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# **Namo Web Editor Control 6 Developer's Guide**

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## **Initialization File Information**

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## Initialization File Information

The Initialization File contains important information about the program's default properties. Users can customize their own work environments. The properties specified in the Initialization File override the default settings of Web Editor Control 6.

In the Initialization file you can define the toolbar buttons and their display status, specify the status bar and basic editing tabs such as the HTML or Preview tabs. You can also set the default font and the background image or color for the Edit window, specify print options, and specify the default program name.

If you do not specify properties, or if there is no Initialization File, the default settings of Web Editor Control 6 apply.



### Initialization File

File Type: Windows INI File (.env)

The Initialization File can be created and used in a plain text format. This file is created with an .env file extension during Web Editor Control installation on a Windows system. However, you can change the file extension to any that you wish, such as '.ini', or '.dat'. For detailed information, refer to [Defining the Initialization File](#).

### Calling the Initialization File

The Initialization File is called by specifying the file path and version number as parameters of the <param> tag inside the <object>...</object> tags. Use the InitFileURL value to refer to the path of the Initialization File, which can be either a relative or absolute path.

Example:

```
<OBJECT ID="wec" WIDTH="640" HEIGHT="480" CLASSID="CLSID:C5AC95C0-C873-445B-BA1F-3A430A4DEA42">
<param name="InitFileURL" value="http://www.myhome.com/my_email.env">
<param name="InitFileVer" value="1.0">
</OBJECT>
```

## Notes:

1. If the InitFileURL path has not been properly specified, Web Editor Control 6 loads the default settings and the Initialization File properties are ignored.
2. If you have modified the Initialization File (InitFile), you should increase the FileVersion number and update the value of InitFileVer to match the new FileVersion value. This allows users to download the latest Initialization File.
3. If you skip the definition of InitFileVer or if the value of InitFileVer is different from the FileVersion value of InitFile, Web Editor Control downloads InitFile every time you use the program.

## Example of an Initialization File

The Initialization File is customizable to each user's own work environment, to reflect their unique working conditions. The properties specified in the Initialization File override the default settings of Web Editor Control.

Example: my\_email.env

```
[Product]
Name = USTM Mail Editor `Specifies program name.
[UI]
ShowMenu = Yes `Shows the menus.
ShowToolbar = 1,2 `Shows Toolbars 1 and 2.
ShowStatus = Yes `Shows the status bar.
ShowTab = No `Hides HTML and Preview tabs.
[View]
Ruler = Horizontal `Shows the Horizontal Ruler.
[Paragraph]
LineHeight = 100% `Removes the top and bottom margins of the
paragraph.
TopMargin = 0pt
BottomMargin = 0pt
...
```

## Defining the Initialization File

A ninitialization file consists of Sections containing Keys. Section titles are contained in square brackets. Keys are separated by tabs or new lines. A key must be placed in the appropriate section (as shown below), or it will be ignored.

## [Product]

### **FileVersion** = *version*

Indicates the version of the Initialization File (InitFile).

This string is used as the parameter property InitFileVer.

Example: FileVersion = 1.0

### **Logo** = *url*

Specifies the path of the logo image, in either a relative or absolute path. The logo image must be sized to 365x300 pixels. The file may be in BMP, JPG, or GIF format.

Example: Logo = <http://www.myhome.com/default/mylogo.gif>

### **Help** = *url*

Specifies the path of the topmost folder containing the Help file in either a relative or absolute path, or the full path of the Help file indicating a specific file name. If the path of the folder is specified, the location of the Help file is '[Topmost directory]/[Client Language]/user/index.html'. On the other hand, if the full path is specified, the file format is .htm .html .asp .jsp .php .cgi .nsf .cfm. Only one path or file name can be specified in the Initialization File: therefore to show the Help with a client language after specifying the file name, you need to redirect the Help document to the related client language.

[Client Language] is specified as a three letter abbreviation following the standard of Windows locale information (e.g., American English=ENU, Korean=KOR, Japanese=JPN, Chinese=CHS, Cantonese=CHT, etc.).

To modify the current Help file or add a new Help file of your own, you should follow the path structure mentioned above.

Examples:

- specifying the path of the topmost folder:

Help = <http://www.myhome.com/default/myhelp>

(actual path: <http://www.myhome.com/default/myhelp/enu/user/index.html> or

<http://www.myhome.com/default/myhelp/jpn/user/index.html>)

- specifying the full path indicating the file name:

Help = <http://www.myhome.com/default/myhelp/asp/start.asp>

### **Name** = *string*

Specifies the name of the application. This parameter is used as the title in the program information and message dialog box.

