

RichTextEditor also automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). If you want to upload uncommon types of files, you may need to add the appropriate information into the security policy files:

Insert image	11 51						
🚰 (Image)/		5	1 🗟	🎦 🗈 🗙	J1 😽 (۹ 🛞	
Name		Size					
🔲 🧰 test		4	1 -	-		Please select files to upload	
🔲 🏧 0.jpg	720x400	262 KB	1	112	-		
🔲 🏧 1 2.jpg	100x100	4 KB	1	44	Max fil	e size: 1000 KB	
🔲 🏧 1.jpg	720x400	376 KB	1	(Case)		sions: Unlimited x 768 pixel	
🔲 🏧 10.jpg	720x400	134 KB	1		Allowed exter	nsions: *.jpg, *.jpeg, *.gif, *	png
🔲 🧰 10n2.jpg	135x85	7 KB	1		Max folde	er size: 100 MB. Used: 6 MB	(6.8%)
🔲 🊾 11.jpg	720x400	238 KB	1	1. pT			
🔲 🏧 12.jpg	720x400	154 KB	1			110-	
🔲 📴 120-editor-box.gif	120x158	9 KB	1 -			720 x 400	
Layout	Insert						
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Height: px @	Alternate text:				ID:		
Float: 💷 重 🔳	Long description:					4	
Alignment: Not Set	Tooltip:				Class:		
Margin:	Border:	\$		L.	Not Set		
					Insert	Cancel	

Select file(s) to upload by localhost						
Look in	: 🔒 GalleryFiles	s-backup		▪ ઉ 🦻 📂 🛄▼		
Recent Places	0.jpg	1.jpg	2.jpg	3.jpg	4.jpg	Î
Desktop					,	
Libraries		0		3		E
	5.jpg	7.jpg	8.jpg	9.jpg	10.jpg	
Computer	10 m.		PLANE-			
Network	11.jpg	12.jpg	13.jpg	14.jpg	15.jpg	+
	File name:	"10.jpg" "0	.jpg" "1.jpg" "2,	jpg" "3.jpg" "4.j	pg" '▼	Open
	Files of type:	Image files			.	Cancel
Uploading:				2	S	



How to allow or restrict uploading image files by extensions and types?

You can allow or restrict uploading image files by extensions and types using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines allowed image file extensions within RichTextEditor. You can modify this settings to meet your own requirements.

Programmatically validate file type and file extension when uploading

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

```
$rte->SetSecurity("Gallery,Image", "default", "Extens
ions", "*.gif,*.png");
$rte->SetSecurity("Gallery,Image", "default", "MimeTy
pes", "image/*");
```

Restricting image uploads by dimensions



RichTextEditor has the capability to allow or restrict uploading image files by dimensions.

🍟 (Image)/		le			Q	8
Mame		Size				
est		4	/ -			e select files to upload
0.jpg	720x400	262 KB	1		C Fieas	e select files to upload
🛛 🚾 1 2.jpg	100x100	4 KB	1		Max file size:	1000 KB
1.jpg	720x400	376 KB	1		Max dimensions:	Unlimited x 768 pixels.
10.jpg	720x400	134 KB	1	1	Allowed extensions:	*.jpg, *.jpeg, *.gif, *.png
10n2.jpg	135x85	7 KB	1		Max folder size:	100 MB. Used: 6 MB (6.8%)
11.jpg	720x400	238 KB	1			
🛛 🊾 12.jpg	720x400	154 KB	/		-	118
120-editor-box.gif	120x158	9 KB	1 -			720 x 400
Layout	Insert					
Width: px -	URL:	RTEWebsi	te/uploads/0	.jpg		
Height: px -	Alternate text:				ID:	
Float: 🔳 🗾 🔳	Long description:					ė,
Alignment: Not Set	Tooltip:				Class:	
Margin:	Border:	\$		Not	Set 💌	
					Insert	Cancel
ploading:	12	11			×	
iles:						
			576 B			
fake, ipg						
fake.jpg			1058022			
fake.jpg						
fake.jpg						
fake.jpg						
				Y		
fake.jpg	editor.com says:			x		
The page at richtext				x		
		xtension		×		
The page at richtext		xtension		×		
The page at richtext		xtension		×		

You can set maximum allowed dimensions using the following methods:

Set maximum allowed dimensions by editing security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines maximum allowed image dimensions within RichTextEditor. You can modify this settings to meet your own requirements.

```
<security name="MaxImageWidth"">0</security><!-- A va
lue of 0 (zero) means unlimited -->
<security name="MaxImageHeight">100</security>
</category>
```

Programmatically set maximum allowed dimensions

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

\$rte->SetSecurity("*", "*", "MaxImageWidth", "0"); \$rte->SetSecurity("*", "*", "MaxImageHeight", "1000*");

Allow/Deny/Allow large image uploading

In security policy file you can find the security setting **LargeImageMode**. This setting defines exactly what will happen to the Images larger than the maximum dimensions set in the settings.

LargeImageMode setting has three values:

- allow All Images larger than the maximum dimensions will be allowed when uploading.
- deny All Images larger than the maximum dimensions will be rejected when uploading.
- resize All Images larger than the maximum dimensions will be proportionally resized to fit within the maximum dimensions when uploading.

You can modify this settings to meet your own requirements.

<security name="LargeImageMode">deny</security>

Programmatically allow/deny/allow large image uploading

```
$rte->SetSecurity("*", "*", "LargeImageMode", "deny")
;
```

Setting up the Video Path



To enable the video management function of the RichTextEditor control, you must set up a managed video folder.

This is simply a folder in which you will be placing videos for your users to use in their content. Create a folder in your application's root folder. The folder can be named something like "/uploads/", "/videos" or "/UserVideo".

Make sure that the Internet Guest Account has Read+Write permissions on this folder and its contents.

How to specify the video path?

You can easily specify the video path using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines the video path information within RichTextEditor. By default, insert video dialog has the following settings:

```
<category for="Video"><!-- Insert Video Dialog -->
<security name="Extensions">*.swf,*.flv,*.avi,
*.mpg,*.mpg,*.mp3,*.wmv,*.wav,*.mp4,*.mov</security>
<storage id="default>
<security name="StoragePath">~/uploads</
security>
<security name="StorageName">Video Files
</security><!-- storage display name -->
</storage>
</category>
```

If you want to add new folders as video path, you need to create new storages and specify the storgae ID, name, path.

Programmatically specify the video path

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

1. Set video path using the default storage

```
$rte->SetSecurity("Video", "default", "StoragePath",
"~/uploads");
$rte->SetSecurity("Video", "default", "StorageName",
"Uploads");
```

This is equivalent to the following code:

```
<category for="Video"><!-- Video Dialog -->
<storage id="default>
<security name="StoragePath">~/uploads</
security>
<security name="StorageName">Video Files
</security><!-- storage display name -->
</storage>
</category>
```

2. Create a new storage for insert video dialog and specify the ID, name and path

```
$rte->SetSecurity("Video", "newvideopath", "StoragePa
th", "~/newvideopath");
$rte->SetSecurity("Video", "newvideopath ", "StorageN
ame", "New Video");
```

This is equivalent to the following code:

</storage> </category>

3. To programmatically disable a storage access, you can use the following method:

```
$rte->SetSecurity("Video", "newvideopath", "AllowAcce
ss", "false");
```

In the above code, insert video dialog access to a storage is disabled. The storage ID in the above code is "newvideopath".

Restricting video uploads using extension and MIME types

RichTextEditor has the capability to allow or restrict uploading video files by extensions and types. You can filter the type of video files you want to upload so only specified file types are allowed.

RichTextEditor also automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). If you want to upload uncommon types of files, you may need to add the appropriate information into the security policy files:

insert video	
 Name test1 barsandtone.flv clock.swf omovie.mp4 osintel.mp4 vid_3.mpg 	Size 185 86 KB 2953 B 311 KB 4 MB 1443 KB Please select files to upload Max file size: 1000 KB Allowed extensions: *.swf, *.flv, *.avi, *.mpg, *.mpg, *.mpg, *.mpg, *.mp3, *.wmv, *.wav, *.mp4, *.mov Max folder size: 100 MB. Used: 6 MB (6.7%)
Layout Width: 480 px • Height: 320 px • Float: Back color: Margin:	Insert URL: VRL: VRL: VRL: VRL: VRL: VRL: VRL: V
	OK Cancel



How to allow or restrict uploading video files by extensions and types?

You can allow or restrict uploading video files by extensions and types using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines allowed video file extensions within RichTextEditor. You can modify this settings to meet your own requirements.

Programmatically validate file type and file extension when uploading

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

\$rte->SetSecurity("Video", "default", "Extensions", "
.swf,.flv,*.avi,*.mpg,*.mpeg");

Setting up the Document Path



To enable the document management function of the RichTextEditor control, you must set up a managed document folder.

This is simply a folder in which you will be placing document for your users to use in their content. Create a folder in your application's root folder. The folder can be named something like "/uploads/", "/documents" or "/UserDocument".

Make sure that the Internet Guest Account has Read+Write permissions on this folder and its contents.

How to specify the document path?

You can easily specify the document path using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines the document path information within RichTextEditor. By default, insert document dialog has the following settings:

If you want to add new folders as document path, you need to create new storages and specify the storgae ID, name, path.

Programmatically specify the document path

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

1. Set document path using the default storage

```
$rte->SetSecurity("Document", "default", "StoragePath
", "~/uploads");
$rte->SetSecurity("Document", "default", "StorageName
", "Uploads");
```

This is equivalent to the following code:

2. Create a new storage for insert document dialog and specify the ID, name and path

```
$rte->SetSecurity("Document", "newdocumentpath", "Sto
ragePath", "~/newdocumentpath");
$rte->SetSecurity("Document", "newdocumentpath ", "St
orageName", "New Document");
```

This is equivalent to the following code:

</storage> </category>

3. To programmatically disable a storage access, you can use the following method:

```
$rte->SetSecurity("Document", "newdocumentpath", "All
owAccess", "false");
```

In the above code, insert document dialog access to a storage is disabled. The storage ID in the above code is "newdocumentpath".

Restricting document uploads using extension and MIME types

RichTextEditor has the capability to allow or restrict uploading document files by extensions and types. You can filter the type of document files you want to upload so only specified file types are allowed.

