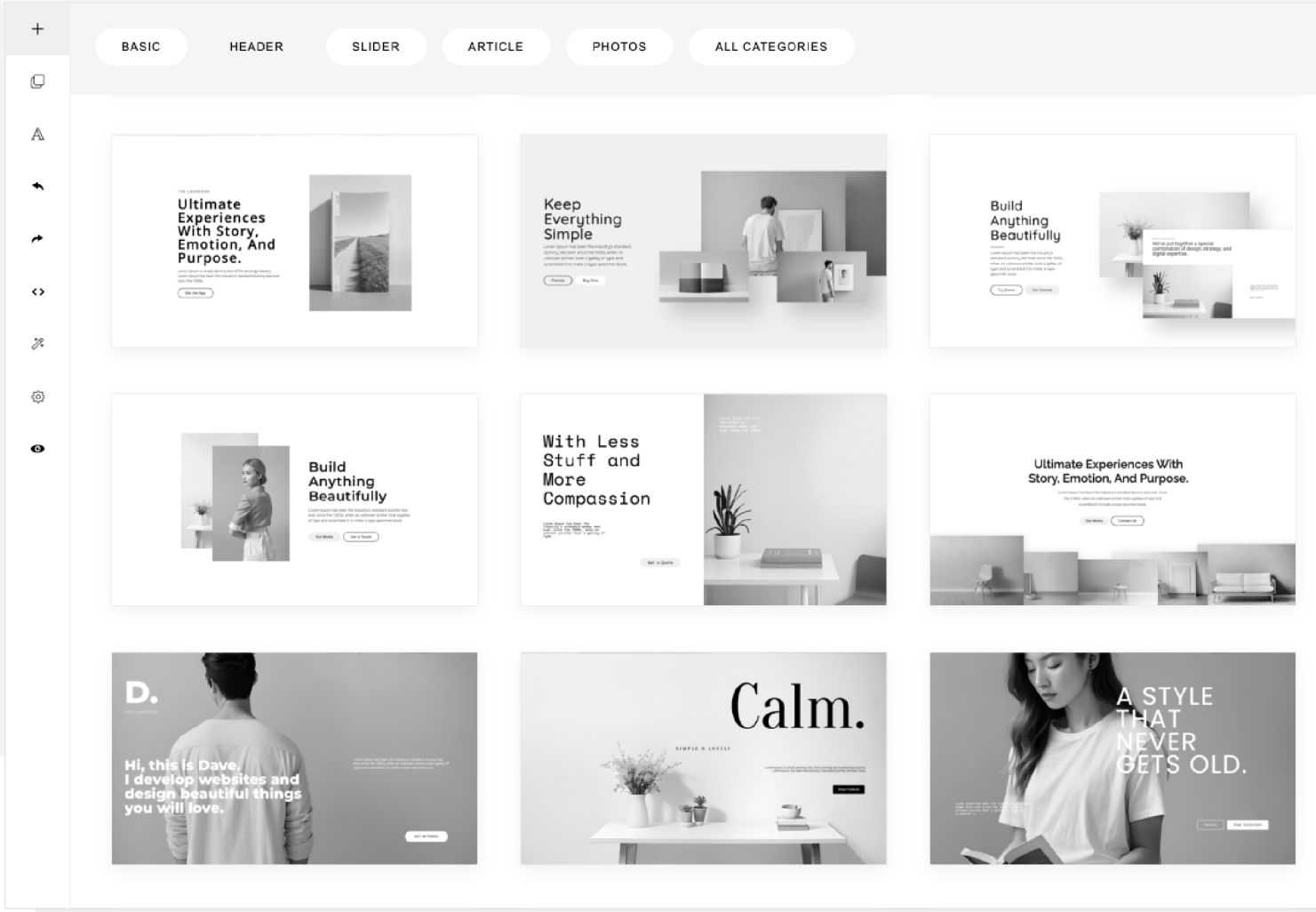
Documentation



InnovaStudio

ContentBox.js

ContentBox.js is a web page designer. It uses ContentBuilder.js as its HTML editor with added features for page designing. You can use it to create your own CMS or online site builder.

Contents

Examples (HTML, Node.js, PHP, React, Vue)

ContentBox.js is written in pure Javascript (ES6) so you can use it in most situations. Sample use in simple HTML, Node.js, PHP, React and Vue projects are included.

React and Vue project examples are provided in separate downloads in the user area.

1

To run the HTML example, open using your browser: **public/example.html** from localhost or from your server.

More examples:
– example-2.html
– example.php
– example-bootstrap.html
– example-tailwind.html
– example-s3.php
– more..

2

To run the Javascript project example

Go to the project folder and install the dependencies.

```
cd contentbox
```

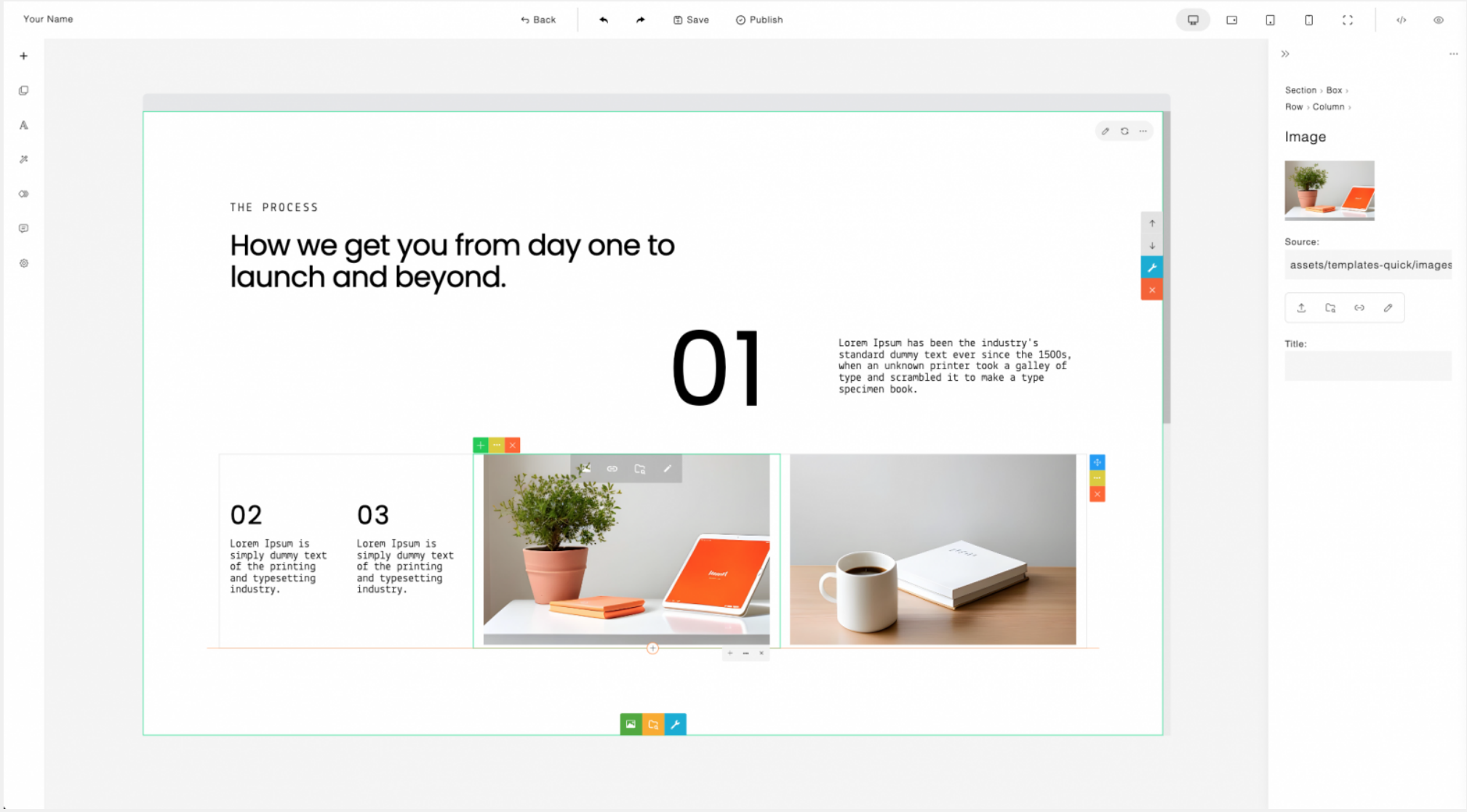
```
npm install
```

Run the example:

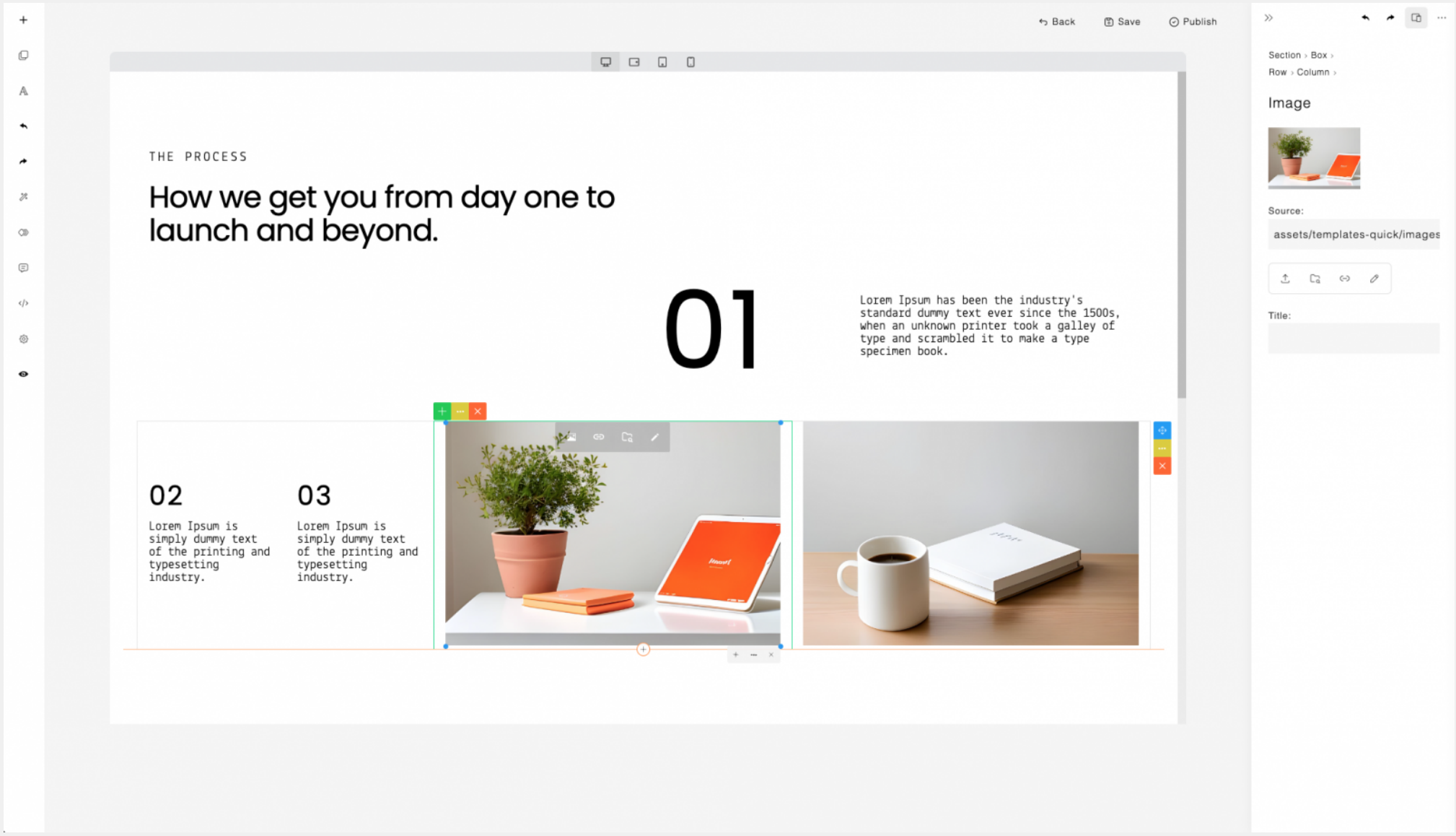
```
npm start
```

A browser will be opened running the example. The example uses Node.js for handling file/image upload.

example.html (with custom topbar)



example-2.html (without custom topbar)



Getting Started

Step 1

Include the ContentBuilder css files:

```
<link href="assets/minimalist-blocks/content.css" rel="stylesheet" type="text/css" /> <!-- for snippets -->
<link href="contentbuilder/contentbuilder.css" rel="stylesheet" type="text/css" />
```

and the ContentBox css file:

```
<link href="contentbox/contentbox.css" rel="stylesheet" type="text/css" />
```

Step 2

JS

Include as Web Library

```
<script src="contentbox/contentbox.min.js" type="text/javascript"></script>
```

Or Install with NPM

```
npm install @innovastudio/contentbox
```

And import into your project:

```
import ContentBox from '@innovastudio/contentbox';
```

Note: the npm version is regularly updated with the latest features and fixes. Consequently, this latest version requires the most recent CSS or assets. Please ensure that you have downloaded the latest version package from the user area.

Step 3

Check the Asset Files

Asset files (eg. template or snippet files) are also needed to run the ContentBox.
They are located in the **assets** folder in the package.

Note: location of asset related files are flexible and can be configured. For example, you can move the asset files on different server (eg. CDN server).

Include the built-in framework for rendering content

For rendering content, ContentBox built-in framework are also needed.

```
<link href="box/box-flex.css" rel="stylesheet" type="text/css" />
```

```
<script src="box/box-flex.js" type="text/javascript">
```

Usage

```
 <div class="is-wrapper">
 </div>
```

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    controlPanel: true,
    iframeSrc: 'blank.html'
    /* other options */
});
```

controlPanel (default: false)
By setting the controlPanel to true, ContentBox.js will use the new enhanced side panel for editing. We recommend setting this parameter to true.

iframeSrc (default: blank.html)
By specifying the iframeSrc parameter, ContentBox.js will use a resizable iframe for editing, enabling you to check the content on different screen sizes. We recommend specifying this parameter.
The 'blank.html' page is provided in the 'public/' folder. If you're using a specific framework, such as Bootstrap, you can include the Bootstrap CSS in this 'blank.html' page.

To get the edited content:

1. Get the HTML content

```
let html = builder.html();
```

2. Get the styles

```
let mainCss = builder.mainCss(); // Returns the default typography style for the page.
let sectionCss = builder.sectionCss(); // Returns the typography styles for specific sections on the page
```

In production, the saved HTML content should be rendered with the styles.

Then you can do anything with the content, for example, posting it to the server for saving, etc.

> Try the example implementation by opening '**public/example.html**' in your browser (access it from localhost).

Folder Structure

- public/
  - api/ (PHP example for handling file upload, etc)
  - assets/
  - box/
  - contentbox/
  - contentbuilder/
  - uploads/
  - **example.html (complete HTML example – with custom topbar example)**
  - example-2.html (complete HTML example – simple toolbar)
  - example-3.html (old version example – with iframe)
  - example-4.html (old version example)
  - example.php (PHP example)
  - example-s3.php (PHP example – with S3 file upload)
  - example-bootstrap.html (using Bootstrap framework)
  - example-foundation.html (using Foundation framework)
  - example-jquery.html (HTML example from the previous version using JQuery)
  - example-custom (extending ContentBox with custom panel for adding custom content)
  - index.html
- src/
  - contentbox/ (Only provided in Source Code package)
  - scss/ (Only provided in Source Code package)
  - index.js
- server.js (server side Node.js example for handling file upload, etc)
- docs/
- README.md (Documentation)
- readme.txt (Readme file)
- readme-sourcecode.txt (Readme file for Source Code package)
- ...

Note:
ContentBox.js is a client-side JavaScript library (server-independent). The package includes some server-side files (PHP, Node.js) for providing implementation examples only.

Programmatically Load the Content

Content consists of HTML and its styles (e.g. typography styles/css includes). As explained previously, you get the edited content using the following methods:

1. To get the HTML