Example: Name = Namo Manager Board

## [U]

### **DeleteCommand** = *keywords*

Specifies the features to be deactivated and removed from the menu and toolbars.

Keywords are separated by commas. Deleted features are not displayed in the menus or on the toolbar.

keyword: Items that make up the toolbar buttons (see Keywords).

Example: `DeleteCommand = Save, SaveAs, Help`

### **DeleteAccelerator** = *keystates*

Used when you want to remove a shortcut key (Accelerator; See Keywords for details.).

Keystates (key combinations) are separated by commas. Use the plus sign ('+') to concatenate keys; for example, 'Ctrl+A' or 'Alt+Shift+C'.

Example: `DeleteAccelerator = Ctrl+O, Ctrl+Shift+P`

### **AddAccelerator** = *{keystate, keyword}*(see [Keywords](#))

Adds a shortcut key (accelerator).

By default, Web Editor Control uses only a few shortcut keys, to avoid conflicts with the containing application. When you add an accelerator, make sure the containing application does not use the same accelerator.

keyword: Items that make up the toolbar buttons (see Keywords).

Use the plus sign ('+') to concentrate keys; for example, 'Ctrl+A' or 'Alt+Shift+C'.

Keystate/keyword combinations are separated by commas.

Keystates which have been previously registered are not added.

Example: `AddAccelerator = {ctrl+shift+a, allruler}, {ctrl+shift+b, FileInfo}`

### **CreateMenu** = *keywords*

Creates a new menu, which does not exist in the default settings. (Keywords are not case-sensitive and the under score (\_) can be omitted.) Specifying a menu group includes all the sub-items of the group.

Menu group separator: space

Items included in the menu group: listed inside braces ({}).

Menu item separator: pipe (|)

keyword: Items that make up the toolbar buttons (see Keywords).

Example: `CreateMenu = File {FileNew file_open | FileSave FileSaveAs | Print} Edit {Copy Paste Marks} View`

**AddMenu** = *groupname {str, id; str,id;...}*

Adds a user menu.

Insert the name for the menu group in the braces ({}). Use pipe (|) as a menu separator.

groupname: group menu name (see Keywords for details.)

str: the string displayed as a menu

id: Menu index (1~100)

When the user menu is selected, the event 'SelectedCustomMenu' is issued.

Example: AddMenu = Inserts {;Database, 1; MyImage, 2} Helps {MyHelp,5}

**ShowMenu** = *Yes/No*

Specifies whether or not to show menus.

**AddPopupMenu** = *str, id;str, id;|;...*

Adds a user menu in the shortcut menu. This menu command is added to all the shortcut menus.

str: The string displayed as a menu.

id: Menu index (1~100)

When the user menu is selected, the event 'SelectedCustomMenu' is issued.

Example: AddPopupMenu = Database, 1; MyImage, 2; MyHelp, 5

**ShowPopupMenu** = *Yes/No*

Specifies whether or not to show shortcut menus.

**CreateToolbar** = *keywords*

Creates a new toolbar instead of using the default toolbars.

keywords: Items that make up the toolbar buttons. (see Keywords).

Tool buttons separator: space

Toolbar separator: semicolon (;)

Vertical bar on the Toolbar: pipe (|)

There are no limits on the number of toolbars and tool buttons. An index number is automatically assigned to each toolbar starting with '1'.

Example: CreateToolbar = Menu | FileNew FileOpen | FileSave FileSaveAs | Print ; Cut Copy Paste |...| Help

**ToolBarImage = *url***

Specifies an image file for a specific toolbar. This image is downloaded along with the Initialization File. The image size should be identical to the default toolbar image and in BMP format.

*url*: Specifies the location of the image file in either an absolute path or a relative based on the location of the Initialization File.

Example: `ToolBarImage = http://www.myhome.com/default/mytoolbar.bmp`

See also [ToolBar Images and Logo Image File](#).

**ShowToolBar = *nums***

Lists the index numbers of the toolbars to be displayed. If you do not specify this item, Web Editor Control shows all created toolbars.

Default value: all

Examples: `ShowToolBar = all` (Shows all the toolbars.)

`ShowToolBar = 1,3` (Shows toolbars with the index numbers '1', and '3'.)

`ShowToolBar =` (Show no toolbars.)

**CreateStatus = *Modify, Insert, NumLock, CapsLock, EditMode, Control(=RowColumn)***

Specifies the items to be displayed on the status bar. The Message area is always displayed.

