

Rémy LENTZNER



**Getting started**  
*with* **SPARKLE**

PROFESSIONAL TRAINING  
ÉDITIONS REMYLENT

REMY LENTZNER

## Getting started with SPARKLE

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This book is dedicated to Anna and Tama

I could not have written it without their support, advice, encouragements and proofreading.

Graphic illustration : Anna LENTZNER

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# INTRODUCTION

Welcome to Sparkle, the professional web development application for the Mac. Among all the products available about this theme, Sparkle stands out for its ease of setting up pages, texts, images, menus and other objects that organize the structure of your site. Moreover, once the parameters of the Internet host have been specified, the deployment of the site is completely automated.

Any changes to the site can be tested on your browser then published. No HTML or CSS code is required. Everything is done by the application without any programming.

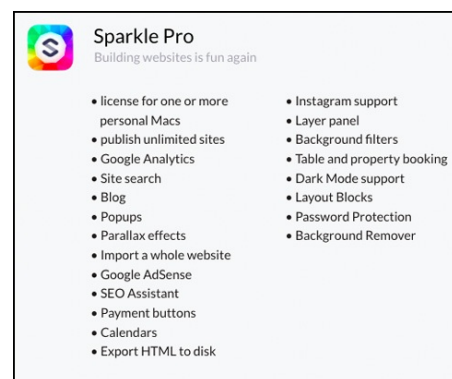
I created my *remylent.fr* website with Sparkle for simplicity and speed reasons.

In this manual, you will discover how to organize and create a website with several pages. There are several versions of Sparkle and the following list details the different possibilities and their costs (at the time of writing this book):

- The free but very limited version.
- The *Sparkle Basic* version costs \$32.99 with a license for one or more Macs, publishing a single site with only 10 web pages.
- The *Sparkle One* version costs \$54.99 with a single or multiple Mac license, single site publishing, Google Analytics, site searching, blogging and other features.
- The *Sparkle Pro* version costs \$119.99 with a license for one or more Macs, unlimited site publishing, Google Analytics, site searching, blogging, Pop-ups, parallax effects, GoogleAdSense, SEO Wizard, checkout buttons, calendars, exporting HTML to disk, Instagram support, filter panel, etc.

Check out the next page for more information on the different versions.

<https://sparkleapp.com/store/>



This book is divided into 5 chapters.

Chapter 1 shows the working environment, the horizontal menu, the tools, and the configuration settings that are necessary for publishing the website. You will also discover the Pro version advantages.

Chapter 2 deals with both page management and the properties panel that provide information about the characteristics of the inserted objects.

Chapter 3 explains the elements you can place in pages, such as text boxes, text input, images, videos, lists paragraphs management, etc.

Chapter 4 details how to link pages together, through elements, links and possible actions. You will learn how to define a footer or header and a customized menu based on a section.

Chapter 5 focuses on styles and forms that can help you in your daily work.

I hope this book will enable you to manipulate Sparkle more easily when creating your website.

Do not hesitate to contact me at [remylent@gmail.com](mailto:remylent@gmail.com) if you have any comments or questions about this book.

I will be sure to answer you.

Enjoy the reading.

The author

# Chapter 1

## The working environment

This chapter shows the working environment, the menus and the settings for the website publishing.

### 1.1 Installation, menus and tools

To install Sparkle, go to the Apple Store and install the free version. Thereafter, you will be able to choose a paid version that suits you best.

As in any Mac application, you will find a horizontal menu and tools in the window.

Depending on the Sparkle version, some features may not be available. For example, in the *Sparkle One* version, you do not have access to the *Layers* tab that are located next to the *Pages* tab. However, it does not prevent you from creating and managing your website.

Figure 1.1 shows this working environment.

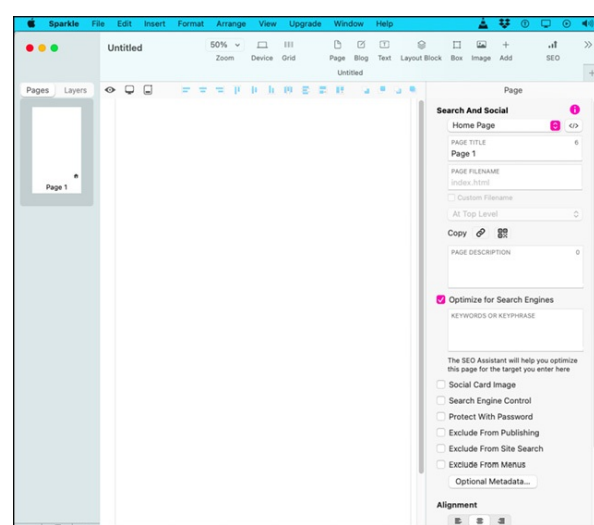


Figure 1.1 : The working environment

#### 1.1.1 The window organization

Sparkle is divided into several parts:

- The left panel deals with the web pages of your site.
- The right panel presents the properties of the pages but also of the objects that you will place in them during the development. For example, it can be the position of a text zone.
- The tools panel contains the working icons.
- The horizontal menu offers all the available actions.

If you have any problems, please do not hesitate to contact the Sparkle hotline via *Help / Contact Sparkle*. Someone will answer and help you.



Figure 1.2 shows my site in the design mode.

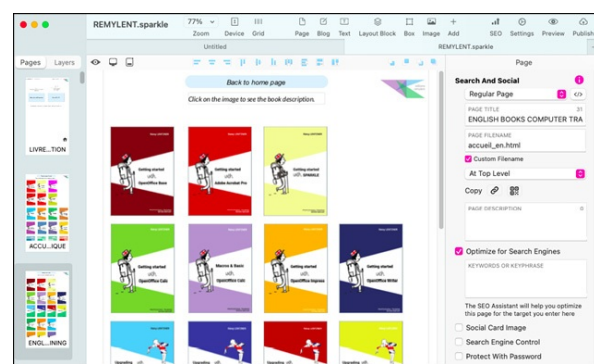


Figure 1.2 : The design mode

## 1.1.2 The horizontal menu

Let's start with the Sparkle menu (figure 1.3) that proposes general information: the application preferences, your current license, several keyboard shortcuts like *Cmd H* to hide the application in the dock or *Cmd Q* to quit Sparkle.

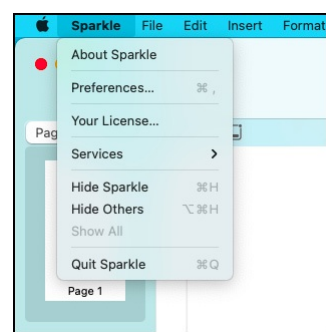


Figure 1.3 : The Sparkle menu

The *File* menu shows the features for creating, opening and saving the file (the extension is *.sparkle*) that will contain all the web site elements.

Figure 1.4 shows the *SEO Assistant* option (only with the *Pro* version) which helps you to better reference the web pages thanks to improvements applied to title name, links, images name and anything else that can enhance the SEO.

The assistant provides a dialog box where you can see the modifications to be made. It is possible to run the SEO as many time as needed.

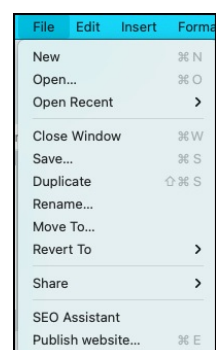


Figure 1.4 : The File menu options

With the *Edit* menu, you have access to the classic copy-paste-cut-delete features, etc.

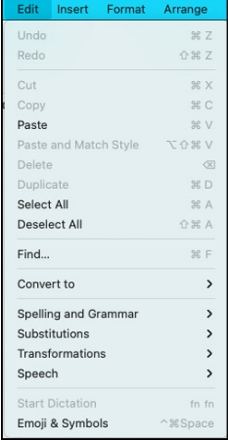


Figure 1.5 : The Edit menu options

The *Insert* menu option enables you to insert all kinds of tools, such as text boxes, images, buttons, customized menus and many more. Some of these are only available with the *Pro* version.

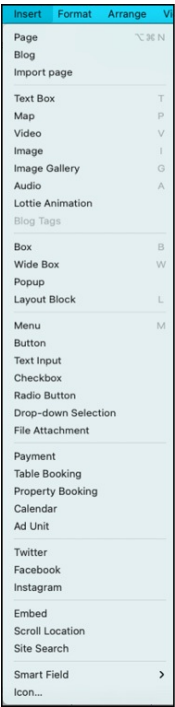


Figure 1.6 : The Insert menu

The *Format* menu enables you to change the character style and the paragraph alignments (center, left or right). Keep in mind to select the text before using these features.



Figure 1.7 : The Format menu

The *Arrange* menu allows you to place objects in relation to each other. For instance, to place a

box behind an ellipse or another shape. You can also lock or group objects.

You can select several objects then move them to a *layout block*. This feature creates a rectangle shape with the selected objects in order to enhance their presentation. Thereafter, the block settings can be edited with the right panel.

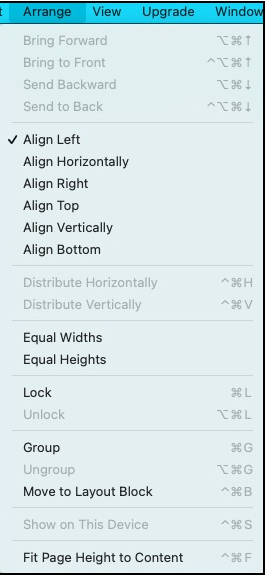


Figure 1.8 : The Arrange menu

The *View* menu enables you to display grids, guides, document boundaries and view features such as zooming, keyboard shortcuts, light color theme, etc.

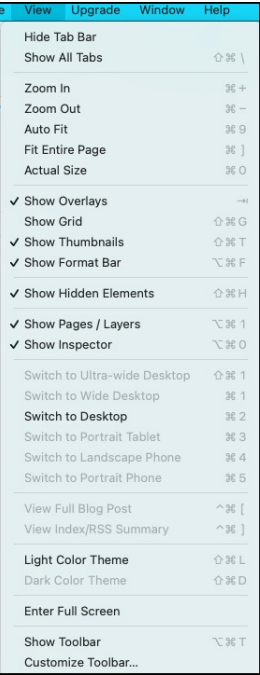


Figure 1.9 : The view menu

The *Upgrade* menu permits to upgrade the application to a different version.

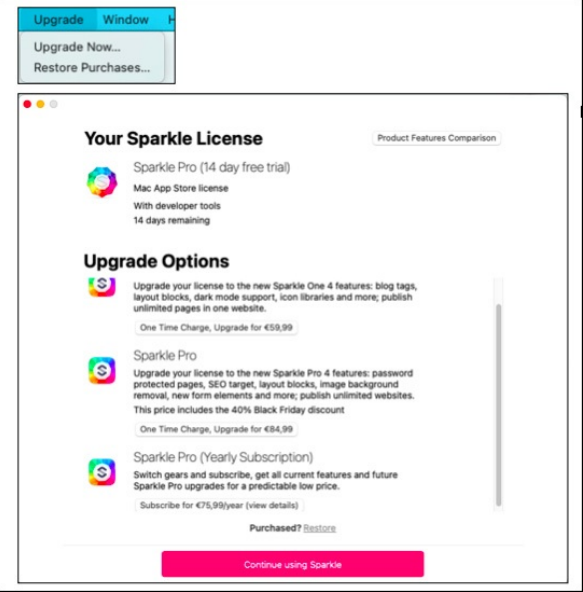


Figure 1.10 : The Upgrade menu

The *Window* menu provides features for managing the windows in case you are working with multiple projects at the same time.

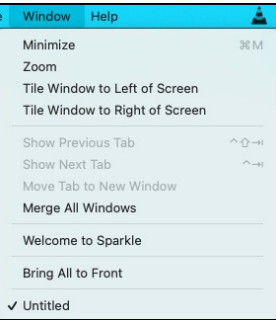


Figure 1.11 : The Window menu

## 1.2 The toolbar

Below the menus, tools appear represented by icons. They make possible to quickly access the various possibilities.



Figure 1.12 : The tools

The following list details the various tools present in the default panel.

- *Zoom*. Adjust the page according to your needs. You can select predefined values (from 25% to 400%), as shown in figure 1.13.

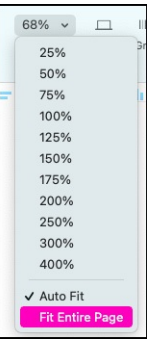


Figure 1.13 : Predefined zoom values

- *Device*. This tool enables you to format the display according to the type of device on which you plan to develop your website. For instance, it can be a 1200 pixels screen for a desktop computer, a tablet with a landscape format at 960 pixels or with a portrait format at 768 pixels. You can also develop a web site for a smartphone with a landscape or portrait format.

Caution. Think carefully about how your website will be visible on the different devices, via the browsers that exist on the market.

Indeed, if you develop an application for a desktop computer with a landscape format, chances are that it will not be completely visible on a smartphone. So, you have to find a compromise between what you can do and your future goal.

On my site, I chose to organize my pages in the middle of the screen to have a chance to be visible with Google, Safari, Opera, Explorer and a few other browsers.

Figure 1.14 shows the different device possibilities.

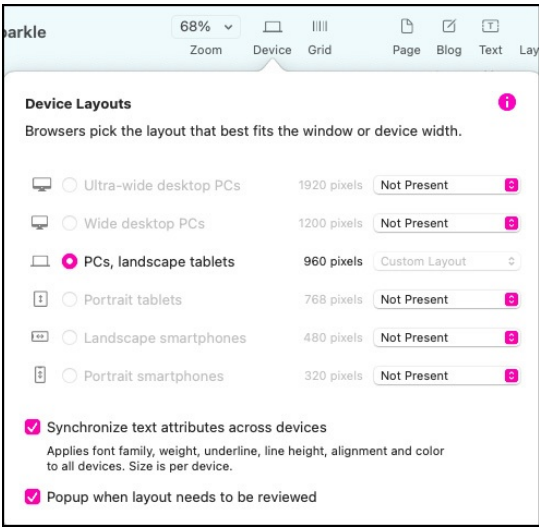


Figure 1.14 : Different device formats

Another advantage of Sparkle is the possibility to display the pages with a *Responsive* way, which means the pages automatically adapt themselves to the portrait and landscape format, when you turn the phone or the tablet. The important thing is to adapt to the different device formats when choosing parameters.

- *Grid*. This feature can help you place images, shapes, texts or any other object in a more precise way. The grid displays separating columns with a gutter that indicates the distance between them. When you align an image near the column, a slight magnetization effect occurs, making it easier to position the image.

Figure 1.15 shows a grid of 10 columns and a gutter of 22 pixels (px).