RichTextEditor also automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). If you want to upload uncommon types of files, you may need to add the appropriate information into the security policy files:





How to allow or restrict uploading document files by extensions and types?

You can allow or restrict uploading document files by extensions and types using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines allowed document file extensions within RichTextEditor. You can modify this settings to meet your own requirements.

```
<category for="Document">
        <security name="Extensions">*.txt,*.doc,*.pdf,
*.zip,*.rar,*.htm,*.xls,*.html,*.rtf</security>
</category>
```

Programmatically validate file type and file extension when uploading

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

\$rte->SetSecurity("Document", "default", "Extensions"
, "*.txt,*.doc,*.pdf");

Setting up the Template Path



To enable the template management function of the RichTextEditor control, you must set up a managed template folder.

This is simply a folder in which you will be placing templates for your users to use in their content. Create a folder in your application's root folder. The folder can be named something like "/uploads/", "/templates" or "/UserTemplate".

Make sure that the Internet Guest Account has Read+Write permissions on this folder and its contents.

How to specify the template path?

You can easily specify the template path using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines the template path information within RichTextEditor. By default, insert template dialog has the following settings:

If you want to add new folders as template path, you need to create new storages and specify the storgae ID, name, path.

Programmatically specify the template path

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

1. Set template path using the default storage

```
$rte->SetSecurity("Template", "default", "StoragePath
", "~/uploads");
$rte->SetSecurity("Template", "default", "StorageName
", "Uploads");
```

This is equivalent to the following code:

2. Create a new storage for insert template dialog and specify the ID, name and path

```
$rte->SetSecurity("Template", "newtemplatepath", "Sto
ragePath", "~/newtemplatepath");
$rte->SetSecurity("Template", "newtemplatepath ", "St
orageName", "New Template");
```

This is equivalent to the following code:
</storage> </category>

3. To programmatically disable a storage access, you can use the following method:

```
$rte->SetSecurity("Template", "newtemplatepath", "All
owAccess", "false");
```

In the above code, insert template dialog access to a storage is disabled. The storage ID in the above code is "newtemplatepath".

Restricting template uploads using extension and MIME types

RichTextEditor has the capability to allow or restrict uploading template files by extensions and types. You can filter the type of template files you want to upload so only specified file types are allowed.

RichTextEditor also automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). If you want to upload uncommon types of files, you may need to add the appropriate information into the security policy files:





How to allow or restrict uploading template files by extensions and types?

You can allow or restrict uploading template files by extensions and types using the following methods:

Edit security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the following code which defines allowed template file extensions within RichTextEditor. You can modify this settings to meet your own requirements.

```
<category for="Template">
<security name="Extensions">*.txt,*.htm,*.html
</security>
</category>
```

Programmatically validate file type and file extension when uploading

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

\$rte->SetSecurity("Template", "default", "Extensions"
, "*.txt,*.htm,*.html");



Setting maximum size for file uploads

RichTextEditor limits the size of files to be uploaded to 1 megabytes. You can modify the maximum size for file uploads using the following methods:

Setting maximum size for file uploads by editing security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the security setting **MaxFileSize**. This setting defines the largest size of file that can be uploaded.

MaxFileSize setting can go directly under the root <rteconfig> node of security policy file. In this case, this setting will apply to all dialogs. It can also be placed into <category> node. In this case, it will only apply to the specified dialogs.

You can modify this settings to meet your own requirements.

```
<security name="MaxFileSize">1024</security><!-- This se
tting applies all dialogs ("Gallery","Image","Document","Video","Templa
te"). -->
```

Programmatically setting maximum size for file uploads

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

```
$rte->SetSecurity("*", "*", "MaxFileSize", "1024");
<!-- This setting applies all dialogs ("Gallery", "Image", "Document", "Vi
deo", "Template"). -->
$rte->SetSecurity("Video", "*", "MaxFileSize", "2048"
); <!-- This setting applies "Video" dialog only. -->
$rte->SetSecurity("Gallery, Image", "*", "MaxFileSize"
, "300"); <!-- This setting applies "Gallery", "Image" dialogs only
. -->
```

Setting maximum folder size

RichTextEditor allows the developers control the maximum size of folders.

(Image)/		9	1 🗟 📑	🖻 🗙 🕅 🖪	Q	8)
A Name		Size				
🛯 🧰 test		4	1 -		Pleas	e select files to upload
IFG 0.jpg	720x400	262 KB	1			
🛛 🊾 1 2.jpg	100×100	4 KB	1	12	Max file size:	1000 KB
I.jpg	720x400	376 KB	1	and the	Max dimensions:	Unlimited x 768 pixels.
10.jpg	720x400	134 KB	1	1	lowed extensions:	*.jpg, *.jpeg, *.gif, *.png
10n2.jpg	135x85	7 KB	1		Max folder size:	100 MB. Used: 6 MB (6.8%)
IFG 11.jpg	720x400	238 KB	1			
12.jpg	720x400	154 KB	/			
120-editor-box.gif	120x158	9 KB	1 -			720 x 400
Layout	Insert					
Width: px - 8	URL:	RTEWebsi	te/uploads/	0.jpg		
Height: px - 🖉	Alternate text:				ID:	
Float: 🔳 🗾 🔳	Long description:					ė,
						×
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Margin: 🗘 📑	Border:	<u></u>	·	Not Set	t 🔻	

You can modify the maximum folder size using the following methods:

Setting maximum folder size by editing security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the security setting **MaxFolderSize**. This setting defines the largest size of file that can be uploaded.

MaxFolderSize setting can go directly under the root <rteconfig> node of security policy file. In this case, this setting will apply to all dialogs. It can also be placed into <category> node. In this case, it will only apply to the specified dialogs.

You can modify this settings to meet your own requirements.

```
<security name="MaxFolderSize">102400</security><!-- Th
is setting applies all dialogs ("Gallery","Image","Document","Video","T
emplate"). -->
```

Programmatically Setting maximum folder size

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

```
$rte->SetSecurity("*", "*", "MaxFolderSize", "102400"
); <!-- This setting applies all dialogs ("Gallery","Image","Document
","Video","Template"). -->
```

```
$rte->SetSecurity("Video", "*", "MaxFolderSize", "204
800"); <!-- This setting applies "Video" dialog only. -->
```

```
$rte->SetSecurity("Gallery,Image", "*", "MaxFolderSiz
e", "30000"); <!-- This setting applies "Gallery","Image" dialogs
only. -->
```

Building your own file name filter



RichTextEditor has taken steps into file name management. A new and innovative capability is to allow advanced developers to build the file name filter. Once a filter has been set, only files whose names comply with the filter, will be displayed in the dialogs and will be enabled to be uploaded to the server. The other files are being "filtered out". To setup a filter, you need to be familiar with Regular Expression. Regular Expressions are advanced forms of wildcards and allow you to set filters precisely.



You can build your own file name filter using the following methods:

Building your own file name filter by editing security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the security setting **FilePattern**. This setting defines the largest size of file that can be uploaded.

FilePattern setting can go directly under the root <rteconfig> node of security policy file. In this case, this setting will apply to all dialogs. It can also be placed into <category> node. In this case, it will only apply to the specified dialogs.

You can modify this settings to meet your own requirements.

```
<security name="FilePattern">^[a-zA-Z0-9\._\s-]+$</se
Curity><!-- This setting applies all dialogs ("Gallery","Image","Docu
ment","Video","Template"). -->
```

```
<category for="Video">
<security name="FilePattern">^[a-zA-ZO-9\._\s-
]+$</security><!-- This setting applies "Video" dialog only.-->
</category>
```

Programmatically building your own file name filter

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

```
$rte->SetSecurity("*", "*", "FilePattern", "^[a-zA-Z0
-9\._\S-]+$"); <!-- This setting applies all dialogs ("Gallery","
Image","Document","Video","Template"). -->
```

```
$rte->SetSecurity("Video", "*", "FilePattern", "^[a-z
A-Z0-9\._\S-]+$"); <!-- This setting applies "Video" dialog onl
y. -->
```

```
$rte->SetSecurity("Gallery,Image", "*", "FilePattern"
, "^[a-zA-Z0-9\._\S-]+$"); <!-- This setting applies "Gallery
","Image" dialogs only. -->
```

Building your own folder name filter



RichTextEditor has taken steps into folder name management. A new and innovative capability is to allow advanced developers to build the folder name filter. Once a filter has been set, only folders whose names comply with the filter, will be displayed in the dialogs. To setup a filter, you need to be familiar with Regular Expression. Regular Expressions are advanced forms of wildcards and allow you to set filters precisely.

nage gallery 🊰/test/		🖸 📴 🎦 🐚 🗙 🕅 📑	Q	(
<u> </u>				x
Alert:				
	me not allowed! Please	keep the folder name one word with no spaces or sp	pecial characters.	
	me not allowed! Please	keep the folder name one word with no spaces or sp	pecial characters.	
	me not allowed! Please		pecial characters.	

You can build your own folder name filter using the following methods:

Building your own folder name filter by editing security policy file

The security policy file (default.config, admin.config and guest.config) can be found in the richtexteditor/config folder. In security policy file you can find the security setting **FolderPattern**. This setting defines the largest size of file that can be uploaded.

FolderPattern setting can go directly under the root <rteconfig> node of security policy file. In this case, this setting will apply to all dialogs. It can also be placed into <category> node. In this case, it will only apply to the specified dialogs.

You can modify this settings to meet your own requirements.

```
<security name="FolderPattern">^[a-zA-Z0-9\._\s-]+$</
Security><!-- This setting applies all dialogs ("Gallery","Image","D
ocument","Video","Template"). -->
```

```
<category for="Video">
<security name="FolderPattern">^[a-zA-ZO-9\._\
S-]+$</security><!-- This setting applies "Video" dialog only.-->
</category>
```

Programmatically building your own folder name filter

RichTextEditor provides a powerful method named Editor.SetSecurity that allows you programmatically manage the security settings.

```
$rte->SetSecurity("*", "*", "FolderPattern", "^[a-zA-
Z0-9\._\S-]+$"); <!-- This setting applies all dialogs ("Gallery
","Image","Document","Video","Template"). -->
```

```
$rte->SetSecurity("Video", "*", "FolderPattern", "^[a
-zA-Z0-9\._\S-]+$"); <!-- This setting applies "Video" dialog o
nly. -->
```

```
$rte->SetSecurity("Gallery,Image", "*", "FolderPatter
n", "^[a-zA-Z0-9\._\S-]+$"); <!-- This setting applies "Gall
ery","Image" dialogs only. -->
```

Customizing Color Picker



The Colors Panel of RichTextEditor by default displays a predefined set of colors. The colors are defined in the configuration file (richtexteditor\scripts\config.js). You can easily modify this default set by inserting a piece of Javascript code into the page or modify the color array in the configuration file directly.