```
let html = builder.html();
```

2. To get the styles

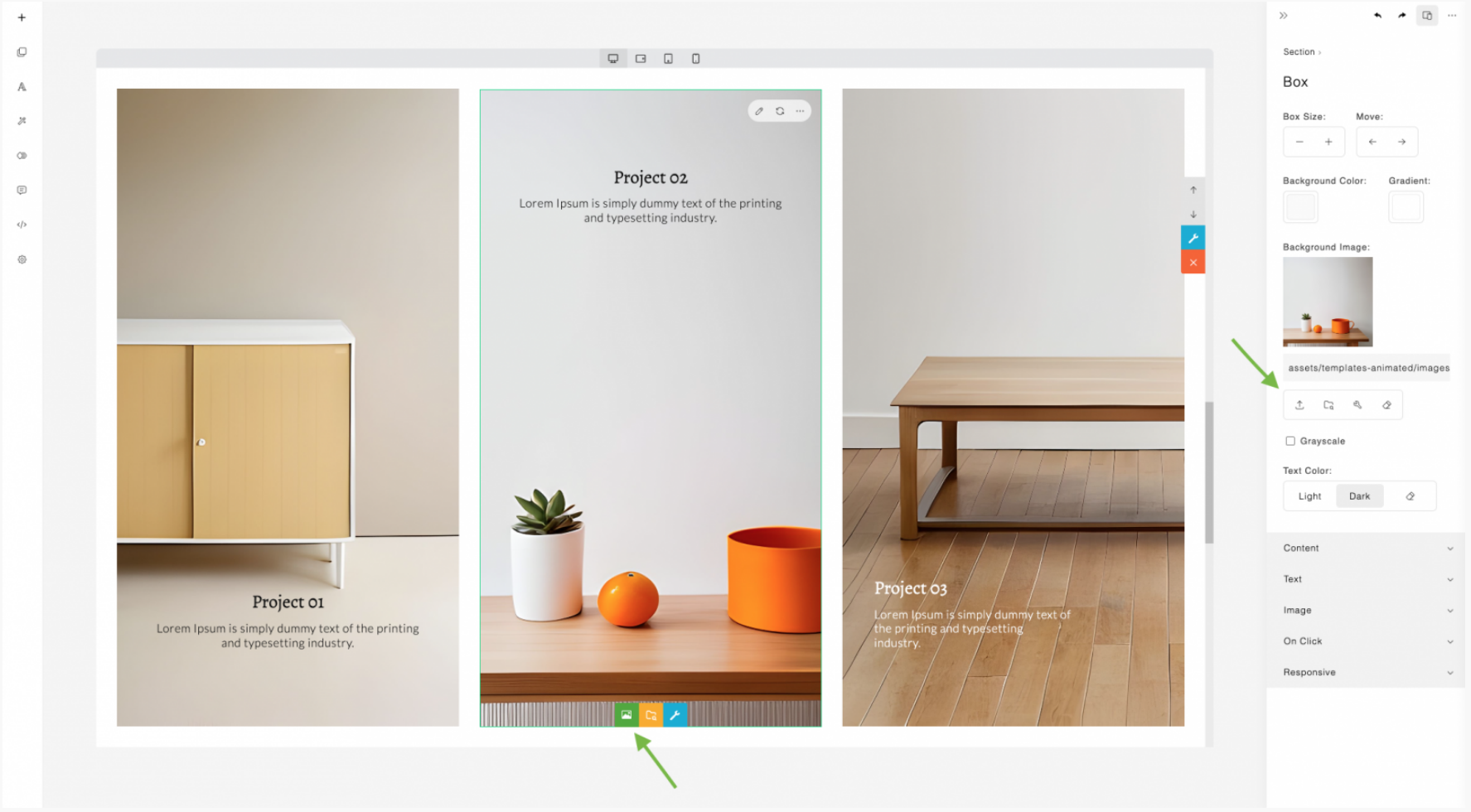
```
let mainCss = builder.mainCss(); // Returns the default typography style for the page.
let sectionCss = builder.sectionCss(); // Returns the typography styles for specific sections on the page
```

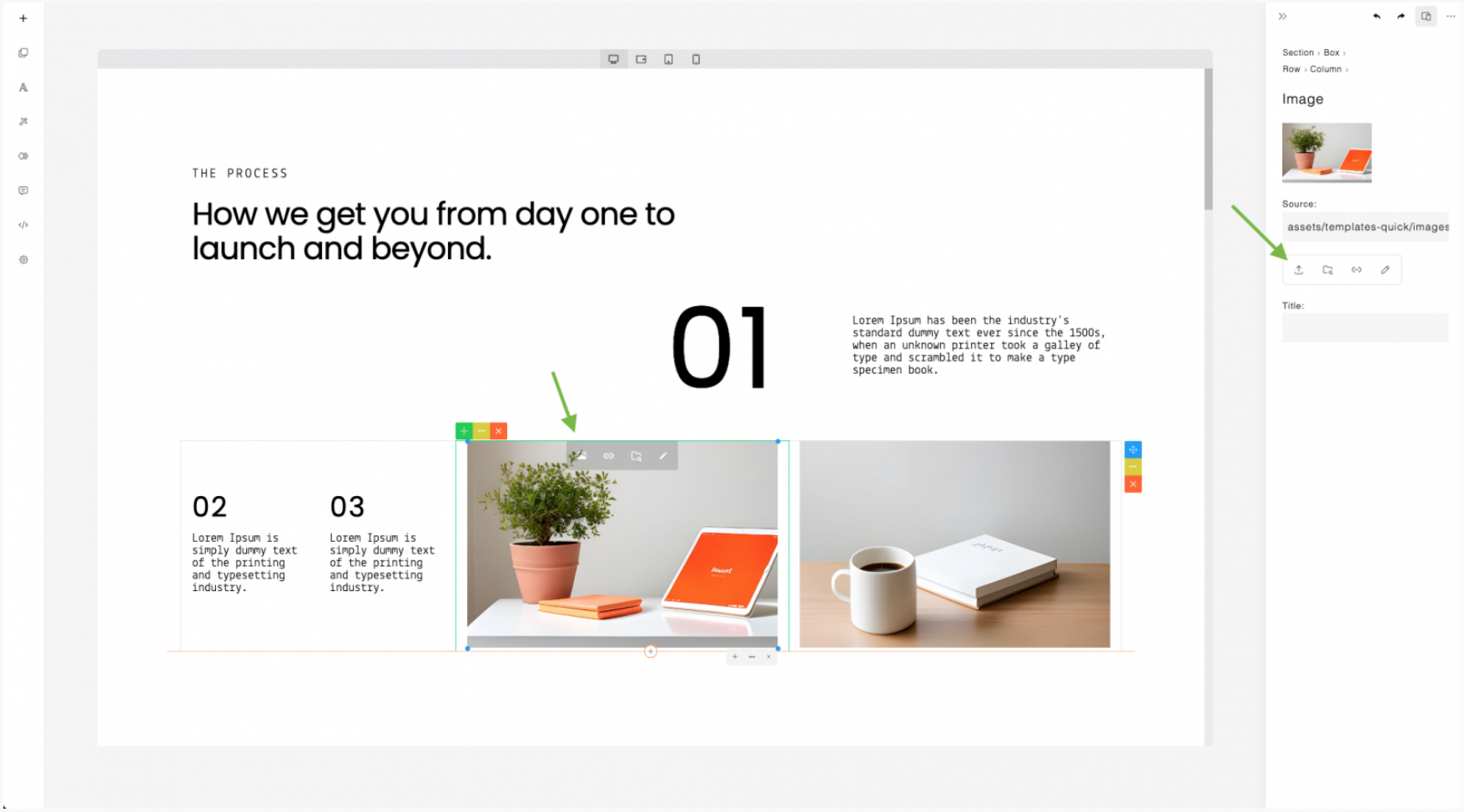
You can save the HTML and its styles above into a database. And when you need to load the content back for editing, use the **loadHtml()** and **loadStyles** methods.

```
builder.loadHtml(html);
builder.loadStyles(mainCss, sectionCss);
```

Uploading Files (Image, Video, etc)

You can add images into your page as a background box (cover) or as an embedded image. Uploading images and other media types (such as video and audio) requires server-side handling. Examples of server-side uploads in PHP and Node.js are provided.




THE PROCESS
How we get you from day one to launch and beyond.
01
Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book.
02
Lorem Ipsum is simply dummy text of the printing and typesetting industry.
03
Lorem Ipsum is simply dummy text of the printing and typesetting industry.
Section › Box ›
Row › Column ›
Image
Source:
assets/templates-quick/images
Title:

When using the upload feature in ContentBox, different events are triggered depending on the specific ContentBox feature being used. These events include:

- **onUploadCoverImage**: Triggered when uploading a cover (background) image for a box.
- **onImageUpload**: Triggered when uploading an image.
- **onVideoUpload**: Triggered when uploading a video.
- **onAudioUpload**: Triggered when uploading audio.
- **onMediaUpload**: Triggered when uploading an image or a video for a clickable element that opens a lightbox.
- **onFileUpload**: Triggered when uploading any other type of file for a hyperlink.

You can customize the handling of each ContentBox feature by providing corresponding callback functions for these events.

Example:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',

    /* options */

    onUploadCoverImage: (e) => {
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url; // get saved image url
            builder.boxImage(uploadedFileUrl); // apply
        });
    },
    onImageUpload: (e)=>{
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url;
            builder.returnUrl(uploadedFileUrl);
        });
    },
    onVideoUpload: (e)=>{
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url;
            builder.returnUrl(uploadedFileUrl);
        });
    },
```

