





Adding, Updating, or Removing WebObjects Elements

WOResetButton

WOTextField

The *WOTextField* icon inserts a single-line text field tha

WOPasswordField

The *WOPasswordField* icon inserts a password field thaWO



The `WOcheckbox` icon inserts a checkbox that lets the site visitor select multiple items from a list or make other selections to control

- Use *Selection* to type in a string (for example, a variable) that causes WebObjects to check the checkbox automatically. If *Selection* and *Value* are equal when the page is generated, the checkbox is checked. When the page is submitted, *Selection* is assigned the value of the checkbox.
- Use the *Checked* text box and popup menu to select a default state for the checkbox. Setting *Checked* to YES causes the checkbox to appear in the checked state when the page is being gen-

WORadioButton

The *WORadioButton* icon inserts a radio button that acts as an on-off switch. R

Set the following options in the *WORadioButton Inspector*:

WOPopupButton

The `WOPopupButton` icon inserts a popup menu with multiple options to choose from. `WOPopupButton` displays itself as a selection list that allows the site visitor to select one item at a time.

The related element `WOBrowser` is similar to `WOPopupButton` except that it allows the site visitor to select more than one item at a time.

To insert a `WOPopupButton` menu, proceed as follows:

- 1 Drag the `WOPopupButton` icon from the `Palette` to drop it in your layout grid or document window.

Inserting a `WOPopupButton`

- 2 Set up the list box in the context-sensitive inspector window, now titled `WOPopupButton Inspector`.

The `Basic` tab of the `WOPopupButton Inspector`



WOBrowser

The *WOBrowser* icon inserts a multi-line browser. *WOBrowser* displays itself as a selection list that allows the site visitor to select multiple items at a time.

WOImage

The *WOImage* icon inserts an image placeholder that can be dynamically or statically linked with an image. Images help the audience to navigate your page—for example, by clicking buttons.

To insert a *WOImage* placeholder, proceed as follows:

- 1 Drag the *WOImage* icon from the *Palette* and drop it in your layout grid or document window.

Inserting a WOImage Placeholder

- 2 Set up the image in the context-sensitive *Inspector* window, now titled *WOImage Inspector*. The *WOImage Inspector* has four tabs:
 - *Basic* lets you set the source file and geometry for the WebObjects image.
 - *Attributes* -

Adjusting WImage Alignment

To adjust the alignment of an image placed in the flow of HTML code or on a layout grid, proceed as follows:

To align the image relative to text on the same line, select an option from the *Align* popup menu:

- The *Default* option uses the alignment settings of the surrounding text.
- The *Top* option aligns surrounding text with the top of the image.
- The *Middle* option horizontally centers the baseline of surrounding text with the image.
- The *Bottom* option is the default setting. It aligns the baseline of surrounding text with the bottom of the image.
- The *Left* option aligns the image to the left of the text.
- The *Right* option aligns the image to the right of the text.
- The *Texttop* option aligns the image with the top of the surrounding text.
- The *Absmiddle* option horizontally aligns the absolute center of surrounding text with the image.
- The *Baseline* option aligns the image with the baseline of the surrounding text.
- The *Absbottom* option aligns the absolute bottom of the surrounding text with the bottom of the image.

Adjusting Vertical and Horizontal Spacing

To adjust the vertical and horizontal spacing between the image and surrounding text, proceed as follows:

- 1 In the *HSpace* text box, type in the horizontal spacing in pixels and press the Return key to confirm your entry.
- 2 In the *VSpace* text box, type in the vertical spacing in pixels and press the Return key to confirm your entry.

Entering Alternative Text

To enter alternative text you want the browser to display instead of the image, proceed as f

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WOApplet

The *WOApplet* icon inserts a dynamic element that generates HTML to specify a Java applet. The applet's parameters are passed by one or more *WOParam* elements.

To insert a *WOApplet* placeholder, proceed as follows:

- 1 Drag the *WOApplet* icon from the *Palette* and drop it in your layout grid or document window.

