

Description: An introduction to the new enhanced HTML5 editing features.

General Requirement: Basic knowledge of GraphWorX64 and developing for HTML5 screens.

Introduction

Version 10.96 has made some improvements to GraphWorX64 to make it easier to edit displays for HTML5 clients. Custom fonts can now be embedded into the display to ensure that all clients can display your desired font, a new HTML5 edit mode has been added, and we've made it easier to launch your displays in a browser to ensure they look the way you want them to at runtime.

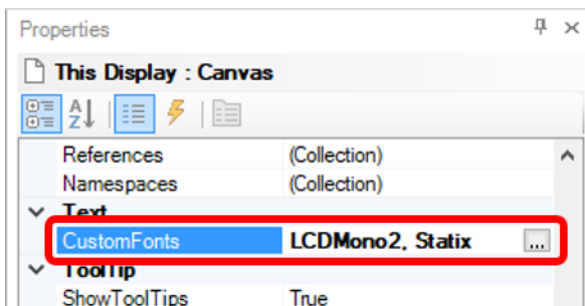
Custom Fonts (Web Fonts)

Custom fonts can now be referenced in GraphWorX64 displays and delivered to your client devices automatically. Currently TrueType (.ttf) and OpenType(.otf) fonts are supported. All client types (desktop/WPF, HTML5, and Universal Windows Platform) can use the custom fonts.

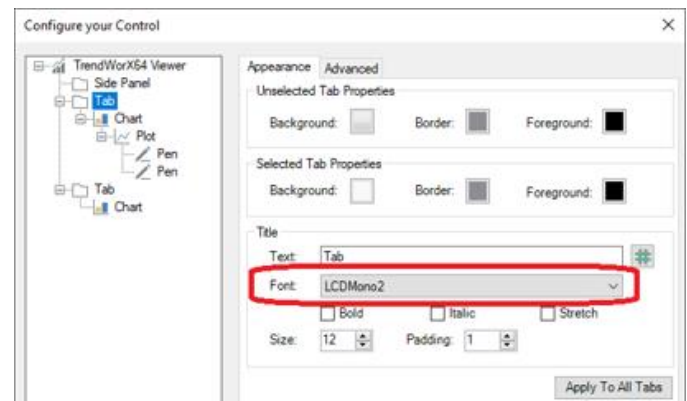
Note: Internet Explorer has limited support for TrueType fonts. If some of your clients must use Internet Explorer, then OpenType fonts are recommended.

Make sure you are in advanced application mode by going to the **View** tab and selecting **Application Mode > Advanced Mode**.

Select the **canvas** (by deselecting all objects), then open the **Properties** panel and scroll to the **Text** section to find **CustomFonts**. Click the ... button to open the **Edit File List** window. Here you can add files or folders for the custom fonts you would like to include with this display. Font files can be specified as either absolute or relative paths.



After selecting the font files, these fonts will be available to be selected anywhere in GraphWorX64 or its controls where a font can be chosen.



At runtime, if a font file cannot be downloaded or accessed for some reason, objects that use that font will use a default font.

The GENESIS64 Web Publisher will publish font files referenced by GraphWorX64 displays. Font files are published to the destination server if they are specified in the GraphWorX64 display as a local file path (absolute or relative). Font files that are specified as absolute http URLs are not published (their original web URLs will be retained as specified).

Note: Fonts are typically licensed. You must ensure that you are complying with the usage and distribution terms of the licenses for the fonts that you use with this Custom Fonts feature.

HTML5 Edit Mode

To assist in configuring HTML5 displays, GraphWorX64 now has a new HTML5 edit mode, which hides any features or components that are not usable in HTML5 displays.

Switching Edit Modes

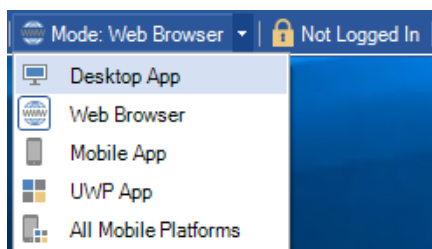
Choosing a platform in the **New Display** dialog (under **File > New Settings**) will launch the editor into the matching edit mode, although the edit mode can be changed later.