You can customize the file upload functionality by providing a callback function, in this case, **uploadFile()**. This function manages the file upload process, and upon successful completion, it provides the URL of the saved image. You can then utilize this URL to apply the image to the content. For instance, when applying a box background image, use the **boxImage(url)** method. For embedding other types of files, employ the **returnUrl(url)** method.

```
    onAudioUpload: (e)=>{
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url;
            builder.returnUrl(uploadedFileUrl);
        });
    },
    onMediaUpload: (e)=>{
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url;
            builder.returnUrl(uploadedFileUrl);
        });
    },
    onFileUpload: (e)=>{
        uploadFile(e, (response)=>{
            const uploadedFileUrl = response.url;
            builder.returnUrl(uploadedFileUrl);
        });
    },
});
```

```
function uploadFile(e, callback) {
    const selectedFile = e.target.files[0];
    const formData = new FormData();
    formData.append('file', selectedFile);
    fetch('/upload', {
        method: 'POST',
        body: formData,
    })
    .then(response=>response.json())
    .then(response=>{
        if(callback) callback(response);
    });
}
```

In the example, the file is uploaded to an endpoint: **/upload**. PHP and Node.js examples are provided in the project package for server-side handling.

Saving Base64 embedded image

Some image embeddings use the base64 format. All these images need to be automatically saved into files on the server. For this purpose, use the **saveImages()** method. Once the base64 image saving is complete, you can then proceed to save the content.

```
function save() {
    builder.saveImages('', ()=>{
        // All base64 image saving is complete. You can now proceed to save the content.

        // Get the content and its styles
        let html = builder.html();
        let mainCss = builder.mainCss();
        let sectionCss = builder.sectionCss();
        const data = {
            html: html,
            mainCss: mainCss,
            sectionCss: sectionCss,
        };

        // Save to the server
        fetch('/save', {
            method:'POST',
            body: JSON.stringify(data),
            headers: {
                'Content-Type': 'application/json',
            }
        })
```

```
        .then(response=>response.json())
        .then(response=>{
            if(response.error) {
                console.log(response.error);
            }
        });
    }, (img, base64, filename)=>{
        // Uploading all base64 embedded images
        const reqBody = { image: base64, filename: filename };
        fetch('/uploadbase64', {
            method:'POST',
            body: JSON.stringify(reqBody),
            headers: {
                'Content-Type': 'application/json',
            }
        })
        .then(response=>response.json())
        .then(response=>{
            if(!response.error) {
                const uploadedImageUrl = response.url;
                img.setAttribute('src', uploadedImageUrl); // Update image src
            }
        });
    });
}
```

In the example, the image is uploaded to an endpoint: **/uploadbase64**.
PHP and Node.js examples are provided in the project package for server-side handling.

Methods

html()

Returns the HTML content of the editable area.

mainCss()

Returns the main style of the content.

sectionCss()

Returns the section style of the content.

loadHtml(html)

Loads HTML content programmatically.

loadStyles(mainCss, sectionCss)

Loads content styles programmatically.

undo()

Undoes the last action.

redo()

Redoes the previously undone action.

saveImages(”, onComplete, onImageSave)

Saves base64 images.

```
builder.saveImages(
  "",
  () => {
    // on complete
  },
  (img, base64, filename) => {
    // save base64 image
    // img: image element
    // base64: image data
    // filename: image filename
  }
);
```

Note: Please leave the first argument empty as it is used for the old upload method.

For more information. please refer to the ‘Saving Base64 embedded image’ section.

destroy()

Destroys the ContentBox instance.

viewHtml()

Opens the HTML view/code editor.

openAnimationPanel()

Opens the Animation panel.

openAnimationTimeline()

Opens the Animation timeline editor.

openAIAssistant()

Opens the AI Assistant panel.

openSettings()

Opens the settings popup.

setScreenMode(screenMode)

Sets the content screen size. Possible values:

– desktop
– tablet-landscape
– tablet
– mobile
– fullview

Example:

```
builder.setScreenMode('desktop');
```

toggleDevice()

Toggles between full view and resized screen.

addButton(json)

Adds a custom button to the left sidebar.

Example:

```
builder.addButton({
    'pos': 2, // button position
    'title': 'Undo',
    'html': '',
    'onClick': ()=>{
        builder.undo();
    }
});
```

boxImage(url)

Applies a box background image.

returnUrl(url)

Embeds media (image, video, etc).

htmlCheck()

Gets HTML content for checking and comparing changes.

Options

wrapper (default: '.is-wrapper')

Selector for the editable area.

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    /* options */
});
```

previewURL (default: 'preview.html')

Helper page for previewing page.

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    previewURL: 'preview.html',
    /* options */
});
```

The 'preview.html' file, located in the 'public' folder, is provided for viewing the edited page result without the builder.

controlPanel (default: false)

Enables the new enhanced panel.

iframeSrc (default: not set)

Specifies the iframe source for resizable editing.

screenMode (default: 'desktop')

Default content resize mode. Possible value:

– desktop
– tablet-landscape
– tablet
– mobile
– fullview

Example:

```
const builder = new ContentBox({
    /* options */
    screenMode: 'fullview',
});
```

topSpace (default: false)

Adds an empty space on top of the builder. This option is useful when you have a custom top bar on the builder.
An example of custom topbar is provided in 'example.html' in the project package.

iframeCentered (default: false)

When 'iframeCentered' is set to 'true,' the resized content is centered. The default behavior, when set to 'false,' is top-aligned.

htmlButton (default: true)

Shows/hides HTML button on the left sidebar.

undoRedoButtons (default: true)

Shows/hides undo redo buttons on the panel.

toggleDeviceButtons (default: true)

Toggles screen mode between fullview and resized.

deviceButtons (default: true)

Shows/hides screen mode selection buttons on the content top frame.

zoom (default: 1)

Specifies the content zoom on start. It's important to note that this value will be ignored if the user performs a zoom during editing, as the user's zoom value will take precedence.

slider (default: ” or empty)

Enables slider. Recommended value: ‘glide’.

navbar (default: true)

Includes/excludes navbar section template.

imageSelect (default: ” or empty)

Opens image/asset selector.

```
const builder = new ContentBox({
    /* options */
    imageSelect: 'assets.html',
});
```

This option is designed to be configured with your own custom file/asset manager/selector. An example file selector, ‘assets.html,’ is included in the project package. Alternatively, you can use Files.js (Asset Manager)

https://innovastudio.com/asset-manager

videoSelect (default: ” or empty)

Opens video/asset selector.

audioSelect (default: ” or empty)

Opens audio/asset selector.

fileSelect (default: ” or empty)

Opens file selector.

mediaSelect (default: ” or empty)

Opens image or video selector for lightbox use.

templates (default: [] or empty array)

Specifies predefined section templates.

```
const builder = new ContentBox({
    /* options */
    templates: [
        {
            url: 'assets/templates-simple/templates.js',
            path: 'assets/templates-simple/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        /* more template set */
    ],
});
```

For more information, please refer to the ‘Templates’ section.

contentStylePath (default: ‘assets/styles/’)

Defines typography styles path.

modulePath (default: ‘assets/modules/’)

Defines custom module path.

fontAssetPath (default: ‘assets/fonts/’)

Defines font assets path.

assetPath (default: ‘assets/’)

Defines assets path.

snippetUrl (default: ‘assets/minimalist-blocks/content.js’)

Defines snippet URL.

snippetPath (default: ‘assets/minimalist-blocks/’)

Defines snippet path.

pluginPath (default: ‘contentbuilder/’)

Defines plugin path.

Event Handlers

onStart

Triggered when the builder is started.

Example:

```
const builder = new ContentBox({
    /* options */
    onStart: () => {
        // Custom logic on builder start
    }
});
```

The ‘onStart’ can be utilized with a custom loading status script. You can add the code to stop the status on builder start. An example is provided in ‘example.html’ in the project package.

onChange

Triggered on content change during editing.

onRender

Triggered on content layout change.

onUploadCoverImage

Triggered on image background upload.

onImageUpload

Triggered on image upload.

onVideoUpload

Triggered on video upload.

onAudioUpload

Triggered on audio upload.

onMediaUpload

Triggered on image or video upload for lightbox use.

onFileUpload

Triggered on general file/document upload.

