

Goldfish 3

The Official Guide

A Big Thank You to
Tobias Schilpp



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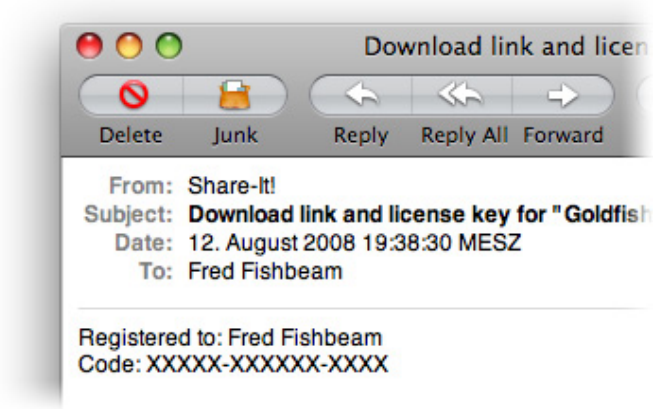
1. Register and Unlock

Learn how to register and unlock Goldfish, so that it works without limitations.

If you work with the test version of Goldfish, you will see the following window on startup. Building websites and publishing websites is deactivated. Please purchase the full version if you want to build your website with Goldfish.



Click on *Purchase License*. This will lead you to our website where you can purchase Goldfish. You can choose between Goldfish Standard and Goldfish Professional.



If you have purchased Goldfish, you will receive your serial via e-mail. Copy both, the name at *Registered to* and the serial, and paste it into the corresponding fields. Then click on *Unlock*.



Goldfish works without limitations now. If you have entered a serial for an upgrade, Goldfish will ask you for the serial of an earlier version, which you have purchased. Enter the old serial (if the fields are not filled yet) and click on *OK*.



If you have purchased Goldfish Standard, you can always upgrade to Goldfish Professional. Choose *Goldfish > Purchase Goldfish...* in the menu (Macintosh) or *? > Purchase Goldfish...* (Windows).

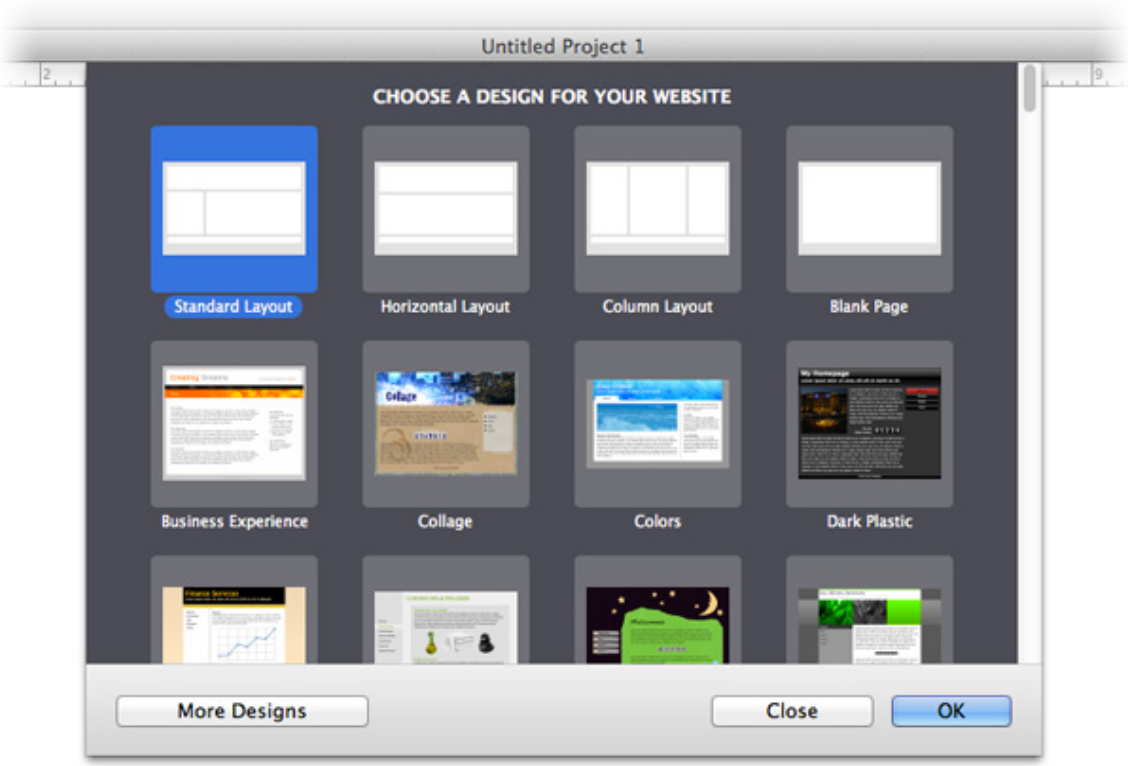


Click on *Purchase License* and buy a license for the upgrade to Goldfish Professional. The unlocking process is exactly the same as for an upgrade from an earlier version.

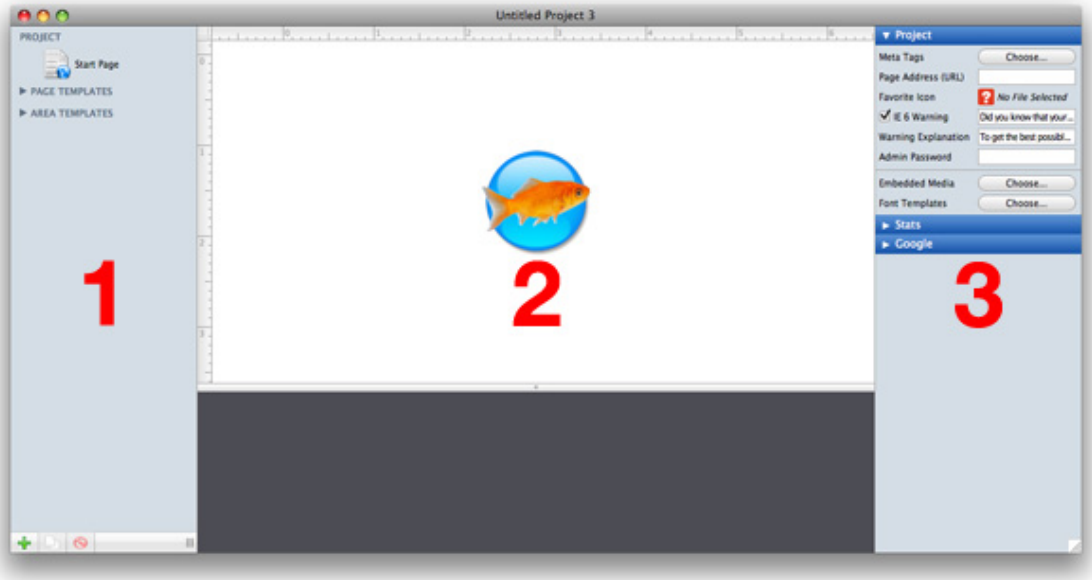
2. Project

Learn how to start a Golfish project. This is the first step if you want to create a website with Goldfish.

To start a new project, you have to decide if you want to start it from a design or a blank layout. With a design, you don't have to create the design of your website. With a blank layout it is more work, but the result is a website with a custom design.



Choose *File > New* from the menu. A new project window appears and all available designs will be shown. There are many more designs available on our website. Click on *More Designs* and you will be directed to our design download website. Choose a design or *Blank Website* and click on *OK*.

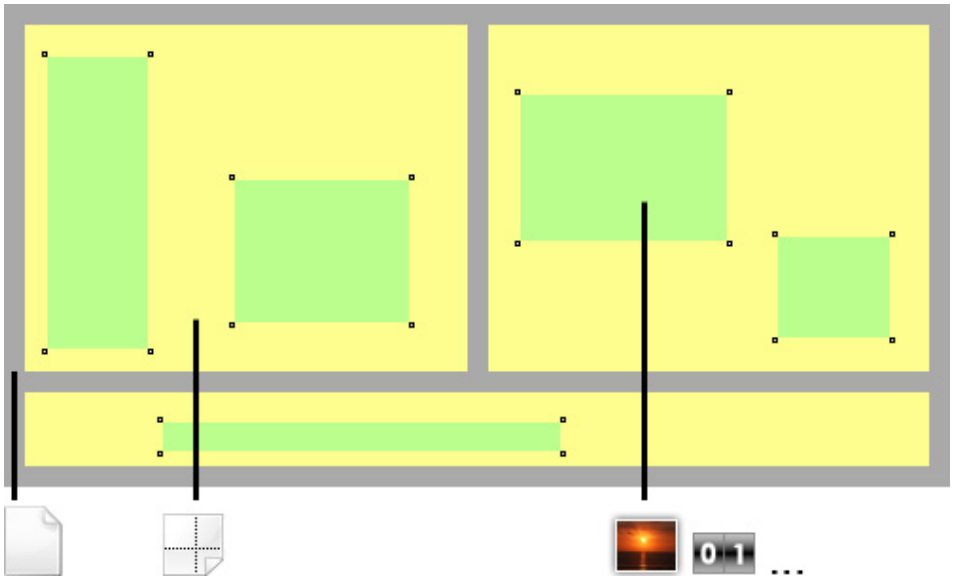


The project window is seperated into 3 different areas: The project list (1). All components of your website are listed here. Pages (with Start Page as first page), page templates and area templates. In the editor (2) you can enter text, and edit the content of your website.

The editor is empty at the moment (the Goldfish icon appears), because you have selected nothing. In the properties (3) you can see and set all properties for the selected component. At the moment the properies for the project are visible, because you have selected nothing.

Goldfish's Page Model

Goldfish builds pages in an innovative and unique way. You have flexible components to create your website. E.g. pages, page areas, text frames, picture frames etc. A page is built out of 3 different layers.