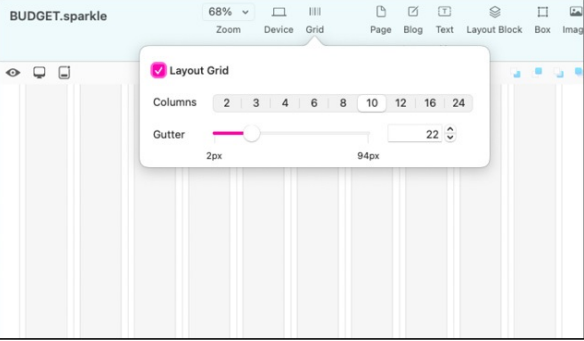


Figure 1.15 : The grid

- *Page*. This feature allows you to create pages in the left panel. They can also be grouped by *Section*. When you create a menu in a page, the section can be used to automatically display the name of the pages. When creating a page, you have to decide the top level one inside the section.

Figure 1.16 shows the *Page* icon choices.

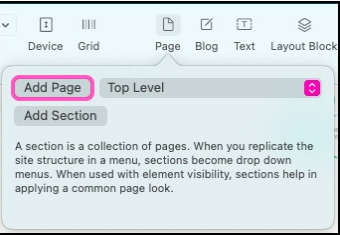


Figure 1.16 : The Page tool

The *Page* tool is linked with the *Menu* feature. When you insert a *Menu* object in a page, Sparkle retrieves the name of the page placed in the section. If some pages are added thereafter in the section, they will be automatically placed in the menu.

You can also modify the shape of the menu. This new format will be reflected in all the section pages. This is why Sparkle displays: "*When used with element visibility, sections help in applying a common page look*". Sections and menus will be studied later in the book at chapter 4.

- *Blog*. This feature allows you to create blogs (only with the *Pro* version).

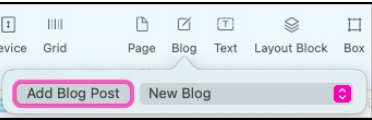


Figure 1.17 : The Blog tool

- *Text*. This option creates a text box that you can fill in.

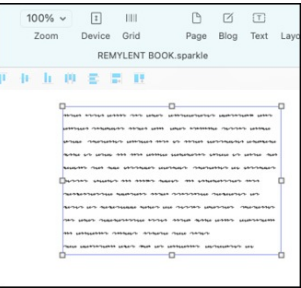


Figure 1.18 : Inserting a text box.

- *Layout Bloc*. This feature creates a rectangle area that can contain other objects (figure 1.19). The bloc can be enlarged or moved pushing down other layout blocks that come after it. The *Layout Blocks* are similar to boxes and provide a visual structure for the page.



Figure 1.19 : Inserting a Layout bloc.

The *Layout Bloc* allows images to appear on top of text or other images with a scroll (particularly beneficial or unacceptable according to people) to promote ads or other information.

- *Box*. You can add a rectangle box and change many settings such as color, border, rounding, shadow, etc. (figure 1.20).

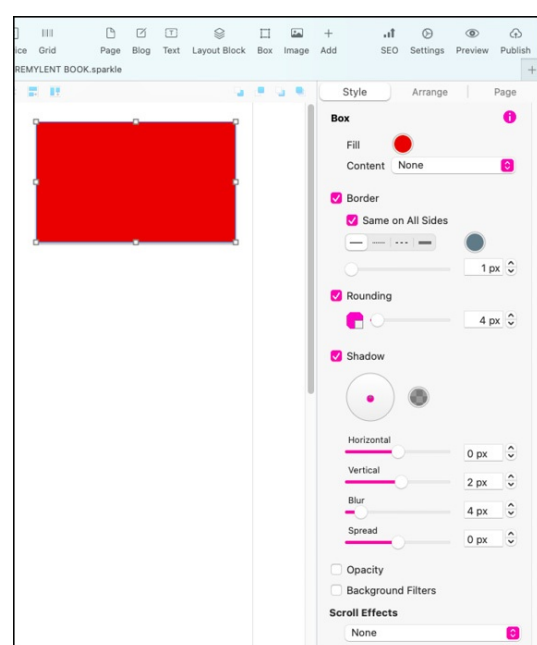


Figure 1.20 : Inserting a box

- *Image*. It creates an area where you can insert an image file. Several image type are available.

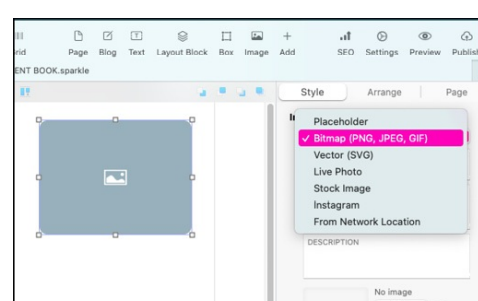


Figure 1.21 : Inserting an image

- *Sign +*. You can add other features depending on the version of your Sparkle application. Figure 1.22 shows the other icons.

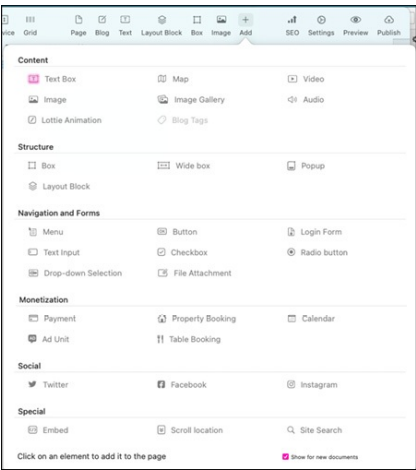


Figure 1.22 : Other tools

- *SEO*. The acronym SEO stands for *Search Engine Optimization*. SEO is not installed by default in Sparkle, and you must upgrade to the Pro version. It offers many features that, coupled with the organization of your pages and sections, will increase your visibility improving SEO. This assistant researches the errors that are within the pages.

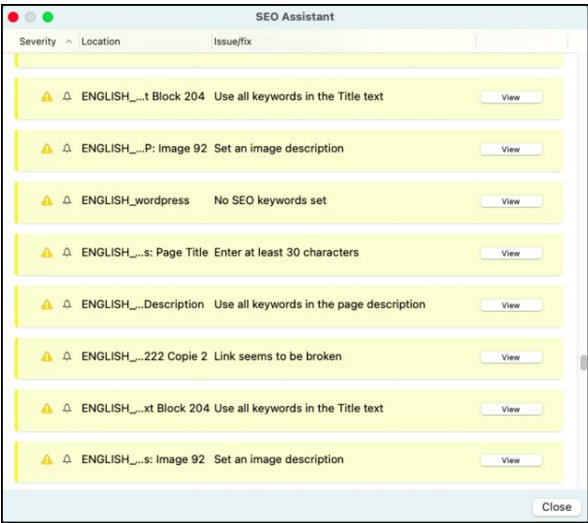


Figure 1.23 : The SEO in action

- *Settings*. These are website parameters.

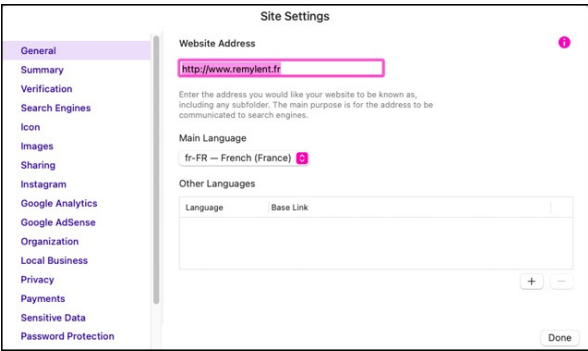




Figure 1.24 : Website settings

- *Overview*. At any time, you can check the result of your design work by requesting a *Preview*. Sparkle suggests several browsers (figure 1.25).

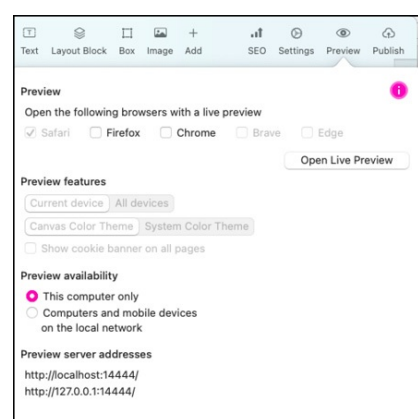


Figure 1.25 : The preview before publishing

- *Publish*. When the design of your site is complete, you can publish it to your web host, who will automatically receive all the files, images and objects inserted into your pages. After the publishing, users will be able to refer to it.

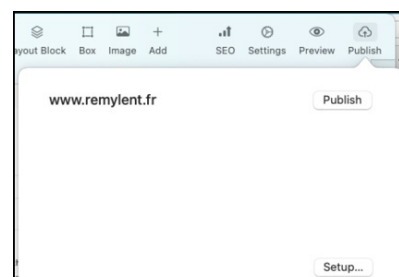


Figure 1.26 : Publishing the site to the host

The *Setup* button enables you to enter the necessary parameters for publication.

## 1.3 The configuration settings

Publication is the final step in the creation of your website. It is organized around your pages, content, images but also HTML, CSS and JavaScript codes that Sparkle writes in the background. All of these objects will be sent to your website host at this time.

By clicking on the *Setup* button, Sparkle displays several tabs. The *Publishing* tab is important for the FTP address in order to send data to the Internet server (the host).

Figure 1.27 shows the settings for my website.

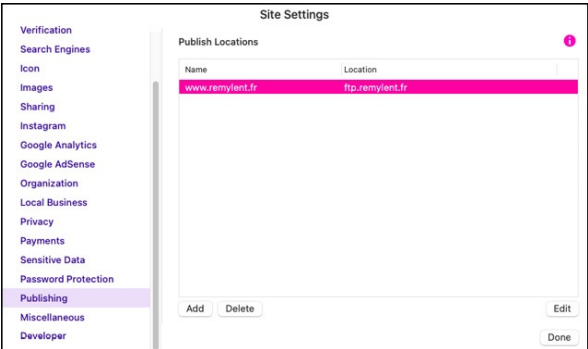


Figure 1.27 : Configuration settings for publishing

With Sparkle, there is no need to know the code, everything is done in the background through the working environment. Nevertheless, if you are interested in programming, don't hesitate to buy the professional version that offers some *Developer* options.

## 1.4 Overview and publication of the site

As your web site progresses, you can check the result by previewing it before publication. Sparkle will show you the content of the pages in a browser window.

To preview your site, perform the following steps:

- Click on the *Preview* icon in the toolbar.
- Choose the browser as shown in figure 1.28.

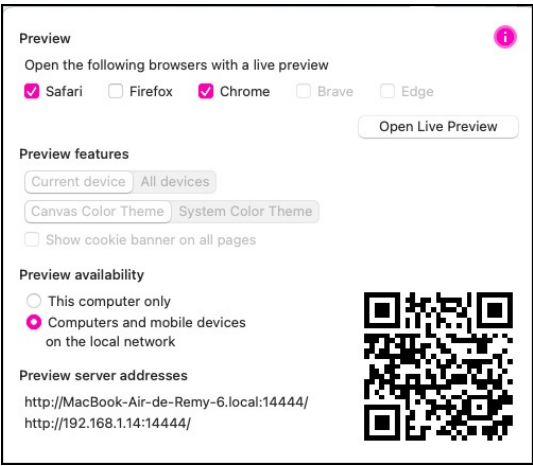


Figure 1.28 : Previewing the site

- Click on the *Open Live Preview* button.

Once your work is finished, you can publish it to your website. All the files, images, videos, etc. will be transferred to your Internet provider.

To publish your site, perform the following steps:

- Click on the *Publish* icon in the toolbar.
- Check the configuration settings.
- Click on the *Publish* button a second time.

# 1.5 Some advantages of the Pro version

The professional version offers more elaborate tools that increase development capabilities.

## 1.5.1 Development tools

In the configuration menu, programming tools are available in the *Developer* tab. It is possible to add CSS or JavaScript files at the start of a program.

Figure 1.29 shows these possibilities.

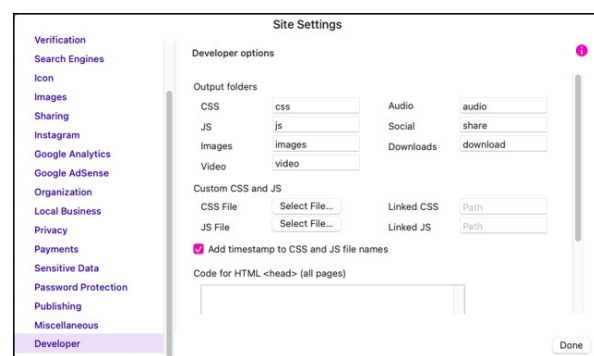


Figure 1.29 : Development tools

## 1.5.2 Payment button tools

Sparkle enables you to insert links to various online payment applications, such as *PayPal*, *Stripe*, *SnipCard* and others. These applications add shopping cart platforms to your website environment.

Figure 1.30 shows the capabilities of the Pro version in the *Payments* tab.

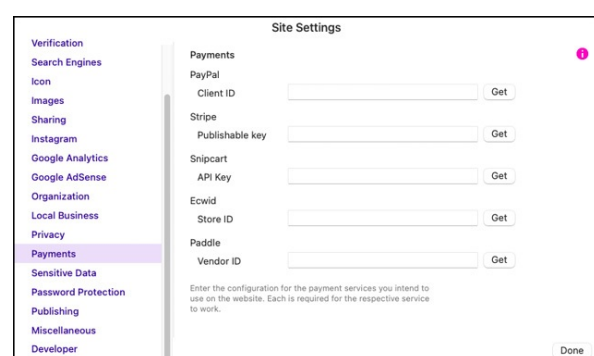


Figure 1.30 : Payment device integration

I use *PayPal* as my online payment manager for my books. It provides me with an HTML code that I insert into the pages of my website. This code automatically displays the payment button. It is not an extremely sophisticated feature because there is no shopping cart. Anyway, it works very well.

## 1.5.3 Layers

The professional version enables you to access more easily the page objects thanks to the *Layers*. This feature displays a list of all the object names. If you click on a name, the pointer will automatically move to it.

Figure 1.31 shows an example.

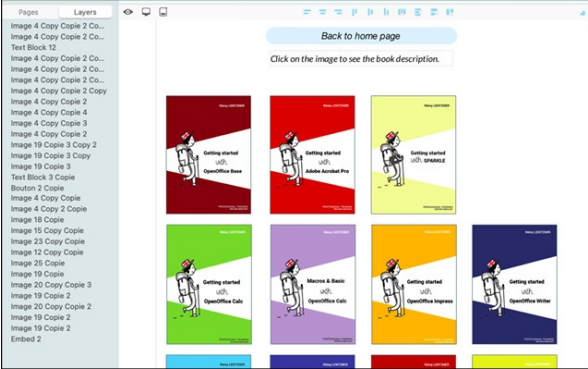


Figure 1.31 : Layers in the Pro version

Layers are useful in the creating of *Forms* that are customized dialog boxes. In a form, you can insert a text input box, checkbox, radio button, drop-down selection, buttons and all this information can be sent to a server thanks to a communication protocol. These features are explained in chapter 5.