Default Colors

Defining Colors In-Page

You can easily modify this default set by creating your own color array by using RichTextEditor_OnLoader event.

```
function RichTextEditor_OnLoader(loader)
{
    loader._config.colorpicker_forecolor=["#FF0000","#
"#FF00FF","#FFCC00","#FFFF00","#00FF00","#00FFFF","#00
    loader._config.colorpicker_backcolor=["#FF0000","#
    loader._config.colorpicker_othercolor=["#FF0000",'
"#FF00FF","#FFCC00","#FFFF00","#00FF00","#00FFFF","#00
}
```



Context menu customization

RichTextEditor is a context sensitive application, it is aware of it's context and acts accordingly. Many functions of RichTextEditor are accessible via the context menus (accessible through a right-click menu in the content area). This section describes how to control the context menu behavior in a RichTextEditor control. There are many ways to control the context menu behaviors within RichTextEditor:

- **1** Disabling the context menu.
- 2 Loading the different configuration file dynamically using Editor.ContextMenuMode property.
- 8 Editing the context menu configuration files directly.

Disabling the Default Context Menu

To turn off context menus, you can set **Editor.EnableContextMenu** Property to false.

Loading the different configuration file dynamically using Editor.ContextMenuMode property.

\$rte->ContextMenuMode="default";

\$rte->ContextMenuMode="simple";

\$rte->ContextMenuMode="minimal";

Editing the context menu configuration files directly.

The context menu definition files (menu_context.xml, menu_context_default.xml, menu_context_minimal.xml and menu_context_simple.xml) can be found in the richtexteditor/dialogs folder. The context menu definition influences the available context menu items and the order of the context menu items. You can easily customize the context menu to address your unique needs.

A context menu definition file example:

```
<?xml version="1.0" encoding="utf-8" ?>
<jsml xmlns="http://cutesoft.net/jsml"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
 xsi:schemaLocation="http://cutesoft.net/jsml ../core
/jsml.xsd">
        <panel jsml-class="menu_context_table" jsml-b</pre>
ase="floatmenu">
                 <panel jsml-base="rtemenuitem" comman</pre>
d="mergecells" imagename="mrgcell" htmlcode="@MERGECE
LLS" />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="splitcells" imagename="spltcell" htmlcode="@SPLITC
ELLS" />
                 <panel jsml-base="rtemenuspliter" />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="deleterow" htmlcode="@DELETEROW" imagename="delrow
" />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="deletecolumn" htmlcode="@DELETECOLUMN" imagename="
delcol"
         />
                 <panel jsml-base="rtemenuitem" comman
d="insertrowtop" htmlcode="@INSERTROWTOP" imagename="
insrow t" />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="insertrowbottom" htmlcode="@INSERTROWBOTTOM" image
name="insrow b"
                  />
                 <panel jsml-base="rtemenuspliter" />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="insertcolumnleft" htmlcode="@INSERTCOLUMNLEFT" ima
gename="inscol 1"
                   />
                 <panel jsml-base="rtemenuitem" comman</pre>
d="insertcolumnright" htmlcode="@INSERTCOLUMNRIGHT" i
magename="inscol r" />
        </panel>
        . . .
</jsml>
```

Extending RichTextEditor with its JavaScript API

RichTextEditor makes it easy for you to extend RichTextEditor with it's JavaScript API.

Getting the RichTextEditor Instance by ID

In order to find the active editor by its ID, you would type:

```
// get the rich text editor instance
var editor1 = document.getElementById('<?php echo $rt
e->ID; ?>').editor;
```

Please note that there are other methods to get the editor instance. For details, please check <u>editor events</u>.

Getting the Active Editor Window

In order to find the active editor window, you would type:

```
// get the active editor window
var editor1 = document.getElementById('<?php echo $rt
e->ID; ?>').editor;
var editwin = editor1.GetWindow();
```

Getting the Active Editor Document

In order to find the active editor document, you would type:

```
// get the active editor document
var editor1 = document.getElementById('<?php echo $rt
e->ID; ?>').editor;
var editwin = editor1.GetWindow();
var editdoc = editwin.document;
```

Getting an Array of the Selected Nodes

In order to an array of the selected nodes, you would type:

```
// get an array of the selected nodes
var editor1 = document.getElementById('<?php echo $rt
e->ID; ?>').editor;
```

var selnodes = editor1.ExtractRangeNodes();

Retrieves the HTML contained within the selection range

In order to get the HTML contained within the selection range, you would type:

```
// get the HTML contained within the selection
var editor1 = document.getElementById('<?php echo $rt
e->ID; ?>').editor;
var selhtml = editor1.ExtractRangeHTML();
```

Client Side Configuration



Configuration for RichTextEditor can be set in the client side in conjunction with server side settings. The client-side settings are collected in a javascript file (richtexteditor\scripts\config.js). Unlike server side settings change configuration specifically for that instance of the Editor, the client-side settings will apply all instances of your editor objects.

A client side configuration file example:

```
// this file stores the default settings for RichText
Editor
// some settings are overrided by server settings
window.RTE_Configuration =
{
                         "2012-08-20-A",
     version
                     :
                          "office2007blue",//sets t
     skin
he skin for how the toolbar is draw
                : "full",//auto configures
     toolbar
the toolbar with a set of buttons
                         false,//specifies whether
     autofocus
 the editor grabs focus when the page loads
                      : false,//specifies whether
     readonly
editor is read-only
     showrulers
                          false,//specifies whether
 to display horizontal and/or vertical rulers
                          true,//specifies whether
     showlinkbar :
to display the link editing box
                          true,//specifies whether
     showtoolbar
                 :
to display the editor toolbar
     showtoolbar code : true,//specifies whether
to display the code mode toolbar
     showtoolbar view : true,//specifies whether
to display the preview toolbar
                          true,//specifies whether
     showbottombar :
to display the editor bottom bar
     showeditmode :
                          true,//specifies whether
to display the edit mode button in the bottom bar
                          true,//specifies whether
     showcodemode :
to display the code mode button in the bottom bar
     showpreviewmode :
                          true,//specifies whether
to display the preview mode button in the bottom bar
     showtaglist : true,//specifies whether
to display the tag selector in the bottom bar
     showzoomview : true,//specifies whether
```

to display a zoom factor drop down in the bottom bar showstatistics : true,//specifies whether to display the content statistics in the bottom bar showresizecorner : true,//specifies whether

to display the resize handle at the corner of the edi tor

resize_mode : "resizeboth", //"disa
bled","autoadjustheight","resizeheight","resizewidth"
,"resizeboth" gets or sets the resize mode

enabledragdrop : true,//specifies whether
to enable drag-and-drop support for the editor

enablecontextmenu: true,//specifies whether
to display the context menu

enableobjectresizing: true,//specifies whether
to enable the object resizing

autoparseclasses : true,//specifies whether
or not the Editor should automatically parse the CSS
classes from ContentCss

initialtabmode : "edit", //"edit","code
","view"

initialfullscreen: false,//specifies whether
the Editor is used in a full-screen mode

initialtoggleborder: true,//specifies the Togg
leBorder state

maxhtmllength : 0,//specifies the maximum
number of characters including the HTML tags allowed
. Default is 0, indicating no maximum

maxtextlength : 0,//specifies the maximum
number of characters excluding the HTML tags allowed
. Default is 0, indicating no maximum

editorbodyclass : "",//specifies the class name that will be added to the body of the editor doc ument

editorbodystyle : "",//specifies the css st
yle that will be applied to the body of the editor do
cument

insertparagraph : 'p',//default tag for ins
ertparagraph
unlistrementation

unlistparagraph : 'p',//default tag for unl

istparagraph justifyparagraph : tifyparagraph enterkeytag : erkeytag shiftenterkeytag : iftenterkeytag insertbodyline : code for inserttopline }

- 'p',//default tag for jus
- 'p',//default tag for ent
- 'br',//default tag for sh
- ' ',//default

Modifying the configuration using server side method:

The modifying in the client side configuration file will apply all instances of your editor objects. However when you upgrade your RTE with newer versions, this file may be overwritten. To avoid losting the changes, we suggest you use the following server side method (Editor1.SetConfig) overwrite the setting.

```
Editor1.SetConfig("skin","office2010blue");
Editor1.SetConfig("showrulers",true);
Editor1.SetConfig("showbottombar",false);
```

Modifying the configuration using client side method:

It is also very easy to overwrite the configuration using client side method.

```
<script type='text/javascript'>
function RichTextEditor_OnLoader(loader)
{
        var config=loader._config;
        config.showrulers=true; //Shows horizontal an
d vertical rulers.
        config.showbottombar=false;//Shows the editor
 bottom bar.
        config.skin="office2010blue";//Sets the skin.
}
</script>
<script type='text/javascript'>
function RichTextEditor_OnLoad(editor)
{
    editor.SetWidth(1000); //Sets the width.
    editor.SetHeight(500); //Sets the height.
</script>
```

Event Model



An event is a notification that occurs in response to an action, such as a text change in editor, or as a result of the user clicking the toolbar button while editing the document. An event handler is code written in javascript language, that receives control when the corresponding event occurs.

RichTextEditor exposes number of events that you can subscribe to. By registering event handlers, you can interact with it once the editor is loaded and running. In RichTextEditor, there are three event registration models to register event handlers:
Global Events

Global events are broadcast to all editors in the page, triggering any handlers which may be listening.

```
<script type='text/javascript'>
function RichTextEditor_OnLoader(loader)
{
}
function RichTextEditor_OnCoreLoad(loader)
{
}
function RichTextEditor_OnLoad(editor)
{
alert(editor._config.uniqueid);
}
function RichTextEditor_OnTextChanged(editor)
{
alert(editor._config.uniqueid);
}
</script>
```

Using config object event Property

RichTextEditor_OnLoader automatically receives an asynchronous loader object. A loader is responsible for loading editor necessary libraries, layout information and asynchronously save data into cache. You can get _config object from the loader, so can execute custom actions to change the configuration.