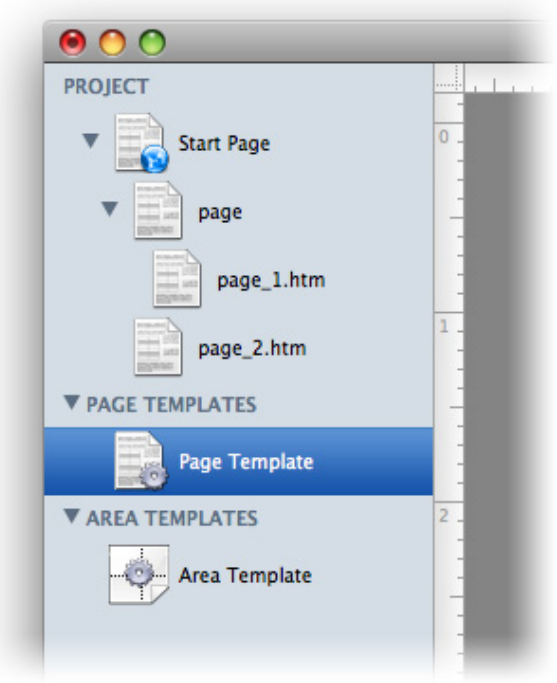


A page (grey) is the base. On a page, there are page areas (yellow), which represent areas of your website (header, footer, navigation, main area etc.). A page area contains items (green).

Items store the content of your website like images, movies, text...

The Project List

Look at the project list: If you have started your project from a design, there are already pages, page templates and area templates. The start page is the first page of your website. If visitors enter your website, the start page will be shown.



Usually a website has on all pages the same style. You can store a layout template in *Page Templates* and use it on all pages to overwrite their properties with the layout of the page template. You can store a layout template in *Area Templates* and use it in page areas on all pages.

Templates store the design and style for different pages or page areas in one place. This is useful if you want to change something. Let's say the background color of all pages. If you don't use page templates, you have to change it for every page seperately. If you have defined a page template, you can only change it in the template and it will be applied to all pages that use this template.

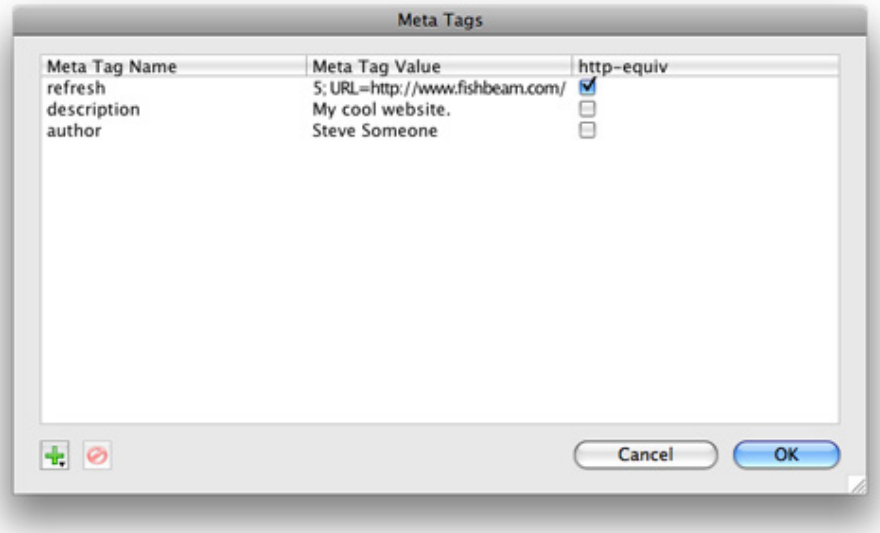
If you have started your project from a design, the next step is to create pages. If you have started your project from a blank layout, you should edit page templates and area templates for your layout and in the last step create the pages.

Properties for Project

These properties can be set for the project. Select nothing (the Goldfish icon appears in the editor), to show the properties of the project.

Project > Meta Tags

Meta tags are used by old styled search engines to find your website. Here you can enter project wide meta tags. Project wide meta tags appear on every page of your website. If you want to set specific meta tags for a page, you have to use the meta tag property of a page.



Add a meta tag.

Delete a selected meta tag.

Enter the value of *name* or *http-equiv* at *Meta Tag Name* in the list. Enter the value of *content* at *Meta Tag Value*. If the meta tag begins with *meta http-equiv=*, enable the checkbox at *http-equiv*.

If you have edited your meta tags, click on *OK*.

Project > Page Address (URL)

Enter the absolute page URL of your website here. E.g. *http://mydomain.com*. This is required if you use rss feeds on your website.

Project > Favorite Icon

Here you can choose a FavIcon for your website. A FavIcon is a small graphic in the adressbar (this website uses a small fish as FavIcon). FavIcons must be windows *.ico* files to show up in Internet Explorer. Firefox, Safari and the others accept *.gif* and *.png* as well.

Project > IE 6 Warning

Shows a warning if the visitor of your website uses Internet Explorer 6 or lower. Goldfish Websites are not compatible with Internet Explorer 6.

Project > IE 6 Warning Explanation

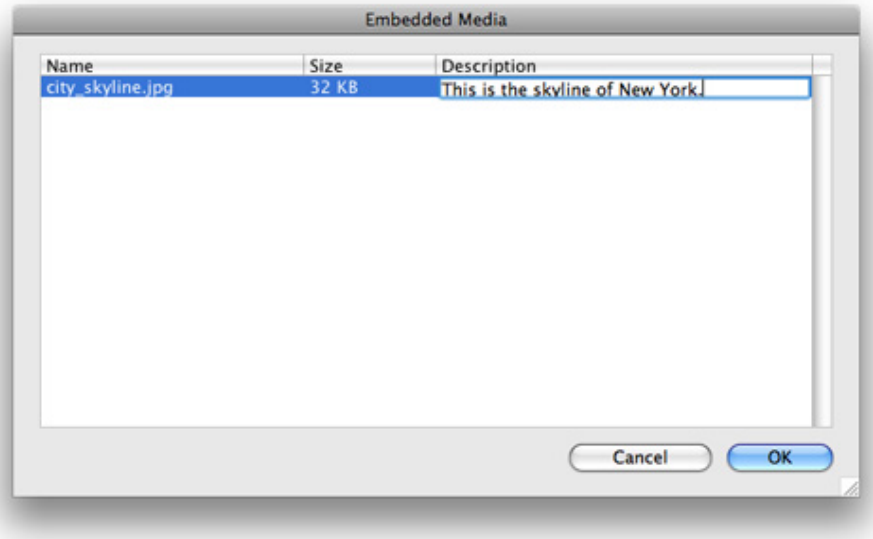
More detailed warning for Internet Explorer 6 users.

Project > Admin Password

The password is required if you want to delete comments from the comments field.

Project > Embedded Media

Click on *Choose* to see a list of all embedded media files of your project. All images, movies and other files, which you use at your website are included.

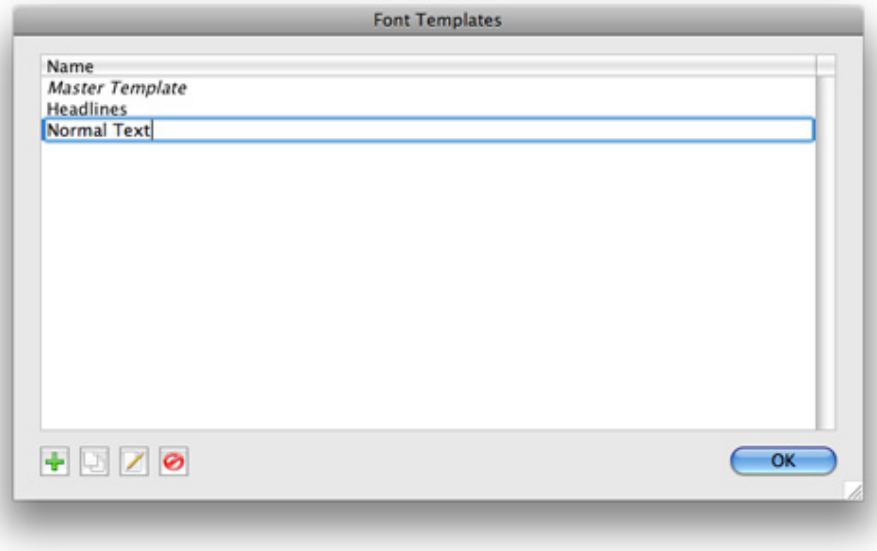


The description of every media file is used differently. E.g. as subtitle of a picture in a picture gallery, as *alt* parameter for images or as title for download links. Doubleclick on a name or description to edit it. Note that there are restrictions for the name (no blanks, no special characters, correct suffix). If you have entered a bad name, a beep occures and the old name will be used.

Click on *OK* to close the embedded media window.

Project > Font Templates

You can use font templates to store font styles which you use permanently at your website. Usually a website has only a few different font styles. Click on *Choose* to open the font templates window.



The first template on the list is the *Master Template*. Here you can store the default font style of your website. If you don't set a special font for all other font templates or items, the style of the master template is used.

Add a font template.

Duplicate a selected font template.

Delete a selected font template.

Opens the font editor and you can edit the font template.

Double click on a font template to rename it. Please read the fonts documentation and learn how to work with fonts.

Project > Name of Index File
Name of index pages. Usually *index* or *start*. It depends on your web server which names are accepted.

Project > Name of Media Folder
Name of the folder for media files. Usually you don't have to change it.

Project > Name of Support Folder
Name of the folder for scripts and support files. Usually you don't have to change it.

Project > Suffix of Code Files
Suffix for all page files. Usually it is *htm* or *html*. But you can also use *php* if you have added PHP code to some of your pages.

Project > Text Encoding

The Text Encoding for all code files. Usually this is *UTF-8* but older web servers may require *ISO Latin 1*

Project > JPEG Export Quality

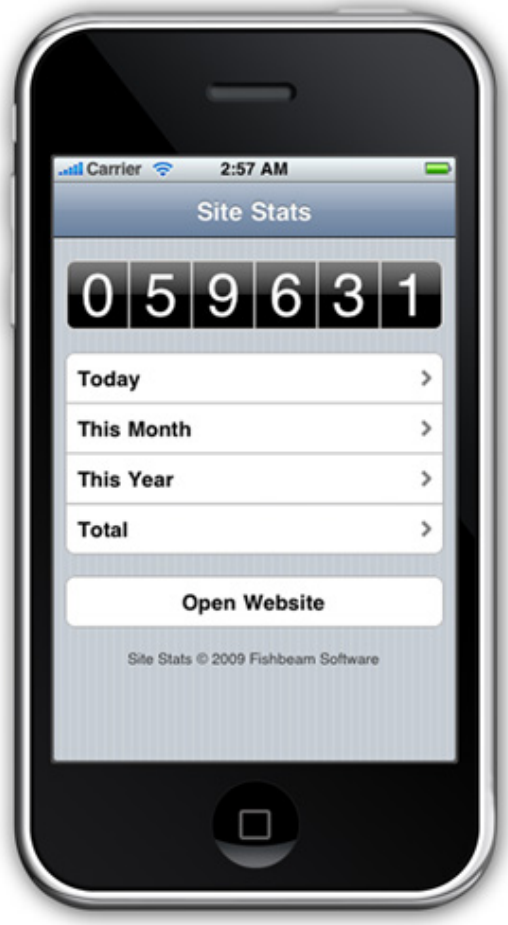
Quality for all generated JPEG images. Better quality leads to clearer images but also bigger file sizes.

