



## How to use the plugin

This plugin can improve your project to offer to you new features not provided by Website X5 software. This plugin is based on parts of code from codepen.io

This plugin can run with WSX5 software or not, and to be integrated into any other external web development tool. Not only for WSX5 !

Unzip the files into a personal directory under the root of your website. By example uncompress files into **neon** directory.

After decompression you will get following files:

<b>afs_index.php</b>	--> the plugin PHP file name is here
<b>afs_config.php</b>	--> file to configure the logo, URL, language ... etc
<b>afs_licence.key</b>	--> necessary file to run the plugin

Do not change the name files. The plugin needs these names

Before to change any parameters into afs\_config.php file we recommend to do a backup of it.

You can use this plugin on your website to display some contents with neon (fluo) effects. The plugin is configured for 10 different messages maximum per page. There no more limitation.

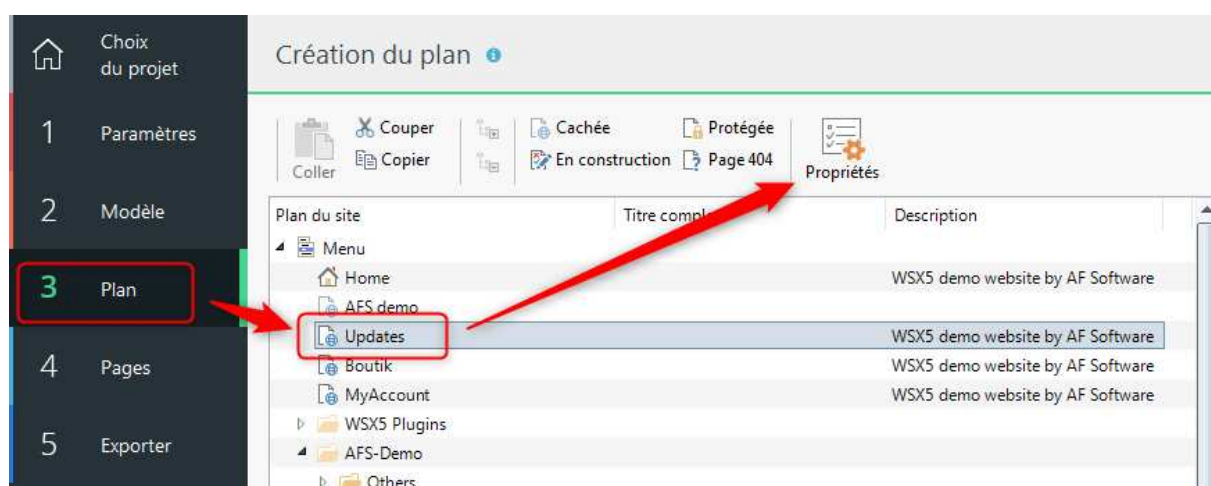
All parameters are included into afs\_config.php file. For more experimented users you can also import some webfonts. Check the end of afs\_config.php file for understanding.

All parameters are documented into the config file.