### 1.5.4 The SEO wizard

Sparkle Pro provides this wizard to help you find problems that may reduce the effectiveness of your pages with search engines. For example, you may have forgotten to give a title to a page, an image does not contain a caption, a link to a website seems to be disabled, etc.

After running the wizard, Sparkle displays a window that lists all potential problems. Then, you are guided to fix the errors. Precedent figure 1.23 shows the SEO wizard in action.

### 1.5.5 The parallax effect

When you move the pointer down a page, some elements appear to overlap others. For instance, an image is placed on top of a page background, with a movement effect. These 3D effects cause visual illusions that are very pleasant (or not) to see. These are called *parallax effects*.

Sparkle provides project templates that show these features when objects move relative to each other. Many development applications now use this *parallax effect*.

### In brief

Sparkle is a web application that works for the Mac. You can build websites through panels and menus. There is no need to know any code. The Pro version offers tools that can help you to improve your site.

Chapter 2 will focus on creating pages and their many properties.

# Chapter 2

## The pages

This chapter details how to create pages and link them together. The right-hand panel is often called *Inspector*. It displays the features that you can use in a page. When creating a website, you have to think about its design layout.

### 2.1 The site composition

Whatever your future website, it will have a structure that organizes the pages linked to each other. You must think about this before starting. Sparkle is flexible enough to enable you to change your focus along the way. For instance, you can add a new link or a button that will point to a new page you hadn't thought of.

The backbone of a website starts with a page called the *Home Page*. It is at the top level and does not contain other groups of pages, such as sections. The other pages are defined as *Regular*. *Home Page* or *Regular Page* are specified in the right panel.

Figure 2.1 shows the *Home Page* of my web site. The information is centered in order to improve the visibility for web browsers and digital tablets.

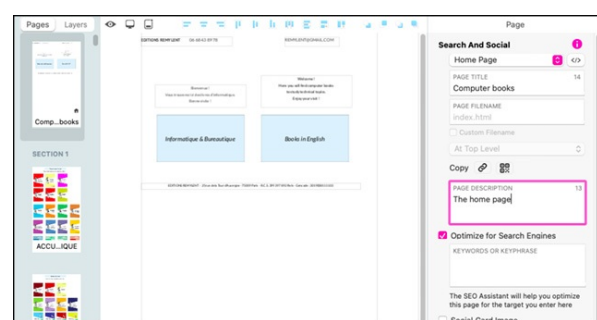


Figure 2.1 : The home page

Three buttons call up two different pages that contain information about the books to be sold. On each page, a button enables you to return to the home page. Sparkle can create links between pages very easily because each page is named thanks to the properties panel.

Figure 2.2 shows the page that appears when the first button is clicked. It is a set of English books. Another button enables the user to return to the *Home* page.

If the user selects a book, a third web page will display the book information. Purchase buttons call the PayPal application. Another partner site is also possible for payment.

Each book has a specific page through links that you define in the right panel.

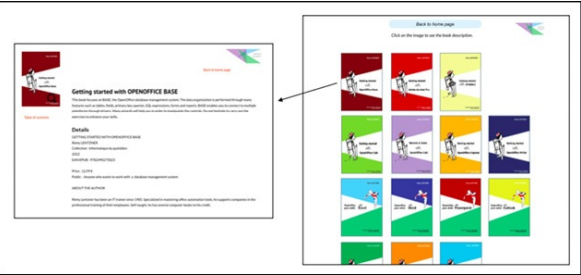


Figure 2.2 : The English book pages

Red texts are links used to return to the main page.

My site organization is extremely simple. The objective was to show a quick view of the different books. But Sparkle offers more advanced features, such as drop-down menus, text entry boxes, checkboxes, radio buttons, all of which can help you to create a form with a server interaction.

Once you have defined the layout of your site and your objectives, you can start creating your pages.

## 2.2 Managing pages

Follow the steps below to create the Sparkle file that will contain all elements of your site:

- Start Sparkle.
- Click on the *Blank* template. The other templates show other possibilities.

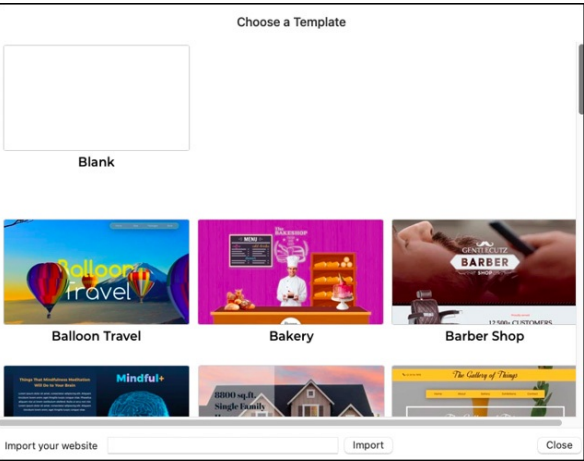


Figure 2.3 : Selecting the Blank template

Sparkle displays the workspace window in which you will be able to create as many pages as you want (unless you are working with the free version).

Figure 2.4 shows this layout. The left panel is intended for the pages or for the grouping of pages with *Sections*. The center part of the windows is used to place the objects like texts, images, buttons, etc. The right part is the properties panel where you can define the object characteristics.

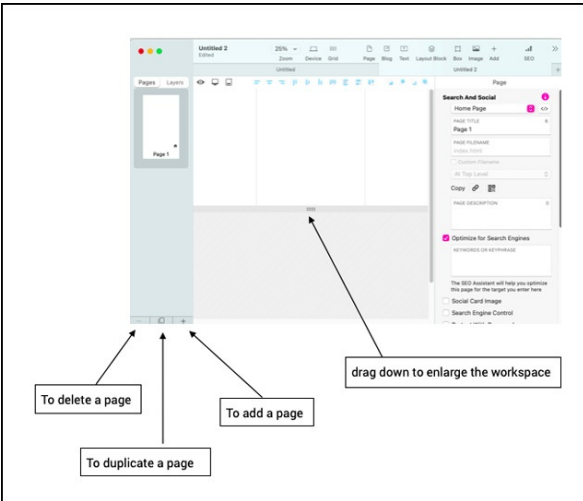


Figure 2.4 : The workspace

## 2.2.1 Adding a page

To add a page, perform the following steps:

- Click on the sign (+) at the bottom left of the window
- Select *Top Level* from the list (figure 2.5) then click on *Add Page*.

You can create a section which is a group of pages that helps you to better organize pages.

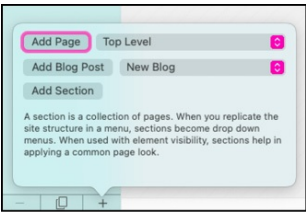


Figure 2.5 : Adding a page

## 2.2.2 Deleting a page

To delete a page, perform the following steps:

- Select the page to delete.
- Click on the sign (-) at the bottom left of the window. You can select multiple pages (with the *Cmd* key) before deleting them.

## 2.2.3 Duplicating a page

To duplicate a page, perform the following steps:

- Select the page.
- Click on the icon placed between the minus and plus signs.

## 2.2.4 Defining the home page

It is the page located at the top of your pages hierarchy. The other pages are defined as *Regular*. The home page is defined internally by the word *index.html*.



The other pages must be renamed for a better search engine optimization.

To define a home page, follow the steps below:

- Select the page.
- In the right panel, choose *Home Page* (figure 2.6)

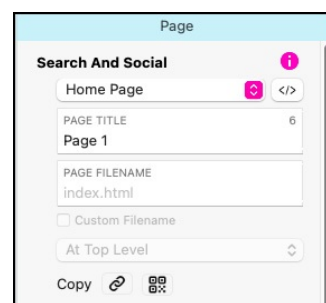


Figure 2.6 : The Home Page

Notice that Sparkle automatically renames this page with the name *index.html*. It is not possible to have two home pages. If you try to do so, the other page will be redefined as a *regular* page.

## 2.2.5 Renaming a page

By default, when you create a page, Sparkle assigns a title with the word *Page* followed by a number. It increments from 1 to n, for instance, *Page 1*, *Page 2*, *Page 3*, etc. The HTML file name will be based on this title (*Page-1.html*, *Page-2.html*, *Page-3.html*, etc.).

You must absolutely rename the title of each page in order to clarify each element of the site. If you click on the *Custom Filename* checkbox, you will be able to specify a specific name, while keeping the title given automatically by Sparkle.

## 2.2.6 Top Level or Folder

The *Top Level* setting means that the page will be published at the top level of your web host. Most of the time, it is the root *"/*". If you want a page (or a group of pages) to be saved in a subdirectory of the server, choose the *In a Folder* parameter, then specify the URL of the folder.

You can also retrieve the URL of the page by clicking on the icon next to the word *Copy*. The address is thereafter saved to the clipboard. You can also copy a *QR Code* picture to share. In the Sparkle Pro version, a third icon corresponds to a QR Code (figure 2.7).

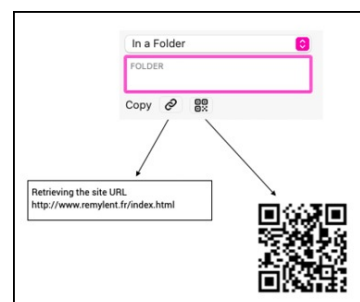


Figure 2.7 : Specifying a folder

## 2.3 Referencing and research robots



Referencing is improving the visibility of a website to increase the number of visits. To reference a site efficiently, search engine robots are used because they browse the Web and can find your site if using the right methods.

Generally speaking, referencing is organized around the pages content, and this one must be very well structured with text and paragraph headings which indicate the importance of the words to be referenced.

At the time of the publication , the page content is always translated into HTML code by Sparkle. The robots will locate the words or expressions that will often appear in the text, but especially the *H1*, *H2*, *H3* and *H4* tags that will be associated with them.

The following list gives you some tips to achieve a good referencing:

- Place several times the words you consider prominent in the text of the pages, but not disproportionately.
- Place paragraph titles and mark them with HTML tags. For instance, the title will be affected by the *H1* tag, the subtitles will all be marked by the *H2* tag, etc.
- Search engines are never interested in the meaning of the text, but rather in the keywords that are present in the text, and in the HTML tags. Moreover, you will improve your SEO if your page addresses are *permalinks* (permanent links used for page addresses) that contain only letters and not numbers.
- Words with a *Bold* style are often recognized by robots.
- Check that the file *sitemap.xml* that details the map of your site is saved on your server and have your site inspected by *Google search Console* at <https://search.google.com/>.
- For each article in a page, define a title for the top of the page. Apply a tag level for each title.

Figure 2.8 shows an example of headings in a page.

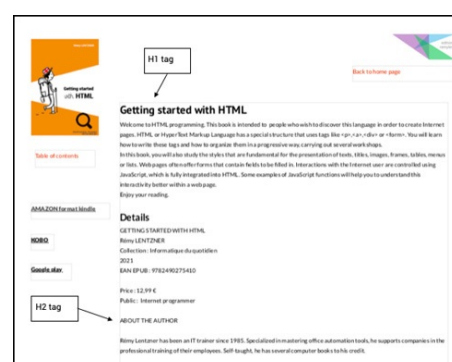


Figure 2.8 : Tagged headings for SEO

## 2.3.1 The page description and the keywords

For better referencing, describe the content of the page in the clearest way possible. Place important keywords that best characterize the subject of the page. Figure 2.9 shows this feature.

PAGE DESCRIPTION 61  
This page outlines useful possibilities of HTML and CSS

☒ Optimize for Search Engines

KEYWORDS OR KEYPHRASE  
HTML, CODE, PROGRAMMING, TAGS, JAVASCRIPT

The SEO Assistant will help you optimize this page for the target you enter here

☒ Social Card Image

FILENAME

No image  
Add...  
Remove

An image with a 1200x630 resolution is recommended for the best compatibility with social networks

☒ Search Engine Control

Indexing: allow  
Archival: allow

☐ Protect With Password  
☐ Exclude From Publishing  
☐ Exclude From Site Search  
☐ Exclude From Menus

Optional Metadata...

Figure 2.9 : Page description, keywords and other SEO features

You can define a *Social Card image* if needed, allow or not the indexing of the page, exclude from publishing or from site search, etc.

The button *Optional metadata* enables you to enter the author name of the page, keywords and a copyright. This data is never visible on the page.

Optional Metadata

Keywords: marks, html, javascript, programming.W3C

Author

Copyright

Note: this information is ignored by search engines

☐ Protect With Password  
☐ Exclude From Publishing  
☐ Exclude From Site Search  
☐ Exclude From Menus

Optional Metadata...

Alignment

Background

Figure 2.10 : Metadata

Metadata are data about the data. It provides details about the type of content that is displayed on the page.

### 2.3.2 Indexing

It is the action of a search engine (a program) that crawls the web indexing the content. When the robot indexes the page of your site, it copies the words that have been defined with marks like H1, H2, H3, H4, H5 in servers.

The Google crawler is called *Googlebot*. It explores the pages of your site and follows the links that are present on the pages, in order to discover new ones, and to save their links into the servers (data center).

Google only indexes pages that are indexable. With Sparkle, you can refuse this indexing.

Figure 2.11 shows the area where you define these settings.

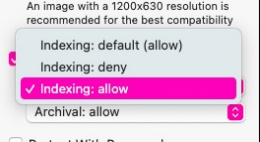


Figure 2.11 : Allowing or not page indexing

In the list, three options are available: *Indexing:default (allow)*, *Indexing:deny* and *Indexing:allow*. If you choose the third option, Sparkle will take into account the settings defined in the site parameters of the *Search Engines* tab (figure 2.12).

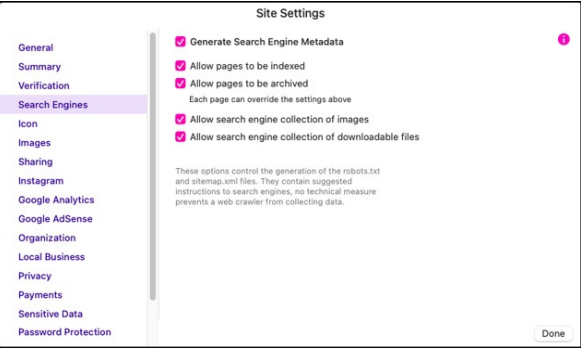


Figure 2.12 : The search engine settings

If you do not decide to archive the page when you publish it, you will be able to preview it, but the page will not be exported to your host's site.