Using editor.AttachEvent Method

The editor.AttachEvent() method requires two parameters:

```
editor.AttachEvent("event", functionReference);
```

The event parameter is the "on" version of the event name, while the function reference is just like the kind you assign to an object event handler property. The combination of AttachEvent() and DetachEvent() allows scripts to enable and disable scripted functionality as desired.

Example:

```
<script type='text/javascript'>
function RichTextEditor_OnLoad(editor)
{
      editor.AttachEvent("TextChanged",function()
      {
      });
      editor.AttachEvent("ExecCommand",function()
      {
      });
}
</script>
```

Global Events

Global events are initiated by RichTextEditor whenever the event to which they refer occurs, regardless of the action that triggered the event.

The following is a list of available global application events, and in the order in which they occurs:

Event	Description
<pre>function RichTextEditor_OnLoader(loader) { }</pre>	This event is invo information from 1
}	Example:
	<pre><script rich="" td="" type="function" {<=""></tr><tr><td><pre>function RichTextEditor_OnCoreLoad(loader) { }</pre></td><td>This event is invo Example:</td></tr><tr><td>}</td><td><pre> <script type= function Rich { } </script> </pre>
<pre>function RichTextEditor_OnLoad(editor) { }</pre>	This event is invo Example:
	<script type="</td"></tr></tbody></table></script>

	function Rich { }
<pre>function RichTextEditor_OnTextChanged(editor) {</pre>	This event is raise interaction.
}	Example:
	<script type="<br">function Rich { } </script>
<pre>function RichTextEditor_OnPasteFilter(editor,info) {</pre>	This event is raise and filter the cont
3	Example:
	<script type="<br">function Rich { var h var c info. ; } </script>
RichTextEditor_OnDispose	This event occurs
RichTextEditor_SelectionChanged	This event is raise
RichTextEditor_OnTabModeChanged	This event is raise
RichTextEditor_OnUpdateUI	This event is raise
RichTextEditor_OnInitEvent	This event is raise document or attac

RichTextEditor_OnUninitEvent	This event is raise DOM elements be
RichTextEditor_OnPreCut	This event is raise
RichTextEditor_OnPreCopy	This event is raise
RichTextEditor_OnExecCommand	This event is raise
RichTextEditor_OnExecUICommand	This event is raise
RichTextEditor_OnFullScreenChanged	This event is raise

Using config object event Property



RichTextEditor_OnLoader event automatically receives an asynchronous loader object. A loader is responsible for loading editor necessary libraries, layout information and asynchronously save data into cache. You can get _config object from the loader, so can execute custom actions to change the configuration.

Event	Description
OnLoad	This event is invoked immediately after the Rich loaded.
	Example:
	<pre><script type="text/javascript"> function RichTextEditor_OnLoader(loa {</td></tr><tr><td>OnDispose</td><td>This event occurs immediately when a RichTextE removed successfully. Example:</td></tr><tr><td></td><td><pre><script type='text/javascript'> function RichTextEditor_OnLoader(loa {</td></tr></tbody></table></script></pre>

OnTextChanged	<pre>This event is raised if the content of RichTextEdit Example: <script type="text/javascript"> function RichTextEditor_OnLoader(loa {</td></tr><tr><td>SelectionChanged</td><td><pre>This event is raised if the actual selection in the e changes. Example: <script type='text/javascript'> function RichTextEditor_OnLoader(loa {</td></tr><tr><td>OnTabModeChanged</td><td><pre>This event is raised when switching between edit preview mode. Example: <script type='text/javascript'> function RichTextEditor_OnLoader(loa {</td></tr></tbody></table></script></pre>

	<pre>config.OnTabModeChanged=func) { } } </pre>
OnUpdateUI	<pre>This event is raised when the editor updates the state. Example: <script type="text/javascript"> function RichTextEditor_OnLoader(loa {</td></tr><tr><td>OnPasteFilter</td><td>This event is raised before the data is pasted into It allows you intercept the paste function and filte being pasted.</td></tr><tr><td>OnInitEvent</td><td>This event is raised after the iframe document of reset. You can use it to initialize the iframe docur events to the DOM in iframe.</td></tr><tr><td>OnUninitEvent</td><td>This event is raised before the iframe document (reset. You can use it to dispose all registered DO before OnInitEvent occurs.</td></tr><tr><td>OnPreCut</td><td>This event is raised when starting to copy conten ReturnValue=false, the action is canceled.</td></tr><tr><td>OnPreCopy</td><td>This event is raised when starting to cut content i ReturnValue=false, the action is canceled.</td></tr><tr><td>OnExecCommand</td><td>This event is raised when ExecCommand is exec</td></tr></tbody></table></script></pre>

OnExecUICommand	This event is raised when ExecUICommand is e>
OnFullScreenChanged	This event is raised when switching to fullscreen

Using editor.AttachEvent Method



The editor.AttachEvent() method requires two parameters:

```
editor.AttachEvent("event", functionReference);
```

The event parameter is the "on" version of the event name, while the function reference is just like the kind you assign to an object event handler property. The combination of AttachEvent() and DetachEvent() allows scripts to enable and disable scripted functionality as desired.

Example:

```
<script type='text/javascript'>
function RichTextEditor_OnLoad(editor)
{
    editor.AttachEvent("TextChanged",function()
    {
    });
    editor.AttachEvent("ExecCommand",function()
    {
    });
}
</script>
```

Event	Description
Load	This event is invoked immediately after the RichTexn Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor)</td></tr><tr><td></td><td><pre>{ editor.AttachEvent("Load", func { }); } </script>

Dispose	<pre>This event occurs immediately when a RichTextEdit successfully. Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor) { editor.AttachEvent("Dispose",f { }); } </script></pre>
TextChanged	<pre>This event is raised if the content of RichTextEditor i Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor) { editor.AttachEvent("TextChange { }); } </script></pre>
SelectionChanged	<pre>This event is raised if the actual selection in the edit Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor) { editor.AttachEvent("SelectionC) { }); }</pre></td></tr></tbody></table></script></pre>

TabModeChanged	<pre>This event is raised when switching between edit, cd Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor) { editor.AttachEvent("TabModeCha { }); } </script></pre>
UpdateUI	<pre>This event is raised when the editor updates the use Example: <script type="text/javascript"> function RichTextEditor_OnLoad(editor) { editor.AttachEvent("UpdateUI", { }); } </script></pre>
PasteFilter	This event is raised before the data is pasted into R you intercept the paste function and filter the conten
InitEvent	This event is raised after the iframe document of the use it to initialize the iframe document or attach eve iframe.
UninitEvent	This event is raised before the iframe document of t can use it to dispose all registered DOM elements b
PreCut	This event is raised when starting to copy content in ReturnValue=false, the action is canceled.
PreCopy	This event is raised when starting to cut content in t

	ReturnValue=false, the action is canceled.
ExecCommand	This event is raised when ExecCommand is execute
ExecUICommand	This event is raised when ExecUICommand is exec
FullScreenChanged	This event is raised when switching to fullscreen mc

_

Accessing Iframe DOM



We don't suggest you access the DOM in editor iframe directly. Here is a sample code if you want to do it.

```
<script type='text/javascript'>
var globaleditor=null;
function editor_document_onmouseover(e)
{
        if(!e)e=globaleditor.GetWindow().event;
        var domnode=e.target||e.srcElement;
        var rtenode=globaleditor.GetNodeFromDom(domno
de);
        if(rtenode)rtenode.SetRuntimeAttribute("style
","text-decoration:underline","mybehavior");
function editor_document_onmouseout(e)
ł
        if(!e)e=globaleditor.GetWindow().event;
        var domnode=e.target||e.srcElement;
        var rtenode=globaleditor.GetNodeFromDom(domno
de);
        if(rtenode)rtenode.SetRuntimeAttribute("style
", null, "mybehavior");
function AttachEditorEvent(editor)
{
        var win=editor.GetWindow();
        var doc=win.document;
        if(doc.addEventListener)
        {
                doc.addEventListener("mouseover",edit
or_document_onmouseover,false);
                doc.addEventListener("mouseout",edito
r_document_onmouseout,false);
        }
        else
        {
```

```
doc.attachEvent("onmouseover",editor_
document_onmouseover);
                doc.attachEvent("onmouseout",editor_d
ocument_onmouseout);
        }
}
function DetachEditorEvent(editor)
Ł
        var win=editor.GetWindow();
        var doc=win.document;
        if(doc.removeEventListener)
        Ł
                doc.removeEventListener("mouseover",e
ditor_document_onmouseover,false);
                doc.removeEventListener("mouseout",ed
itor_document_onmouseout,false);
        }
        else
        {
                doc.detachEvent("onmouseover",editor_
document_onmouseover);
                doc.detachEvent("onmouseout",editor_d
ocument_onmouseout);
        }
}
function RichTextEditor_OnLoad(editor)
{
        globaleditor=editor;
        AttachEditorEvent(editor);
        editor.AttachEvent("InitEvent", function(arged
itor, argevent)
        {
                AttachEditorEvent(editor);
        });
        editor.AttachEvent("UninitEvent", function(arg
editor, argevent)
```

DetachEditorEvent(editor);
);

}); } </script>

Editor Methods



RichTextEditor exposes the following methods.