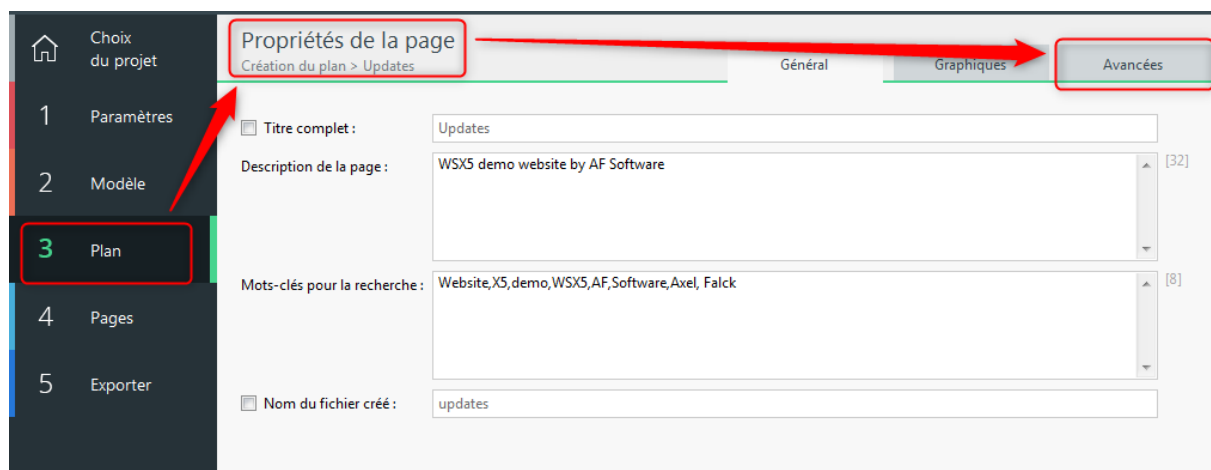


## How to configure the plugin with Website X5

You need to **create a page** into your project and your page needs to be into **PHP format**. So change this one here.



and click on Advanced tab



and to choose PHP format for the page file.



Add some text objects and HTML object like below:



### Création de la page ⓘ

AFS-Demo | Others | neon

Contenu

Style

Effet

Ancre ▾

↕

↕

↕

↕

↔

↔

↔

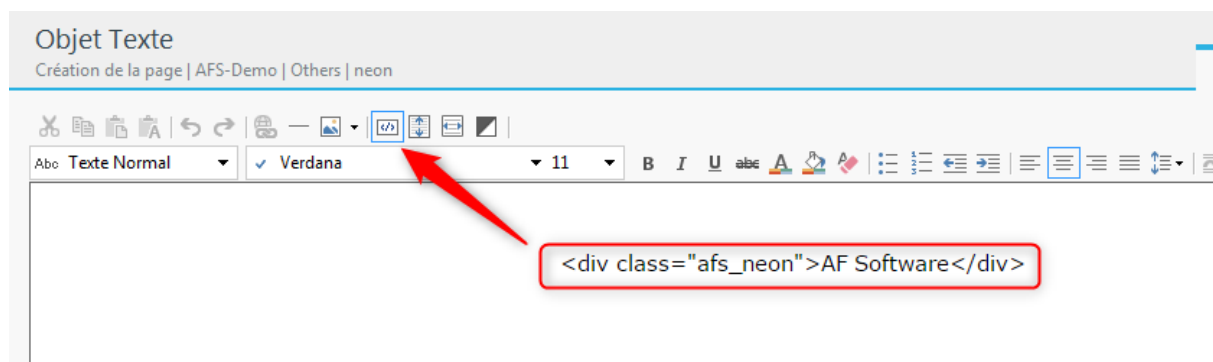
↔

Style des Lignes

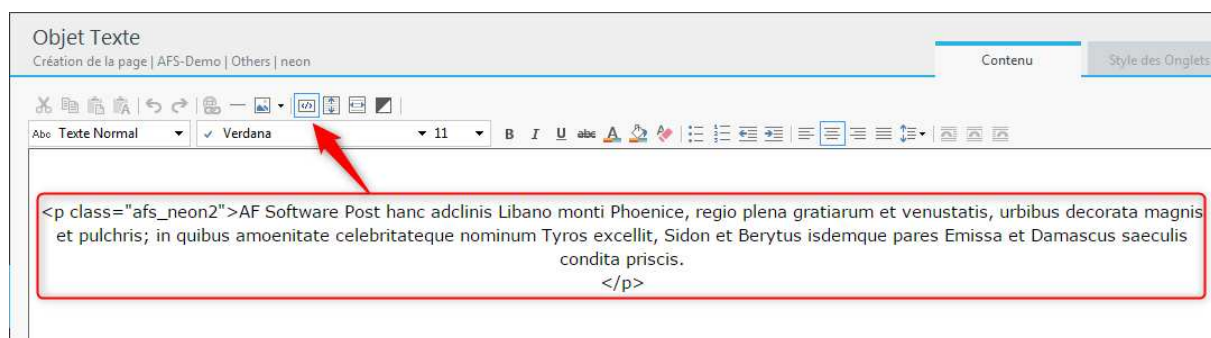
Adaptatif

1	<div>T</div>		
2	<div>T</div>	<div>T</div>	<div>T</div>
3	<div>T</div>		
4			<div>&lt;/&gt;</div>

You need to add some text into your object and to validate the HTML code like below.