The site parameters intervene inside a special file called *sitemap.xml* which is a mapping of your site and absolutely necessary for the good indexing of the pages. This file is very important and must be located in the root of your host site. Sparkle is in charge of producing it.

You can always ask Google to index your site via a particular URL: <https://search.google.com/>

### 2.3.3 Social sharing

This feature is intended for sharing images on social networks, in particular with Facebook. You must activate *Generate Metadata* for Social Sharing in the *Sharing* tab in the general settings.

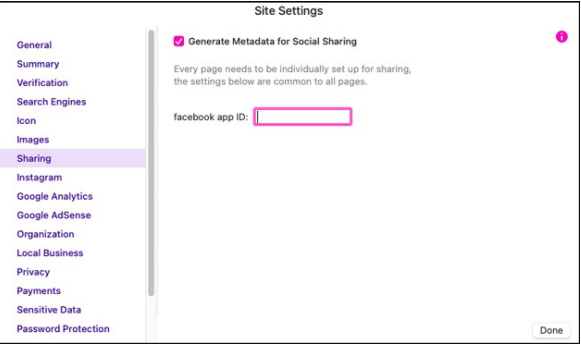


Figure 2.13 : Metadata for Social Sharing

You can specify a file for a picture to be shared on social networks (Facebook, Instagram, etc.). The picture will be considered as a shared card.

### 2.3.4 Alignment and background

These two settings enable you to align the page according to the type of device chosen for the

publication.

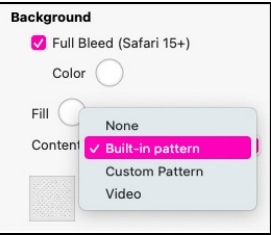


Figure 2.14 : Alignment of all information on the page

The background can be plain or contain a *built-in pattern*, a *Custom pattern* or a video from multiple sources. Embedded patterns can be fixed by preventing the background from scrolling with the page.

You can specify the scale of the pattern or apply a blur effect.

Double-click the pattern to see different examples.

Figure 2.15 shows the parameters you can specify for background patterns.

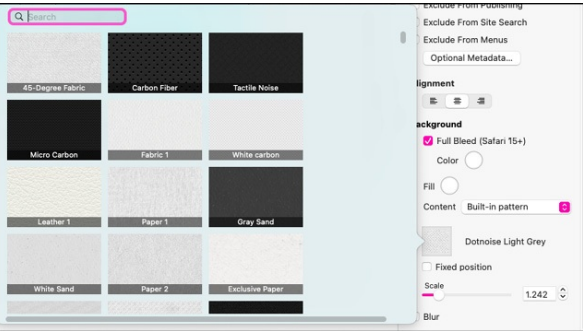


Figure 2.15 : Different background patterns

**In brief**

A website is a set of pages organized in a well-defined layout. The left panel is used for creating, deleting and duplicating pages. The right panel allows you to specify parameters that will be used for search engine optimization.

Chapter 3 will detail the elements that can be inserted in the pages.

# Chapter 3

## Page elements

This chapter shows you how to insert the elements (texts, images, shapes, buttons, etc.) that you can place on the pages. You will discover their properties (positioning, styles, etc.) and how to link pages with actions that can be performed.

### 3.1 Manipulating text

You can manipulate any text, change the fonts, the bold style, the case or other adjustments by taking care to select the text before acting on it.

#### 3.1.1 Inserting a text box

To insert a text on the page, follow the steps below:

- Select the page in which you want to place the text.
- *Insert / Text Box* (the keyboard shortcut is T).
- Type the text into the box.

Figure 3.1 shows the placeholder.



Figure 3.1 : The text placeholder

Once the text has been inserted, you can modify its characteristics through the right panel using three tabs: *Style*, *Arrange* and *Page*.

Four groups of settings are available: the *Font* group, the *Paragraph* group, the *Click* group and the *Scroll effects* group.

It enables you to apply character and paragraph styles to selected text, to save time when texts need to have the same formatting.

The *OnClick* group enables you to run an action, for instance to display another page or to go to an external link. The Pro version offers others features as *Open or close a Popup*. A *Popup* is a form that is a customized dialog box. It allows you to create a user-friendly oriented form.

Figure 3.2 shows the style settings.

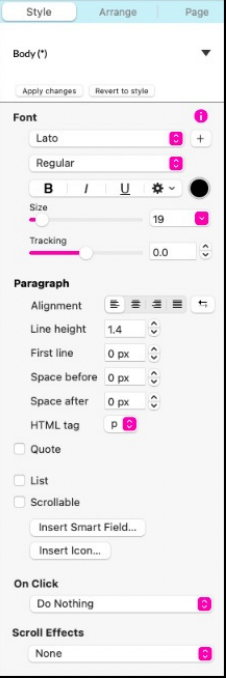


Figure 3.2 : The Style tab

The *Arrange* tab enables you to modify the position and the size of the text more accurately. You can also define a footer and some features that wrap the text, as shown in in figure 3.3.

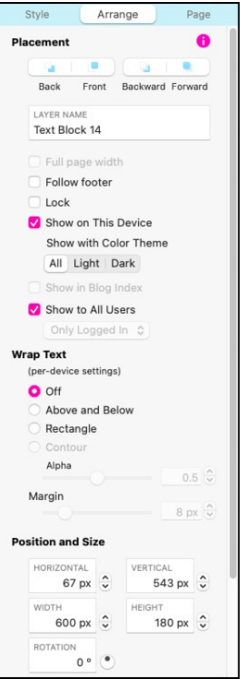


Figure 3.3 : The Arrange tab

The *Page* tab is only intended for the page characteristics.

### 3.1.2 Changing the font

To change a font, click first on the edge of the text area or directly by selecting the text. Select the name of the desired font from the drop-down list.

You can also click on the + which will show another font presentation (figure 3.4).

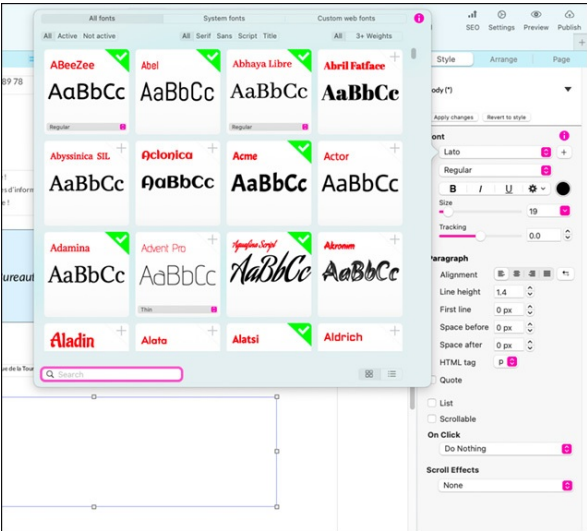


Figure 3.4 : Changing the font

With the *All Fonts* tab, all available fonts are displayed. If you click on the one you are most interested in, a green corner will appear in the upper right corner. Click on the Inspector to exit this dialog box.

Other features can help you to filter the fonts. To see more information about the types of fonts that Sparkle can handle, click on the red circle that contains the letter *i*.

When you select a font that does not exist in your computer, a replacement family will be chosen based on a CSS font library defined in the *System Fonts* tab. It enables the Internet browser to choose an alternative font.

### 3.1.3 Changing the greasing

Depending on the different fonts, the greasing can take several forms. Click on the drop-down list below the font name (figure 3.5).



Figure 3.5 : Different types of greasing

### 3.1.4 The advanced options

Clicking on the cogwheel will bring up advanced options, such as capitalization (upper case, lower case), the baseline for the exponent or subscript ( $H_2O$ ,  $E=MC^2$ , etc.), the text background color and the possibility of crossing out the text or applying a shadow with parameters.

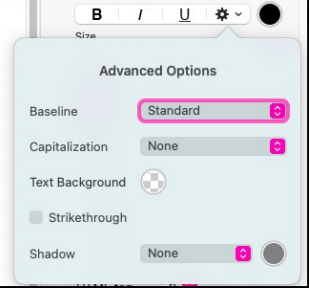


Figure 3.6 : The advanced options

### 3.1.5 Managing paragraphs

Figure 3.7 shows the possibilities for handling paragraphs.

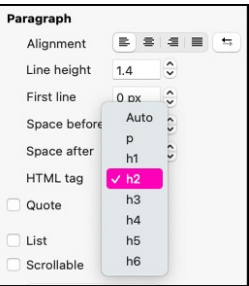


Figure 3.7 : Paragraph settings

As in any word processing, you can align paragraphs to the left, right or center. If you justify the text, it will be stretched between the left and right margins. The last icon enables you to toggle between the left and right alignment.

The *First Line* setting shifts the first line to the right, like an indent. The *Space before* and *Space after* settings enable you to insert spaces before or after the paragraph respectively.

The *HTML tag* feature makes it easier to reference headings in the project. You can use the *p*, *H1*, *H2*, *H3*, *H4*, *H5* and *H6* tags to optimize the work of search engines.

### 3.1.6 Creating a list

The *List* feature transforms the paragraphs in the text area into a list whose items are preceded by an icon (bullets, squares, check marks, etc.) or a number. You can create and modify a hierarchy and the indentation of each item. Figure 3.8 shows an example of such a list.

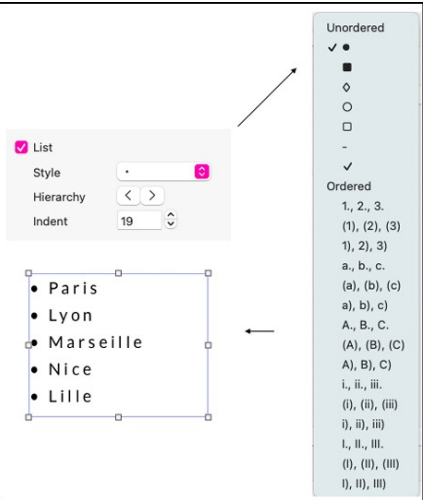




Figure 3.8 : A list

- To shift an item to the right, select the text then click on the sign > in the *hierarchy* area.
- To shift an item to the left, select the text then click on the sign < in the *hierarchy* area.

Figure 3.9 shows several indents to the right.



Figure 3.9 : Several indents

### 3.1.7 Creating a list with a scrollbar

Figure 3.10 shows a list with a scrollbar, thanks to the *Scrollable* feature. You can only see the result when previewing the page.

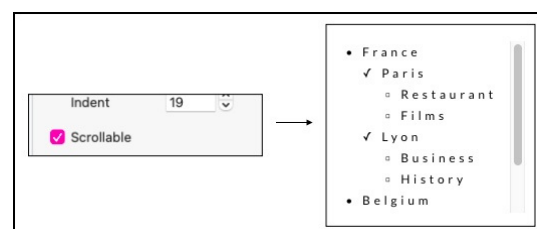


Figure 3.10 : A Scrollbar

### 3.1.8 Framing text with rounded edges

As you may have noticed, Sparkle does not allow you to set a border around a text box. However, you can create a simple box by formatting it correctly with rounded borders. Thereafter, you can place it behind the text, and that's it.

Figure 3.11 shows text that is framed with rounded borders.

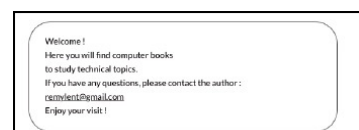


Figure 3.11 : Rounded border

The following steps show how to do this:

Step 1: Creating the text in a text box

- *Insert / Text Box*
- Enter the text.

Step 2: Creating a simple box

- *Insert / Box*

Step 3: Changing the rounded borders.

- Select the box.
- In the Inspector, click on the *Style* tab.
- Tick on *Border*.
- Tick on *Rounding* then choose 45px.

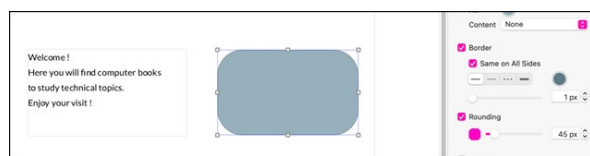


Figure 3.12 : Bordering a box

Step 4: Changing the color to the *checkerboard* pattern

- Select the box.
- Click on the *Fill* circle.
- Choose the *checkerboard* pattern that makes the box transparent, as shown in figure 3.13.

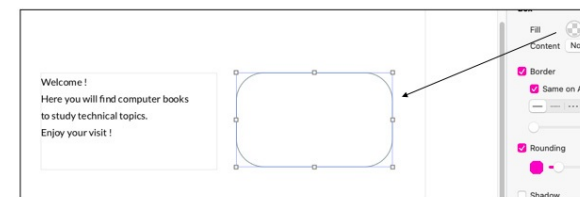


Figure 3.13 : The transparent pattern

Step 5: Moving the box above the text

- Move the box above the text box, adapt it then group the objects together (Select them, right-click then choose *Group*).
- Preview the page to see the result.



Figure 3.14 : The bordered text

## 3.2 Inserting images

You can insert a bitmap image (PNG, JPG, GIF, TIFF, etc.) dragging it from the *Finder* or by adding it from the selector. It is also possible to add SVG vector images.

## 3.2.1 Adding an image to the page

Follow the steps below to insert an image.

- *Insert*
- *Image*

Sparkle will display a block in the page. Its properties will enable you to define the image to be added.

- Click on the *Add* button, then select an image.

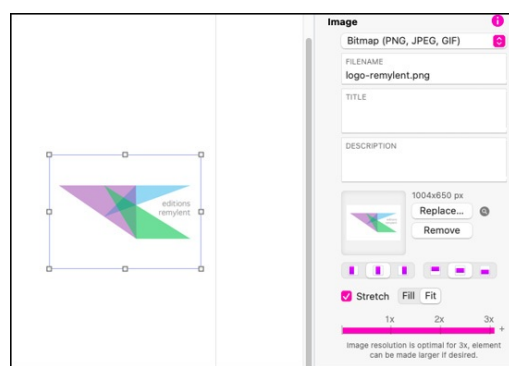


Figure 3.15 : Adding a image

You can replace an existing image by dropping another image on top of it or in the settings.

A image can also be integrated as a background in a box. JPEG and PNG images are compressed and fit into the selected area.

- The *Title* zone is used to display a tooltip in the browser when the user hovers over the image with the mouse.
- The *Description* zone is the correspondence of the *Alt* tag. It is used to display a text that is only displayed if the image file is not found by the browser.

The three parameters *Stretch*, *Fill* or *Fit* enable the image to be adapted to the frame. When the *Stretch* parameter is deactivated, the image keeps its original dimensions. Its position can be aligned horizontally and vertically using the purple buttons.