Method	Description
editor.GetText()	This method is used fc Example: function RichText
	{ document. }
editor.SetText()	This method is used for Example:
	function RichText { editor.Se
	}
editor.InsertHTML(html)	This method is used for anything is selected, the
	Example:
	<pre>var editor; function RichText editor = }</pre>
	function myinsert { if(editor)edi }

editor.InsertText(text,bstart)	This method is used for move cursor to the beg
	Example:
	<pre>var editor; function RichText editor = } function myinsert { if(editor) { editor.Ir editor.Ir } }</pre>
editor.PasteHTML(html)	Same as editor.InsertH
editor.AppendHTML(html)	Moves the cursor to th
	<pre>Example: var editor; function RichText editor = } function myappenc { if(editor)edi }</pre>
editor.InsertNode(node)	<pre>var editor; function RichText editor = } function myappenc { if(editor)edition</pre>
editor.InsertNode(node) editor.IsTabEdit()	<pre>var editor; function RichText editor = } function myappenc { if(editor)edi }</pre>

editor.IsTabView()	Returns a Boolean val
editor.GetConfig()	This method is used fo configuration(RTE_Co Example: function RichText var confi alert(cor }
editor.ExecUICommand(element,command,arg0)	<pre>Executes a layout relat Example: var editor; function RichText editor = } function showrtet { if(editor)edi } function showrtes { if(editor)edi } }</pre>
editor.ExecCommand(command,arg0)	Executes a command Example: function RichText rteeditor rteeditor rteeditor

	}
editor.IsCommandReady(command)	Returns a Boolean valusing execCommand, Example:
	function RichText var canur }
editor.IsCommandActive(command,arg0)	Returns a Boolean val Example:
	<pre>function RichText var isbo] }</pre>
editor.GetLangText(name,nullifnotfound)	Extracts a localized str folder. They consist of Parameters:
	name the name of a nullifnotfound the va
editor.GetWindow()	Gets the active editor v Example: function RichText var editv }
editor.IsDirty()	Determines whether th

	Example:
	function RichText alert(rte }
editor.IsFocused()	Determines whether th Example:
	function RichText alert(rte }
editor.Focus()	Attempt to set the focu
	Example:
	function RichText rteeditor }
editor.GetSelectionType()	Determines the selecti
	Example:
	function RichText alert(edi }
editor.SaveBookmark()	
	Creates a bookmark o
editor.RestoreBookmark(bookmark)	Creates a bookmark of Restores to a bookmar

editor.FindNextText()	Finds the position of th
editor.GetPointNode()	Gets the node object c
editor.GetPointOffset()	Gets the point offset.
editor.GetRangeNode()	Gets the ending node
editor.GetRangeOffset()	Gets the offset of the r
editor.SelectControl(node)	Selects the node.
editor.SelectContent(node)	Selects the content of

Loader



RichTextEditor_OnLoader automatically receives an asynchronous loader object. A loader is an object that is responsible for loading editor necessary libraries, layout information and asynchronously save data into cache. You can get _config object from the loader, so can execute custom actions to change the configuration.

You can access the settings defined in the client side configuration file (richtexteditor\scripts\config.js) only after loader.oncoreload event occurs.

```
<script type='text/javascript'>
function RichTextEditor_OnLoader(loader)
{
    var config=loader._config;
    config.OnCoreLoad=function()
    {
    }
    config.OnLoad=function(editor)
    {
    }
    config.OnTextChanged=function(editor)
    {
    }
}
</script>
```

Loader exposes the following methods.

Method	Description
loader.load()	Loads the editor.
loader.startLoadTimer(milliseconds)	Loads the editor in the specified time in milliseconds.
loader.cancelLoadTimer	Cancels the loading task set by startLoadTimer.
loader.asyncloadscript(url,callback)	Loads a JavaScript file asynchronously.

loader.preloadScripts

Preloads editor JavaScript files and speed up the loading process of editor when calling loader.load() method.

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You may also install and use the Software on an unlimited number of developer workstations (but not on a development server) for use in connection with the same single website host name when accessed by the http://localhost/Webapplication;

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You may also install and use the Software on an unlimited number of developer workstations (but not on a development server) for use in connection with the same single website host name when accessed by the http://localhost/Webapplication

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Developer licenses apply to software components, control or class libraries that are integrated by developers into their applications. All developer products have royalty free runtimes. This means that you may freely distribute the product with your application.

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A developer team license entitles 4 developers to install and use the product.

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Enterprise License:

An enterprise License allows use of the Software on Unlimited servers and applications within a single organization. The Enterprise License includes Royalty FREE distribution rights.

Source Code License:

The Source code license includes the full PHP and JavaScript code of the control. It includes all of the benefits of the Enterprise license and Redistributable license and is best for companies that plan to modify the control or simply wish to have access to the code for security reasons.

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Deploying License File



The following guide shows how to install a RichTextEditor license file. If you haven't downloaded the software, please download it from <u>here</u>.

Copy phpeditor.lic to "richtexteditor" folder

You can simply copy **phpeditor.lic** to the web application's "richtexteditor" folder.

Send <u>feedback</u> about this topic to CuteSoft. © 2003 - 2012 CuteSoft Components Inc. All rights reserved.

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RichTextEditor for PHP 8.0 Class Library
Editor Class

RichTextEditor for PHP is a powerful, professional online web based WYSIWYG HTML editor that enables PHP developers to embed a word processor, similar to Microsoft Word into a PHP page. This Web-based WYSIWYG Content Editing tool empowers business users with an intuitive, easy-to-use interface for creating and publishing web content. This documentation should provide everything you need to customize the Rich Tex tEditor control for your particular application.

For a list of all members of this type, see Editor Members.

Remarks

RichTextEditor for PHP supports all Internet Explorer versions from 6.0 up on Windows, Chrome, Firefox 2.0+, Netscape 7.1+, Mozilla 1.3+, Opera 9.x, Safari (2.0+) or any other browser with an equivalent gecko layout engine on any platform where these browsers are available. This includes Macintosh and Linux.

Keep in mind that you don't need a supported browser to see HTML pages generated using RichTextEditor for PHP, you just need a supported browser to edit with RichTextEditor for PHP. If you attempt to use RichTextEditor for PHP using a browser that is not supported RichTextEditor for PHP will display a regular textarea. You will still be able to edit the document, but only in HTML code view.

Example

<pre>// Register Editor component to your page <?php require_once "richtexteditor/include_rte.ph p" ?> <html></html></pre>
<body></body>
, , , , , , , , , , , , , , , , , , ,
<form id="form1" method="POST"></form>
php</td
<pre>// Create Editor instance and use</pre>
Text property to load content into the RTE.
<pre>\$rte=new RichTextEditor();</pre>
<pre>\$rte->Text="Type here";</pre>
// Set a unique ID to Editor
<pre>\$rte->ID="Editor1";</pre>
<pre>\$rte->MvcInit();</pre>
// Render Editor
echo \$rte->GetString();
?>

</body> </html>

See Also

E

Editor Members | RTE Namespace

Editor Members

Editor overview

Public Instance Properties

[™] AjaxPostbackUrl	Specify a URL to process editor ajax requests and upload requests.
▲ AllowScriptCode	Specifies whether to strip all script elements and script contents from the html to prevent javaScript injection. When this property is set to false (the default) Rich Text Editor strips all script elements and script contents from the html.
[™] <u>AttrBlackList</u>	The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. AttrBlackList property allows you set a list of html attributes that will be removed from content sources.
In the second s	The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. AttrWhiteList property allows you set a list of html attributes that will not be removed from content sources.
[™] AutoFocus	Specifies whether the editor grabs focus when the page loads. If this property is set to true then the editor will take focus, if it is set to false it will not.
[™] AutoParseClasses	Specifies whether or not the RichTextEditor should automatically parse the CSS classes from ContentCss and populate all items into CssClass dropdown
[™] <u>BaseHref</u>	Sets or retrieves the baseline URL on which relative links will be based.
research <u>ContentCss</u>	Specifies the location of the style sheet that will be used by the editable area. Multiple Style Sheets are supported. Example ContentCss="example.css,~/portal.css,/default.css"
[™] <u>ContentCssText</u>	Gets or sets inline CSS text that will be used by the editable area. Example ContentCssText=" p{font:Normal 12px 'Segoe UI'} .exampleclass{font- weight: bold}"

[™] ContextMenuMode	Determines the appearance and behavior of menus associated with the Context menu.
I [™] DesignDocType	Defines which version of HTML that RichTextEditor uses in the editor content area.
[™] DisableClassList	The class items in the style dropdown needed to be disabled going to this string. Example DisableClassList="BreadCrumb, TopicMenu, Footer"
reset in the second se	The toolbar items needed to be disabled going to this string. Example DisabledItems="Bold, New, Delete"
In the second s	Specifies whether a complete HTML document is being edited.
I [™] EditorBodyClass	Specifies the Class name that will be added to the body of the editor document.
[™] EditorBodyId	Specifies an Id name that will be added to the body of the editor document.
[™] EditorBodyStyle	Specifies the css style that will be applied to the body of the editor document.
I [™] EditorMode	Determines which mode (Edit/Code/View) the editor is in.
I [™] EnableAntiSpamEmailEncoder	Email contact links are an invaluable part of any web page. However, they are also vulnerable to a particular type of web robot known as the spam harvester or spambot. A spam harvester can read through the pages in your site and extract email addresses which are then added to bulk marketing databases. RichTextEditor allows you reduce possible spam by 'disguising' a raw email address in an encoded ASCII form You can turn this feature off by setting this property to "false".
[™] EnableContextMenu	Gets or sets a value indicating whether to display the context menu, which appears when the right mouse button is clicked.
I [™] EnableDragDrop	Enables or disables drag-and-drop support for the editor.
[™] EnableIEBorderRadius	Gets or sets a value indicating whether to render the rounded corners using border-radius in IE.
[™] EnableMimetypeChecking	By default RichTextEditor automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). You can turn it off by setting this property to "false".

[™] EnableObjectResizing	Specifies whether or not to allow the users resize an object winthin the RichTextEditor. For example, if you want to prevent people from resizing images, table winthin the RichTextEditor, you can set it to false.
[™] EnterKeyTag	Specifies the behavior when the "enter" key is pressed in the editor.
l [™] <u>FullScreen</u>	Gets or sets whether the RichTextEditor control is used in a full-screen mode.
read and a second seco	Gets or sets the height of the RichTextEditor control.
™ <u>ID</u>	Gets or sets the programmatic identifier assigned to the server control.
r [™] Language	This property sets the user interface language localization to use If left empty, the editor will automatically be localized to the user language settings from the clients browser Page.Request.UserLanguages[0],
[™] MaxHTMLLength	Gets or sets the maximum number of characters including the HTML tags allowed in the RichTextEditor. Default is -1, indicating no maximum.
[™] MaxTextLength	Gets or sets the maximum number of characters excluding the HTML tags allowed in the RichTextEditor. Default is -1, indicating no maximum.
™ <mark>Name</mark>	Gets or sets the name of the editor control.
[™] <u>PasteMode</u>	Specifies the manner in which the editor handles pasted text.
reviewCss ™PreviewCss	Specifies the location of the style sheet that will be used by the preview window. Multiple Style Sheets are supported. Example PreviewCss="example.css,~/portal.css,/default.css"
[™] PreviewCssText	Gets or sets inline CSS text that will be used by the preview window. Example PreviewCssText="div,p{font:Normal 12px 'Segoe UI'}"
[™] <u>ReadOnly</u>	Gets or sets a value which indicates whether the RichTextEditor should be an active HTML editor, or a read-only document viewer.
[™] RenderSupportAjax	By default RichTextEditor automatically render html code to support AJAX. You can turn it off by setting this property to "false" for non-Ajax pages.
ResizeMode	Gets or sets the resize mode.