And to do the same for other text object.



The text can be between different HTML balises (div>, <p> ..etc... for objects

To run correctly you just need to add the class name inside your balise like :

```
<p class="afs_neon2">AF Software Post hanc adclinis Libano monti Phoenice, regio plena gratiarum et venustatis, urbis decorata magnis et pulchris; in quibus amoenitate celebritateque nominum Tyros excellit, Sidon et Berytus isdemque pares Emissa et Damascus saeculis condita priscis.</p>
```

or

```
<div class="afs_neon">AF Software</div>
```

You can add a maximum of 10 text objects with neon effect per page. The class name are already configured inside the plugin like:

```
class="afs_neon"
class="afs_neon2"
class="afs_neon3"
...
class="afs_neon10"
```



So each object in this case needs to have a **class name different** from others to be well identified.

Click now on **the HTML object**, please add this code.

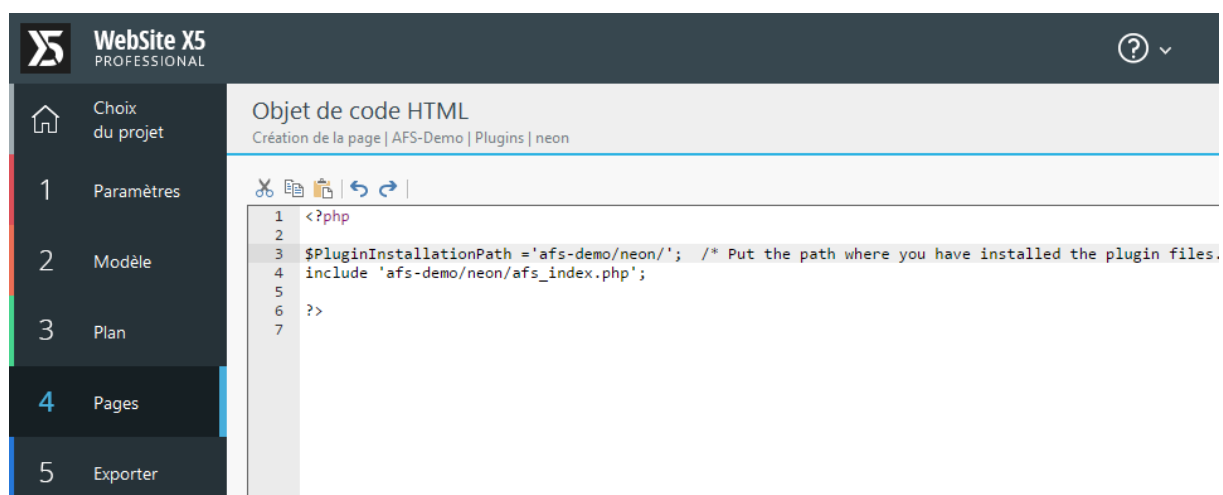
**<?php**

**\$PluginInstallationPath = 'afs-demo/neon/';**      **/\* do not forget the last slash \*/**

**include 'afs-demo/neon/afs\_index.php';**

**?>**

so the content of the HTML object is:



Configure the HTML object with these settings



**Propriétés**

Largeur :