If the *Stretch* setting is enabled, Sparkle applies an appropriate scale factor. The *Adjust* button causes the entire image to be displayed. With the *Fill* button, the image covers the entire frame but is cropped at the edges.

A *Resolution report* bar helps you to evaluate the quality of the output image in order to determine if there are enough pixels for a proper use. This bar updates automatically. Make sure you don't go below 2 pixels (2px), otherwise browsers may show a low resolution image. Sparkle supports browsers that run on high resolution (retina) or very high resolution (retina @3x) devices.

Sparkle's documentation indicates that an image with a name ending in @2x or @3x (for

instance logo@2x.png) will be reduced by half with a 1x size.

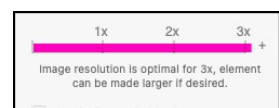


Figure 3.16 : The resolution bar

## 3.2.2 Locking an image

You can prevent an image (or any item) from being accidentally moved or deleted by locking it.

- Select the image you want to lock.
- Right-click then choose *Lock*.

You can lock multiple items at the same time. The *Unlock* option performs the opposite action.

## 3.2.3 The image gallery

This feature enables you to store several images in a frame, which will scroll according to parameters such as speed, position, image transition, etc.

In order for a gallery to be able to display images, you must first insert a *Gallery* object, then add the images. Further, you will define how they will be displayed.

To add an image to the gallery, follow the steps below:

- *Insert / Image Gallery*
- *Edit*
- Click on the *Add* button.
- Select the images you want to add.

Choose to store the images in *This document* rather than *In original location*. You will be able to access them even if the file is modified or deleted in the original folder.

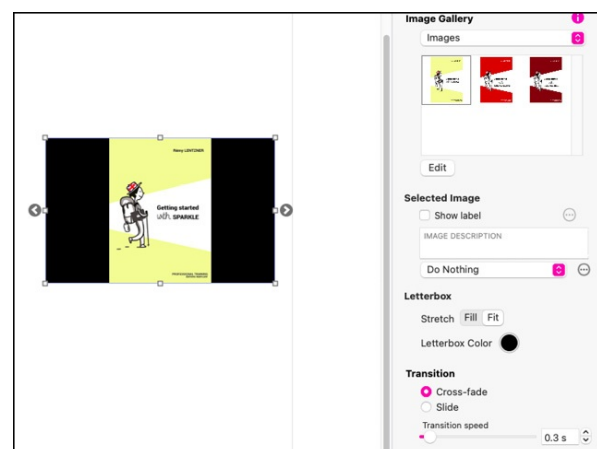


Figure 3.17 : Inserting images in the gallery

Several settings are possible. For instance, you can choose to trigger an action when clicking or hovering the mouse over a image, such as stopping the scrolling or accessing a specific page.

The following list details these possibilities.

- *Edit*. This button enables you to return to the image storage area.
- *Show Label*. This feature enables you to display a specific text for the image. This label is filled in the text box that is placed immediately below the image. To return to the label, click on the image frame then on the label.



Figure 3.18 : Adding a label

When selecting an image in the frame, a specific action can be triggered, as shown in in figure 3.19.

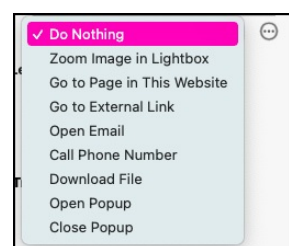


Figure 3.19 : The possible actions

The list below details the different possibilities:

- *Zoom Image in Lightbox*. The image appears larger in an external frame.
- *Go to Page in This Website*. This option displays another page defined in the Inspector settings.
- *Go to External Link*. This option enables you to declare an URL.
- *Open Email*. This feature starts your computer's default mail application (Gmail, Outlook, Mail, etc.)
- *Call Phone Number*. The number defined in the dedicated application is called.
- *Download File*. This option enables you to download a file whose name is specified in the *File name* field.
- *Open Popup*. This option enables you to bring up a configurable building block (a form).
- *Close Popup*. This option enables you to close the form that was previously opened.

The *LetterBox* setting enables you to set the display of images in the gallery frame.

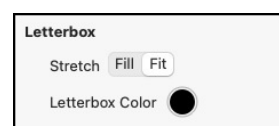


Figure 3.20 : Setting up the display of images

With the *Stretch* setting, Sparkle applies an appropriate scale factor. The *Fit* button causes the entire image to be displayed.

With the *Fill* button, the image covers the whole frame but is cropped at the edges.

Figure 3.21 shows the options for the *Transition* parameter, that is the display mode between two images. The *Transition speed*, in seconds, is the time for the *Cross-fade* or *Slide* effects .

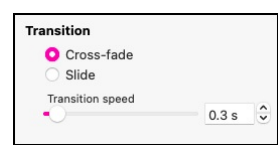


Figure 3.21 : The images transition mode

Figure 3.22 shows the other parameters that structure the image gallery, such as thumbnails, dots at the bottom of the gallery or moving arrows.

With five or more images, you can add thumbnails. They can be placed above or below the image. You can control the distance, the margin and the color of the border of each selection.

The more thumbnails you have, the smaller they are.

You can define the position and color of the direction arrows. Dots can appear at the bottom of the gallery frame.

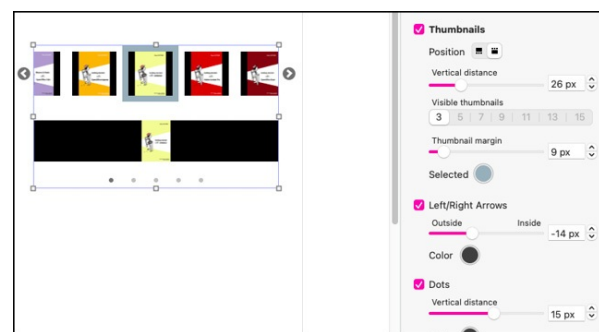


Figure 3.22 : Thumbnail settings

The *Automatic Slideshow* setting causes the images to scroll automatically without user interaction. You can stop the progress by placing the mouse on the image.

## 3.3 Managing media files

You can add video or sound files to any page.

### 3.3.1 Adding Videos

- *Insert / Video*
- Select the type of video you want from the drop-down list at the top right of the Inspector. Choose from a *YouTube* video, a *Vimeo* video, a MP4 file stored on your computer's hard drive or from a network location.
- Click on the *Add* button then specify either the URL for an online file or a file on disk.

In the case of a *YouTube* or *Vimeo* video, after clicking the *Add* button, Sparkle displays a search box where you can type the first few letters of your video.

Figure 3.23 shows the available settings.

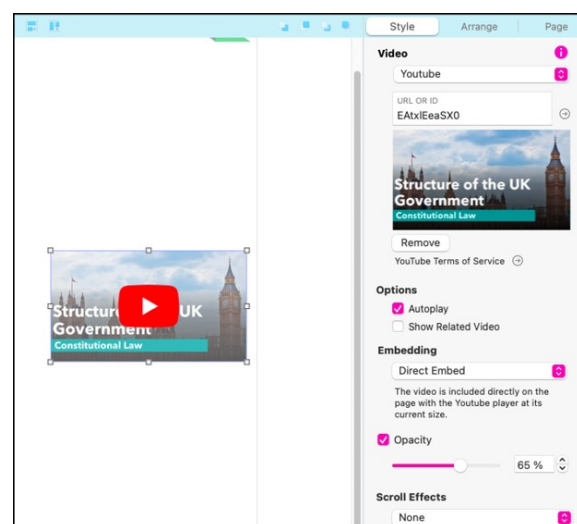


Figure 3.23 : Inserting a video

In the case of an MP4 file, there are several options available to set up the video. Figure 3.24 shows the settings.

- *Autoplay*. The video starts automatically when the page is opened.
- *Loop*. The video starts again at the end.
- *Mute*. There is no sound.
- *Player Controls*. The controls can be embedded in the video or located in the browser.
- *Custom Poster Image*. It is an image that appears in the background of the video frame before it starts.
- *Embedding*. This option enables you to embed the video with the desired effects. The *Direct Embed* option loads the video player directly onto the page. This feature may slow down the page loading slightly, but the playback will start faster. The *Still + Embed* option loads only the preview image initially then, on click, loads the video player. The page loads faster, but the player does not. The *Still + Embed + lightbox* option loads the preview image initially, but when clicked, the video is loaded into a lightbox. The video will always be seen in a larger size.

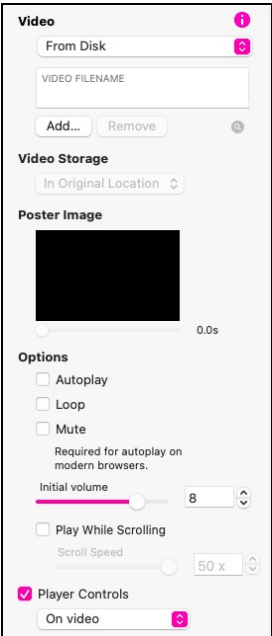


Figure 3.24 : Inserting a MP4 image file

### 3.3.2 Adding a mp3 audio file

It is the same principle as for the video.

- *Insert / Audio*
- Click on the *Add* button then choose the audio file.

Figure 3.25 shows the settings of the audio file in the Inspector.

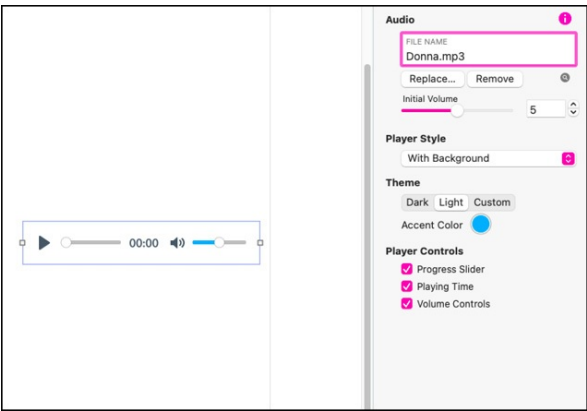


Figure 3.25 : The audio file settings

Sparkle accepts only mp3 files because it is the only format that is reasonably compatible with all web browsers regardless of the platform. There is no automatic start.

At the time of publishing, the mp3 file will be exported to the server with the other files of the website.

- The *Dark* theme colors the background of the audio player in black.
- The *Custom* theme enables you to apply another color for the volume slider.

### 3.3.3 Inserting a Lottie animation



A Lottie animation is an animation that is lighter than an animated GIF file, vector-based, faster and developed in the JSON format.

These animations are accessible with Mac, Windows, IOS, Android and many others. The Lottie format tends to become a standard in the design industry.

The dedicated Wiki page will give you more information.  
([https://fr.wikipedia.org/wiki/Lottie\\_\(animation\)](https://fr.wikipedia.org/wiki/Lottie_(animation)))

Figure 3.26 shows the lottiefiles.com site.

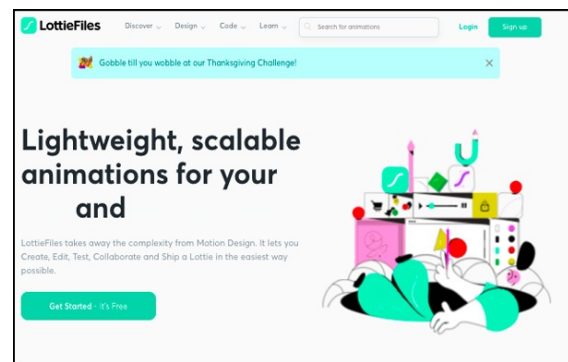


Figure 3.26 : A site for Lottie animations

Sparkle enables you to insert a Lottie animation into your project page with parameters to be set in the Inspector.

Perform the following to insert a Lottie animation:

- *Insert / Lottie animation*
- Click on the *Browse Animations* button to display the website <https://lottiefiles.com/recent> that will enable you to select a royalty-free animation.

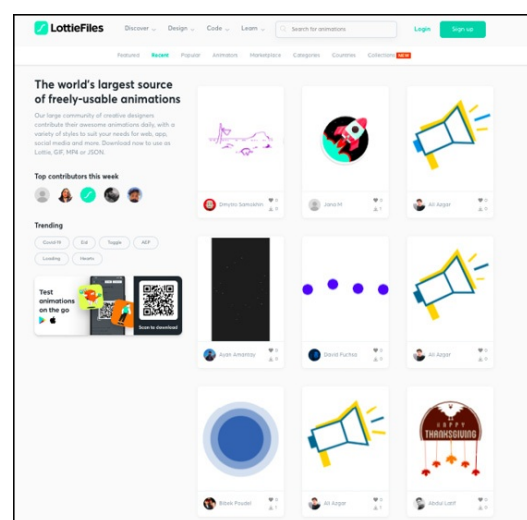


Figure 3.27 : Selecting a Lottie animation

- Choose an animation then upload it to a folder on your computer.
- Click on the *Add* button then specify the file you have chosen.
- Preview your site to see your Lottie animation in action.

## 3.4 Adding a Blog

The Sparkle Pro version allows you to add a blog to your site.

- *Insert / Blog*
- Click on *Add Blog Post*

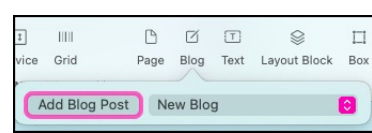


Figure 3.28 : Inserting a new blog

Sparkle creates two new pages: a *BLOG - Index* page and a *Blog Post* page.

A blog is a collection of posts whereby the more recent ones appear first, at the top of the stack.

Figure 3.29 shows these two new pages.

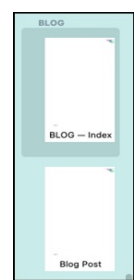


Figure 3.29 : The two blog pages

If you click on *Add Blog Post* again, a new predefined page will be created.

## 3.5 Inserting a payment Button

Several partner companies offer tools that can be integrated into websites to facilitate online payment via a payment button. Sparkle enables you to insert such a feature in the following way:

- *Insert / Payment*
- Click on the *Placeholder* list in the inspector.

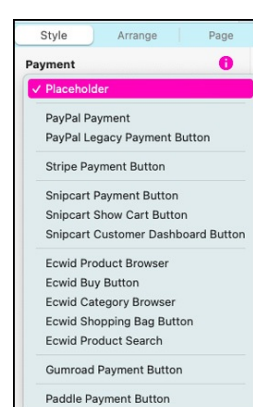


Figure 3.30 : Online payment features

- Select the partner then click on the *Configure* button.