Project > Use Short File Paths

Does not include index file names into file paths. If this is enabled, paths look like *folder/* instead of *folder/index.htm*

Stats > Include Stats for iPhone

Includes a web application that shows visitor stats of your website directly on your iPhone. Other mobile phones are not supported.



To get access to the stats application, open safari and enter *http://www.mywebsite.com/support/stats*. Use the address of your website instead of *http://www.mywebsite.com*. If you have changed the value of *Name of Support Folder* in the preferences, use the new name instead of *support*. Add the web application to your home screen for later access.

Stats > Today
Text in the user interface for *Today*.

Stats > This Month
Text in the user interface for *This Month*

Stats > This Year
Text in the user interface for *This Year*

Stats > Total
Text in the user interface for *Total*

Stats > Total Format
Format in the user interface for total values. Use *%1* as placeholder for the value.

Stats > Time Format
Format in the user interface for the hour of the day. Use *%1* as placeholder for the hour.

Stats > Day Format
Format in the user interface for the day of the month. Use *%1* as placeholder for the day.

Stats > Month Format
Format in the user interface for the month. Use *%1* as placeholder for the month and *%2* as placeholder for the year.

Stats > Open Website
Text in the user interface for *Open Website*

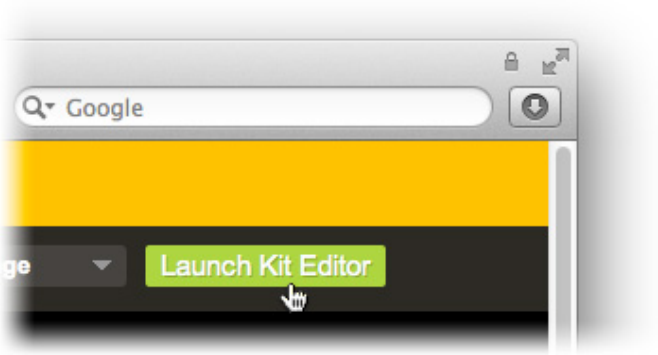
Google > Google Analytics
Google Analytics is a free service from Google. With Google Analytics you can receive complete and detaild user acess statistics for your website. Google will provide you a Google Analytics tracker id to identify your website. Enter the id here in Goldfish. The id is provided in this form: *UA-XXXXXX-X*.

Google > Webmaster Tools
Google Analytics is a free service from Google. With Google Webmaster Tools, you can optimize your website for the Google search engine. Google will provide you a meta tag in this form: \. Enter only the content of this meta tag: *XXXXXXXXXXXXX*.

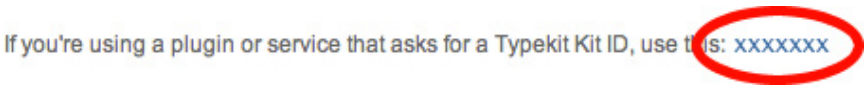
Typekit > Typekit Kit ID
ID that you receive if you register at the Typekit service.

With Typekit it is possible to use fonts that are not installed on the computers of your web site visitors. So it is possible to display fonts on your web site as they would be displayed on your

computer.



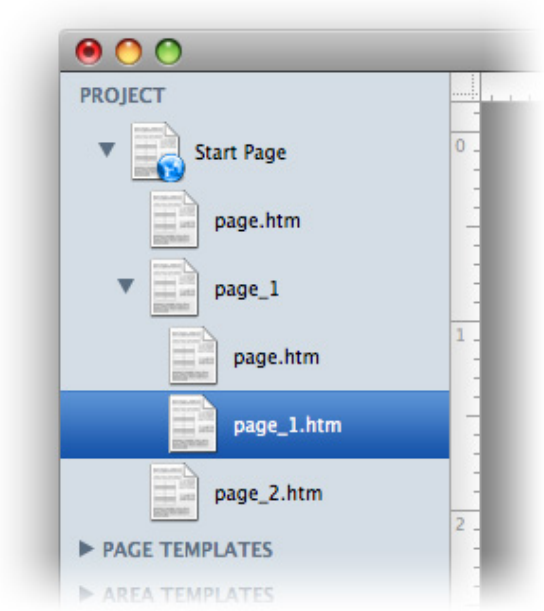
Here you will find your Typekit Kit ID: If you have registered at the Typekit web site, log in and click on *Launch Kit Editor*. Click on *Embed Code* then.



3. Page

Learn how to create the page stucture of your website with pages and subpages.

Every website consitst of several pages, which are ordered hierarchically. All pages of your project are listed in the project list on the left side of a project window.



The first page is the start page of your project (the world icon). This is the page which will be loaded if the user enters your page address (e.g. *http://www.fishbeam.com*). All other pages are sub pages of the start page.

 Click and choose *Add Page*. A new page will appear under start page.

 Duplicate a selected page with its content.

 Delete a selected page.

A website contains usually a complex page structure with pages and subpages. To create subpages, drag pages into another pages.

INFO: You can reoder the project list with drag and drop. Move pages up and down to build the correct page structure.

By default, pages are named *page.htm*, *page_1.htm*... To rename a page double click on it's name. Note that you can only use letters, numbers and _ for the name. If the page has a suffix (pages with sub pages don't, because they are actually folders with a index file), don't remove the suffix. If you have entered a bad name, it won't be accepted.

Properties for Page

These properties can be set for a page. Select a page, but select nothing on the page, to show the properties of the page.

Page > Title
The title of the page. The title will be shown as caption of the browser window.

Page > Menu Title
The menu title will be displayed in all navigation menus, who contain a link to this page. Disable it and the page is not shown at the menu.

Page > Meta Tags
Here you can edit the meta tags for a page. Unlinke the project wide meta tags, the page meta tags are only for this page. Please read the documentation for the project, to learn how the meta tag editor works.

Page > Page Template
Select a page template, if you want to overwrite the style of the page with a template. Note that all style properties for this page are hidden, if a page template is selected, because the style will be set in the template then.

Page > Page Width (min)
Sets the minimal width of the page (pixel). If the browser window is smaller, scrollbars will be shown. The width of a page area must be smaller or the same like the page with. You can't set a minimal heigt of the page, because the height will be calculated by the minimal height of all page areas.

Page > Content Alignment
Choose the alignment of the content if the browser window is larger than *Page Width (min)*.

Page > Margin Left
Sets an offset from the left side of the page content.

Page > Margin Right
Sets an offset from the right side of the page content.

Page > Margin Top
Sets an offset from the top side of the page content.

Page > Margin Bottom
Sets an offset from the bottom side of the page content.

Page > Background Color
Select a background color for the page.

Page > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have

the Goldfish Clips library installed.

Page > Background Picture
Select a background picture for the page. With *Repeat*, you can choose how the picture will be displayed.

Page > Disable HTML Output PRO
Creates a blank page without any content or html code. Use this option only if you want to write a script that writes HTML code.

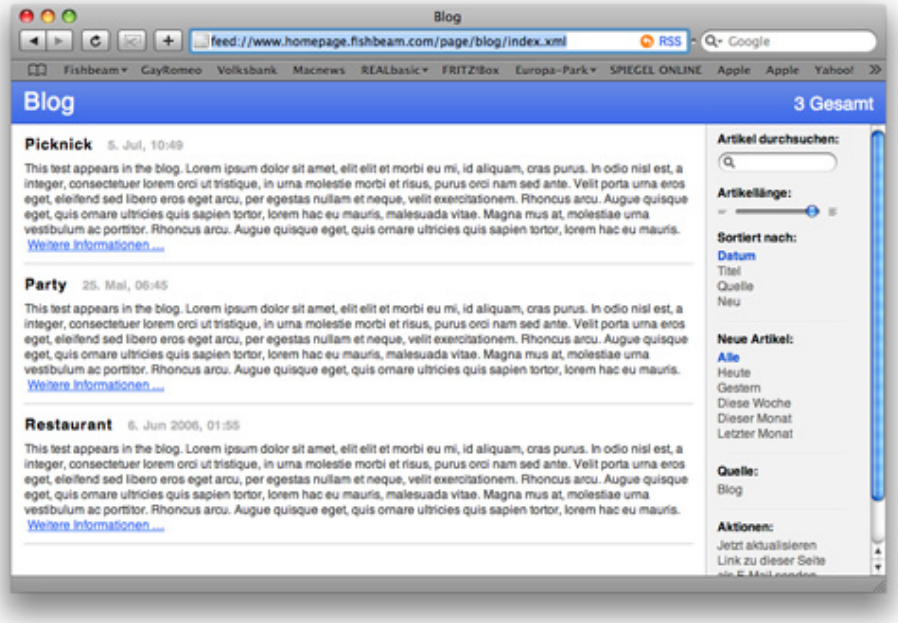
Page > Add Code Before Document PRO
Add code before the html document begins. This is needed for some scripts (e.g. if you want to use sessions in PHP).

Page > Add Header HTML Code PRO
Add custom html code to your page in the header section to extend Goldfish's functionality.

Page > Add HTML Code PRO
Add custom html code to your page in the body section to extend Goldfish's functionality.

Page > Add CSS Code PRO
Add custom css code to your page. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

RSS > Enable Newsfeed
Enable this option, if you want to create a blog or newsfeed. A feed icon is displayed in the webbrowser to show that there is a blog available for this page. With click on this icon, the blog will be loaded.



The entries of the feed are all text items of the page. If the page has sub pages, the text items of all subpages will be included too. To prevent a text item from being included into the feed, you can disable it in the preferences of the text item. Disable *RSS > Add Text To Feed*.

INFO: You can only create one feed per page. If you are on a sub page and the parent page contains a feed, you can't create a feed on this page.