Example: `CreateStatus = Modify, Insert, NumLock, CapsLock`

**ShowStatus = *Yes/No***

Specifies whether or not to show the status bar.

**CreateTab = *Source, Preview***

Specifies the view tabs to be displayed on the screen. The Edit window is always displayed.

Example: `CreateTab = Source`

**ShowTab = *Yes/No***

Specifies whether or not to show the view tabs.

**Border = *None/Thin/Thick***

Specifies the border of the Web Editor Control window.

**BaseColor = *color1, color2, ....***

Customizes the base colors of the color picker. Up to 16 colors can be specified and represented as hexadecimal numbers.

**UseCustomColor = *Yes /No***

Specifies whether or not to use custom colors.

### HTMLDialogPath = url

Specifies the URL of the HTML dialog box. If the HTML of the dialog whose path was called exists, the dialog box appears. If not, the default dialog box appears. Refer to Create the HTML dialog box for details.

### AnswerAskDialog = dialog:answer ; dialog:answer ; ...

Specifies a list of dialog boxes that should not be displayed and should be automatically answered 'yes' or 'no'.

Dialog: The names of the dialog boxes that can be controlled are as follows:

- **SaveAsUnicode:** Asked whether to save as Unicode or not on saving an edited document or moving to another tab. Select Yes, No, or Auto. If Auto is selected, Unicode characters will be converted to the Reference characters based on the current CodePage. (This function is available only in Web Editor Control 6 or higher.)
- **MakeCSSBorder:** Asked on changing the border of a table or a cell.
- **SetupChart:** Asked on using the chart function if the chart component is not set up.
- **SetupImportLibrary:** Asked on importing files such as MS Word or HWP documents if the file filter is not set up.
- **SaveDocument:** Asked on closing a document if the document has been modified.
- **DeleteTable:** Asked on deleting a table.

answer: Selects Yes or No.

Example: The following example specifies that the dialog box asking whether to convert to Unicode and to save is not displayed and is automatically answered 'yes', and the dialog box asking whether to change the table borders to CSS style is not displayed and is automatically answered 'no'. Other dialog boxes are displayed and answered by the user.

**AnswerAskDialog = SaveAsUnicode: Yes ; MakeCssBorder: No**

### HyperLinkDefaultTarget = *framename*

Specifies the default target for hyperlinks. This attribute is available in Web Editor Control 5.0.0.2 or higher. Refer to API document for details.

Frame names can be specified as below or as a developer defines.

_blank	Shows the hyperlinked document or image in a new browser window.
_parent	Shows the hyperlinked document or image in the whole frameset, including the current frame.
_self	Shows the hyperlinked document or image in the current frame.

_top	Shows the hyperlinked document or image in the whole browser window, replacing the current frameset.
------	--

Example: `HyperLinkDefaultTarget = _parent`

**SymbolDlgTab = *ansi, unicode, dbcs***

Specifies tab order or tabs to show or hide in the symbols window. When this option is not set, all tabs appear in the ANSI, Unicode, and OBCS order. This attribute is available in Web Editor Control 6.0 or higher.

- ANSI: Symbol tab. Lets you insert ASCII symbols.
- Unicode: Unicode tab. Lets you insert Unicode symbols.
- DBCS: KS tab. Lets you insert DBCS symbols.

**[Edit]**

**EditMode = *ReadOnly/Edit***

Specifies the editing status of the Edit window.

**TabSize = *num***

Specifies the number of non-breaking spaces inserted when the user presses the <Tab> key.

Default value: 4

**TextColor = *color* (Client setting overrides this)**

Specifies the foreground (text) color of the document.

Default value: #000000 (The color is expressed in hexadecimal RGB value.)

**BgColor = *color* (Client setting overrides this)**

Specifies the background color of the document.

Default value: #FFFFFF (The color is expressed in hexadecimal RGB value.)

**BgImage = *url***

Specifies the path of the background image of the document, in either an absolute or relative URL.

Example: `BgImage = http://www.myhome.com/default/myback.jpg`

**HyperLinkColor = *color* (Client setting overrides this)**

Specifies the normal hyperlink color.

Default value: #0000FF (The color is expressed in hexadecimal RGB value.)

**ImeMode = *active/inactive***

Specifies the input language. If not specified, follows the current Windows input system.  
Example: ImeMode = active (Inputting English) / ImeMode = inactive (Inputting Korean) (This attribute is available in Web Editor Control 6 or higher.)

**VisitedLinkColor = *color* (Client setting overrides this)**

Specifies the visited link color.

Default value: #800080 (The color is expressed in hexadecimal RGB value.)