Figure 3.31 shows the general settings with the *Payments* tab

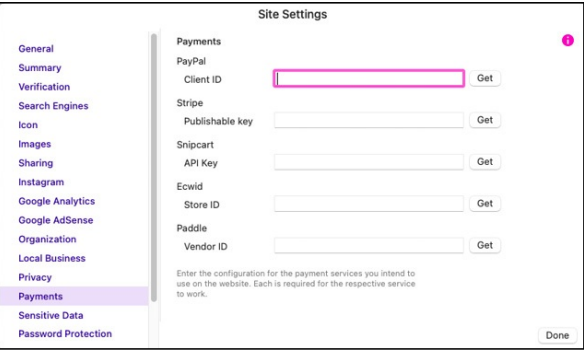


Figure 3.31 : The payments parameters

- Click on the *Get* button.

Sparkle will display the partner's site page that will prompt you for your account.

This payment option is rather intended for developers because it requires the insertion of more complex programs called APIs (Application Program Interfaces) that are outside the scope of this book.

For some of my books, customers can buy them directly from my site. A PayPal button displays the PayPal site immediately.

Figure 3.32 shows the PayPal button for the book *Bien débuter en programmation*.

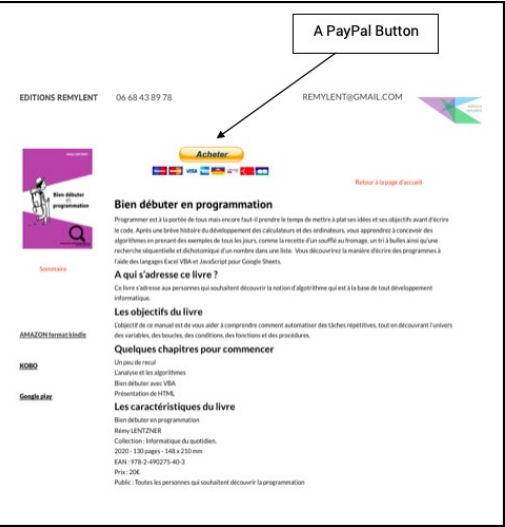


Figure 3.32 : A PayPal button is placed on the page

When designing the page, the PayPal button comes from a HTML code provides by Paypal (figure 3.33).

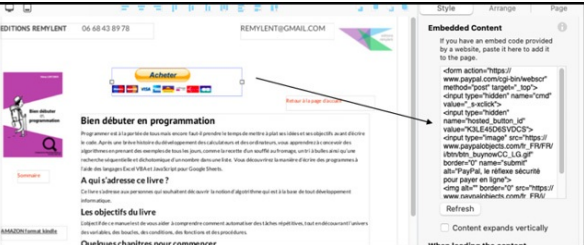


Figure 3.33 : The PayPal button is created from HTML code.

You can create as many buttons as you want from PayPal. Keep in mind that this button means a specified price and precise information.

Figure 3.34 shows the PayPal site where this button has been created.

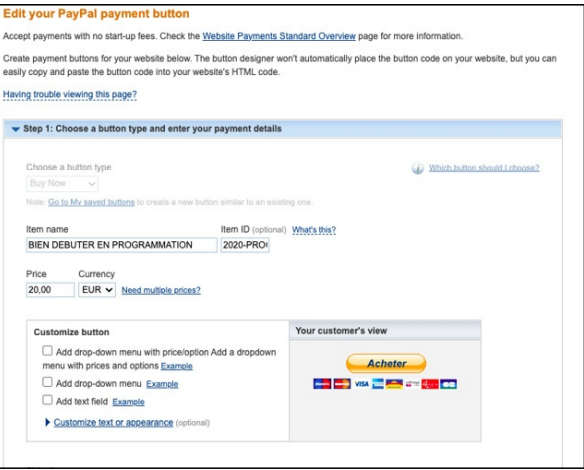


Figure 3.34 : Creating the button with PayPal

**In brief**

In this chapter you have studied how to insert text, images and media files. All the settings are available on the right panel. It is always possible to check the result by doing a preview before publishing.

The Sparkle Pro version provides more powerful tools.

Chapter 4 will deal with links between pages and special effects.

# Chapter 4

## Links and special effects

This chapter deals with techniques of linking between pages, thanks to different elements placed on them. You will study menus and special effects that can enhance a presentation.

### 4.1 Links between pages

A Web site contains several pages that can interact with each other. A click on a link can trigger the appearance of a specific page and another link can take you back to the beginning of the site.

The important point inside the site organization is to keep the same structure throughout the passage from one page to another. For instance, it is interesting to place a footer with your personal information on each page. Similarly, a visible logo will reassure your visitor.

By organizing your site in a clear and well-defined way, you will create a security feeling, like in a store where you enjoy coming back to shop.

First, create the pages that need to be linked, then insert links needed with the Inspector.

#### 4.1.1 Creating a link from a text

To create a link from a text, perform the following steps:

- Insert the text then select it.
- Select the *Style* tab in the Inspector.
- Click on the *On Click* drop-down list then choose *Go to Page in This Website*.

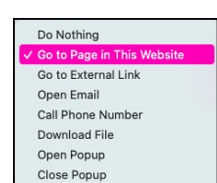


Figure 4.1 : Creating a link

- Specify the name of the page using the drop-down list placed below.
- Specify *Top of Page* to display the page from the top. The other setting *New Scroll Position* enables you to display a fairly large portion of a page. An anchor is created thereafter and will be used as a reference point.

The list below details the link options (figure 4.1):

- By default, the menu is set to *Do nothing*.

- *Go to Page in This Website.* This option displays another page defined in the Inspector settings.
- *Go to External Link.* This option enables you to declare a URL address.
- *Open Email.* This feature starts your computer's default email application (Gmail, Outlook, Mail, etc.)
- *Call Phone Number.* The number defined in the dedicated application is called.
- *Download File.* This option enables you to download a file whose name is specified in the *File name* field.
- *Open Pop.* This option enables you to open a configurable building block. You can use them as forms in order to create a user-friendly dialog box.
- *Close Popup.* This option enables you to close the form previously opened.

## 4.1.2 Starting an action from a button

A button enables you to start an action defined in the Inspector, in the same way as for a text.

To insert a button and assign an action to it, perform the following steps:

- *Insert / Button*
- Specify the actions to be performed in the Inspector.

You can change the button position with its properties (figure 4.2).

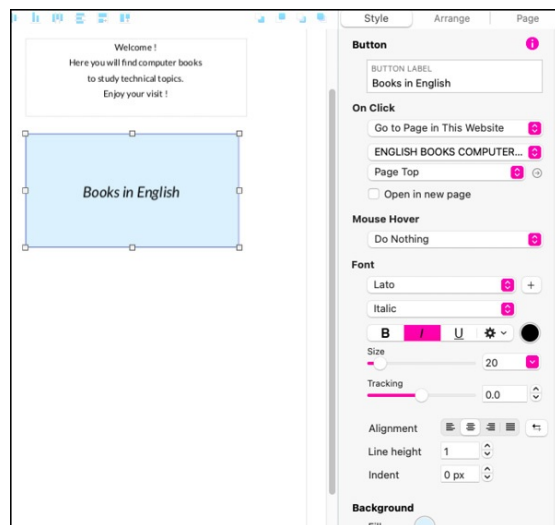


Figure 4.2 : A button and its characteristics

The right panel shows several groups of properties: *Button*, *On Click*, *Mouse Hover*, *Font*, *Background*, *Mouse Hover* for the color, *Mouse Clicked* and *Scroll Effects*

The button label area enables you to change the caption of the button. An action can be triggered when clicking on the button. The action is specified in the drop-down list, as show figure 4.3.

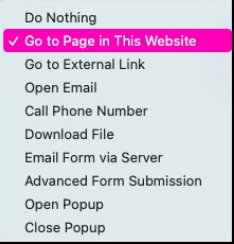


Figure 4.3 : The button actions

- By default, the menu is set to *Do nothing*.
- *Go to Page in This Website*. This option displays another page defined in the inspector settings.
- *Go to External Link*. This option enables you to declare a URL address.
- *Open Email*. This feature starts your computer's default email application (Gmail, Outlook, Mail, etc.)
- *Call Phone Number*. The number defined in the dedicated application is called.
- *Download File*. This option enables you to download a file whose name is specified in the *File name* field.
- *Email Form via Server*. This feature is more commonly used in forms where you describe input fields, checkboxes or radio buttons to select multiple choices. Information is requested such as a starting email address (which will only be visible to the recipient), a destination email address, a subject line and possibly a reply email address for the site visitor. It is also possible to define a thank-you page that will inform the user of the receipt of an email.

Figure 4.4 : Form parameters

- *Use Custom SMTP Server*. Define here the port, the username and the password.

Figure 4.5 : SMTP parameters

- *Advanced Form Submission*. This option enables you to specify a page that contains some PHP code on the server side of your Internet Service Provider. Define the URL where the code stands. Thereafter, the mail will be sent to this URL address.

Figure 4.6 : Advanced settings

- *Open Pop*. This option enables you to open a configurable building block. You can use them as forms in order to create a user-friendly dialog box.
- *Close Popup*. This option enables you to close the form previously opened.

### 4.1.3 Rounding the button border

Figure 4.7 shows two buttons. The corners have been rounded and the background color has been set to light blue. Each button calls a specific page.

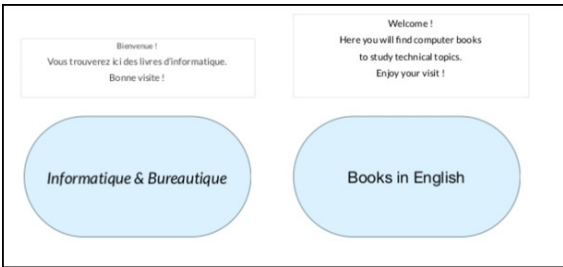


Figure 4.7 : Rounded borders

To round the border of a button, perform the following steps:

- *Insert / Button*
- Double-click on the button then type a text.
- Change the background color by clicking on the *Fill* circle then select a new color.
- Tick on the *Border* box and *Rounding*.
- Tick on *Same on all sides* if you want the borders to be the same on each side.
- Increase the size of the border by moving the slider slightly to the right.
- Increase the size of the rounding by moving the slider slightly to the right.
- Change the color of the rounding by clicking on the color circle.

Figure 4.8 shows all these settings in the Inspector.



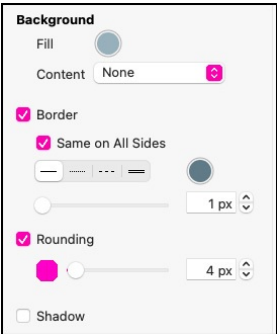


Figure 4.8 : The rounding parameters

Figure 4.9 shows an example of a button where the rounding is not identical.

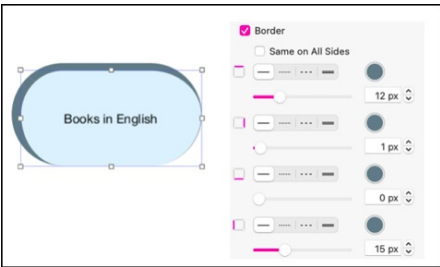


Figure 4.9 : Rounding is not identical.

When the *Same on all sides* box is not checked, you can define four different types of rounding by manipulating the size, shape and color. This feature enables you to manage more customized shapes.

## 4.2 Header and Footer

A website always has several pages. You can define a header that will be repeated on all pages, for instance, a logo or business data.

### 4.2.1 A header for all pages

Here is the method that defines a header:

- Place a text, picture or any object on the first page.
- Select the object.
- In the Inspector, click on the *Arrange* tab.
- At the very bottom of the Inspector, tick on *Show on All pages*.

The text or the different objects selected will be reproduced on all other pages. You will not be able to modify it because it is a read-only feature. Only the object inserted on the first page can be modified.

Figure 4.10 shows an example of a logo and some texts that are repeated on all pages.

The header can be useful for repeating a group of objects that you want to display on all pages. This group can be stored anywhere on the first page.

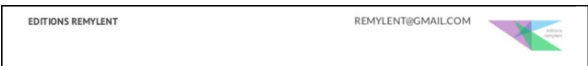


Figure 4.10 : Several objects are repeated on all pages.

## 4.2.2 A header for a group of pages only

To repeat an object on some pages only, you have to create a *Section*, i.e. a container of pages. Afterwards you can drag the pages into the section (either one by one or by selecting the pages). Then, you define an object to be repeated on the first page of this section.

Here is the method:

Step 1: Creating a section

- Click on the sign + at the bottom of the left panel.
- Choose *Add a section*

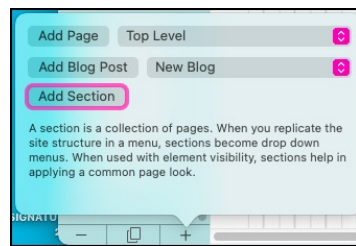


Figure 4.11 : Adding a section

Step 2: Renaming the section

Sparkle names the section *Section1*. Rename it to better understand the section content.

- Click on the name of the section.
- Rename the text that will correspond to the group of pages.

Step 3: Moving existing pages into the section

- Select the pages then drag them into the pink section area.
- Click on the small white arrow to show the pages.

Step 4: Inserting an object into the first page of the section

- Insert a text or an image (or anything else) in the first page of the section.
- Select the object.
- Click on the *Arrange* in the Inspector.
- Click on *Show on all pages in this section*.

## 4.2.3 The footer

The footer is usually a group of texts or other objects placed at the end of the page. If your site contains many pages, you can insert a footer by the following:

- Insert the text or the image at the bottom of the first page.
- Select the objects.

- Click on the *Arrange* tab in the Inspector.
- Choose *Show on all pages*.

However, a problem may occur if your pages do not have the same length. Indeed, the footer will not be placed at the end of each page.

To solve this problem, perform the following steps:

- Select the footer for the first page.
- Click on the *Arrange* tab.
- Tick *Follow Footer*.
- Tick *Show on all pages*

You will notice that the text is now completely pasted into the footer, regardless of its length.

## 4.2.4 Grouping elements

Groups enable you to group elements on the page with parameters that affect the vertical scrolling (when there are several groups).

To create a group of elements, carry out the following:

- Select the elements.
- Right-click
- Select *Group* to group or *Ungroup* to ungroup.

If you increase the horizontal or vertical size of the group, the size of the frames that contain the elements will also be increased.

Figure 4.12 shows a group with several elements. Click on *Layers* in the left panel to see the name of each element of the group.

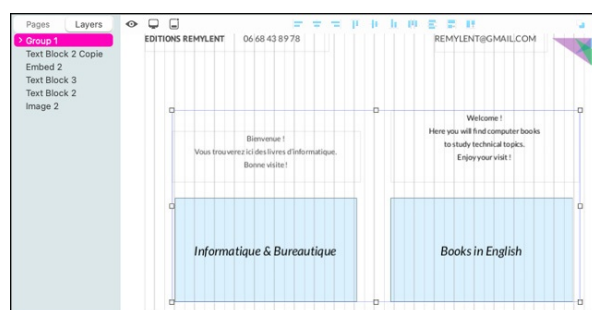


Figure 4.12 : Groups of elements

To quickly insert a new element into a group, select an element then insert the new object.