RSS > Feed Description

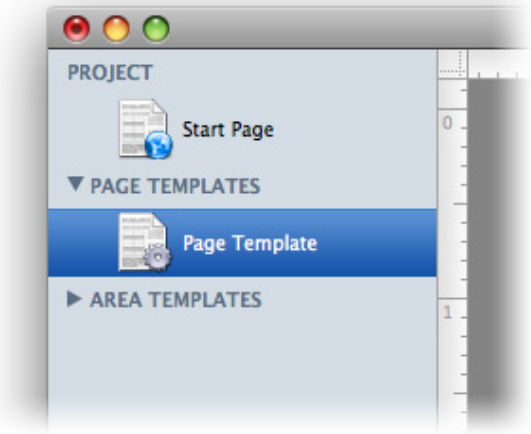
Enter a short description for your news feed.

4. Page Template

Learn how to use page templates. Set the default background and size for all pages of your website.

Every website comes with a single layout and style. You can create page templates to store your layout and style. Apply the page template to all pages of your website so that they have all the same layout. If you change the layout later on the page template, the changes will automatically apply on all pages of your website.

All page templates of your project are listed under *Page Templates* in the project list on the left side of the project window.

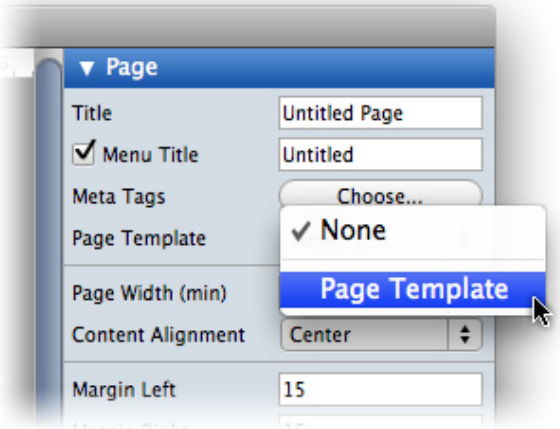


 Click and choose *Add Page Template*. This creates a new page template.

 Duplicate a selected page template.

 Delete a selected page template.

The page template has the same properties as a page (but only those properties regarding the style and layout).



To applay a page template to a page, select the page in the project list and look at the properties. Select your page template at *Page > Page Template*. All properties regarding the style and layout will disappear. They are now controlled by the page template.

Properties for Page Template

These properties can be set for a page template. Select a page template to show its properties.

Page Template > Page Width (min)
Sets the minimal width of the page (pixel). If the browser window is smaller, scrollbars will be shown. The width of a page area must be smaller or the same like the page with. You can't set a minimal heigt of the page, because the height will be calculated by the minimal height of all page areas.

Page Template > Content Alignment
Choose the alignment of the content if the browser window is larger than *Page Width (min)*.

Page Template > Margin Left
Sets an offset from the left side of the page content.

Page Template > Margin Right
Sets an offset from the right side of the page content.

Page Template > Margin Top
Sets an offset from the top side of the page content.

Page Template > Margin Bottom
Sets an offset from the bottom side of the page content.

Page Template > Background Color
Select a background color for the page.

Page Template > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Page Template > Background Picture
Select a background picture for the page. With *Repeat*, you can choose how the picture will be displayed.

Page Template > Disable HTML Output PRO
Creates a blank page without any content or html code. Use this option only if you want to write a script that writes HTML code.

Page Template > Add Code Before Document PRO

Add code before the html document begins. This is needed for some scripts (e.g. if you want to use sessions in PHP).

Page Template > Add Header HTML Code PRO

Add custom html code to your page in the header section to extend Goldfish's functionality.

Page Template > Add HTML Code PRO

Add custom html code to your page in the body section to extend Goldfish's functionality.

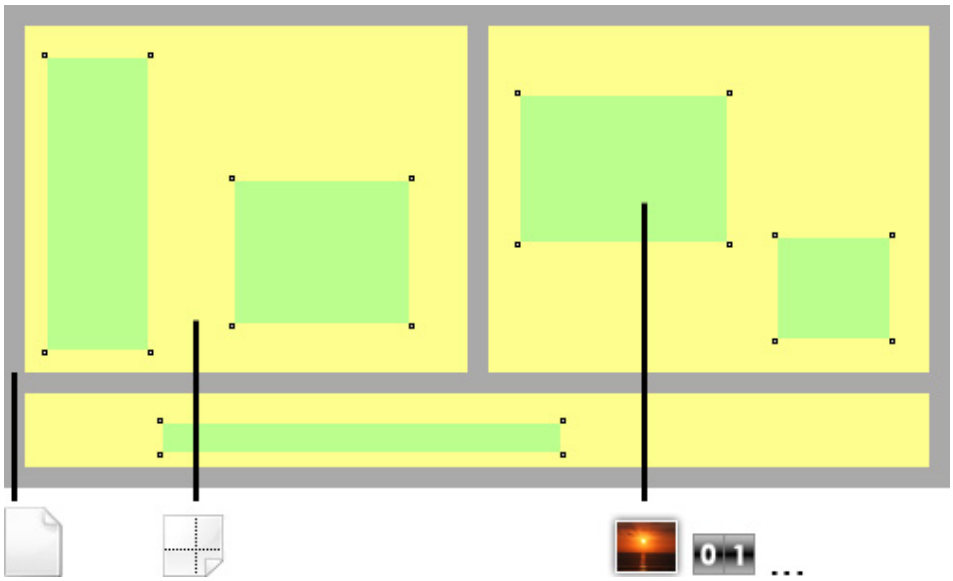
Page Template > Add CSS Code PRO

Add custom css code to your page. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

5. Page Area

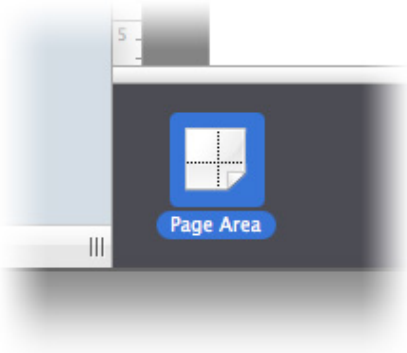
Seperate the pages of your website in areas. E.g. an area for header, navigation, footer and content.

There are several page areas (e.g. for header, footer, navigation and content) on every page of your website.



Every page area (yellow) contains the content of your website like menus, images and text. to understand Goldfish's page model, read the documentation for project.

There are usually more than one page areas on a page. You can set a fixed width and a minimum height for every page area. The real high of a page area depends on its content and the height of the other page areas in the row.



To add page areas to a page, select the page and drag a page area from the tools to your page.

Deletes the selected page area.

If you add page areas, the page will be filled row-wise from top to bottom. There are as many page areas in a row as their width is smaller than the width of the page. If the row is full, the next area will be displayed below in the next row.

INFO: The high of all page areas in a row is the same. Always the hight of the biggest page area will be choosen.

Properties for Page Area

These properties can be set for a page area. Select a page area to show its properties.

Page Area > Area Template
Select an area template, if you want to overwrite the style of the page area with a template. Note that all style properties for this page area are hidden, if an area template is selected, because the style is controlled by the template.

Page Area > Width
Sets the width of the page area (pixel). The width of a page area must be smaller or the same like the page with.

Page Area > Height (min)
Sets the minimal height of the page area (pixel). The real height is calculated by the height of the content and the height of other page areas in the same row.

Page Area > Margin Left
Sets an offset from the left side of the page area content.

Page Area > Margin Right
Sets an offset from the left side of the page area content.

Page Area > Margin Top
Sets an offset from the top side of the page area content.

Page Area > Margin Bottom
Sets an offset from the left side of the page area content.

Page Area > Background Color
Select a background color for the page area.

Page Area > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Page Area > Background Picture
Select a background picture for the page area. With *Repeat*, you can choose how the picture will be displayed.

Page Area > Border Left Width
Displays a border on the left side of the page area in the choosen width (pixels).

Page Area > Border Left Color
Select a color for the left border.

Page Area > Border Right Width
Displays a border on the right side of the page area in the choosen width (pixels).

Page Area > Border Right Color
Select a color for the right border.

Page Area > Border Top Width
Displays a border on the top side of the page area in the choosen width (pixels).

Page Area > Border Top Color
Select a color for the top border.

Page Area > Border Bottom Width
Displays a border on the bottom side of the page area in the choosen width (pixels).

Page Area > Border Bottom Color
Select a color for the bottom border.

Page Area > Add HTML Code PRO
Add custom html code to the page area to extend Goldfish's functionality.

Page Area > Add CSS Code PRO
Add custom css code to the page area. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

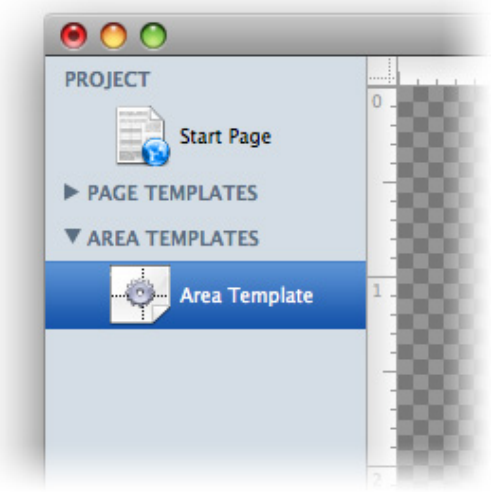
Content > Edit Content
Edit the content of the page area and add images, text or other content to your website.

6. Area Template

Learn how to use area templates. Create the default layout for all pages of your website.

On every page of your website there are several page areas (e.g. for header, footer, navigation and content). Some of these areas are on every page the same (e.g. navigation, footer, header). Create area templates for these areas, and display them on every page.

All area templates of your project are listed under *Area Templates* in the project list on the left side of the project window.

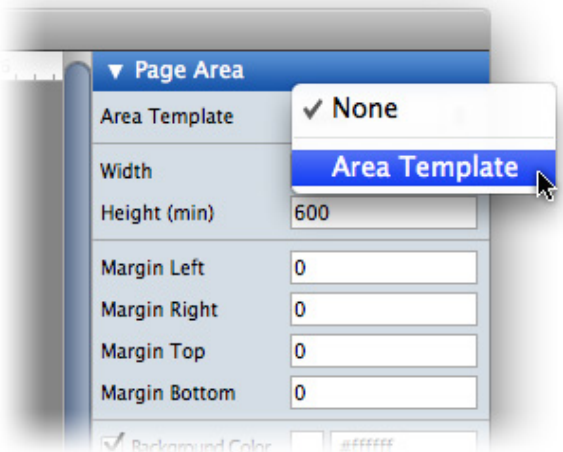


 Click and choose *Add Area Template*. This creates a new area template.