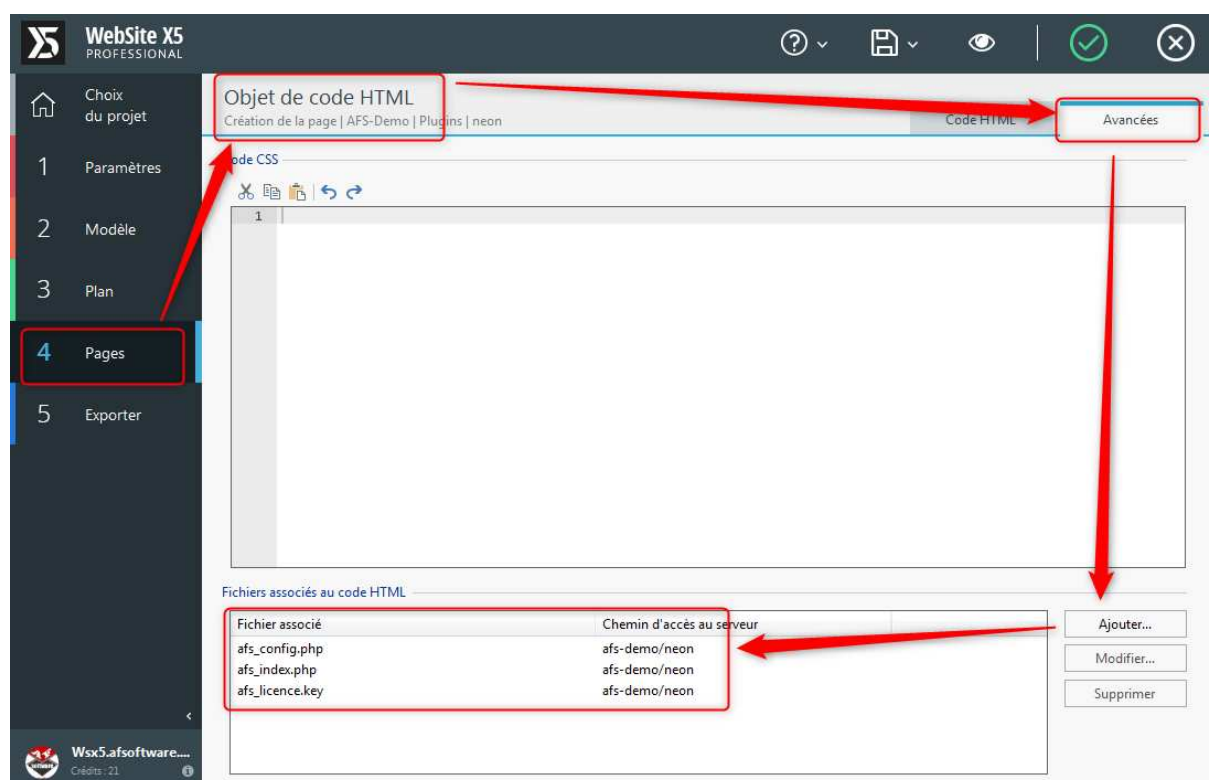
Hauteur :

☐ Barres de défilement

☒ Activer la hauteur automatique

Your object is almost ready.

To be sure **to export all necessary plugin files during a website downloading**, you need to add the used files into the **Advanced tab** of the HTML Object like below:



You **need to export** your project to the website **to test it**. The **WSX5 internal viewer** or via an **external browser does not works**.



After your export, you can check where is exported your website if the root directory has the choosen directory (here afs-demo/neon) ready with the associated files.

When the plugin is running you will have the following displayed **on your screen.**







## To force the transfer again of modified files after first transfer

If you change any parameters into any files from the installation directory (here afs-demo/pwd) it's **IMPORTANT to reactivate files transfer** into your project.

To force again the files to be transferred you need to **open your** HTML objet and to click on 'Advanced' tab