Groups have scrolling parameters (figure 4.13).

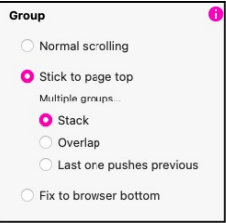


Figure 4.13 : The group properties

- *Normal scrolling*. This option locks the group of elements at the top of the window instead of making it disappear with the scrolling.
- *Stack*. The groups will be stacked and always visible.
- *Overlap*. The groups will be able to overlap each other.
- *Last one pushes Previous*. The last group makes the previous one disappear. Only one group is displayed at a time.
- *Fix to browser bottom*. This option enables the group not to scroll with the page but rather to be stuck to the bottom of the browser window by its lower edge.

### 4.2.5 Parallax effects and templates

The ability to scroll groups of elements gives the impression that the objects move relative to each other with very nice 3D effects and illusions. This effect is called *parallax effects*.

The parallax effect is an observation change of many objects. When you scroll down the elements of a page, you can have the feeling that some pictures or texts are placed on top of others.

These layers of objects that move in the vertical plan and the mouse interaction create a *speed/perspective* effect.

With Sparkle, parallax effects are offered in templates that you can discover when creating a new project.

To create a new template, perform the following steps:

- *File / New*
- Click on a template. For instance, choose the *Seasons template*.

Figure 4.14 shows the single page of this site with several text boxes and groups of objects. In order for the parallax effect to take place when scrolling, the text box named *Box1* is stretched and fixed in the window.

It is the background that is fixed and the other objects revolve around it.

You can use the parallax effect to develop very beautiful presentations.

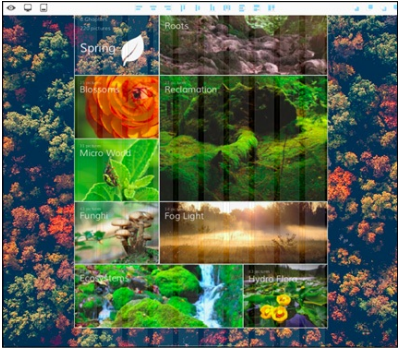


Figure 4.14 : The Seasons template

## 4.3 Creating a customized menu

A menu is a feature that displays the name of items on your site. For instance, if your project is to develop a site about recipes, you can create three pages: *Starters*, *Dishes* and *Desserts* and a home page which will contain an object menu.

When the user clicks on one of the menu items, the selected page will be displayed immediately, with the possibility of returning to the menu, thanks to a button.

### 4.3.1 The pages of the site

The following list details the four pages of the project:

- The first page is the *Home* page. Its name is *Menu* but the html name is *Index.html*.
- The second page is a regular page. Its name is *Starters* and the HTML name is *Starters.html*.
- The third page is a regular page. Its name is *Dishes* and the HTML name is *Dishes.html*.
- The fourth page is a regular page. Its name is *Desserts* and the HTML name is *Desserts.html*.

The next three figures show the site pages.

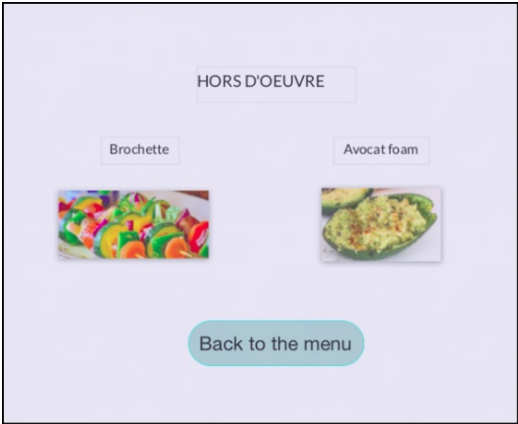


Figure 4.15 : The Starter page

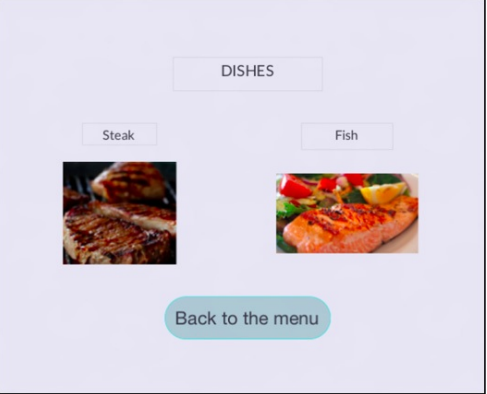


Figure 4.16 : The Dishers page

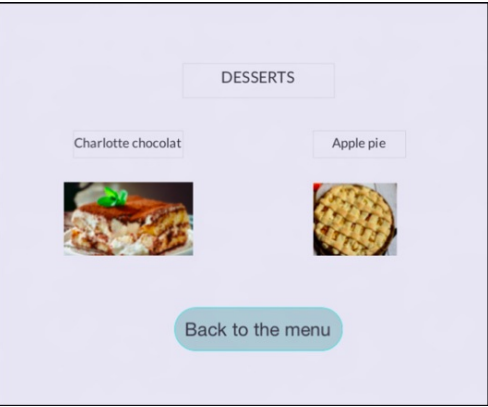


Figure 4.17 : The Desserts

The first page will contain the menu object.

Step 1: Inserting a menu object

- Select the first page.
- *Insert / Menu*

Figure 4.18 shows the menu object in the first page.



Figure 4.18 : The menu object

To organize a menu with elements that can have actions, you must change the properties. Figure 4.19 shows them in the right panel.

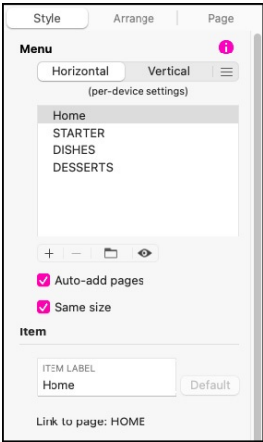


Figure 4.19 : The menu properties

Follow the next step to create a submenu with the pages on which you will be able to declare actions:

- Select the *Home* element in the properties.
- Click on the *Folder* icon at the right of the sign -.Sparkle will create an *item* element, as shown in figure 4.20.

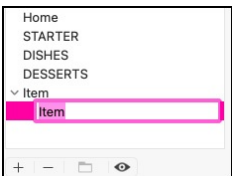


Figure 4.20 : Creating an item element

- Drag the three pages under the *item* element (figure 4.21).

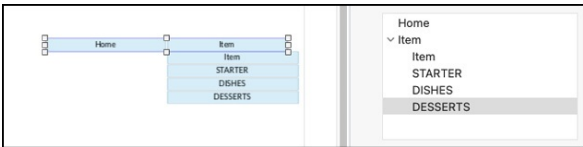


Figure 4.21 : Dragging the pages

- Place the pointer on the item element above the STARTER page, then click on the sign - to remove it (figure 4.22).

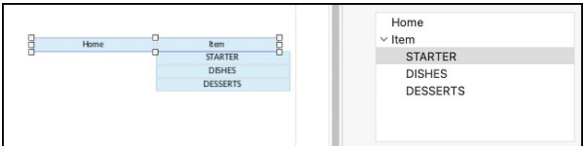


Figure 4.22 : The item submenu

The next step is to rename the item element.

- Place the pointer on the item element.
- Rename the name in the ITEM LABEL area (figure 4.23).

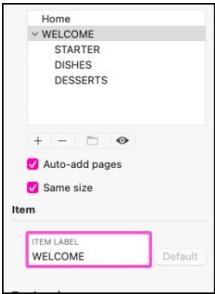


Figure 4.23 : Renaming the item element

- Place the pointer to the STARTER element. You will see that it is linked to the STARTER page automatically (figure 4.24).

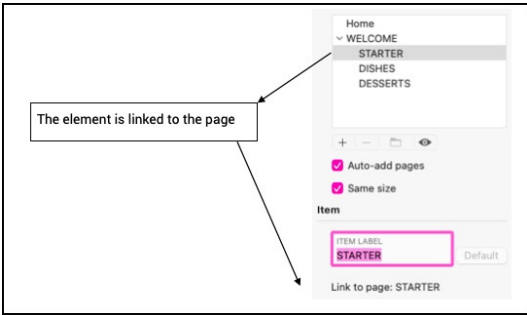


Figure 4.24 : The element is linked to a page

- Preview the web site then test the submenu.

### 4.3.2 The submenu layouts

A submenu can be displayed in several ways, horizontally or vertically with different possibilities.

Figure 4.25 shows the submenu properties.

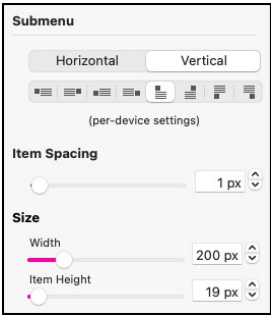


Figure 4.25 : Submenu possibilities

The *Width* enables you to enlarge the menu using the *Height* properties.

Figure 4.26 shows all the possibilities with the *Custom Style*.

You can change the background color of the submenu, round the corners, define a shadow effect, space the elements, specify the color for the mouse hover, etc.



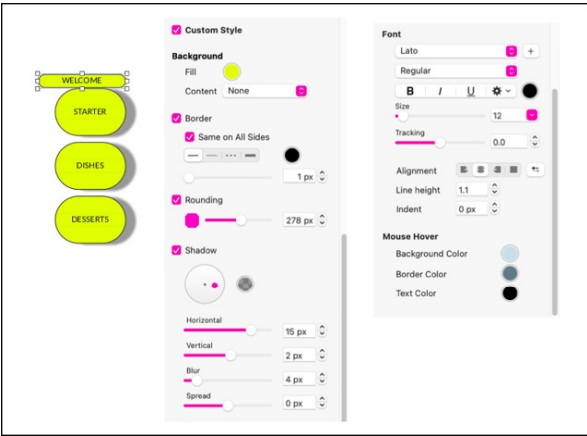


Figure 4.26 : The custom style

## 4.4 A site with a single page and anchors

Numerous sites propose a single page containing all the topics and elements. Each topic is separated from the others by a named anchor. It is a visual cue that will be used to place the topic at the top of the page. The templates provided by Sparkle use this feature.

The list below details the interest of anchors:

- The site is contained in a single page.
- The elements are one below the other.
- The anchors correspond to the new scroll positions.
- A button does not call up a page, but shift the display to a previously defined *Scroll Position*.

Figure 4.27 shows this technique used in the *Balloon Travel* template.

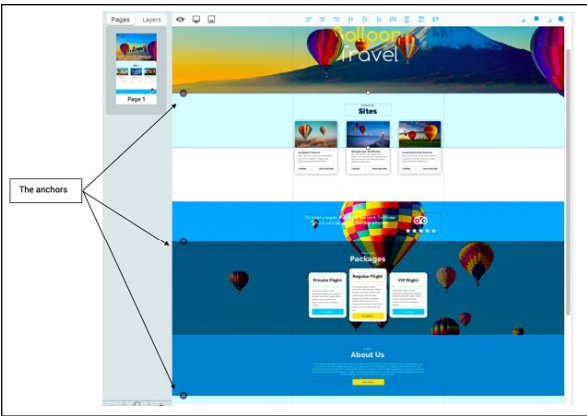


Figure 4.27 : The anchors in a single page

Figure 4.28 shows the prior example with the 3 pages copied into a single page.



Figure 4.28 : The information is stored in a single page

Perform the following steps to create an anchor on the page.

- Click on the *Style* tab in the Inspector.
- Select a button or a text to create a link.
- On click: *Go to Page in this Website*
- Click on *Page Top* then select *New Scroll Location*.
- Move the anchor to the desired position on the page.
- Select the anchor and rename it (if needed) in the *Name* field.

You can create as many new scroll positions as you need.

Figure 4.29 shows the anchor properties.

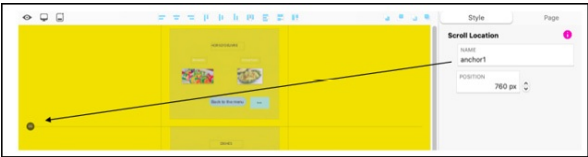


Figure 4.29 : The anchor

### In brief

A site can be built with several pages in which links enable you to move from one page to another. If the site is organized with only one page, the anchor feature is used to go directly to a part of the page.

Chapter 5 will show you how to use styles that make it easier to format paragraph headings. You will also discover how to set up an interactive form with the user.

# Chapter 5

## The styles and the form

This chapter shows you how to use styles that will help you to structure paragraph headings better. This feature enables you to define HTML tags that participate widely in referencing. You will also learn how to create an interactive form with the Internet user.

### 5.1 Saving time with styles

A style is a set of characteristics such as the size, color or position that applies to paragraphs. Most of the time, you will use styles to mark headings in order to facilitate their formatting and especially their possible modification.

Imagine a site with 30 pages with offset headings. If you want to change the offset for these pages, you only have to change the style settings once.

The other advantage is that styles participate in the referencing by the search engines that will recover the HTML tags.

#### 5.1.1 An example of style in a page

Figure 5.1 shows the content of the *Getting Started with OpenOffice CALC* book description. The heading has a well defined style and a H1 HTML tag.

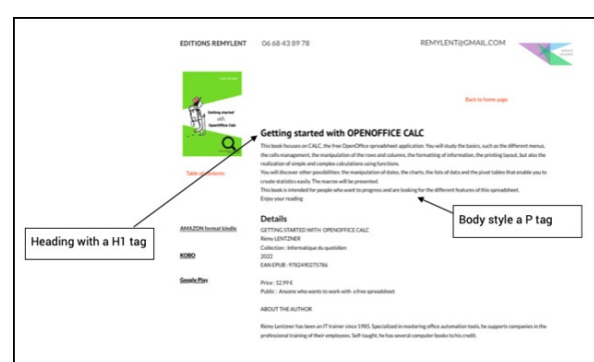


Figure 5.1 : The styles structure the paragraphs.

On a page you can divide the text by paragraphs. The chapter name is always the level 1, with a H1 tag. The first heading can be defined with a level 2, with a H2 tag. The text can be specified with a body style using a P tag, etc.

When using styles, several of them have a default name that you can rename, in necessary.

#### 5.1.2 Modifying an existing style

When creating a new project, new default styles are available, as shown in figure 5.2, where a text has been inserted. Always keep in mind that styles are helpful for heading organization.