 Duplicate a selected area template.

 Delete a selected area template.

The area template has the same properties as a page area (but only those properties regarding the style and layout).



To applay an area template to a page area, select the page area and look at the properties.

Select your area template at *Page Area > Area Template*. All properties regarding the style and layout will disappear. They are now controlled by the area template.

Properties for Area Template

These properties can be set for an area template. Select an area template to show its properties.

Area Template > Area Template
Select an area template, if you want to overwrite the style of the page area with a template. Note that all style properties for this page area are hidden, if an area template is selected, because the style is controlled by the template.

Area Template > Width
Sets the width of the page area (pixel). The width of a page area must be smaller or the same like the page with.

Area Template > Height (min)
Sets the minimal height of the page area (pixel). The real height is calculated by the height of the content and the height of other page areas in the same row.

Area Template > Margin Left
Sets an offset from the left side of the page area content.

Area Template > Margin Right
Sets an offset from the left side of the page area content.

Area Template > Margin Top
Sets an offset from the top side of the page area content.

Area Template > Margin Bottom
Sets an offset from the left side of the page area content.

Area Template > Background Color
Select a background color for the page area.

Area Template > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Area Template > Background Picture
Select a background picture for the page area. With *Repeat*, you can choose how the picture will be displayed.

Area Template > Border Left Width
Displays a border on the left side of the page area in the choosen width (pixels).

Area Template > Border Left Color
Select a color for the left border.

Area Template > Border Right Width
Displays a border on the right side of the page area in the choosen width (pixels).

Area Template > Border Right Color
Select a color for the right border.

Area Template > Border Top Width
Displays a border on the top side of the page area in the choosen width (pixels).

Area Template > Border Top Color
Select a color for the top border.

Area Template > Border Bottom Width
Displays a border on the bottom side of the page area in the choosen width (pixels).

Area Template > Border Bottom Color
Select a color for the bottom border.

Area Template > Add HTML Code PRO
Add custom html code to the page area to extend Goldfish's functionality.

Area Template > Add CSS Code PRO
Add custom css code to the page area. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

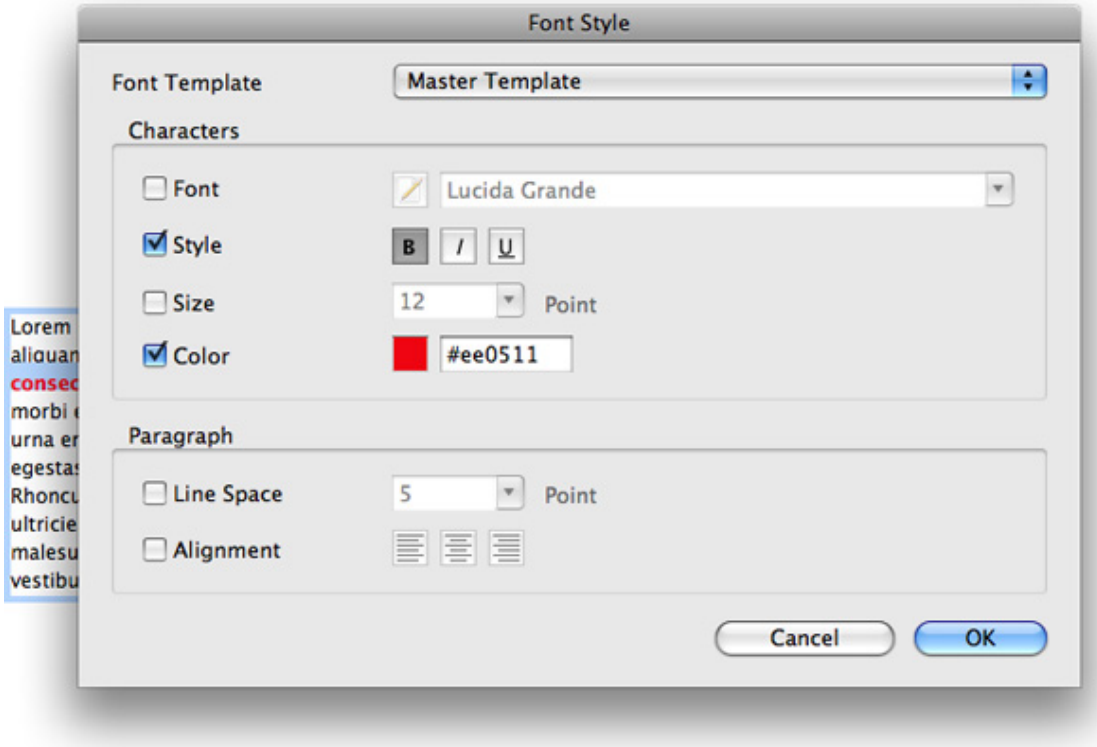
7. Text

Fill your website with content and add text.

You can add a text box to every page area or area template. To add a text box, edit the content of a page area or area template and drag the text box from the items to the editor.

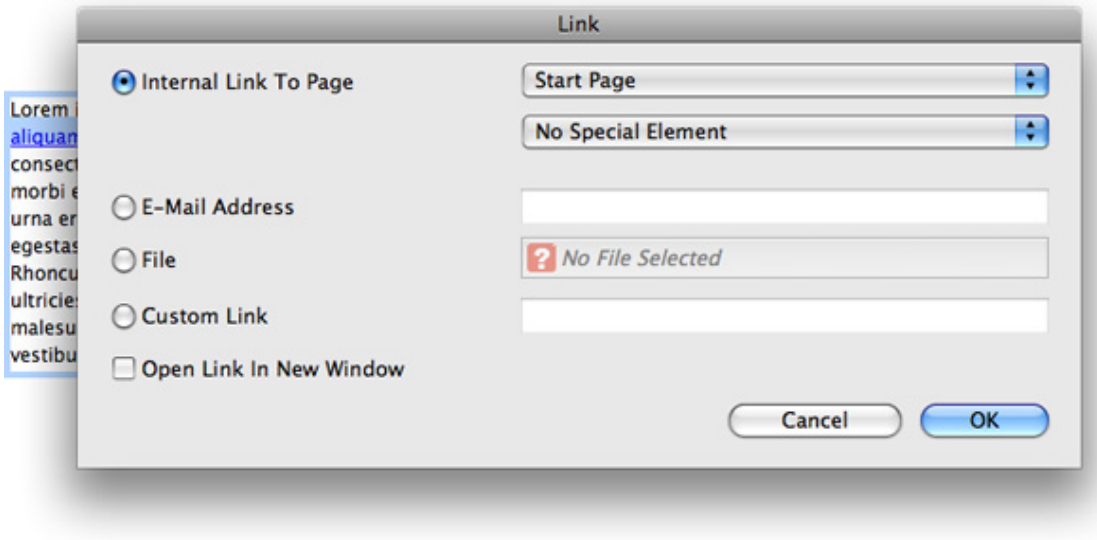


A text box displays text. Double click on it and you can edit the text. In the text edit mode, the properties change. Select text and click on *Edit Text > Font Style > Choose...* to change the font style, alignment and size.

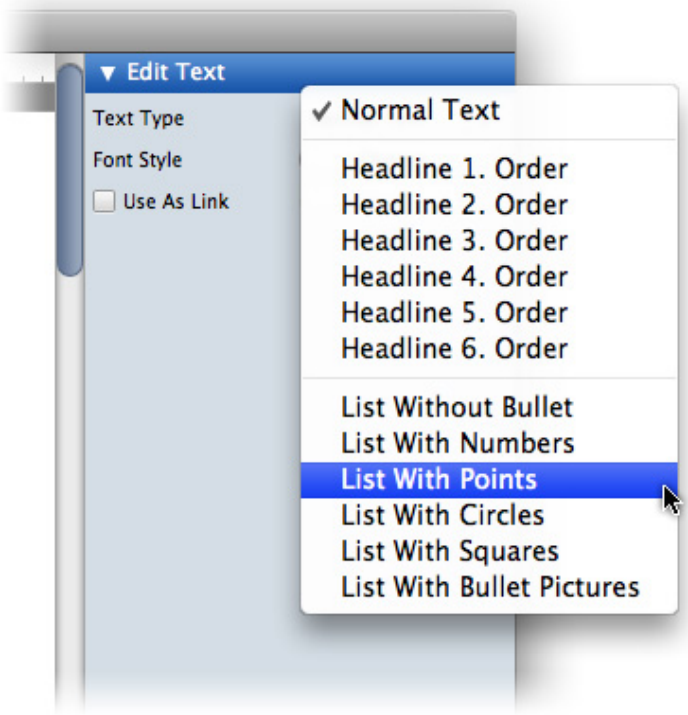


The font style is set by the selected font template. Activate a checkbox to overwrite the style property with your own values.

INFO: If you use a main style on every page and in every text box, it is better to change the default text template instead of overwriting the style in every text box. Choose nothing (the project properties appear) and click on *Project > Font Templates > Choose...*.



Another important feature on websites is to add links. Select text and activate *Edit text > Use as link* on the properties panel. Click on *Choose...* to set the link destination.

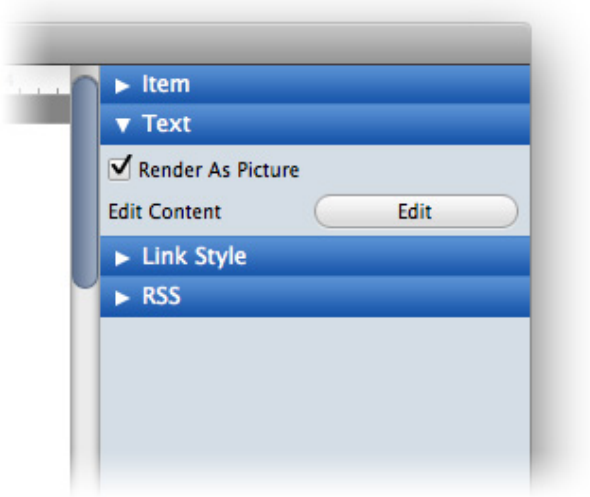


It is important to set the semantical meaning of your text. Search engines like google handle headlines different than normal text. Select the text type at *Edit Text > Text Type*

- **Healine 1 - Headline 6:** The selected text is a headline. This changes not the style. This is important for search engines.
- **List:** The selected text is part of a list. Every new line is a seperate list item. A bullet can displayed before every list item.