More Options (from ContentBuilder.js)

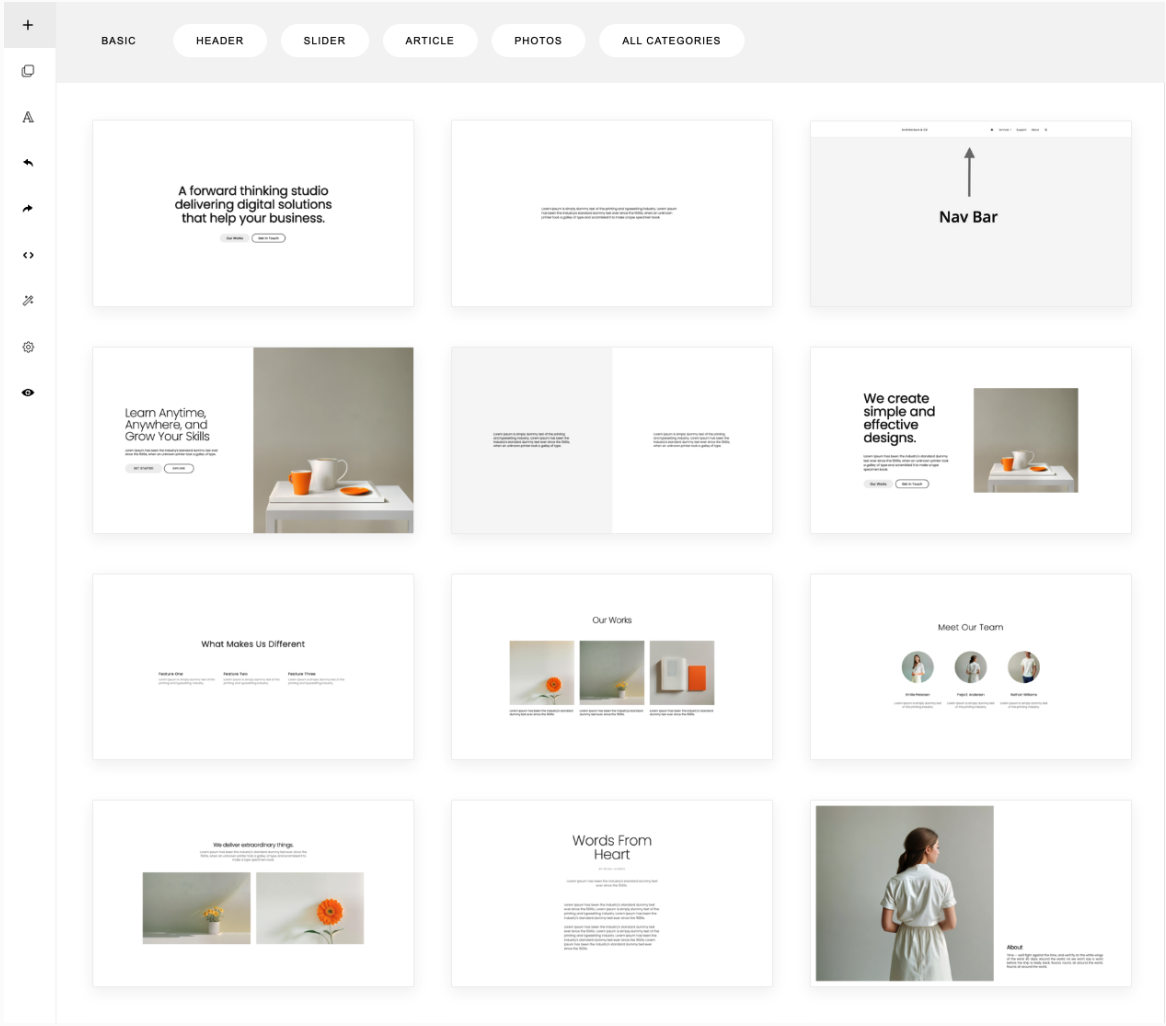
ContentBox.js uses ContentBuilder.js as its HTML editor. So most of the ContentBuilder.js options/parameters can be accessed through the ContentBox.js object.

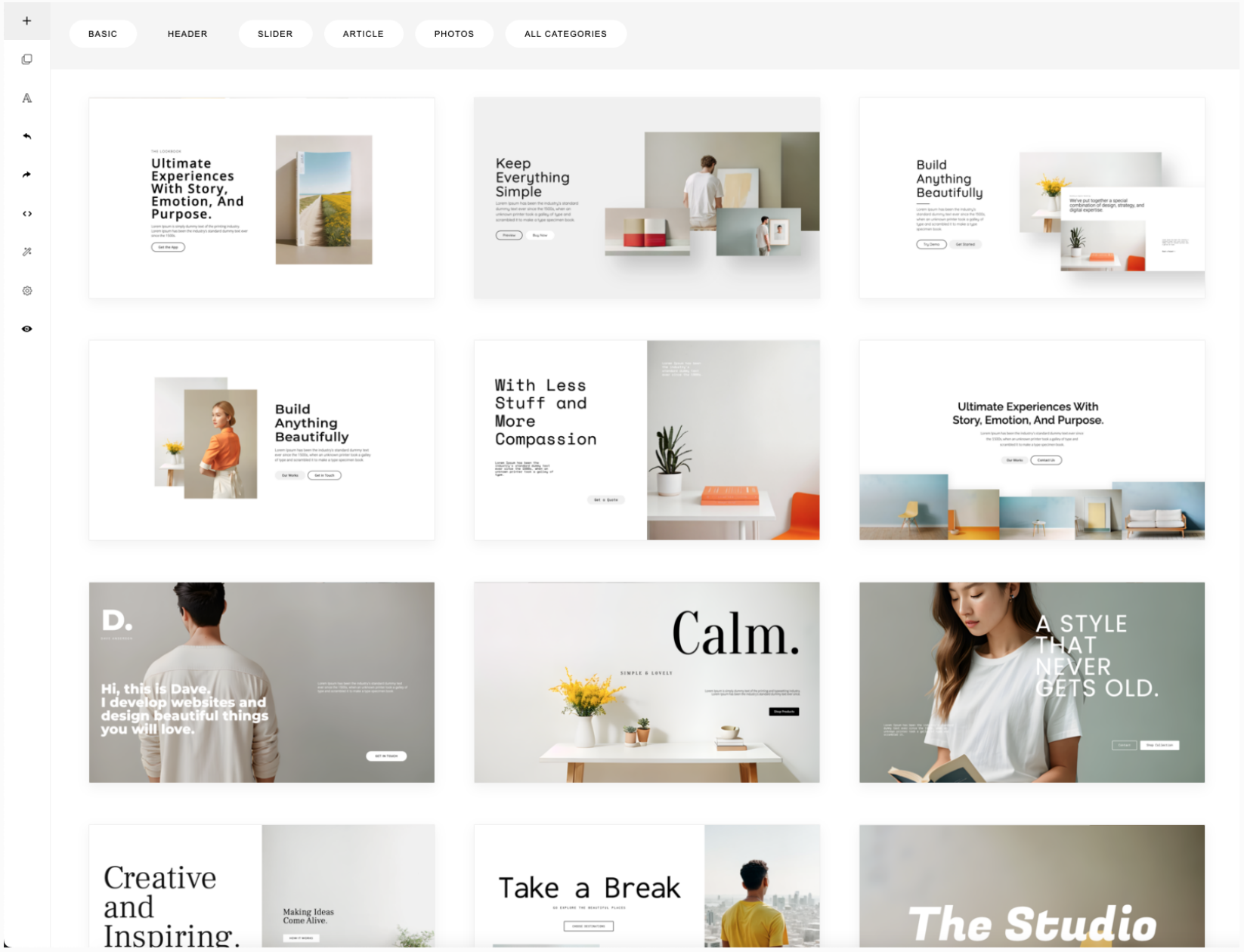
More configuration options of ContentBuilder.js can be found in the ContentBuilder.js documentation:

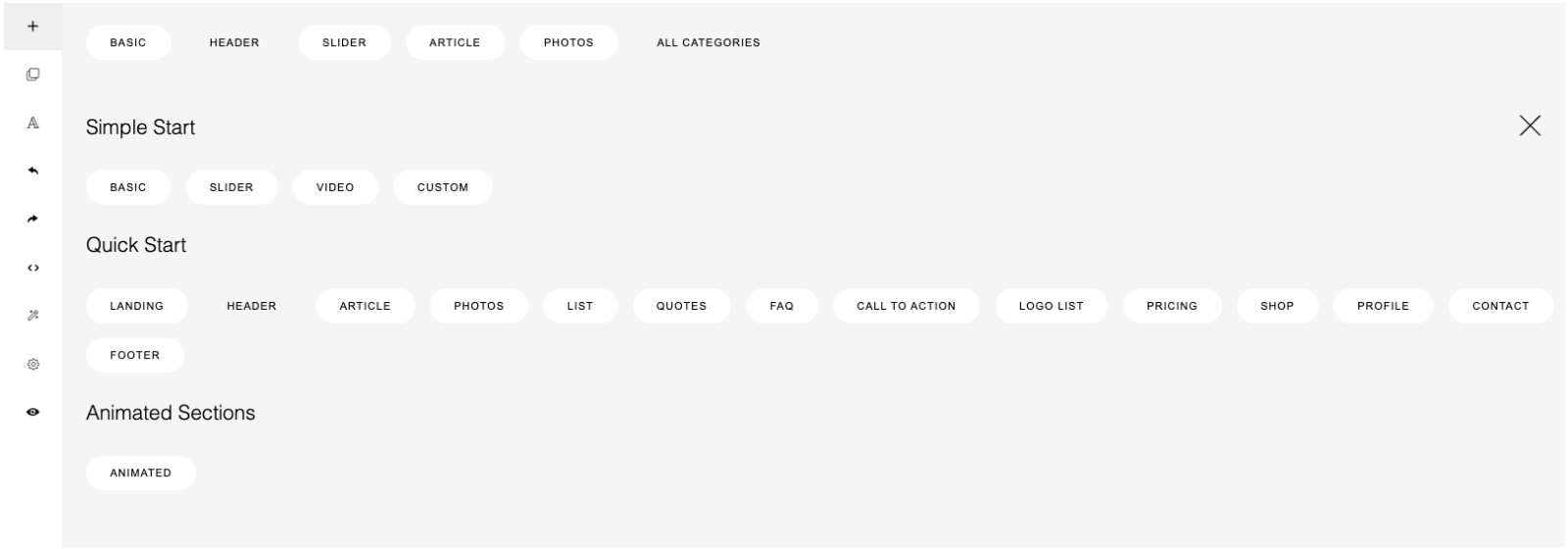
https://demo.innovastudio.com/docs/ContentBuilder.pdf

Templates (Predesigned Sections)

To start building a page, you can click the (+) button on the top left sidebar. This will open a selection of predesigned sections that you can add into your page.




BASIC
HEADER
SLIDER
ARTICLE
PHOTOS
ALL CATEGORIES
Ultimate Experiences With Story, Emotion, And Purpose.
Keep Everything Simple
Build Anything Beautifully
Build Anything Beautifully
With Less Stuff and More Compassion
Ultimate Experiences With Story, Emotion, And Purpose.
D.
Hi, this is Dave. I develop websites and design beautiful things you will love.
Calm.
A STYLE THAT NEVER GETS OLD.
Creative and Inspiring.
Making Ideas Come Alive.
Take a Break
The Studio



If you click **ALL CATEGORIES**, 3 sets of templates will be displayed:

- Simple Start (to start from a basic/clean design)
- Quick Start (to start with examples)
- Animated Sections

These 3 set of templates are located in the folder:

- **assets/templates-simple/**
- **assets/templates-quick/**
- **assets/templates-animated/**

Each folder contains:

- templates.js (a JSON file containing a list of ready made designs)
- images/ (contains assets for the designs)
- preview/ (contains design thumbnails)

The templates are loaded using the following configuration:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    templates: [
        {
            url: 'assets/templates-simple/templates.js',
            path: 'assets/templates-simple/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'assets/templates-quick/templates.js',
            path: 'assets/templates-quick/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'assets/templates-animated/templates.js',
            path: 'assets/templates-animated/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
    ],
});
```

Using the **templates** parameter, you can configure the template file (**url**), the asset location (**path**), and optionally, use **pathReplace** property to replace string found on the template file.

Here is an example of a different assets location:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    templates: [
        {
            url: 'https://path-to/assets/templates-simple/templates.js',
            path: 'https://path-to/assets/templates-simple/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'https://path-to/assets/templates-quick/templates.js',
            path: 'https://path-to/assets/templates-quick/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'https://path-to/assets/templates-animated/templates.js',
            path: 'https://path-to/assets/templates-animated/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
    ],
});
```

For old version of ContentBox

In the old ContentBox, you can configure the template location by setting the **designUrl1**, **designUrl2** and **designPath** parameters. These still work. Note that in the old version, templates are located in **assets/designs/** folder.

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    designUrl1: 'assets/designs/basic.js',
    designUrl2: 'assets/designs/examples.js',
    designPath: 'assets/designs/',
});
```

In case of a different assets location, path adjustment may be needed. Here you can use the **designPathReplace** parameter.

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    designUrl1: 'https://path-to/assets/designs/basic.js',
    designUrl2: 'https://path-to/assets/designs/examples.js',
    designPath: 'https://path-to/assets/designs/',
    designPathReplace: ['assets/designs/', 'https://path-to/assets/designs/'], // replace the default path to the new location
});
```

In this example, the default location is changed to https://path-to/assets/designs/

With this, you can place all the assets in a separate server or different host (e.g. from a CDN).

Template Files

Let's see one of the template file, the Simple Start template: **assets/templates-simple/templates.js**.

```
var data_templates = {
    name: 'Simple Start',
    categories: [
        { id: 1, name: 'Basic' },
        { id: 2, name: 'Slider' },
        { id: 3, name: 'Video' },
        { id: 4, name: 'Custom' },
    ],
    designs: [

        {
            'thumbnail': 'preview/simple-01.png',
            'category': '1',
            'contentCss': 'type-poppins.css',
            'contentClass': 'type-poppins',
            'html': `
            <div class="is-section is-box is-section-100 type-poppins">
            ...
            </div>`
        },
        ...

    ]
};

try {
```

In this JSON format, you can define the template set **name**, **categories**, and the template collection (**designs**).

Ini this set, we have 4 categories:
1. Basic
2. Slider
3. Video
4. Custom

For each section template, you need to specify:

- **thumbnail**
- **category**: see the **categories** definition **id**.
- **contentCss**: css file for typography (there are many css files you can choose from **assets/styles/** folder. Please choose the file with prefix **type-**.
- **contentClass**: css class name (just use the css file name without extension)
- **html**: the HTML template.
  Within the html, you can use **[%IMAGE_PATH%]** tag that will be replaced with the asset location/path. For example:
  <img src="[%IMAGE_PATH%]images/photo.jpg">
  will become:
  <img src="assets/templates-simple/images/photo.jpg">

With the same format, you can create your own template set and load it in ContentBox.

Let's the other template file, the Quick Start template: **assets/templates-quick/templates.js**.

```
var data_templates = {
    name: 'Quick Start',
    categories: [
        { id: 15, name: 'Landing' },
        { id: 1, name: 'Header' },
        { id: 2, name: 'Article' },
        { id: 3, name: 'Photos' },
        { id: 4, name: 'List' },
        { id: 5, name: 'Quotes' },
        { id: 6, name: 'FAQ' },
        { id: 7, name: 'Call to Action' },
        { id: 8, name: 'Logo List' },
        { id: 9, name: 'Pricing' },
        { id: 10, name: 'Shop' },
        { id: 11, name: 'Profile' },
        { id: 12, name: 'Contact' },
        { id: 14, name: 'Footer' },
    ],
    designs: [

        ...

    ]
};

try {
    template_list.push(data_templates);
} catch(e) {
```

Ini this set, we have 15 categories, from Header, Article, to Footer.

