

Content Creation with Kupu and Other WYSIWYG Editors

Note: This is the print view with all the tutorial pages on one page. The paginated version is available here, if you prefer that.

This tutorial introduces the Kupu interface and explains how to insert images, create FAQ pages, and use Kupu's ResolveUID feature. It was written by Quintagroup content manager for end-users and is compatible with Kupu 1.4.x (that is currently in beta).

WYSIWYG Editors in Plone

Kupu, Epoz, and FCK editor

Several WYSIWYG editors can be used in Plone, including Kupu, Epoz, and FCK editor. However, not all of the editors are compatible with the current version of Plone.

Multiple WYSIWYG editor packages can be installed in a single Plone instance which allows site members choose their favorite editor in the Content editor setting of their personal Preferences, as shown below:

Content editor

Select the content editor that you would like to use. Note that content editors often have specific browser requirements.

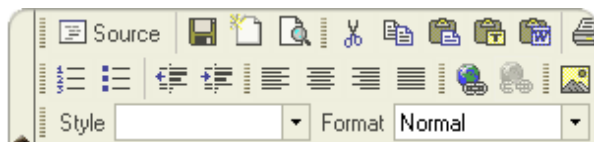
which allows you to edit content with your favorite editor instead of using browser-based editors. This requires an additional application called ExternalEditor installed client-side. Ask your administrator for more information if needed.

Most WYSIWYG editors are based on similar principles, with interfaces that mimic those of popular word processing applications. These familiar toolbars and icons help the non-technical users who are not well-versed in HTML code to transition to editing content in Plone.

What are the differences between WYSIWYG editors?

- HTML code formed.
- Insert image interface and functionality.
- HTML clean-up can be done with the help of special icon on a toolbar, or just after clicking 'save' button.
- WYSIWYG editor default configuration can have or lack change color functionality.

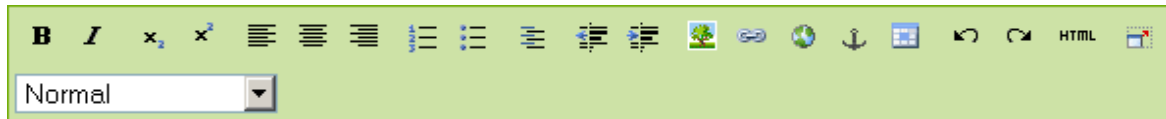
FCK Editor



Epoz



Kupu



Introduction

An introduction to the Kupu content editor

What is the aim of this tutorial?

This tutorial is devoted to content management with Kupu. It introduces the Kupu interface and explains how to insert images, how to create FAQ pages, and why to use ResolveUID. This tutorial is aimed to help a content manager to get acquainted with WYSIWYG editors in Plone.

This tutorial is a part of Plone Book for Content Managers - a tutorial digest on the most recent issues. As this book is constantly expanding, you can monitor the renewals made to it subscribing to my blog.

In case any question concerning editing with Kupu arises during your work, something is not clear for you in any article of this tutorial, you have noticed any drawbacks or have suggestions about how to improve it, you are welcomed to contact Olha Pelishok.

If your questions and suggestions concern Kupu in general, contact the Plone General mailing list. Duncan Booth usually settles such issues. He has also done a tremendous amount of very high quality work about Kupu. Duncan Booth took over after Philipp von Weitershausen had done the initial Plone integration.

Getting back to the Kupu content editor, let's start with its general description.

What is Kupu?

Kupu is an open source client-side editor for Firefox, Netscape and Internet Explorer. Inspired by Maik Jablonski's Epoz editor, it was written by Paul Everitt, Guido Wesdorp and Philipp von Weitershausen to improve the JavaScript code and architecture, standards support, support for web servers other than Zope (which was the original target platform for Epoz), customization, and other issues.

Kupu's features:

- Kupu is easy to integrate into a variety of CMS.
- Kupu can be easily customized and extended.
- High-tech and up-to-date Kupu uses CSS in favor of HTML for layout and presentation.

Kupu Button Index









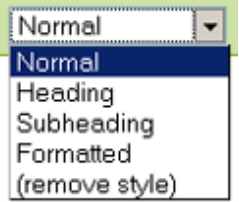


Description of the toolbars and icons in Kupu 1.4.x

A typical Kupu toolbar looks like this:



The following table describes the function and output of each button:


Icon	Function	Description	Example	Example resultant HTML code
	bold	Bolds selected text	text	<code>text</code>
	italicize	Italicizes selected text	text	<code>text</code>
	subscript	Transforms selected text to subscript	textscript	<code>text<sub>script</sub></code>
	superscript	Transforms selected text to superscript	textscript	<code>text<sup>script</sup></code>
	left justify	Aligns the selected text to the left	text	<code><p align="left">text
</p></code>
	center justify	Aligns the selected text to the center of the screen.	text	<code><p align="center">text
</p></code>
	right justify	Aligns the selected text to the right	text	<code><p align="right">text
</p></code>
	numbered list	Creates a numbered list	<ol style="list-style-type: none"> 1. line1 2. line2 3. line3 	<code>line1line2line3</code>
	bulleted list	Creates a bulleted list	<ul style="list-style-type: none"> ▪ line1 ▪ line2 ▪ line3 	<code>line1line2line3</code>
	list passage	Creates a definition list	<p>line1</p> <p>line2</p> <p>line3</p> <p>line4</p>	<code><dl><dt>line1</dt><dd>line2</dd><dt>line3 </dt><dd>line4
</dd></dl></code>
	decrease quote level	Moves an indented section of text one tab to the left	text	
	increase quote level	Indents the selected text by one tab	text	<code><blockquote>text
</blockquote></code>
	insert image	Inserts an image into your		

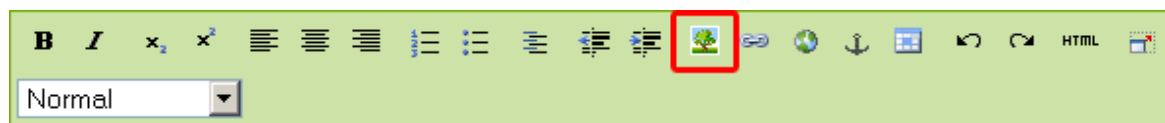
Icon	Function	Description	Example	Example resultant HTML code						
	insert internal link	Creates a link to another object within Plone site	text	<code>text</code>						
	insert external link	Changes a link to an external site	text	<code>text</code>						
	insert anchors	Creates an anchor point for linking between sections of a single page	beginning text text text text text to the top	<code><h3 class="Subheading">beginning</h3>text text text text text
to the top</code>						
	insert table	Inserts a table	<table border="1"> <tr> <td>first</td> <td>second</td> <td>third</td> </tr> <tr> <td>fourth</td> <td>fifth</td> <td>sixth</td> </tr> </table>	first	second	third	fourth	fifth	sixth	<pre><table class="plain"> <tbody> <tr> <td>first
</td> <td>second
</td> <td>third </td></tr> <tr> <td> fourth</td> <td>fifth</td> <td>sixth </td></tr></tbody></table></pre>
first	second	third								
fourth	fifth	sixth								
	undo	Undo the last edit								
	redo	Redo the last undo action								
	switch between visual editor and HTML view									
	text heading	Chooses headings								
		Normal	text	<code><p>text</p></code>						
	text headings	Heading	text	<code><h2 class="Heading">text</h2></code>						
		Subheading	text	<code><h3 class="Subheading">text</h3></code>						
		Formatted		<code><pre>text</pre>text</code>						
	zoom	Zooms the editing window to fill the of the page								

Icon	Function	Description	Example	Example resultant HTML code
	remove link	Removes an existing link		

Kupu Insert Image Properties

A description of the options available for inserting images with Kupu.

The Kupu editor allows you to insert image files stored in Plone into your document, using the  button on the Kupu toolbar:



Clicking this button launches the Insert Image dialog:



The three columns of the dialog display:

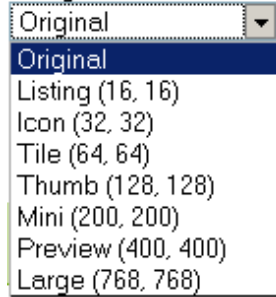
- In the first column - a folder navigation list.
- In the second column - an object navigation list, from which you can select your image file.
- In the third column - image preview, and options for alignment, size and captions.

In the example above, an image of a rose was selected - rose.png (rather large one, at its original size of 600*450 pixels).

According to the "Image alignment" option you choose, the image will be placed in your page (and the following HTML code will be generated):


- lefthand (``);
- righthand (``);
- inline (``).

You may also choose the size of the image you need. This is especially convenient when you deal with large images, as there is no need to use Photoshop or other external image editing application to crop or change the size of an image. The "Image size" dropdown list provides a choice between many sizes and formats:

Image size

- original (``) - default option - an image is inserted in its original size;
- listing (``) - a listing icon is made out of your image;
- icon (``) - an icon is made out of your image;
- tile (``) - a tile is made out of your image;
- thumb (``) - a thumb(inch)-size icon is made out of your image (little bigger than 2,5cm);
- mini (``) - the minimum-size image is formed;
- preview (``);
- large (``);

The following figure displays all the formats and sizes that can be inserted using a single image file in Kupu. Note that this image is 600*450 pixels, so the largest version (original) can not be larger than this aspect ratio

 listing (16,16)



icon (32,32)



tile (64,64)



thumb (128,128)



mini (200,200)



preview (400,400)



large



original (600,450)

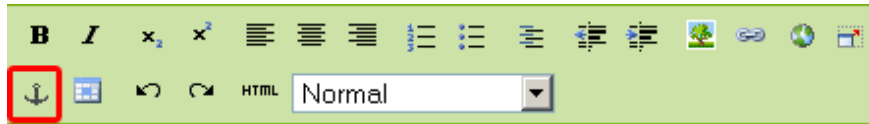
How to Create FAQ with Kupu Anchors

FAQ page creation with Kupu

FAQ is an abbreviation for "**Frequently Asked Question(s)**". The term refers to listed questions and answers, all supposed to be frequently asked in some context, and pertaining to a particular topic.