Memories and Dreams

Maybe you want to use uncommon fonts for headlines and other text. Usually you can't do this at websites, because the font must be installed on the visitor's computer. If you use uncommon fonts it probably won't be displayed correctly.



If you use uncommon fonts, activate *Text > Render As Picture* in the properties. Goldfish creates a picture then with the text in the choosen font. It will be displayed on all computers. Even if the font is missing there.

INFO: It is not recommended to use this option for long text. Use this only for headlines. Otherwise the size of your website will grow rapidly.

Properties for Text

These properties can be set for a text box. Select a text box to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Text > Render as picture
Renders the text as a picture, so that you can use uncommon fonts.

Text > Edit Content
Starts the edit mode of a text box.

Link style > Font style
Sets the font style for links.

Visual Effects

You can specify a visual effect, if the visitor interacts with a link (e.g. change the color if the visitor moves his mouse over the link). The following properties are the same for *Moving mouse over link effect*, *Clicking on link effect* and *Already visited link effect*.

Effect > Change font
Changes the font style of a menu item.

Effect > Font style
Sets the font style, to which will be changed.

RSS

The following properties are only visible if the page has a rss news feed.

RSS > Add text to feed
Adds the text box to the news feed of a page.

RSS > Title of the entry
The title of the news feed entry.

RSS > Date

The date, when the entry of the feed is published.

Properties for Edit Text

These properties can be set in the edit mode of a text box. Select a text box and double click on it to start the edit mode.

Edit text > Text type

Sets the semantic meaning for selected text (normal text, headlines or list).

Edit text > Padding left

The selected text belongs to a list it sets the space between the list bullet and the text.

Edit text > Bullet picture

Choose a bullet picture for the list (only at *Text type: List with bullet picture*).

Edit text > Font style

Sets the font style for selected text.

Edit text > Use as link

Use the selected text as link e.g. to another website.

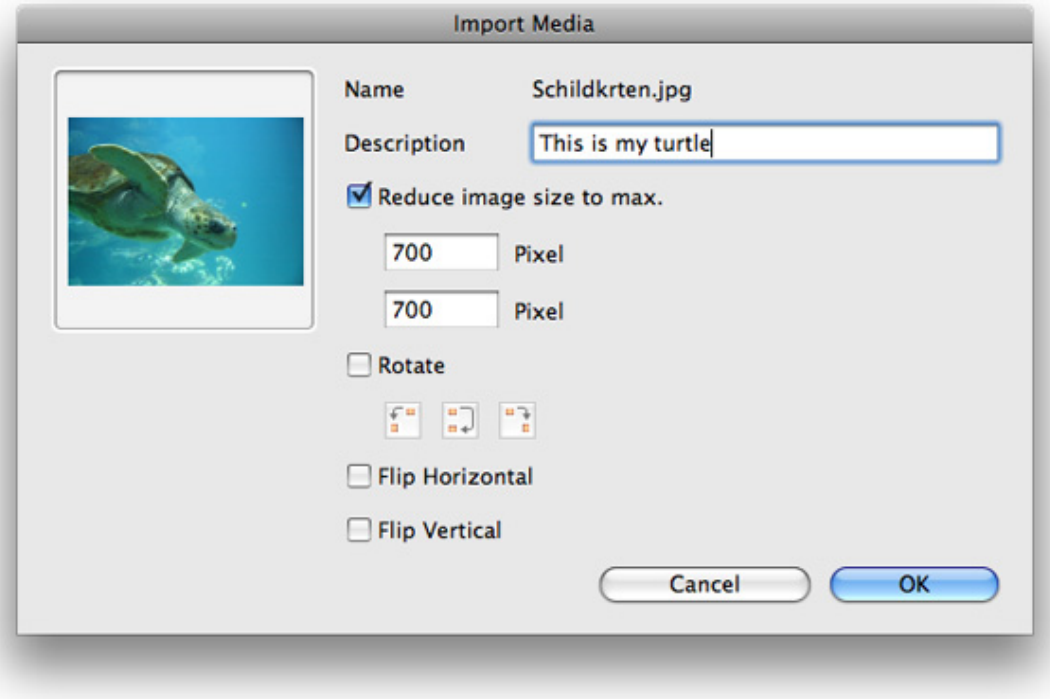
8. Picture

Pictures are very important for the design of your website. The picture item in Goldfish has smart functions for processing and showing pictures.

You can add a picture item to every page area or area template. To add a picture item, edit the content of a page area or area template and drag the picture item from the items to the editor.



A picture item displays a picture on your website. New picture items are still empty. A question mark icon is displayed. To fill the item with a picture, click on *Picture > Picture* in the properties and choose a picture from your hard disk.

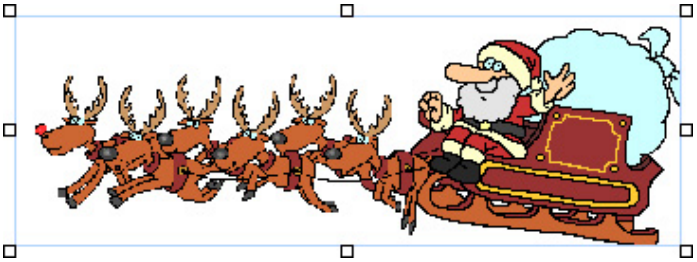


The media import window is displayed. Here you can enter a description (the description is used as *alt* text in the html code). You can also resize the picture (recommended for big pictures, which come directly from a digital camera), rotate or flip it.



In Goldfish you can change the clipping of the picture. Start the edit mode with a double click on the picture. Now you can zoom with the slider into the picture and drag the displayed clipping.

INFO: This is only possible if *Picture > Calculate New On Export* in the properties is activated.



Attention if you add transparent gif images or gif animations: Deactivate always *Picture > Calculate New On Export*. Otherwise the picture won't be exported correctly and the animation will be destroyed.



Properties for Picture

These properties can be set for a picture item. Select a picture item to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Picture > Picture
Select the picture, which you want to display.

Picture > Calculate New On Export
Calculates an optimized version of the picture in the correct size and quality for your website. Deactivate this for transparent gif images and gif animations.

Picture > Edit Content
Click here to change the clipping for the picture. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Reflection
Adds a reflection effect to the image. Enter the size in pixel. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Flip Horizontal
Flips the picture horizontally. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Flip Vertical
Flips the picture vertically. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Rotation (Degree, Clockwise)
Rotates the picture clockwise by the entered value in degree. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Shaddow
Adds a shaddow effect to the picture. Select a color for the shaddow. Note: This option is only available if *Picture > Calculate New On Export* is enabled.

Picture > Angel
The angel in degree in which direction the shaddow appears.

Picture > Offset
The offset beween the picture and the shaddow. An offset of 0 means that the shaddow is located exactly among the picture.

Picture > Blur
Enter a value to blur the shaddow. A higher value blurs the shaddow more.

Picture > Opacity
The opacity of the shaddow. 100 means the shaddow has no transparency.

Link > Use as Link
Uses the picture as link. Select a page where the link should lead to.

Visual Effects

You can specify a visual effect, if the visitor of your website interacts with the picture link (e.g. change the color if the visitor moves the mouse over the picture). The following properties are the same for *Moving mouse over link effect* and *Clicking on link effect*.

Effect > Change Picture
Changes the picture. Select the picture to which should be changed.

9. Media

Add QuickTime, Flash, RealMedia and Windows Media files to your website.

You can add a media player to every page area or area template. To add a media player, edit the content of a page area or area template and drag the media player from the items to the editor.

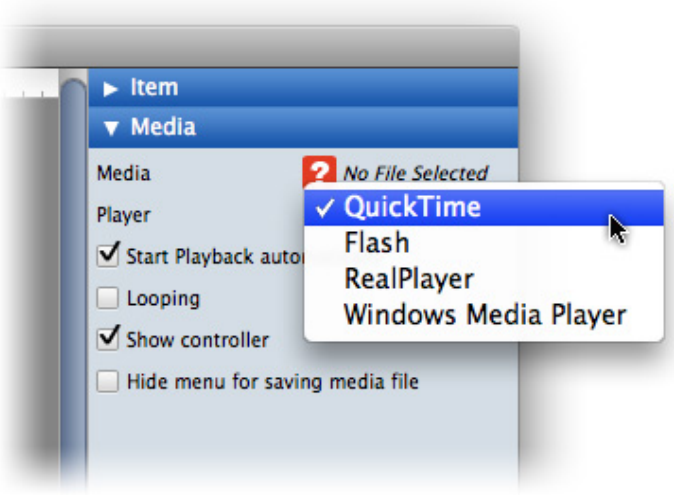


A media player displays media content in many different formats. Add Quicktime, Windows Media or RealMedia compatible videos and audio files or Flash movies to your website.



INFO: Flash video (*.flv* files) are not supported. It is required to embed these files into a normal flash movie (*.swf* file). You can display the *.swf* file in a Flash player then.

Select the player, which you want to use on the properties at *Media > Player* and select a media file from your harddisk at *Media > Media*. Every player type has a number of player specific properties.



Properties for Media

These properties can be set for a media player. Select a media player to show its properties.

Item > Left

Sets the distance from the left side of the parent element in pixels.

Item > Top

Sets the distance from the top side of the parent element in pixels.

Item > Width

Sets the width of the item in pixels.

Item > Height

Sets the width of the item in pixels.

Item > Padding Left

Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right

Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top

Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom

Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color

Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Media > Media
Select the media file from your harddisk that you want to display.

Media > Player
Select the player type that can play the media file.

Media > Start playback automatically
Starts playing automatically after the page is loaded.

Media > Looping
Plays the media file in an endless loop.

Media > Show controller
Shows playback controls like play, stop and pause (QuickTime, RealPlayer, Windows Media Player only).

Media > Hide menu for saving media file
Hides the menu for saving the media file (QuickTime only).

Media > Transparent background
Displays flash movies with alpha and transparency in front of the page content (Flash only).