There is a new mode dropdown menu in the status bar, next to the security login display. It displays the current edit mode you are in and allows you to change it.

The supported GraphWorX64 features and controls are filtered according to the selected mode. It means that once you create the display in the correct edit mode there shouldn't be any limitations in the target client afterwards.

Note: Switching modes only prevents you from adding new elements that are not compatible with the current version. If you already have an incompatible element it will not be removed from your display. For example, 3D Viewers are not currently supported in HTML5 clients. If you are in **Desktop App** mode, you can add a 3D Viewer. If you then switch to **Web Browser** mode, the 3D Viewer will no longer be available in the ribbon, however the existing 3D Viewer you already added to the display will remain.

Display Modes



- **Desktop App:** All features are available.
- **Web Browser:** Features which cannot be used by HTML5 clients are hidden.
- **Mobile App:** Features which cannot be used by HTML5 clients are hidden. Additional mobile-friendly features are made available, such as device orientation simulation and faceplates.
- **UWP App:** Features not available to Universal Windows Platform (UWP) apps are hidden.
- **All Mobile Platforms:** Features are hidden unless they are available to both Universal Windows Platform (UWP) apps and HTML5 apps (web browser, iOS, Android).

Note: If you find that the only options available are UWP App and All Mobile Platforms, please save your display as a GraphWorX64 Display (*.gdfx) instead of a GraphWorX64 Display for UWP (*.gdfxp). Go to **File > Save As** and change the **Save as type** to **GraphWorX64 Display (*.gdfx)**. Now all modes should be available.

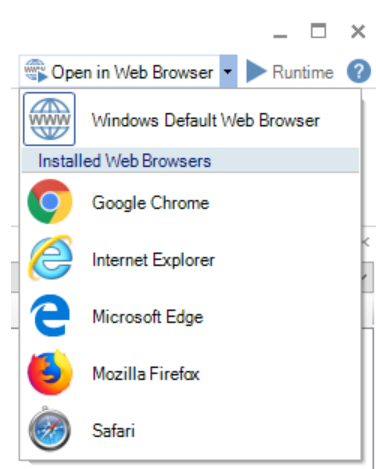
GraphWorX64 Display for UWP (*.gdfxp) files will still work, but you will be able to change modes and add more features by changing the file type. GDFWP files are no longer necessary for any particular client platforms. Desktop (WPF), HTML5, and UWP platforms all now support GDFX files.

Open in Web Browser

Because GraphWorX64 is not truly an HTML5 client and cannot always predict what a true HTML5 client will look like, it has been a common editing technique for the user to open up a web browser alongside GraphWorX64 so that they can see the

actual published HTML5 display. ICONICS has made this easier by adding an **Open in Web Browser** button.

Displays which are saved in a web-accessible folder (such as AnyGlass or PubDisplay) and in Web Browser, Mobile App, or All Mobile Platforms mode will see the new **Open in Web Browser** button available near the Runtime button.



This new button allows you to quickly launch your display in a web browser to get an idea of what it will look like to your clients.

By default, this button will open the display in the system's default web browser, but the user can choose a specific installed web browser from the dropdown menu. The choice will be remembered, so the user can click the button again (without opening the dropdown) to launch in the last chosen browser. They can also choose **Windows Default Web Browser** again to go back to using whatever is set as the system default.

Only installed browsers will be displayed in the dropdown list.

Note: Clicking the button multiple times will open multiple copies of the display in different browser windows or tabs, depending on the browser's settings. Unfortunately, GraphWorX64 cannot detect if a window or tab with the same display is already open. The user is encouraged to use the browser's refresh button or the F5 key to refresh the display after making changes if they do not want to open multiple windows or tabs.