Objet de code HTML

Création de la page | AFS-Demo | Plugins | DL via windows

Code HTML

Avancées

Code CSS

1

Fichiers associés au code HTML

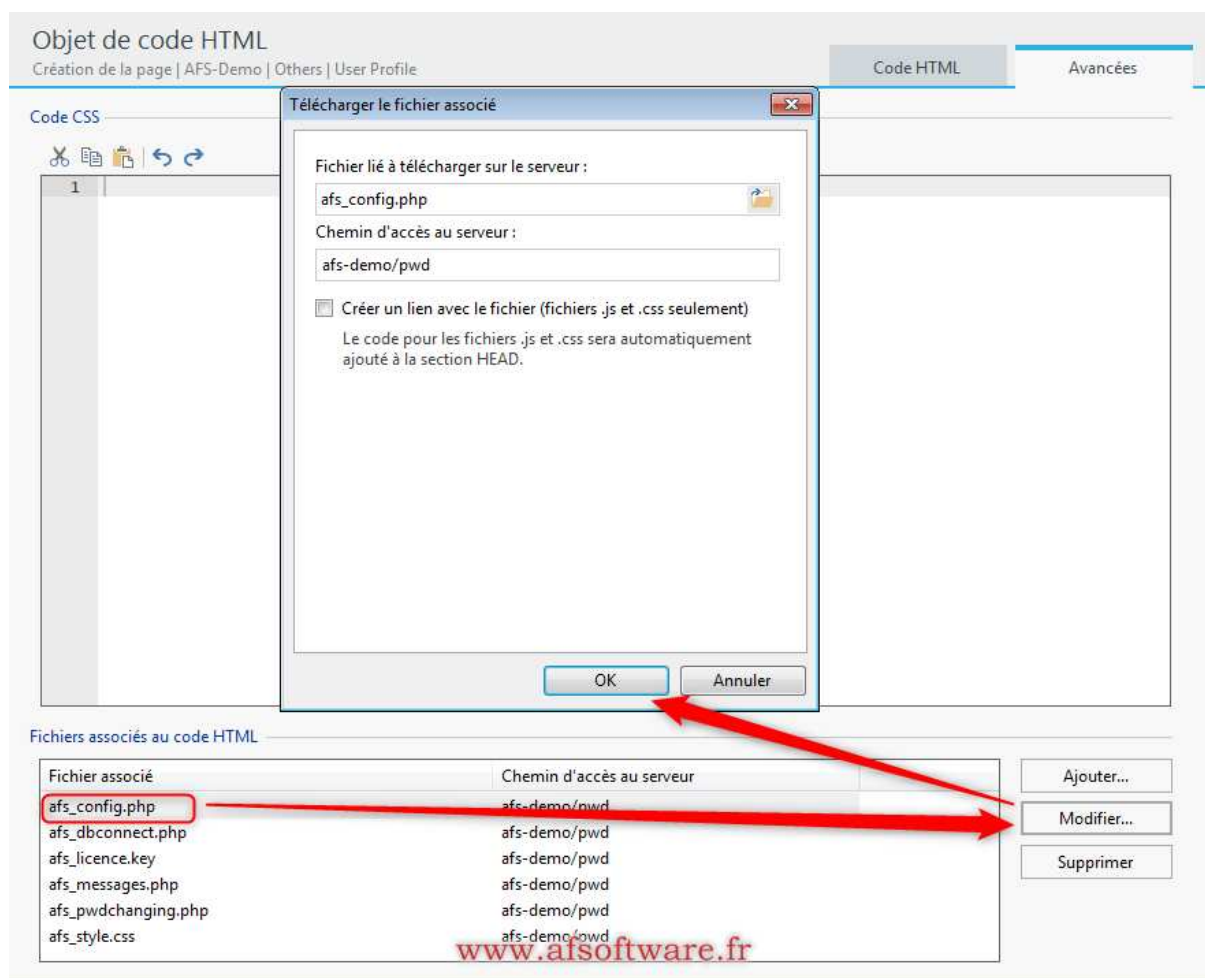
Fichier associé	Chemin d'accès au serveur
afs_config.php	afs-demo/directory_listing
afs_index.php	afs-demo/directory_listing
afs_licence.key	afs-demo/directory_listing
afs_messages.php	afs-demo/directory_listing

Ajouter...

Modifier...