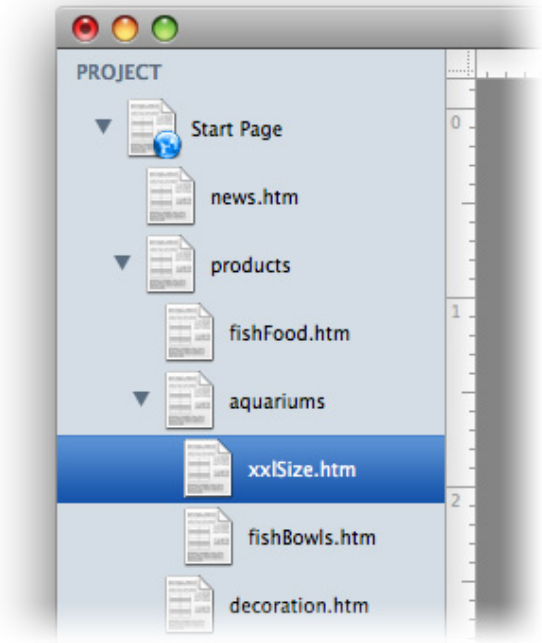
10. Navigation Menu

Add a navigation menu to your website. A navigation menu is the most important element what visitors can use to navigate at your website.

You can add a navigation menu to every page area or area template. To add a navigation menu, edit the content of a page area or area template and drag the navigation menu from the items to the editor.



Usually you should add a navigation menu to an area template and use this area template on every page of your website. So the navigation menu is displayed on every page of your website at the same place.



The navigation menu shows automatically the pages of your website as menu entries. Usually there is one entry for every page of your website. The shown text is always the *Page > Menu Title* property of a page.



To change the text, select the corresponding page and edit the *Page > Menu Title* property of the

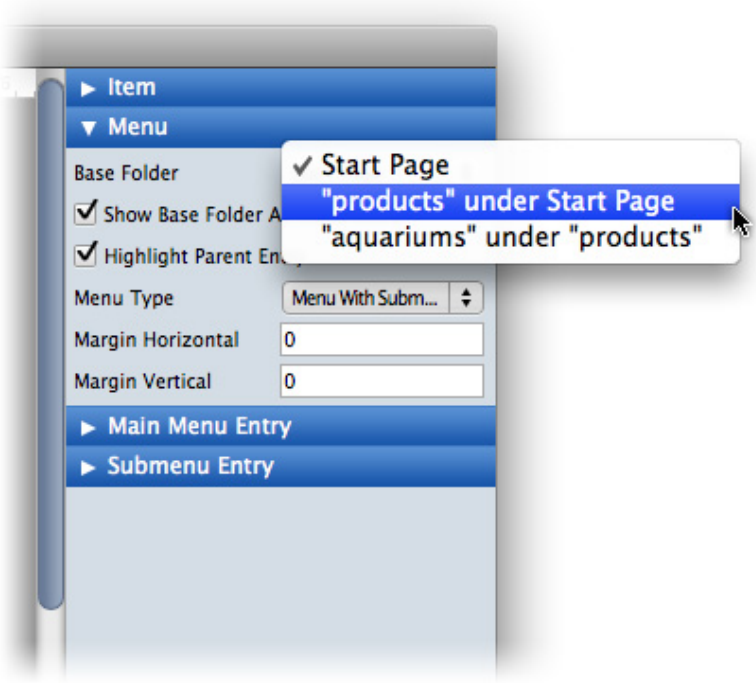
page. If you deselect *Page > Menu Title*, the page does not appear in the navigation menu.

INFO: It is not possible to add a link manually to a navigation menu. The navigation menu shows always automatically the pages of your website.



There are several types of navigation menus. You can set the type in the properties at *Menu > Menu Type*.

- **Simple Menu (1):** Shows only one hierarchy level of pages. It displays no submenu. If your website has pages with sub pages, you need a second navigation menu for them.
- **Menu with Submenu (2):** Shows only two hierarchy levels of pages. It displays one submenu. If you click on a page with sub pages, the submenu appears directly under the main menu entry of the page.
- **Dropdown Menu right (3):** Shows all hierarchy levels of pages in a menu structure. If the visitors of your website move the mouse over a menu entry of a page with subpages, a submenu will pop up.
- **Dropdown Menu bottom (4):** Shows all hierarchy levels of pages in a menu structure. If the visitors of your website move the mouse over a menu entry of a page with subpages, a submenu will pop up.



By default, the main menu shows the first hierarchy level of pages (the start page and their sub pages are shown). If you want to create a navigation menu that shows pages from another level, change the property *Menu > Base* Folder. Here are all pages listed, that have sub pages. E.g. if you select *products* in this example, *products* and all it's sub pages are shown.

INFO: If you change the size of the menu item, so that there is enough space, the menu entries are displayed side by side.

Properties for Navigation Menu

These properties can be set for a navigation menu. Select a navigation menu to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Menu > Base Folder
Select a page with subpages that will be shown as main menu entries. By default the start page is displayed but you can change this property to create submenus.

Menu > Show Base Folder as Menu Entry
Shows the selected page from *Menu > Base Folder* in the main menu. If you disable this, only its sub pages will be shown.

Menu > Highlight Parent Entry
If you are on a page from the sub menu, the menu entry of its parent page will be highlighted, too. If you deactivate this, only the entry of the current page will be highlited.

Menu > Menu Type
Sets the menu type for a page. You can choose between:
- Simple Menu
- Menu with Submenu
- Dropdown Menu right
- Dropdown Menu bottom

Menu > Margin Horizontal
Sets the space between the bottom of a menu entry and the top of the next entry.

Menu > Margin Vertical
Sets the space between the right of a menu entry and the left of the next entry.

Main Menu Entry and Submenu Entry

The following properties are the same for *Main Menu Entry* and *Submenu Entry*. Note that *Submenu Entry* will only be visible, if you don't choose *Simple Menu* at *Menu > Menu Type*. Because a simple menu has no sub menu.

Menu Entry > Width
Sets the width of a menu entry in pixels.

Menu Entry > Height
Sets the height of a menu entry in pixels.

Menu Entry > Alignment
Sets the alignment of the text in a menu entry.

Menu Entry > Font Style
Sets the font style of the text in a menu entry.

Menu Entry > Padding Left
Sets the distance from the left side of a menu entry to the content in pixels.

Menu Entry > Padding Right
Sets the distance from the right side of a menu entry to the content in pixels.

Menu Entry > Padding Top
Sets the distance from the top side of a menu entry to the content in pixels.

Menu Entry > Padding Bottom
Sets the distance from the bottom side of a menu entry to the content in pixels.

Menu Entry > Background Color
Select a background color for a menu entry.

Menu Entry > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Menu Entry > Background Picture
Select a background picture for a menu entry. With *Repeat*, you can choose how the picture will be displayed.

Menu Entry > Border Left Width
Displays a border on the left side of a menu entry in the choosen width (pixels).

Menu Entry > Border Left Color
Select a color for the left border.

Menu Entry > Border Right Width
Displays a border on the right side of a menu entry in the choosen width (pixels).

Menu Entry > Border Right Color
Select a color for the right border.

Menu Entry > Border Top Width
Displays a border on the top side of a menu entry in the choosen width (pixels).

Menu Entry > Border Top Color
Select a color for the top border.

Menu Entry > Border Bottom Width
Displays a border on the bottom side of a menu entry in the choosen width (pixels).

Menu Entry > Border Bottom Color
Select a color for the bottom border.

Visual Effects

You can specify a visual effect, if a visitor of your website interacts with the navigation menu (e.g. change the color if the visitor moves the mouse over the menu item). The following properties are the same for *Moving mouse over link effect*, *Clicking on link effect* and *Already visited link effect*.

Effect > Change Font
Changes the font style of a menu item.

Effect > Font Style
Sets the font style, to which will be changed.

Effect > Change Background
Changes the background of a menu item.

Effect > Background Color
Select a background color for a menu entry.

Effect > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Effect > Background Picture
Select a background picture for a menu entry. With *Repeat*, you can choose how the picture will be displayed.

Effect > Change Border
Changes the border of a menu item.

Effect > Border Left Width
Displays a border on the left side of a menu entry in the choosen width (pixels).

Effect > Border Left Color
Select a color for the left border.

Effect > Border Right Width
Displays a border on the right side of a menu entry in the choosen width (pixels).

Effect > Border Right Color
Select a color for the right border.

Effect > Border Top Width
Displays a border on the top side of a menu entry in the choosen width (pixels).

Effect > Border Top Color
Select a color for the top border.

Effect > Border Bottom Width
Displays a border on the bottom side of a menu entry in the choosen width (pixels).

Effect > Border Bottom Color
Select a color for the bottom border.

Effect > Change Padding
Changes the padding of a menu item.

Effect > Padding Left
Sets the distance from the left side of a menu entry to the content in pixels.

Effect > Padding Right
Sets the distance from the right side of a menu entry to the content in pixels.

Effect > Padding Top
Sets the distance from the top side of a menu entry to the content in pixels.

Effect > Padding Bottom
Sets the distance from the bottom side of a menu entry to the content in pixels.

11. Shape

With shapes you can draw, rectangles, rounded rectangles, ovals and lines directly on your website.

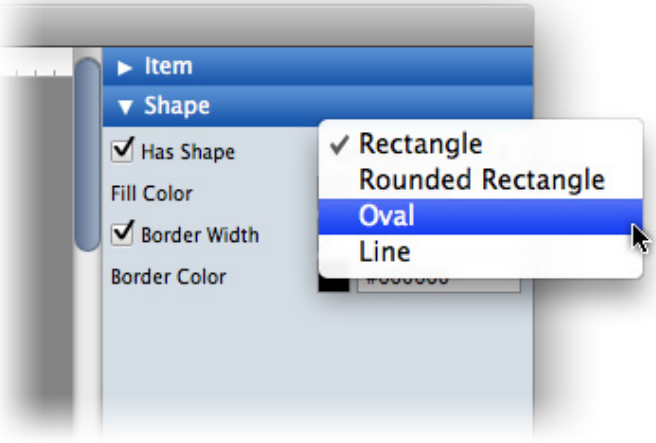
You can add a shape to every page area or area template. To add a shape, edit the content of a page area or area template and drag the shape from the items to the editor.



Shapes are a good choise if you want to create the layout of your website. Shapes can contain rectangles, rounded rectangles, ovals or lines. Or nothing, if you just want to show a background image or color in the shape.



The property *Shape > Has Shape* defines if a shape is shown in the item and what kind of shape is used. Choose between rectangle, rounded rectangle, oval or line. It depends on your selection which other options are available.



Every shape has a fill color and a border. If you only want to have a rectangle with a background or one color, deactivate *Has Shape* and use the background of the item instead.