Inserting a WOApplet Placeholder

- 2 Set up the dynamic element in the context-sensitive *Inspector* window, now titled *WOApplet Inspector*. The *WOApplet Inspector* has three tabs:
 - *Basic* lets you make basic settings for the *WOApplet*.
 - *Attributes* lets you inspect current attributes and add new

- The *Top* option aligns surrounding text with the top of the applet.
- The *Middle* option horizontally centers the baseline of surrounding text with the applet.
- The *Bottom* option is the default setting. It aligns the baseline of surrounding text with the bottom of the applet.
- The *Left* option aligns the applet to the left of the text.
- The *Right* option aligns the applet to the right of the text.
- The *Texttop*

WOParam

The *WOParam* icon inserts an element tha



WOEmbeddedObject



Inserting a WOEmbeddedObject Placeholder

The *WOEmbeddedObject* icon inserts an element that provides support for Netscape plugins.

To insert a *WOEmbeddedObject* placeholder, proceed as follows:

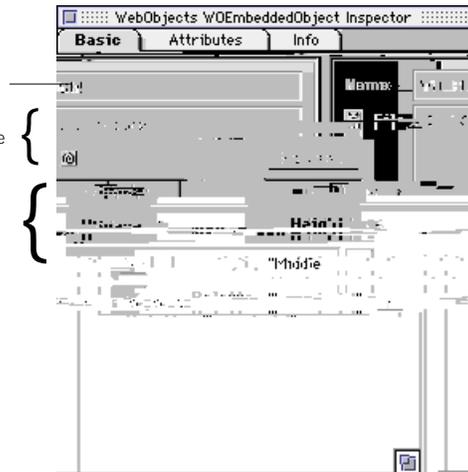
- 1 Drag the *WOEmbeddedObject* icon from the *Palette* and drop it in your layout grid or document window.
- 2 Set up the dynamic element in the context-sensitive *Inspector* window, now titled *WOEmbeddedObject Inspector*. The *WOEm*sup-

The Basic Tab of the WOEmbeddedObject Inspector

Type in the path to the embedded object here, click the Browse button to select one, or click the Point & Shoot button to link to an object.

Use these options to adjust object geometry.

Use this option to select a color palette.



WOEmbeddedObject element a unique combination to type in the path to the plugin file if the embedded object's content comes from outside the WebObjects application. If the embedded object's content is returned by a method within the WebObjects application, use the *Attributes* tab to specify the *Value* attribute.

Alternatively, click the Browse button and select an applet in the following file selection dialog, or click the *Point & Shoot* button to link to an image in the *Project* window.

- Click to place the cursor in the *Width*

text box, and enter the desired overall width in pixels of the area to allocate for the plugin. Press the Return key to confirm your entry.

- Click to place the cursor in the *Height* text box, and enter the desired overall height in pixels of the area to allocate for the plugin. Press the Return key to confirm your entry.
- Use the *HSpace* text box to specify the horizontal spacing in pixels, and press the Return key to confirm your entry.
- Use the *VSpace* text box to specify the vertical spacing in pixels, and press the Return key to confirm your entry.

The *Attributes*

The *Attributes* tab of the *WORepetition Inspector* lets you inspect the settings made in the *Basic* tab and add new attributes as requir

WOConditional

The *WOConditional* icons insert a conditional object that controls whether a portion of the HTML page will be generated, based on the evaluation of its assigned condition.

To insert a *WOConditional* tag, proceed as follows:

- 1 Drag the *WOConditional (Begin)* tag icon from the *Palette* and drop it in your layout grid or document window, right in front of the item(s) you want to be conditional.
- 2 Drag the *WOConditional (End)* tag icon from the *Palette* and drop

The Element Tab of the WOConditional Inspector

Set the following options in the *Element* tab of the *WOConditional Inspector*:

- Use the *Name* text box to give the WebObjects element a unique name. This name identifies the *WOConditional* object as a unique entity in case m-2.702t8 ctor



WOString

The *WOString* icon inserts an object that represents itself in the HTML page as a dynamically generated string.