I [™] SaveButtonMode	Specifies the behavior when the "save" button is clicked in the editor.
r <u>SaveButtonScript</u>	Defines the javascript function that will be executed when clicking the "save" button. If it returns false, the submit event will be cancelled. Editor1.SaveButtonScript="return mysubmitfunc()";
[™] SecurityPolicyFile	Specifies the security policy file which contains a configurable set of rules called security policy.
[™] ShiftEnterKeyTag	Specifies the behavior when the "enter" key is pressed while shift is held down in the editor.
[™] ShowBottomBar	Specifies whether to display the editor bottom bar.
[™] ShowCodeMode	Specifies whether to display the Code Mode button in the editor bottom bar.
I [™] ShowCodeToolbar	Specifies whether to display the editor code view toolbar.
I [™] ShowEditMode	Specifies whether to display the Edit Mode button in the editor bottom bar.
research <u>ShowLinkbar</u>	When a hyperlink is selected, a link editing box will be displayed in the editor. You can turn it off by setting this property to "false".
[™] ShowPreviewMode	Specifies whether to display the Preview Mode button in the editor bottom bar.
[™] ShowPreviewToolbar	Specifies whether to display the editor preview mode toolbar.
[™] ShowResizeCorner	Specifies whether to display the resize handle at the corner of the editor.
[™] ShowRulers	Gets or sets a value indicating whether to show horizontal and/or vertical rulers.
[™] ShowStatistics	Specifies whether to display the content statistics in the editor bottom bar.
I [™] ShowTagList	Specifies whether to display the tag selector in the editor bottom bar.
[™] <u>ShowToolbar</u>	Specifies whether to display the editor toolbar.
I [™] ShowZoomView	Specifies whether to display a zoom factor drop down in the editor bottom bar.
r≊ [•] Skin	Sets the skin for how the toolbar is draw. You can create your custom skin or choose from predefined skins.
	The editor HTML Filter allows you to accept HTML

	input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. StyleBlackList property allows you set a list of style attributes that will be removed from content sources.
r <mark>≊¹ StyleWhiteList</mark>	The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. StyleWhiteList property allows you set a list of style attributes that will not be removed from content sources.
r≊ ¹ <u>TabSpaces</u>	Gets or sets the number of spaces to be inserted when the user hits the "tab" key.
r≊ ^t TagBlackList	The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. TagBlackList property allows you set a list of html tags that will be removed from content sources.
restared and the second secon	The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. TagWhiteList property allows you set a list of html tags that will not be removed from content sources.
™ <u>Text</u>	This property provides access to the text within the editable area of the RichTextEditor control. It can be used to set the text when the control is first displayed and also to read out the text when a form has been submitted.
[™] <u>TextDirection</u>	Gets or sets the text writing direction of the RichTextEditor control: left to right or right to left.
™ <u>ToggleBorder</u>	Specifies the ToggleBorder state. ToggleBorder is a handy function which allows you to see the borders without setting things to border = 1 or something like that in code. It's used for all HTML Tables, HTML Cells, Forms and Divs.
ı™ <mark>'Toolbar</mark>	Auto configures the toolbar with a set of buttons. Provides a mechanism for rapidly autoconfigures the toolbar with a set of predefined buttons. For example to enable every toolbar button and menu, do this:

	editor1.Toolbar="full". Note that this method will affect properties of the editor, so it is usually best to call it before any other property or method.
[™] <u>ToolbarItems</u>	Gets or sets the list of tool bar items.
r≊ [∎] URLType	Specifies whether the URL should be converted to a site root relative path (/html/images/image1.gif) or an absolute path (http://www.mysite.com/images/image1.gif).
In the second s	By default Rich Text Editor maps most special characters to the equivalent HTML entity automatically. You can turn it off by setting this property to "false".
[™] <u>UseSimpleAmpersand</u>	W3C recommend that all '&' in query strings be converted to & This is the only way to get a piece of HTML validated. The reason is that & is the start of an HTML entity, such as £
	If you still want to use simple Ampersand in query strings, you can set this property to true. if you want to retrieve the RichTextEditor HTML content in XHTML format, the 'UseSimpleAmpersand' property will be ignored.
™ <mark>Width</mark>	Gets or sets the width of the RichTextEditor control.
™ <u>XHTML</u>	Retrieves the RichTextEditor HTML content in XHTML format.

Public Instance Methods

≅ <u>LoadFile</u>	Loads the contents of a file into the RichTextEditor control.
≅♦ <u>LoadHtml</u>	Loads the contents of a HTML file into the RichTextEditor control.
≊∮ <u>MvcInit</u>	Wires up the model, view, and controller and performs necessary initialization.

_

See Also

Editor Class | RTE Namespace

Editor Properties

The properties of the **Editor** class are listed below. For a complete list of **Editor** class members, see the <u>Editor Members</u> topic.

Public Instance Properties

MajaxPostbackUrl	Specify a URL to process editor ajax requests and upload re
In the second s	Specifies whether to strip all script elements and script conte prevent javaScript injection. When this property is set to false Text Editor strips all script elements and script contents from
In the second s	The editor HTML Filter allows you to accept HTML input from to make sure it contains only an allowed set of tags, attribute then display it without leaving yourself open to XSS holes. A allows you set a list of html attributes that will be removed from
In the second s	The editor HTML Filter allows you to accept HTML input from to make sure it contains only an allowed set of tags, attribute then display it without leaving yourself open to XSS holes. A property allows you set a list of html attributes that will not be content sources.
radia AutoFocus	Specifies whether the editor grabs focus when the page load set to true then the editor will take focus, if it is set to false it
AutoParseClasses	Specifies whether or not the RichTextEditor should automatic classes from ContentCss and populate all items into CssCla
[™] <u>BaseHref</u>	Sets or retrieves the baseline URL on which relative links wil
redefinite state of the second state of the s	Specifies the location of the style sheet that will be used by t Multiple Style Sheets are supported. Example ContentCss="example.css,~/portal.css,/default.css"
[™] ContentCssText	Gets or sets inline CSS text that will be used by the editable ContentCssText=" p{font:Normal 12px 'Segoe UI'} .exampled bold}"
Instantiation Instantiatio Instantiati	Determines the appearance and behavior of menus associat menu.
[™] DesignDocType	Defines which version of HTML that RichTextEditor uses in the area.
In the second s	The class items in the style dropdown needed to be disabled string. Example DisableClassList="BreadCrumb, TopicMenu
[™] DisabledItems	The toolbar items needed to be disabled going to this string. DisabledItems="Bold, New, Delete"
[™] EditCompleteDocument	Specifies whether a complete HTML document is being edite
<u> EditorBodyClass</u> ■ ■	Specifies the Class name that will be added to the body of the

l™ <u>EditorBodyId</u>	Specifies an Id name that will be added to the body of the e
[™] EditorBodyStyle	Specifies the css style that will be applied to the body of the
In the second s	Determines which mode (Edit/Code/View) the editor is in.
EnableAntiSpamEmailEncoder	Email contact links are an invaluable part of any web page. also vulnerable to a particular type of web robot known as to or spambot. A spam harvester can read through the pages extract email addresses which are then added to bulk mark RichTextEditor allows you reduce possible spam by 'disguis address in an encoded ASCII form You can turn this featu property to "false".
InableContextMenu ■	Gets or sets a value indicating whether to display the conte appears when the right mouse button is clicked.
InableDragDrop ₫	Enables or disables drag-and-drop support for the editor.
EnableIEBorderRadius	Gets or sets a value indicating whether to render the round border-radius in IE.
EnableMimetypeChecking	By default RichTextEditor automatically detect the MIME typ upload, and rejects the file if the file-extension does not ma ("The file is corrupt or has an incorrect extension"). You car this property to "false".
I [™] EnableObjectResizing	Specifies whether or not to allow the users resize an object RichTextEditor. For example, if you want to prevent people images, table winthin the RichTextEditor, you can set it to fa
[™] <u>EnterKeyTag</u>	Specifies the behavior when the "enter" key is pressed in th
I [™] <u>FullScreen</u>	Gets or sets whether the RichTextEditor control is used in a
™ <mark>Height</mark>	Gets or sets the height of the RichTextEditor control.
ID (inherited from Control)	Gets or sets the programmatic identifier assigned to the se
™ <mark>Language</mark>	This property sets the user interface language localization to the editor will automatically be localized to the user language clients browser Page.Request.UserLanguages[0] ,
[™] LoadDelay	Gets or sets the delay, in milliseconds, before the editor loa started.
MaxHTMLLength	Gets or sets the maximum number of characters including allowed in the RichTextEditor. Default is -1, indicating no m
MaxTextLength	Gets or sets the maximum number of characters excluding allowed in the RichTextEditor. Default is -1, indicating no m
™ <mark>Name</mark>	Gets or sets the name of the editor control.
™ <mark>PasteMode</mark>	Specifies the manner in which the editor handles pasted te
PreviewCss	Specifies the location of the style sheet that will be used by