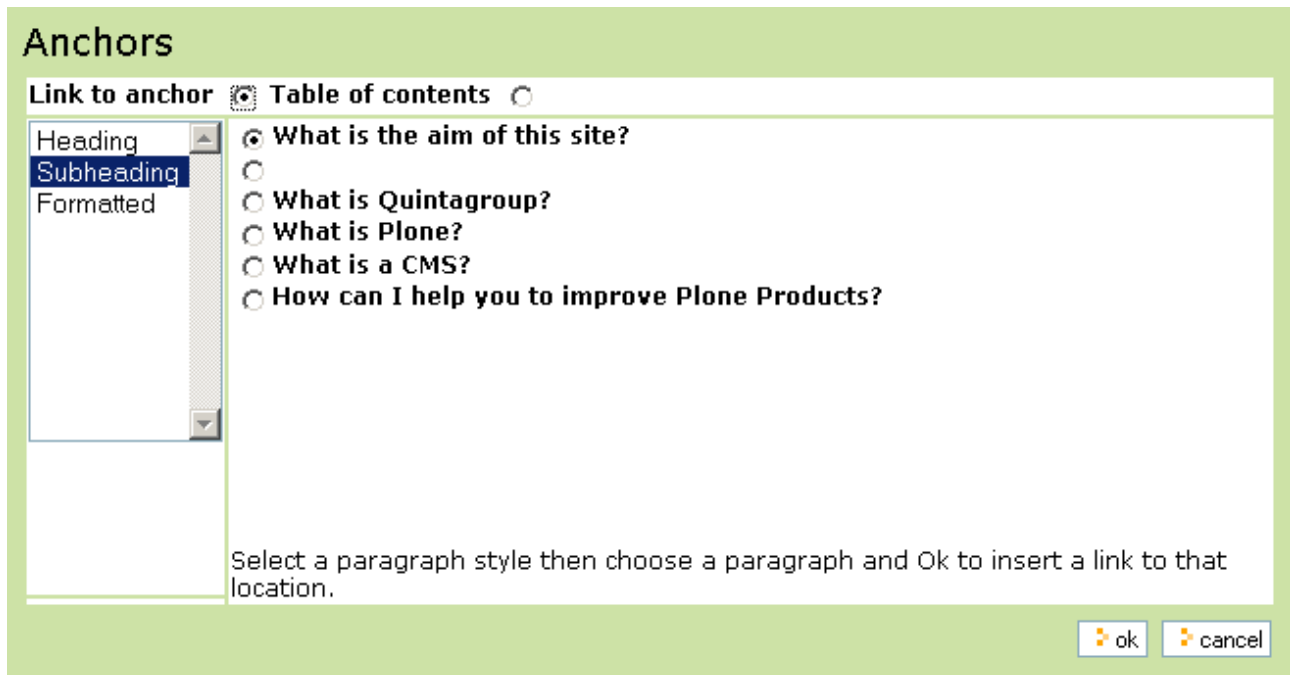
With the help of Kupu, you can easily create a pretty-looking FAQ for your Plone site.

The 'Insert anchor' icon allows you to create links that point to other sections within the same page.



Follow these steps to create your FAQ page:

- Suppose you want a page with such a look: an index of 9 FAQ titles at the top of the page, and the corresponding entry for each FAQ below (example FAQ).
- Format the titles for each entry as a 'subheading'.
- Move your cursor to the beginning of the first entry, click the 'Insert anchor' icon.
- In the following window, choose the subheading that you want to link your question to. In the case of the first question - select the first line.



- Click OK.
- Perform the same steps for each of the remaining questions.

To see the way a typical FAQ page works go here.

What is ResolveUID?

An introduction to using the ResolveUID function.

ResolveUID is a very useful Plone functionality that allows to maintain interrelation between documents in case they are moved within your Plone site (their URL changes). This is especially convenient for large sites, that have a great deal of interlinked documents.

After ResolveUID is activated, new-added internal links that you create within your site will not break if objects are moved. Correct links to objects will be maintained if documents are relocated from one folder into another.

To activate ResolveUID, go to Site setup, and in the Kupu visual editor configuration panel select the 'Link using UIDs' option. Now, when you edit with Kupu, you will notice that the HTML code for inserted images looks like:

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While this range of non-discernible characters may seem daunting, but it is how ResolveUID assigns IDs to Plone sites.

How to transform ResolveUID into a Real URL

A ResolveUID value should not appear in a rendered HTML page, it should instead be transformed into the real URL of the linked object. Kupu should be configured to use a portal transform on output so that the end user never sees a ResolveUID URL.

Otherwise you can use Plone ResolveUID product.

Both ways require collaboration with a Plone developer.