**ActiveLinkColor = *color* (Client setting overrides this)**

Specifies the active hyperlink color.

Default value: #FF0000 (The color is expressed in hexadecimal RGB value.)

**PreformattedTextOpen = *Yes/No***

Specifies whether or not to maintain the text file format using the <pre> tag when opening a text file.

**RemoveClipboardWORDTag = *Yes/No***

Specifies whether or not to remove the Microsoft word specific tags.

**ReturnKeyActionBR = *Yes/No***

Specifies whether or not to Use the Enter key on your keyboard inserts a line break (<br> tag) instead of starting a new paragraph. If this option is not in effect, use Shift+Enter to start a new paragraph. (available in Web Editor Control 6 or higher)

## [View]

**Ruler = *Horizontal, Vertical* (Client setting overrides this)**

Specifies whether to show the horizontal and/or vertical ruler.

**Grid = *Yes/No* (Client setting overrides this)**

Specifies whether to show the layout grid.

**Guide = *Yes/No* (Client setting overrides this)**

Specifies whether or not to show layout guides.

**Mark = *Table, ParaEnd, Space, Tag, Layer* (Client setting overrides this)**

Specifies the editing marks to be displayed in the Edit window.

**Image = *Image, Background, Animation* (Client setting overrides this)**

Specifies whether to display images, background images, and/or GIF animations in the Edit window.

## [Document]

**DefaultFont** = *variable font name, variable font size, fixed font name, fixed font size* (Client setting overrides this)

The values for 'variable font name' and 'variable font size' set the information for the variable fonts. The values for 'fixed font name' and 'fixed font size' set the information for the fixed fonts, which are used in the HTML window.

Default value: Depends on the different language version. (English: 'Times New Roman', 12 (point))

**NewFile** = *url*

Specifies the path of the file to be loaded when the user either starts Web Editor Control or uses the File-New menu command. The path is either an absolute or a relative URL. Leave blank to have Web Editor Control start with a blank document.

Example: NewFile = <http://www.myhome.com/default/myform.htm>

**CharSet** = *utf-8/euc-kr/ks\_c\_5601-1987/euc-jp/shift\_jis/iso-2022-jp/...* (Client setting overrides this)

Specifies the character set for the document.

**BaseURL** = *url*

Specifies the base URL against which relative paths in the document are interpreted.

**Title** = *string*

Specifies the title of the document.

**Author** = *string* (Client setting overrides this)

Specifies the author of the document.

**Classification** = *string*

Specifies the classification of the document.

**Description** = *string*

Specifies the description of the document, to be used by Internet search engines.

**Keyword** = *string*

Specifies the keywords of the document, to be used by Internet search engines.

**LeftMargin** = *num*

Specifies the left margin of the document.

**TopMargin** = *num*

Specifies the top margin of the document.

**BgSound** = *url*

Specifies the location of a background sound, in either an absolute or relative path.

**BgSoundLoop** = *num*

Specifies how many times the background sound (if any) should be played.

A value of -1 makes the background sound loop infinitely.

## [Paragraph]

**Align** = *Left/Right/Center/Justify*

Specifies the default paragraph alignment.

**Indent** = *num[unit]*

Specifies the default indentation of the first line of a paragraph. A negative value creates the indentation to the right. You can use one of %/pt/mm/cm/pc/in/px/em/ex as a unit.

Example: Indent = 10pt

**LineHeight** = *num[unit]*

Specifies the default line height within a paragraph.

**TopMargin** = *num[unit]*

Specifies the default top margin of a paragraph.

**BottomMargin** = *num[unit]*

Specifies the default bottom margin of a paragraph.

**LeftMargin** = *num[unit]*

Specifies the default left margin of a paragraph.

**RightMargin** = *num[unit]*

Specifies the default right margin of a paragraph.

## [Print]

**HeaderMargin** = *num*

Specifies the default print margin of the header.

Default value: 10 (mm)

**FooterMargin** = *num*

Specifies the default print margin of the footer.

Default value: 10 (mm)

**TopMargin** = *num*

Specifies the default top margin of the body for printing.

Default value: 18 (mm)

**BottomMargin = *num***

Specifies the default bottom margin of the body for printing.

Default value: 18 (mm)

**LeftMargin = *num***

Specifies the default left margin of the body for printing.

Default value: 18 (mm)

**RightMargin = *num***

Specifies the default right margin of the body for printing.

Default value: 18 (mm)

**OddEvenDifferent = *Yes/No***

Enables the separate page numbering of odd and even pages.