The 3 template files are loaded by registering them in the **templates** parameter:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    templates: [
        {
            url: 'https://path-to/assets/templates-simple/templates.js',
            path: 'https://path-to/assets/templates-simple/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'https://path-to/assets/templates-quick/templates.js',
            path: 'https://path-to/assets/templates-quick/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
        {
            url: 'https://path-to/assets/templates-animated/templates.js',
            path: 'https://path-to/assets/templates-animated/',
            pathReplace: [],
            numbering: true,
            showNumberOnHover: true,
        },
    ],
});
```

Template loading is asynchronous so it won't block the initial page loading.

Featuring Certain Categories

You can feature certain categories that will be displayed on the front using **featuredCategories** parameter:

```
const builder = new ContentBox({
    ...
    featuredCategories: [
        { id: 1, designId: 1, name: 'Basic' },
        { id: 1, designId: 2, name: 'Header' },
        { id: 2, designId: 1, name: 'Slider' },
        { id: 2, designId: 2, name: 'Article' },
        { id: 3, designId: 2, name: 'Photos' },
    ],
});
```

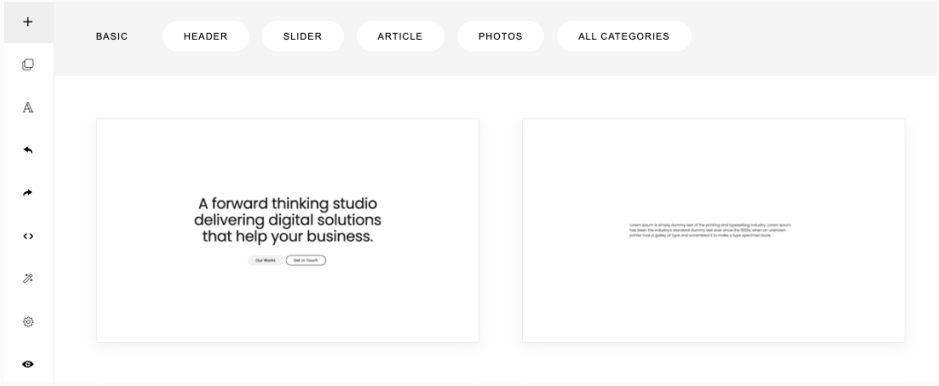
The **Simple Start** set has designId=1 and the **Quick Start** set has designId=2 (according to the load order).

The **id** refers to the category id.

Then choose which category to display on the first open:

```
const builder = new ContentBox({
    ...
    defaultCategory: {
        id: 1,
        designId: 1
    },
});
```

Here we choose the **Basic** category (id: 1), from the **simplestart** set (designId: 1).

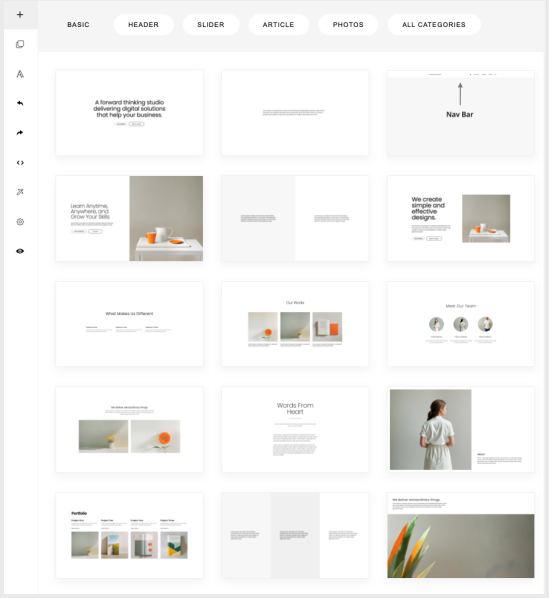


Adjusting the thumbnail size

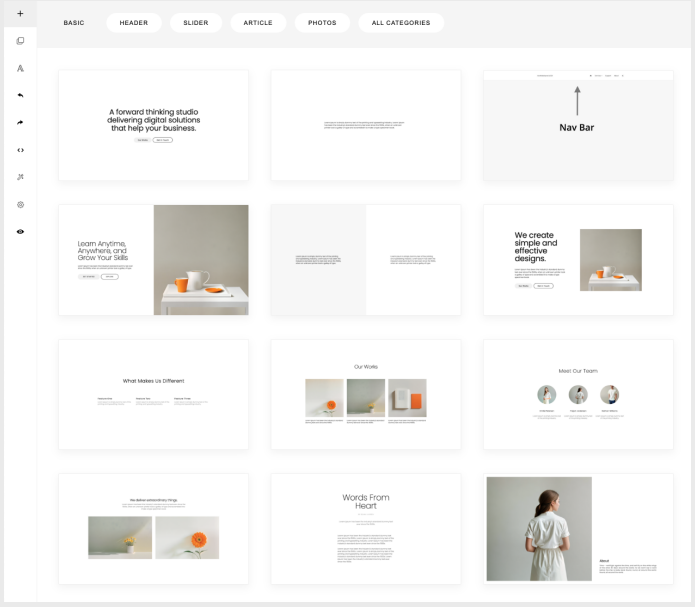
To adjust the template's thumbnail size, use **templateThumbnailSize** parameter:

```
const builder = new ContentBox({
    ...

    templateThumbnailSize: 'small',
});
```

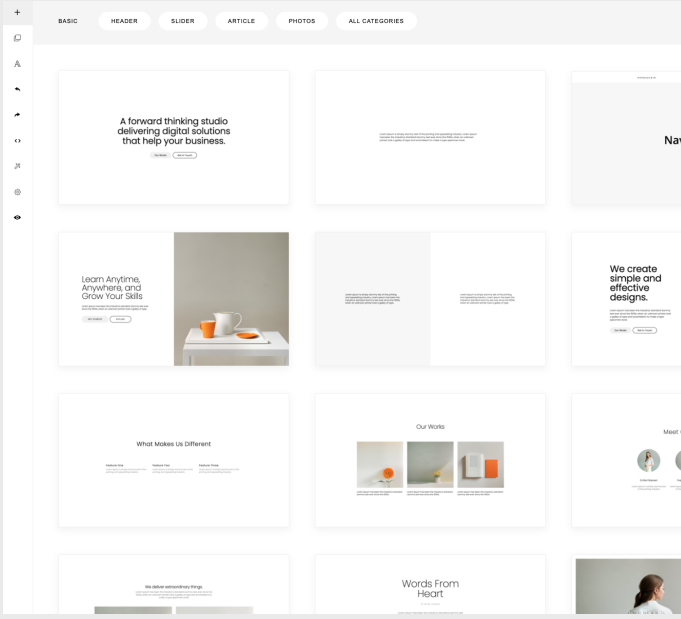
The default is empty string (means dynamic or auto adjust based on the screen size).
For specific size, use: **small**, **medium**, or **large**.



Small



Medium



Large

Snippets

Snippets are predesigned blocks that you can add or drag & drop into your content.
Snippet selection can be opened from the left sidebar.

Snippet files are located in the folder:

assets/minimalist-blocks/

It contains:

- content.js (snippets JSON file)
- content.css (snippets css file)
- images (contains assets for the snippets)
- preview (contains snippet thumbnails)

You can configure the snippets location by setting the **snippetUrl** and **snippetPath** parameters:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    snippetUrl: 'assets/minimalist-blocks/content.js', // Snippet file
    snippetPath: 'assets/minimalist-blocks/',  // Location of snippets' assets
});
```

In case of a different location, path adjustment may be needed. Here you can use the **snippetPathReplace** parameter.

Example:

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    snippetUrl: 'https://path-to/assets/minimalist-blocks/content.js', // Snippet file
    snippetPath: 'https://path-to/assets/minimalist-blocks/',  // Location of snippets' assets
    snippetPathReplace: ['assets/', 'https://path-to/assets/'], // replace the default path to the new location
});
```

In this example, the default location is changed to https://path-to/assets/minimalist-blocks/

With this, you can place all the snippet assets in a separate server or different host (e.g. from a CDN).

Typography Styles

A selection of typography styles is provided for you to choose to format your page. The selection can be opened from the left sidebar.

The style can be used to format the entire page or just a specific section of your page.

Typography style files are located in the folder:

assets/styles/

It contains all the css needed and its preview images. You can change its location using the **contentStylePath** parameter.

```
const builder = new ContentBox({
    wrapper: '.is-wrapper',
    contentStylePath: 'assets/styles/',
});
```

Slider Feature

The new version includes predesigned slider templates (using Glide slider) that require some includes:

```
<link href="assets/scripts/glide/css/glide.core.css" rel="stylesheet" type="text/css" />
<link href="assets/scripts/glide/css/glide.theme.css" rel="stylesheet" type="text/css" />
<script src="assets/scripts/glide/glide.js" type="text/javascript">
```

To enable the slider:

```
const builder = new ContentBox({
    /*...*/
    slider: 'glide' // default: 'slick' (old version slider)
});
```

Values:

- '' (default) => not using slider
- 'glide'
- 'slick' => previous version slider (requires JQuery)

Language File

With the Language file, you can translate the ContentBox.js interface into another language.

The language file is located in:

contentbox/lang/en.js

To enable the language file, you need to add the file before including ContentBox.js:

```
<script src="contentbox/lang/en.js" type="text/javascript">
```

Here is the language file content as seen on en.js:

```
var _txt = new Array();
_txt['Bold'] = 'Bold';
_txt['Italic'] = 'Italic';
```

You can create your own language file by copying/modifying this file.

Adding Custom Buttons on the Sidebar

To add custom buttons on the sidebar, use the **addButton** method.

Here is an example of adding the Undo & Redo button. For the undo and redo operation, we call the **undo()** and **redo()** methods.