Supprimer

And to **click on each modified file** to **force the next transfer** to the website



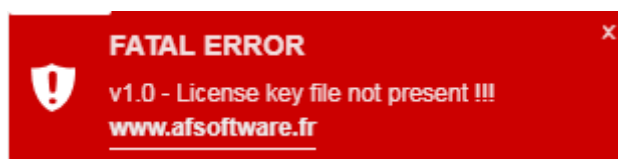
By this action **the files will be transferred again** to the website after you modification into the installation directory



## **Known Issues**

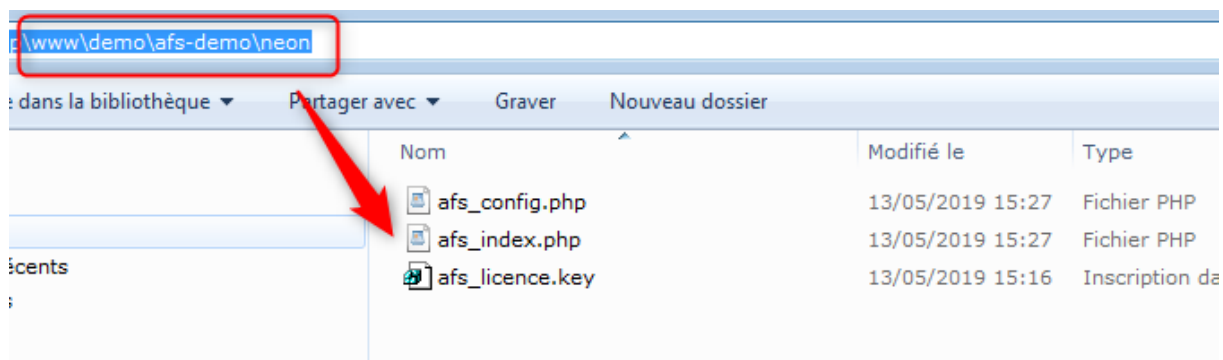
### **FATAL ERROR License key file not present**

When I run my page I receive this error message !



Please check if the afs\_licence.key is present into your HTML object like explained previously. Also check on the website if the afs\_licence.key is also present under your choosen directory for installation.

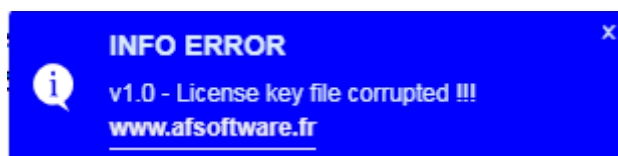
By example in our case:



Also check the path of parameter **\$PluginInstallationPath** in your HTML object.

### **INFO ERROR License key file corrupted**

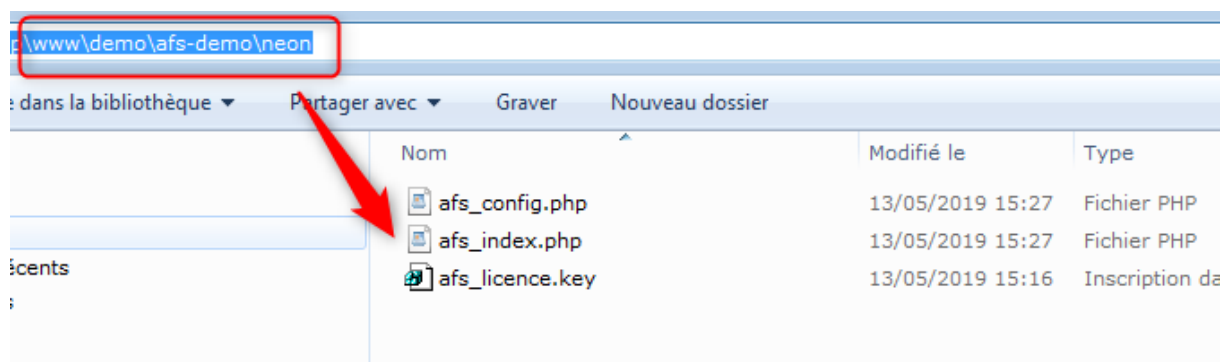
When I run my page I receive this error message !





Please check if the afs\_licence.key is present into your HTML object like explained previously. Also check on the website if the afs\_licence.key is also present under your choosen directory for installation.

By example in our case:



Please check again if the afs\_licence.key file is the ggod one from the zipped package. Try again to unzip it, maybe a CRC error can be produced during unzip function.

If no, please ask to AF Software.