	Multiple Style Sheets are supported. Example PreviewCss="example.css,~/portal.css,/default.css"
[™] PreviewCssText	Gets or sets inline CSS text that will be used by the preview PreviewCssText="div,p{font:Normal 12px 'Segoe UI'}"
™ <mark>ReadOnly</mark>	Gets or sets a value which indicates whether the RichTextE active HTML editor, or a read-only document viewer.
[™] RenderSupportAjax	By default RichTextEditor automatically render html code to can turn it off by setting this property to "false" for non-Ajax
[™] <u>ResizeMode</u>	Gets or sets the resize mode.
[™] SaveButtonMode	Specifies the behavior when the "save" button is clicked in t
[™] SaveButtonScript	Defines the javascript function that will be executed when c button. If it returns false, the submit event will be cancelled. Editor1.SaveButtonScript="return mysubmitfunc()";
Parameter SecurityPolicyFile	Specifies the security policy file which contains a configurate security policy.
[™] ShiftEnterKeyTag	Specifies the behavior when the "enter" key is pressed while in the editor.
<u> Mathematical ShowBottomBar</u>	Specifies whether to display the editor bottom bar.
<u> Mathematical ShowCodeMode</u>	Specifies whether to display the Code Mode button in the e
[™] <u>ShowCodeToolbar</u>	Specifies whether to display the editor code view toolbar.
[™] <u>ShowEditMode</u>	Specifies whether to display the Edit Mode button in the edit
I [™] ShowLinkbar	When a hyperlink is selected, a link editing box will be displ You can turn it off by setting this property to "false".
Mathematical International Int	Specifies whether to display the Preview Mode button in the
	Specifies whether to display the editor preview mode toolba
Mathematical ShowResizeCorner	Specifies whether to display the resize handle at the corner
[™] ShowRulers	Gets or sets a value indicating whether to show horizontal a
[™] <u>ShowStatistics</u>	Specifies whether to display the content statistics in the edit
[™] <u>ShowTagList</u>	Specifies whether to display the tag selector in the editor bo
™ <mark>ShowToolbar</mark>	Specifies whether to display the editor toolbar.
[™] ShowZoomView	Specifies whether to display a zoom factor drop down in the
[™] Skin	Sets the skin for how the toolbar is draw. You can create yo choose from predefined skins.
[™] StyleBlackList	The editor HTML Filter allows you to accept HTML input fro to make sure it contains only an allowed set of tags, attribut

	then display it without leaving yourself open to XSS holes. S property allows you set a list of style attributes that will be re- sources.
In the second s	The editor HTML Filter allows you to accept HTML input from to make sure it contains only an allowed set of tags, attribute then display it without leaving yourself open to XSS holes. S property allows you set a list of style attributes that will not be content sources.
[™] <u>TabSpaces</u>	Gets or sets the number of spaces to be inserted when the u key.
In the second s	The editor HTML Filter allows you to accept HTML input from to make sure it contains only an allowed set of tags, attribute then display it without leaving yourself open to XSS holes. Ta property allows you set a list of html tags that will be remove sources.
[™] TagWhiteList	The editor HTML Filter allows you to accept HTML input from to make sure it contains only an allowed set of tags, attribute then display it without leaving yourself open to XSS holes. Ta property allows you set a list of html tags that will not be rem sources.
[™] <u>Text</u>	This property provides access to the text within the editable a RichTextEditor control. It can be used to set the text when th displayed and also to read out the text when a form has been
[™] <u>TextDirection</u>	Gets or sets the text writing direction of the RichTextEditor corright to left.
[™] ToggleBorder	Specifies the ToggleBorder state. ToggleBorder is a handy fu you to see the borders without setting things to border = 1 or in code. It's used for all HTML Tables, HTML Cells, Forms ar
r≊ [∎] Toolbar	Auto configures the toolbar with a set of buttons. Provides a rapidly autoconfigures the toolbar with a set of predefined bu to enable every toolbar button and menu, do this: editor1.Too that this method will affect properties of the editor, so it is usu before any other property or method.
<u> [™]ToolbarItems </u>	Gets or sets the list of tool bar items.
In the second s	Specifies whether the URL should be converted to a site roo (/html/images/image1.gif) or an absolute path (http://www.mysite.com/images/image1.gif).
[™] <u>UseHTMLEntities</u>	By default Rich Text Editor maps most special characters to HTML entity automatically. You can turn it off by setting this μ
[™] <u>UseSimpleAmpersand</u>	W3C recommend that all '&' in query strings be converted to only way to get a piece of HTML validated. The reason is tha HTML entity, such as £

	So this:

See Also

Editor Class | RTE Namespace

Editor.AjaxPostbackUrl Property

Specify a URL to process editor ajax requests and upload requests.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->AjaxPostbackUrl="myAjaxPostback.php";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.AllowScriptCode Property

Specifies whether to strip all script elements and script contents from the html to prevent javaScript injection. When this property is set to false (the default) Rich Text Editor strips all script elements and script contents from the html.

Example



See Also

Editor Class | RTE Namespace

Editor.AttrBlackList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. AttrBlackList property allows you set a list of html attributes that will be removed from content sources.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->AttrBlackList="id,title";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
}
```

?>

See Also

Editor Class | RTE Namespace

Editor.AttrWhiteList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. AttrWhiteList property allows you set a list of html attributes that will not be removed from content sources.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->AttrWhiteList="title,style";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
}
```

?>

See Also

Editor Class | RTE Namespace

Editor.AutoFocus Property

Specifies whether the editor grabs focus when the page loads. If this property is set to true then the editor will take focus, if it is set to false it will not.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->AutoFocus=true;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.AutoParseClasses Property

Specifies whether or not the RichTextEditor should automatically parse the CSS classes from ContentCss and populate all items into CssClass dropdown.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->AutoParseClasses=true;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.BaseHref Property

Sets or retrieves the baseline URL on which relative links will be based.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->BaseHref="https://yahoo.com/";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ContentCss Property

Specifies the location of the style sheet that will be used by the editable area. Multiple Style Sheets are supported. Example ContentCss="example.css,~/portal.css,/default.css"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ContentCss="example.css,/default.css";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ContentCssText Property

Gets or sets inline CSS text that will be used by the editable area. Example ContentCssText=" p{font:Normal 12px 'Segoe UI'} .exampleclass{font-weight: bold}"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ContentCssText="body{color:Blue;}.Head{
font-weight:bold;font-size:20px;}";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ContextMenuMode Property

Determines the appearance and behavior of menus associated with the Context menu.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ContextMenuMode="Simple";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace
Editor.DesignDocType Property

Defines which version of HTML that RichTextEditor uses in the editor content area.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->DesignDocType="HTML5";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.DisableClassList Property

The class items in the style dropdown needed to be disabled going to this string. Example DisableClassList="BreadCrumb, TopicMenu, Footer"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->DisableClassList="class1, class2";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.DisabledItems Property

The toolbar items needed to be disabled going to this string. Example DisabledItems="Bold, New, Delete"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->DisabledItems="Bold, New, Delete";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EditCompleteDocument Property

Specifies whether a complete HTML document is being edited.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EditCompleteDocument=true;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

Remarks

If false, the editor will only process content inside the page body i.e. all content inside of the <body>...</body> tags of a page. If true, the editor will process content outside the page body and preserve header tags (e.g. <*head*>...<*/head*>, <*title*>...<*title*>, etc.).

See Also

Editor Class | RTE Namespace

Editor.EditorBodyClass Property

Specifies the Class name that will be added to the body of the editor document.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EditorBodyClass="editorcssclass1";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.EditorBodyld Property

Specifies an Id name that will be added to the body of the editor document.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->EditorBodyId="myeditor1";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.EditorBodyStyle Property

Specifies the css style that will be applied to the body of the editor document.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EditorBodyStyle="color:Red; font-style:
italic;";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EditorMode Property

Determines which mode (Edit/Code/View) the editor is in.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EditorMode="Source";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.EnableAntiSpamEmailEncoder Property

Email contact links are an invaluable part of any web page. However, they are also vulnerable to a particular type of web robot known as the spam harvester or spambot. A spam harvester can read through the pages in your site and extract email addresses which are then added to bulk marketing databases. RichTextEditor allows you reduce possible spam by 'disguising' a raw email address in an encoded ASCII form.. You can turn this feature off by setting this property to "false".

Example

php</th
<pre>\$rte=new RichTextEditor();</pre>
<pre>\$rte->Text="Type here";</pre>
<pre>\$rte->EnableAntiSpamEmailEncoder=false;</pre>
<pre>\$rte->ID="Editor1";</pre>
<pre>\$rte->MvcInit();</pre>
<pre>echo \$rte->GetString();</pre>
<pre>// use \$_POST["Editor1"]to retrieve the data</pre>
?>

See Also

Editor Class | RTE Namespace

Editor.EnableContextMenu Property

Gets or sets a value indicating whether to display the context menu, which appears when the right mouse button is clicked.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->EnableContextMenu=false;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EnableDragDrop Property

Enables or disables drag-and-drop support for the editor.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EnableDragDrop=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.EnableIEBorderRadius Property

Gets or sets a value indicating whether to render the rounded corners using border-radius in IE.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->EnableIEBorderRadius=false;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EnableMimetypeChecking Property

By default RichTextEditor automatically detect the MIME type of the files you upload, and rejects the file if the file-extension does not match the mime type ("The file is corrupt or has an incorrect extension"). You can turn it off by setting this property to "false".

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->EnableMimetypeChecking=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EnableObjectResizing Property

Specifies whether or not to allow the users resize an object winthin the RichTextEditor. For example, if you want to prevent people from resizing images, table winthin the RichTextEditor, you can set it to false.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->EnableObjectResizing=false;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.EnterKeyTag Property

Specifies the behavior when the "enter" key is pressed in the editor (p, div, br).

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->EnterKeyTag="br";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.FullScreen Property

Gets or sets whether the RichTextEditor control is used in a full-screen mode.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->FullScreen=true;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

Remarks

To enable the full-screen mode for a RichTextEditor control, set the FullScreen property to true. In this case, the control fills the entire page and can be resized together with the browser window.

See Also

Editor Class | RTE Namespace

Editor.Height Property

Gets or sets the height of the RichTextEditor control.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ID="Editor1";
    $rte->Height="320px";
    $rte->HvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.Language Property

This property sets the user interface language localization to use.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->Language="fr-FR";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

RichTextEditor 8.0 Class Library
Editor.LoadDelay Property

Gets or sets the delay, in milliseconds, before the editor loading operation is started.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->LoadDelay=3000;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

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Editor.MaxHTMLLength Property

Gets or sets the maximum number of characters including the HTML tags allowed in the RichTextEditor. Default is -1, indicating no maximum.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->MaxHTMLLength=1000;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.MaxTextLength Property

Gets or sets the maximum number of characters excluding the HTML tags allowed in the RichTextEditor. Default is -1, indicating no maximum.

Example



See Also

Editor Class | RTE Namespace

Editor.Name Property

Gets or sets the name of the editor control.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->MvcInit();
    $rte->ID="Editor1";
    $rte->Name="rte1";
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.PasteMode Property

Specifies the manner in which the editor handles pasted text (Default,Disabled,Paste,PasteText,PasteWord,ConfirmWord).