```
builder.addButton({
    'pos': 2, // button position
    'title': 'Undo', // title
    'html': '<svg class="is-icon-flex" style="width:14px;height:14px;">', // icon
    'onClick': ()=>{
        builder.undo();
    }
});

builder.addButton({
    'pos': 3, // button position
    'title': 'Redo', // title
    'html': '<svg class="is-icon-flex" style="width:14px;height:14px;">', // icon
    'onClick': ()=>{
        builder.redo();
    }
});
```

The **addButton** method has 4 parameters:

- pos (position of the button)
- title
- html (to specify the icon for the button)
- onClick

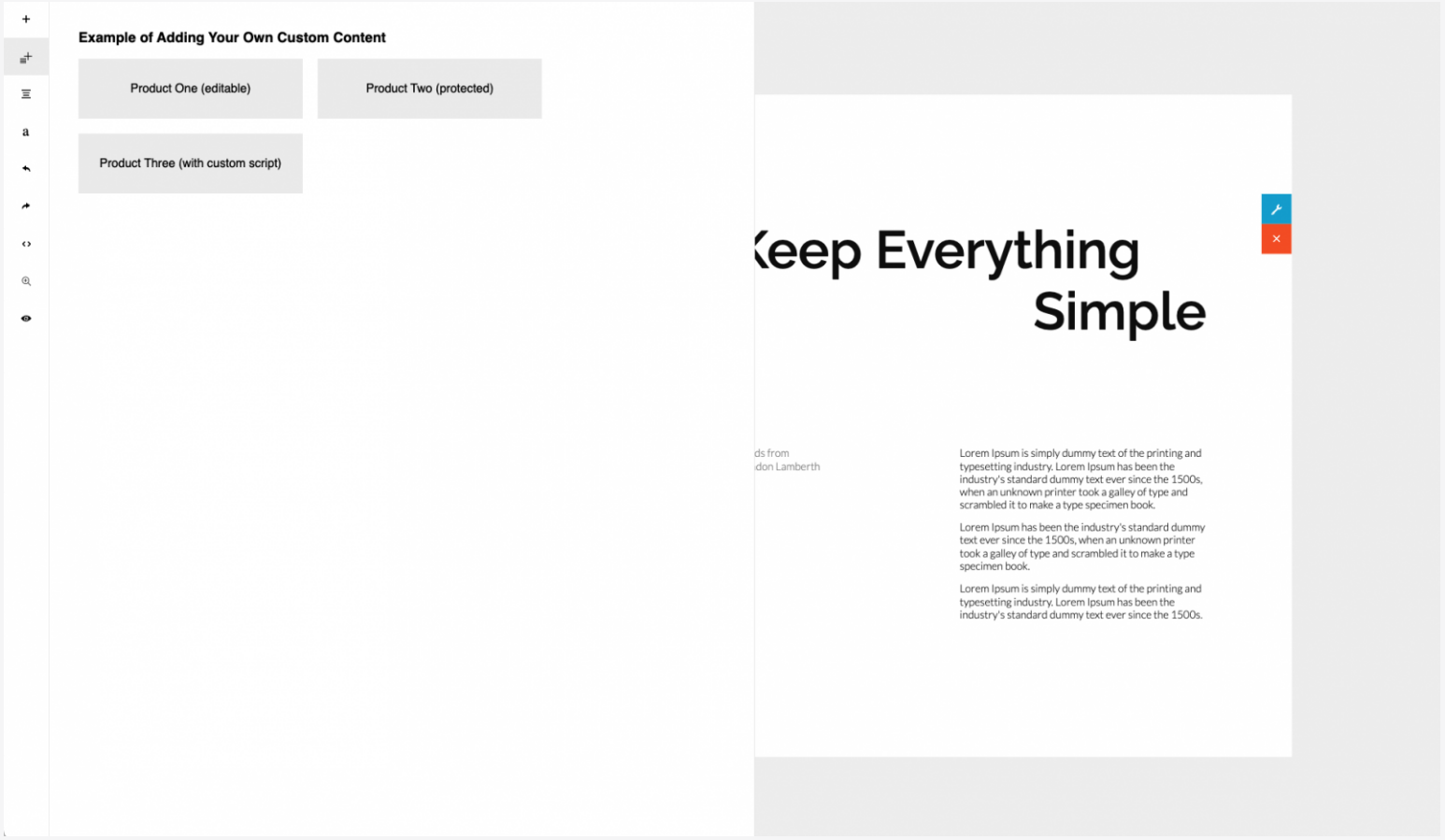
Here is another example for adding a Preview button. If clicked, the button will open a separate page **(preview.html)** that we use to preview our edited page as in production.

```
builder.addButton({
    'pos': 5,
    'title': 'Preview',
    'html': '<svg class="is-icon-flex" style="width:16px;height:16px;">',
    'onClick': ()=>{

        var html = builder.html();
        localStorage.setItem('preview-html', html);
        var mainCss = builder.mainCss();
        localStorage.setItem('preview-maincss', mainCss);
        var sectionCss = builder.sectionCss();
        localStorage.setItem('preview-sectioncss', sectionCss);

        window.open('/preview.html', '_blank').focus();
    }
});
```

Here we get the content and its styles using the **html()**, **mainCss()**, and **sectionCss()** methods and save them into the browser's local storage. The content will then be used in the **preview.html** for viewing.

Extending ContentBox with Custom Panel for Adding Custom Content

We will look on how to add a button on the sidebar that opens a custom panel. You can create your own custom panel by creating a simple html page. In this example, we will have a panel with multiple buttons that can add a custom content/section into your page. You can try the example in the package by opening: **public/example-custom.html**. (from localhost or from your server).



Click the buttons to try adding a new custom content/section into the page.

Let's look at the code.

To add a button on the sidebar, use **addButton()** method (this method has been explained in the previous chapter: **Adding Custom Buttons on the Sidebar**):

example-custom.html

```
builder.addButton({
    'pos': 0,
    'title': 'Products',
    'src': 'mypanel.html',
    'html': '<svg style="width:17px;height:17px;" viewBox="0 0 2048 2048" xmlns="http://www.w3.org/2000/svg">' +
        // ...
        '</svg>',
    'class': 'sidebar-sections'
});
```

The **src** property is set with your custom html page, **mypanel.html**. This simple html page contains the buttons for adding content. Each button simply calls the **addSection()** method.

mypanel.html

```
parent.contentbox.addSection(html, css)
```

The **addSection()** method accepts two parameters:

- **html**: your content
- **css**: css file for typography that you can choose from the folder **assets/styles/** (choose the file with prefix **type-**).

Example:

mypanel.html

```
parent.contentbox.addSection(`
    <div class="is-section is-box is-section-100 type-rufina-oxygen">
        <div class="is-boxes">
            <div class="is-box-centered">

                <div class="is-container v2 is-content-960 leading-13 size-17">
                    <div class="row">
                        <div class="column full">
                            <h1 class="text-center leading-09 size-92">Product One</h1>
                        </div>
                    </div>
                </div>

            </div>
        </div>
    </div>
    `, 'type-rufina-oxygen.css');
```

Here we choose **type-rufina-oxygen.css** for the typography css. Then we added **type-rufina-oxygen** class in the **div.is-section** element. This will format the content with the Rufina & Oxygen fonts.

```
<div class="is-section is-box is-section-100 type-rufina-oxygen">
...
</div>
```

Use the same format as in the example if you want to create your own content. Please leave the other classes in the example as they are needed by ContentBox to format the content.

To make the content protected (non editable), please add **protected** class on the **div.is-section**. and do not use **is-container** class. The **is-container** class is used for text content inside the section and it is always editable.

mypanel.html

```
<div class="is-section is-box is-section-100 type-rufina-oxygen protected">
...
</div>
```

If you need to add custom Javascript, please use the following format:

mypanel.html

```
<div class="is-section is-box is-section-100 type-rufina-oxygen protected">
    <div class="is-overlay">
        <div class="is-overlay-content"
            data-module="code"
            data-module-desc="My Code"
            data-html="[... encoded custom script here ...]">
        </div>
    </div>
</div>
```

Here is an example:

mypanel.html

```
parent.contentbox.addSection(`
    <div class="is-section is-box is-section-100 is-light-text type-rufina-oxygen protected">
        <div class="is-overlay">
            <div class="is-overlay-content"
                data-module="code"
                data-module-desc="Custom HTML or Javascript "
                data-html="${encodeURIComponent(`

                    <!-- custom script here -->

            `)}">

            </div>
        </div>
    </div>
    `, 'type-rufina-oxygen.css');
```

For the complete code, please open the **mypanel.html** with your code editor.