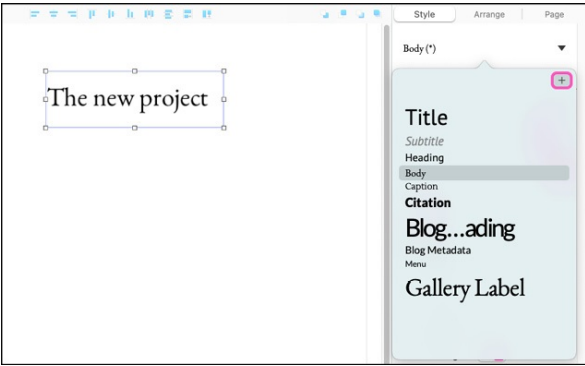


Figure 5.2 : The default styles

The following shows an example of modifying a style:

- Select the first text.
- Click on the *Body* style.
- Change the police to *Lato* with a size of *26* and *Bold*.
- Click on *Apply changes* to update the style characteristics.

Figure 5.3 shows the *Body* style.

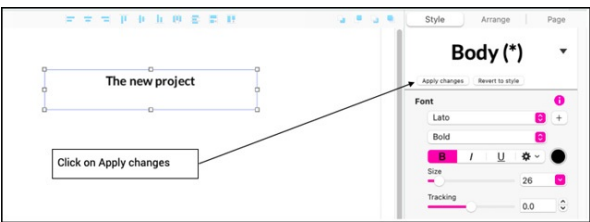


Figure 5.3 : Updating a style

- Insert two new texts.
- Click on the body style to apply the new format.

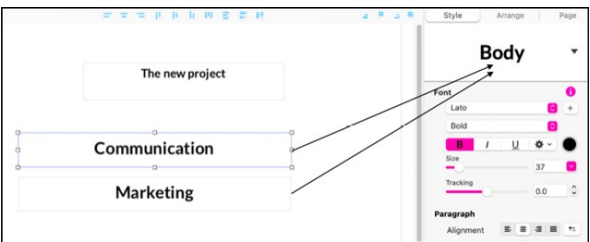


Figure 5.4 : Applying a style

### 5.1.3 Creating a new style

It is an always good idea to create a style based on an existing text with a particular format.

- Insert your text.
- Format the text with the Inspector.
- Click on the black down arrow beside the style.
- Click on the + sign

- Define a name for the new style in the area at the end of the styles.
- *Enter* to finish.

## 5.1.4 Removing a style

Figure 5.5 shows where you can remove any style.

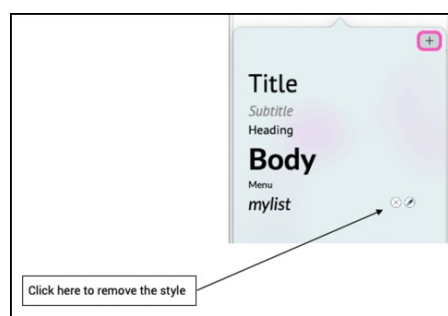


Figure 5.5 : Removing a style

Styles can be used in both long text and dialog boxes called form.

## 5.2 The form

You will use this feature when you need information to be interactive with the user. For instance, it can be a text entry, a checkbox, option buttons, a validation button, etc. The data is inserted in a pop-up or on a site page. A validation button will send the entered information to a server and a PHP program will process it. These parameters are defined in the Inspector.

### 5.2.1 The popup

It is the window in which you place form elements. Its purpose is to enable a dialogue with the visitor. You can create as many forms as you like. The *Layers* panel can help you view the content of the popup.

Warning: The pop-up window must be stored in the page that contains the calling button.

To create a pop-up window, perform the following steps:

- Select the page that will call the pop-up.
- *Insert / Pop-up*.
- Click on the *Arrange* tab. The window is called Popup 1. You can rename it.

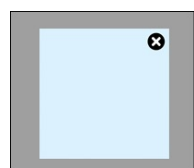


Figure 5.6 : The pop-up

The next step is to insert the form elements into the pop-up object.

### 5.2.2 Inserting form elements

Sparkle provides several elements that can interact with the web user: a text input, a checkbox,

an option button, a button, a drop-down selection, and a file-attachment object.

When using these elements, you have to rename them in order to manipulate them more easily thereafter. Indeed, these words are used when the form is validated and the data is sent to the server.

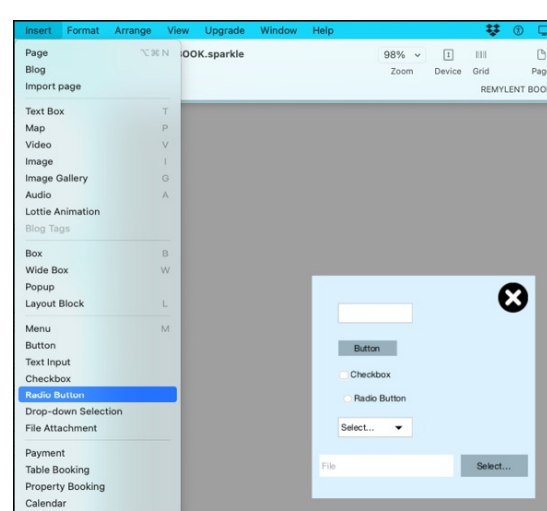


Figure 5.7 : The interactive objects

To insert a text input placeholder, perform the following steps:

- Select the pop-up.
- *Insert / Text Input*

This text input area can be moved like any other object and all its properties are available in the *Style* tab.

To place a caption in front of a text input, use the *Text Box* object.

Figure 5.8 shows four *Text Input* boxes in the pop-up with a button to send the data to the sever.

All the inputbox are named.

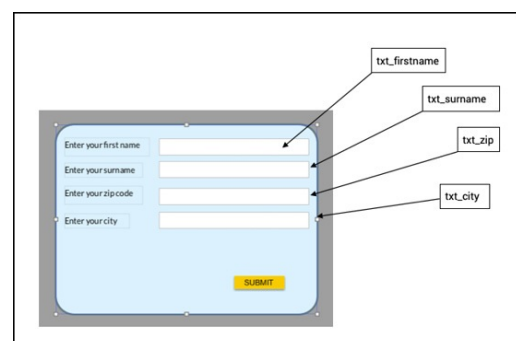


Figure 5.8 : Four text entry boxes with captions

For the first name, the input field name is *txt\_firstname*.

For the surname, the input field name is *txt\_surname*.

For the zip code, the input field name is *txt\_zip*.

For the city, the input field name is *txt\_city*.

If you click on another site page, you will see that the pop-up will disappear. To modify the pop-up again, use the *Layers* features, then click on the pop-name which will appear.

The name of the pop-up can be renamed. Double-click on the name then rename it.

Figure 5.9 shows the *Layers*.

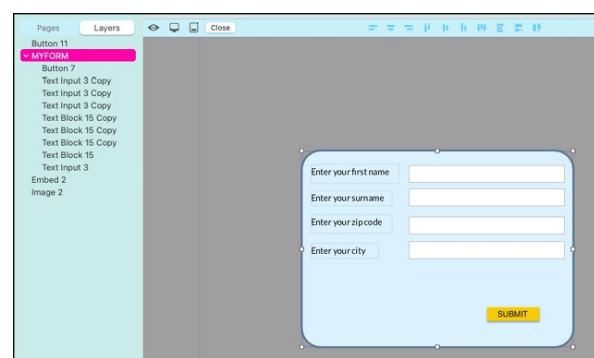


Figure 5.9 : The Layers is used to show the pop-up objects

### 5.2.3 Calling a pop-up from a button

From any page, a pop-up can be called thanks to a button or any link whose *On Click* property is *Open popup* specifying the name of the pop-up.

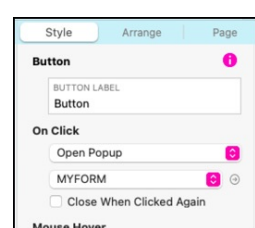


Figure 5.10 : Calling the MYFORM popup

When the page is previewed, click on the button to make the pop-up appear.

The pop-up properties have two features: *Modal/LightBox* or *Fixed In Window*.

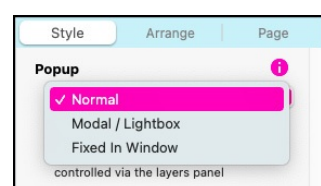


Figure 5.11 : Modal or fixed feature

- *Modal/LightBox*. You cannot access the site page.
- *Fixed In Window*. The pop-up position is fixed with parameters.

### 5.2.4 Sending information to the server

Sparkle provides the classical communication protocols for sending information from the form elements to a server.

The settings can be defined from a button or a link.

Two main series of parameters are available:

- *Email Form via Server*
- *Advanced Form Submission*

Figure 5.12 shows the *Email Form via Server* property defined for a button.

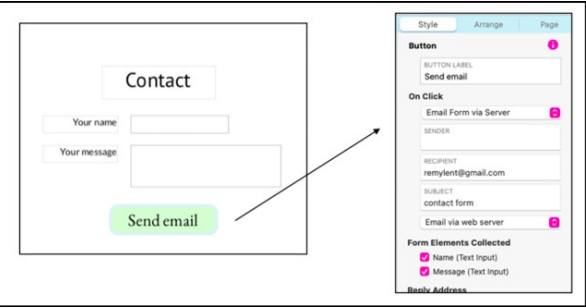


Figure 5.12 : Sending data with the Email protocol

When the form is submitted by the client, the form information will be sent to you, the recipient.

You can also use the other protocol: *Use custom SMTP server*. Figure 5.13 shows the settings to implement.

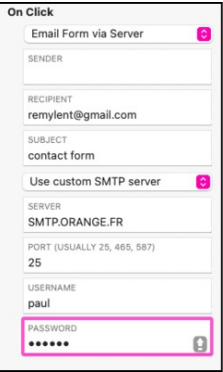


Figure 5.13 : Sending data with the SMTP protocol

You can send data with an *Advanced Form Submission*. It enables you to define a POST or GET communication protocol.

Figure 5.14 shows the properties of this feature.

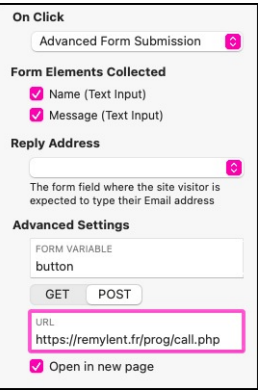


Figure 5.14 : Using a Post protocol

The GET/POST protocol requires a server-side PHP script to take over.

## 5.3 Enhanced page controls



Other controls can be inserted in a page. For instance a *Checkbox*, some *Radio Buttons*, a *Drop-down Selection* or a *Smart Field*.

### 5.3.1 Inserting a checkbox

Follow the next step to insert a *Checkbox* object then modify the properties:

- *Insert / Checkbox*
- Modify the label and the layout as shown in figure 5.15.

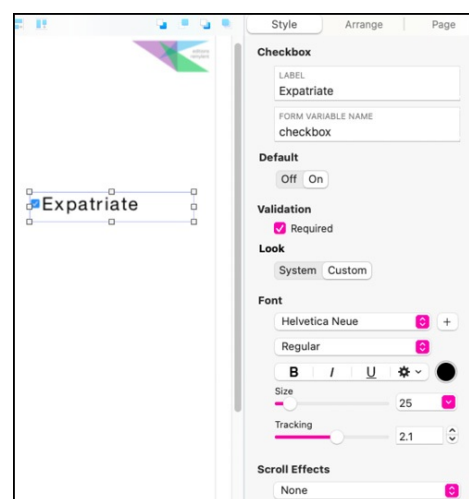


Figure 5.15 : The checkbox attributes

### 5.3.2 Inserting a radio button

Follow the next step to insert a *Radio button* object then modify the properties:

- *Insert / Radio Button*
- Modify the labels and the layout as shown in figure 5.16.

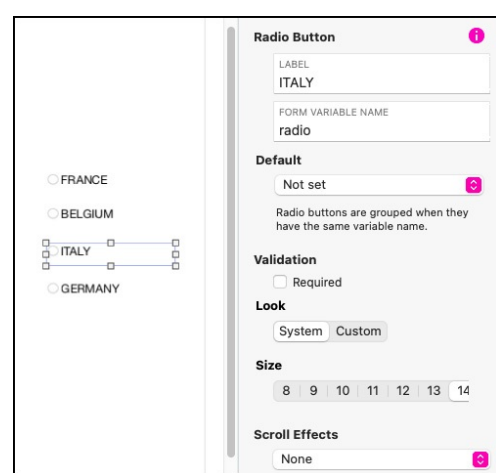


Figure 5.16 : The radio button attributes

### 5.3.3 Inserting a Drop-down Selection

Follow the next step to insert a *Drop-down Selection* then modify the properties:

- *Insert / Drop-Down Selection*

- Change the text of the placeholder.
- Click on the *Add* button to add an element then repeat for more elements in the Drop-down Selection.

Figure 5.17 shows the result with the attributes.

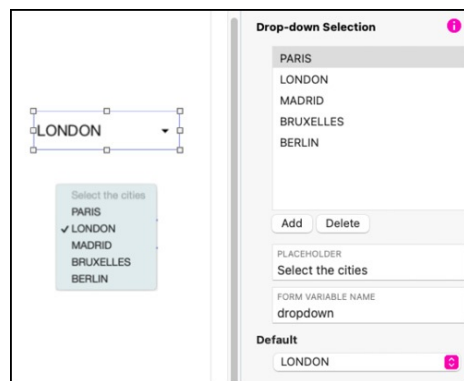


Figure 5.17 : The Drop-down Selection

## 5.3.4 Inserting a Smart Field

Smart Fields are compelling tools that can help you display dynamic text, date/time, photo information, math formulas and so on.

Smart Fields have a bubble-like appearance when inserting them. Click on one to see the settings.

- *Insert*
- *Smart Field*

Figure 5.18 shows the different objects like *Page Title*, *Date/Time*, *Countdown*, *Counter*, *Typewriter*, *Math Formula*, *Code Snippet*, etc.

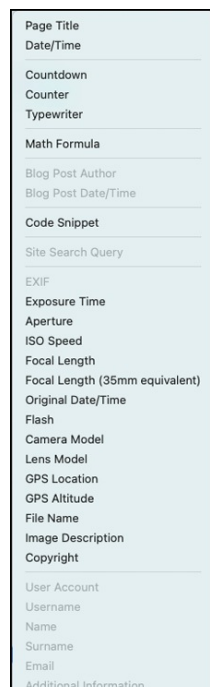


Figure 5.18 : The smart fields

## In brief

Styles allow you to set up paragraph headings saving you time. Thanks to a form, your visitors can interact with your site. If needed, several communications are available to use with a form.

I hope this book has improved your knowledge about SPARKLE and will help you in your work.

Do not hesitate to contact me at [REMYLENT@GMAIL.COM](mailto:REMYLENT@GMAIL.COM) if you have any comments or questions.