Example

Г

See Also

Editor Class | RTE Namespace

Editor.PreviewCss Property

Specifies the location of the style sheet that will be used by the preview window. Multiple Style Sheets are supported. Example PreviewCss="example.css,~/portal.css,/default.css"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->PreviewCss="../resources/dynamicstyle.c
ss";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.PreviewCssText Property

Gets or sets inline CSS text that will be used by the preview window. Example PreviewCssText="div,p{font:Normal 12px 'Segoe UI'}"

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->PreviewCss="body{color:Blue;}.Head{font
-weight:bold;font-size:20px;}";
    $rte->ID="Editor1";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ReadOnly Property

Gets or sets a value which indicates whether the RichTextEditor should be an active HTML editor, or a read-only document viewer.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ReadOnly=true;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.RenderSupportAjax Property

By default RichTextEditor automatically render html code to support AJAX. You can turn it off by setting this property to "false" for non-Ajax pages.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->RenderSupportAjax=false;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ResizeMode Property

Gets or sets the resize mode (Default, Disabled, AutoAdjustHeight, ResizeBoth, ResizeWidth, ResizeHeight).

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ResizeMode="ResizeHeight";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.SaveButtonMode Property

Specifies the behavior when the "save" button is clicked in the editor (Default, None, Submit).

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->SaveButtonMode="Submit";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.SaveButtonScript Property

Defines the javascript function that will be executed when clicking the "save" button. If it returns false, the submit event will be cancelled. Editor1.SaveButtonScript="return mysubmitfunc()";

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->SaveButtonScript="return functionName();
;";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.SecurityPolicyFile Property

Specifies the security policy file which contains a configurable set of rules called security policy.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->SecurityPolicyFile="custom.config";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ShiftEnterKeyTag Property

Specifies the behavior when the "enter" key is pressed while shift is held down in the editor(p, div, br).

Example

-

See Also

Editor Class | RTE Namespace

Editor.ShowBottomBar Property

Specifies whether to display the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowBottomBar=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowCodeMode Property

Specifies whether to display the Code Mode button in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowCodeMode=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowCodeToolbar Property

Specifies whether to display the editor code view toolbar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowCodeToolbar=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowEditMode Property

Specifies whether to display the Edit Mode button in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowEditMode=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace
Editor.ShowLinkbar Property

When a hyperlink is selected, a link editing box will be displayed in the editor. You can turn it off by setting this property to "false".

Example



See Also

Editor Class | RTE Namespace

Editor.ShowPreviewMode Property

Specifies whether to display the Preview Mode button in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowPreviewMode=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowPreviewToolbar Property

Specifies whether to display the editor preview mode toolbar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowPreviewToolbar=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowResizeCorner Property

Specifies whether to display the resize handle at the corner of the editor.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowResizeCorner=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowRulers Property

Gets or sets a value indicating whether to show horizontal and/or vertical rulers.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowRulers=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowStatistics Property

Specifies whether to display the content statistics in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowStatistics=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowTagList Property

Specifies whether to display the tag selector in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowTagList=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowToolbar Property

Specifies whether to display the editor toolbar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowToolbar=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.ShowZoomView Property

Specifies whether to display a zoom factor drop down in the editor bottom bar.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ShowZoomView=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.Skin Property

Sets the skin for how the toolbar is draw. You can create your custom skin or choose from predefined skins.

office2007blue,office2007silver,office2010blue,office2010silver,office2010black,office2003blue,office2003silver2,officexpblue officexpblue,officexpsilver,smartblue,smartsilver,smartgray

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->Skin="office2007blue";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.StyleBlackList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. StyleBlackList property allows you set a list of style attributes that will be removed from content sources.

Example

?>

See Also

Editor Class | RTE Namespace

Editor.StyleWhiteList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. StyleWhiteList property allows you set a list of style attributes that will not be removed from content sources.

Example

?>

See Also

Editor Class | RTE Namespace

Editor.TabSpaces Property

Gets or sets the number of spaces to be inserted when the user hits the "tab" key.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->TabSpaces="&nbsp;&nbsp;";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.TagBlackList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. TagBlackList property allows you set a list of html tags that will be removed from content sources.

Example

?>

See Also

Editor Class | RTE Namespace

Editor.TagWhiteList Property

The editor HTML Filter allows you to accept HTML input from your users, filter it to make sure it contains only an allowed set of tags, attributes and values and then display it without leaving yourself open to XSS holes. TagWhiteList property allows you set a list of html tags that will not be removed from content sources.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->TagWhiteList="form,div";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
}
```

?>

See Also

Editor Class | RTE Namespace

Editor.Text Property

This property provides access to the text within the editable area of the RichTextEditor control. It can be used to set the text when the control is first displayed and also to read out the text when a form has been submitted.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.TextDirection Property

Gets or sets the text writing direction of the RichTextEditor control: left to right or right to left (LeftToRight,RightToLeft).

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->TextDirection="LeftToRight";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.ToggleBorder Property

Specifies the ToggleBorder state. ToggleBorder is a handy function which allows you to see the borders without setting things to border = 1 or something like that in code. It's used for all HTML Tables, HTML Cells, Forms and Divs.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ToggleBorder=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace
Editor.Toolbar Property

Auto configures the toolbar with a set of buttons. Provides a mechanism for rapidly autoconfigures the toolbar with a set of predefined buttons. For example to enable every toolbar button and menu, do this: editor1.Toolbar="full". Note that this method will affect properties of the editor, so it is usually best to call it before any other property or method.

custom,ribbon,full,lite,forum,email,minimal

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->Toolbar="minimal";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.Toolbarltems Property

Gets or sets the list of tool bar items.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ToolbarItems="{save,new,bold,italic,fon
tname,fontsize}{switchribbon}";
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.URLType Property

Specifies whether the URL should be converted to a site root relative path (/html/images/image1.gif) or an absolute path (http://www.mysite.com/images/image1.gif).

SiteRelative, Absolute, Default

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->URLType="SiteRelative";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.UseHTMLEntities Property

By default Rich Text Editor maps most special characters to the equivalent HTML entity automatically. You can turn it off by setting this property to "false".

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->UseHTMLEntities=false;
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.UseSimpleAmpersand Property

W3C recommend that all '&' in query strings be converted to & This is the only way to get a piece of HTML validated. The reason is that & is the start of an HTML entity, such as £

So this:

If you still want to use simple Ampersand in query strings, you can set this property to true. if you want to retrieve the RichTextEditor HTML content in XHTML format, the 'UseSimpleAmpersand' property will be ignored.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->UseSimpleAmpersand=false;
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.Width Property

Gets or sets the Width of the RichTextEditor control.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->ID="Editor1";
    $rte->Width="820px";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
```

?>

See Also

Editor Class | RTE Namespace

Editor.XHTML Property

Retrieves the RichTextEditor HTML content in XHTML format.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

See Also

?>

Editor Class | RTE Namespace

Editor Methods

Public Instance Methods

≅∮ <u>LoadFile</u>	Loads the contents of a file into the RichTextEditor control.
≊∮ <u>LoadHtml</u>	Loads the contents of a HTML file into the RichTextEditor control.
≊∮ <u>MvcInit</u>	Wires up the model, view, and controller and performs necessary initialization.
setSecurity	Allows you programmatically manage the security settings.

See Also

E

Editor Class | RTE Namespace

Editor.GetString Method

Loads the contents of a HTML file into the RichTextEditor control.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

See Also

?>

Editor Class | RTE Namespace

Editor.LoadFile Method

Loads the contents of a HTML file into the RichTextEditor control.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->LoadFile("somefile.txt");
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

See Also

?>

Editor Class | RTE Namespace

Editor.LoadHtml Method

Loads the contents of a HTML file into the RichTextEditor control.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->LoadHTML("somefile.html");
    $rte->ID="Editor1";
    $rte->MvcInit();
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

Editor.MvcInit Method

Performs necessary initialization.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

See Also

?>

Editor Class | RTE Namespace

Editor.SetSecurity Method

Allows you programmatically manage the security settings.

Example

```
<?php
    $rte=new RichTextEditor();
    $rte->Text="Type here";
    $rte->SetSecurity("*", "*", "StoragePath", "~
/uploads2");
    $rte->MvcInit();
    $rte->Name="rte1";
    $rte->ID="Editor1";
    echo $rte->GetString();
    // use $_POST["Editor1"]to retrieve the data
?>
```

See Also

Editor Class | RTE Namespace

		Font name \bullet Font size \bullet B I \underline{U} \bullet \mathbf{X}^{2} \mathbf{X}_{2} $\widehat{\mathbf{a}}_{A}^{2}$ \bullet $\widehat{\mathbf{A}}$ \bullet $\widehat{\mathbf{ab}}_{a}^{2}$ \bullet $\widehat{\mathbf{A}}$ \bullet $\widehat{\mathbf{ab}}_{a}^{2}$ \bullet $\widehat{\mathbf{ab}}_{a}^{2}$ \bullet $\widehat{\mathbf{ab}}_{a}^{2}$ \bullet $\widehat{\mathbf{ab}}_{a}^{2}$ \bullet	Normal ▼ Styles ▼ ₹ ▼ ‡ ¶ ¶ ₹ ▼ ‡ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	
Commor	1	Format	Paragraphs	Insert
Img	team men	bers and strategies for many	years, and saw a lot of other to	eams do so too.
	strategy is	not a must: The World Champ	ions of 1995, Freiburg Univer	ehave during a contest. However, a refined sity, were a rookie team, and the winners of o weeks before that contest.

Classes

	Class	Description
replace the Textarea in your existing content management system with a powerful, but easy to use WYSIWYG Editor. This rich editing tool empowers end users with an intuitive, easy-to-use interface for creating and publishing web content without relyin on any client-side components or controls. Rich Text Editor for PHP toolbar is totally configurable and it is	<u>RTE.Editor</u>	 Rich Text Editor for PHP is the most powerful online web based WYSIWYG HTML editor. It enables PHP Web developers to replace the Textarea in your existing content management system with a powerful, but easy to use WYSIWYG Editor. This rich editing tool empowers end users with an intuitive, easy-to-use interface for creating and publishing web content without relying on any client-side components or controls. Rich Text Editor for PHP toolbar is totally configurable and it is also effortless to implement. You just need a couple lines of code

Editor.ID Property

Gets or sets the ID of the editor control.

Example

```
<?php
   $rte=new RichTextEditor();
   $rte->Text="Type here";
   $rte->ID="Editor1";
   $rte->MvcInit();
   echo $rte->GetString();
   // use $_POST["Editor1"]to retrieve the data
```

See Also

?>

Editor Class | RTE Namespace