**OddPageLeftHeader = *string***

Specifies the default left header for odd numbered pages.

string: any string or string containing keywords

keywords: &title (document title), &filename (filename), &page (page number), &total (total page number), &date (date), &longdate (date and day), &time(time on 12-hour basis), &miltime (time on 24-hour basis)

Default value: &title

**OddPageRightHeader = *string***

Specifies the default right header for odd number pages.

Default value: &page / &total

**OddPageLeftFooter = *string***

Specifies the default left footer for odd number pages.

Default value: &filename

**OddPageRightFooter = *string***

Specifies the default right footer for odd number pages.

Default value: &date / &time

**EvenPageLeftHeader = *string***

Specifies the default left header for even number pages.

string: any string. May contain keywords.

Keywords: &title (document title), &filename (filename), &page (page number), &total (total page number), &date (date), &longdate (date and day), &time (time on 12-hour basis), &miltime (time on 24-hour basis)

Default value: &page / &total

**EvenPageRightHeader = *string***

Specifies the default right header for even number pages.

Default value: &title

**EvenPageLeftFooter = *string***

Specifies the default left footer for even number pages.

Default value: &title / &time

**EvenPageRightFooter = *string***

Specifies the default right footer for even number pages.

Default value: &filename

**StartPageNumber = *num***

Specifies the default starting page number of the document.

Default value: 1

**BgImage = *Yes/No***

Specifies whether or not to print background images by default.

**BlackText = *Yes/No***

Specifies whether or not to print all text in black by default.

**PaginateInTable = *Yes/No***

Specifies whether or not to allow page breaks within tables by default.

## **[Table]**

**RowCount = *num***

Specifies the default number of rows for new tables.

Default value: 2

**ColumnCount = *num***

Specifies the default number of columns for new tables.

Default value: 2

**Width = *num+unit***

Specifies the default width of tables.

Default value: 100%

unit: px, %

**Height** = *num+unit*

Specifies the default height of new tables.

unit: px, %

**Align** = *Left/Right/Center/LeftFloat/RightFloat*

Specifies the default table alignment with respect to adjacent content.

**BorderWidth** = *num*

Specifies the default thickness of table borders.

Default value: 1

**BorderColor** = *color*

Specifies the default color of table borders.

**BorderLightColor** = *color*

Specifies the default light border color of a table.

**BorderDarkColor** = *color*

Specifies the default dark border color of a table.

**BgColor** = *color*

Specifies the default background color of a table.

**CellPadding** = *num*

Specifies the default inner margin of cells.

Default Value: 1

**CellSpacing** = *num*

Specifies the default spacing between cells.

Default Value: 0

## [Image]

**Align** = *Top/Middle/BaseLine/Bottom/LeftFloat/RightFloat/TextTop/AbsMiddle/AbsBottom*

Specifies the default alignment of text and images.

**HorizontalMargin** = *num*

Specifies the default left and right margins of an image.

Default: 0(pixels)

**VerticalMargin** = *num*

Specifies the default top and bottom margins of an image.

Default: 0(pixels)

**BorderWidth = *num***

Specifies the default border thickness of an image.

Default: 0(pixels)

**[Utility]****NamoNetCache = *Yes/No***

Specifies whether or not to cache Web data downloaded by the Namonet DLL (used when the user opens a document from the Web in Web Editor Control).

**UseAutomation = *Yes/No***

Specifies whether or not to use Word automation when opening the MS-Word document.(available in Web Editor Control 5.0.0.20)

**[MIME]****EncodeRange = *All/Body***

All: Encode the whole document.

Body: Encode only the <body> element of the document.

**EncodeFileScope = *All/Local***

All: Include all files for encoding.

Local: Include only local files for encoding.

**EncodeFilter = *Image, CSS, Object, Script, Applet, BgSound***

Specifies the file types to encode.

**EncodeType = *Base64/QuotedPrintable/ForceBase64/ForceQuotedPrintable/NoEncoding***

Specifies the encoding method to use when HTML documents should be displayed in MIME type.

Base64: Encodes as base64 only when the file type is not 7 bit.

QuotedPrintable: Encodes as quoted-printable only when the file type is not 7 bit.

ForceBase64: Encodes as base64 on any condition.

ForceQuotedPrintable: Encodes as quoted-printable on any condition.

NoEncoding: Does not encode.

## **[Event]**

### **Mouse = Yes/No**

Specifies whether or not to issue events for mouse actions.

### **Keyboard = Yes/No**

Specifies whether or not to issue events for keyboard actions.

### **Command = Yes/No**

Specifies whether or not to issue events before executing specific menus or toolbar commands.

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