To insert a *WOString* tag, proceed as follows:

- 1 Drag the *WOString* tag icon from the *Palette* and drop it in your layout grid or document window.

Inserting a WOString Tag

- 2 Select the *WOString* tag to set up the string object in the context-sitvt the

Set the following options in the *Element* tab of the *WOString Inspector*:

- Use the *Name* text box to give the WebObjects element a unique name. This name identifies the *WOString* object as a unique entity in case more string objects follow in the HTML template pagname.
- Use the *Type* text box and popup menu to change the type of the WebObject, if required.

*The Attributes Tab of the
WOString Inspector*

The *Attributes* tab of the *WOString Inspector* lets you add new attributes and values, as required.

To add and delete attributes, proceed as follows:

- Click the *New* button to add new attributes for the *WOString* object. Clicking the *New* button enables the two text boxes below the list box, allowing you to type in the attribute name (left) and value (right). Press Return to confirm your entry and have GoLive CyberStudio add the new attribute to the list.
- Currently supported attributes include:
 - *value*: This attribute specifies the text to be displayed in the HTML page. *value* is typically assigned an NSString object, an object that responds to a description message by returning an NSString, or a method that returns an NSString. The NSString's contents are substituted into the HTML page.



The Element Tab of the WOStateStorage Inspector

Set the following options in the *Element* tab of the *WOStateStorage Inspector*:

- Use the *Name* text box to give the WebObjects element a unique name. This name identifies the *WOStateStorage* element as a unique entity in case more state storage elements follow in the HTML template page.
- Use the *Type* text box and popup menu to change the type of the WebObject, if required.

The Attributes Tab of the WOStateStorage Inspector

The *Attributes* tab of the *WOStateStorage Inspector* lets you add new attributes and values, as required.

To add and delete attributes, proceed as follows:

- Click the New button in the *Attributes* tab.

WOGenericElement

The *WOGenericElement* icon inserts an element that provides a way for WebObjects to accommodate custom HTML tags that are empty— that is, that do not span a range of text. Because the HTML

WOGenericContainer

The *WOGenericContainer* icons insert two elements that provide a way for WebObjects to accommodate custom HTML container elements, that is, elements that span a range of text. Because the HTML language is evolving rapidly, it is convenient to have a way to dynamically generate elements that are not explicitly supported by WebObjects.

To insert a *WOGenericContainer* tag, proceed as follows:

- 1 Drag the *WOGenericContainer (Begin)*

*The Element Tab of the
WOGenericContainer Inspector*

Set the following options in the *Element* tab of the *WOGenericContainer Inspector*:

- Use the *Name* text box to give the WebObjects element a unique name. This name identifies the *WOGenericContainer* object as a unique entity in case more unknown binary HTML elements follow in the HTML template page.

*The Attributes Tab of the
WOGenericContainer Inspector*

The *Attributes*

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Set the following options in the *Element* tab of the *WOHyperlink Inspector*:

- Use the *Name* text box to give the WebObjects element a unique name. This name identifies the *WOHyperlink* element as a unique entity in case more unary unknown HTML elements follow in the page.
- Use the *Type* text box and popup menu to change the type of the WebObject, if required.

*The Attributes Tab of the
WOHyperlink Inspector*

The *Attributes* tab of the *WOHyperlink Inspector* lets you add new attributes and values.

To add and delete attributes, proceed as follows:

- Click the *New* button to add new attributes for the *WOHyperlink* element. Clicking the *New* button enables the two text boxes below the list box, allowing you to type in the attribute name (left) and value (right). Press Return to confirm.

ReusableComponent

The *ReusableComponent* icon inserts an unknown dynamic element. To insert a *WOUnknownType* element, pr



Table

The *Table with Repetition* icon inserts a table, providing a way for WebObjects to accommodate HTML tables in HTML template pages.

To insert a *Table with Repetition*, proceed as follows:

- 1 Drag the *Table with Repetition* icon from the *Palette* and drop it in