Properties for Shape

These properties can be set for a shape. Select a shape to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Shape > Has Shape
Select the shape that should be shown. Deactivate this, if you don't want a shape.

Shape > Arc
Sets the arc for the round edges of a rounded rectangle.

Shape > Fill Color
Choose a fill color for the shape or the color of a line shape.

Shape > Size
Sets the size of a line shape in pixels.

Shape > Border Width

Sets the width for the border of the shape in pixels.

Shape > Border Color

Choose a color for the border of the shape.

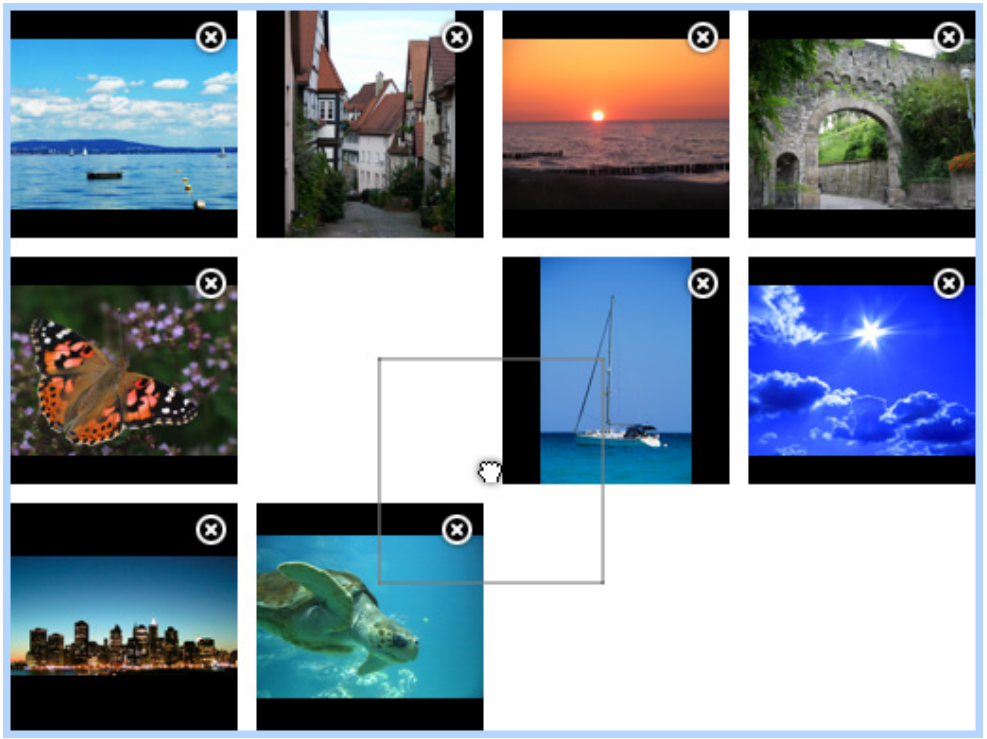
12. Gallery

With a gallery you can present dozens of photos to the visitors of your website in a slide show.

You can add a gallery to every page area or area template. To add a gallery, edit the content of a page area or area template and drag the gallery from the items to the editor.



A gallery shows a range of pictures as thumbnails. The visitor of your website can click on each thumbnail to see a larger version. Optional you can add a slideshow, so that the next picture will be loaded automatically.



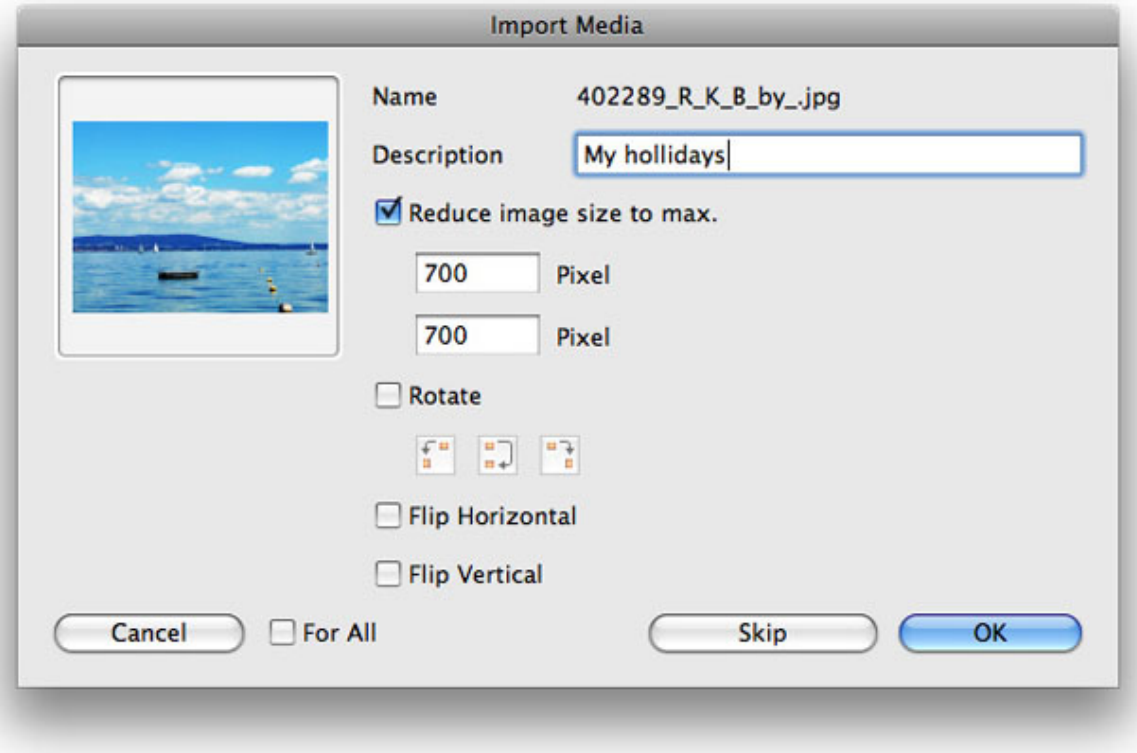
To add pictures to your gallery, double click on it to edit its content. Drag the pictures around to reorder them or click into the close widget of a picture to delete it. In the properties are several options:

Edit Gallery > Add One Picture
Select a picture from your harddisk to add it to your gallery.

Edit Gallery > Add From Folder
Select a folder with pictures from your harddisk. Goldfish will add all of these pictures to your gallery.

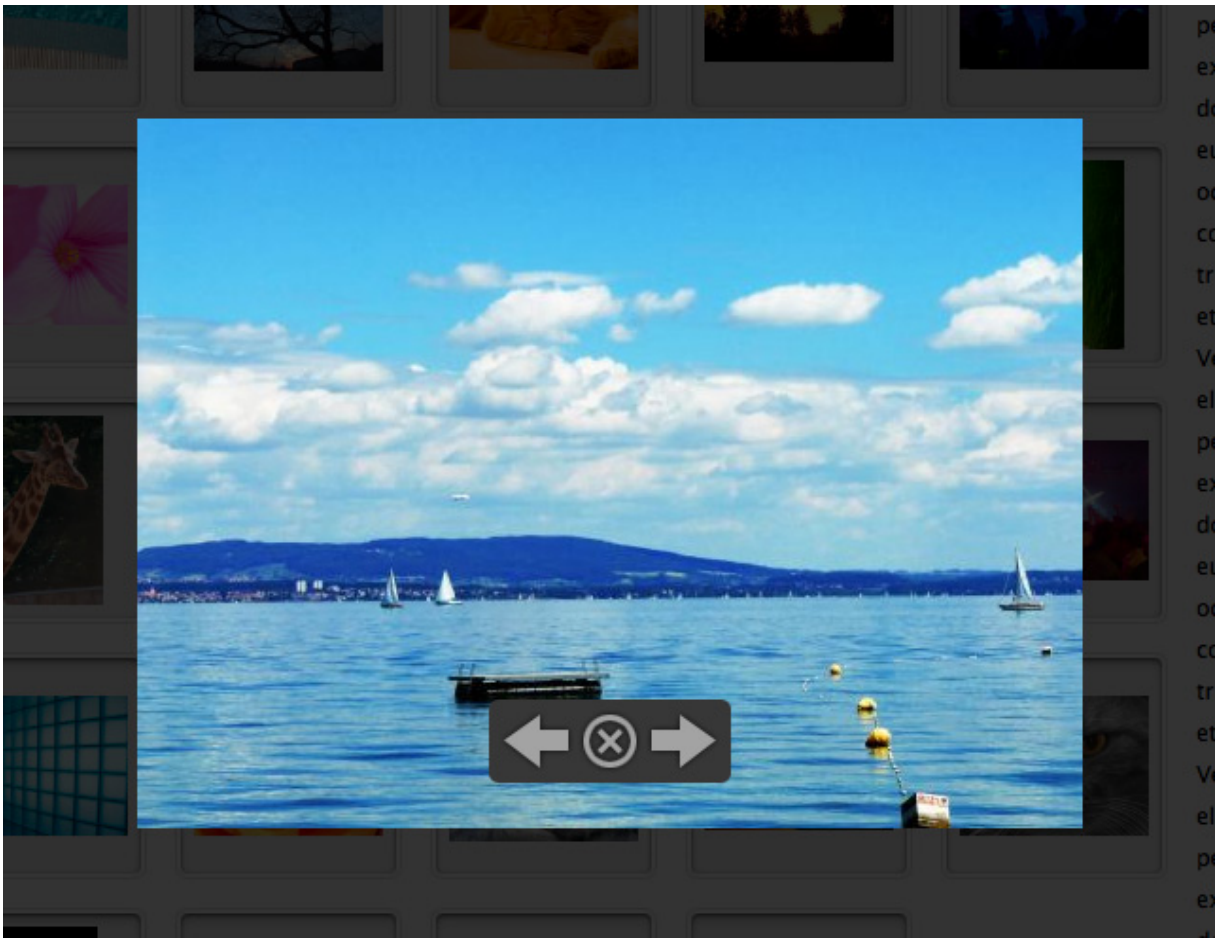
Edit Gallery > Delete All Pictures

Removes all pictures from your gallery.



If you add pictures to your gallery, the media import window will appear for every picture. If you have large pictures (e.g. from a digital camera), you should reduce the size to max. 700 x 700 pixels. You can enter a description for every picture if you want. Check *For All* if you don't that the media import window pops up again for every picture.

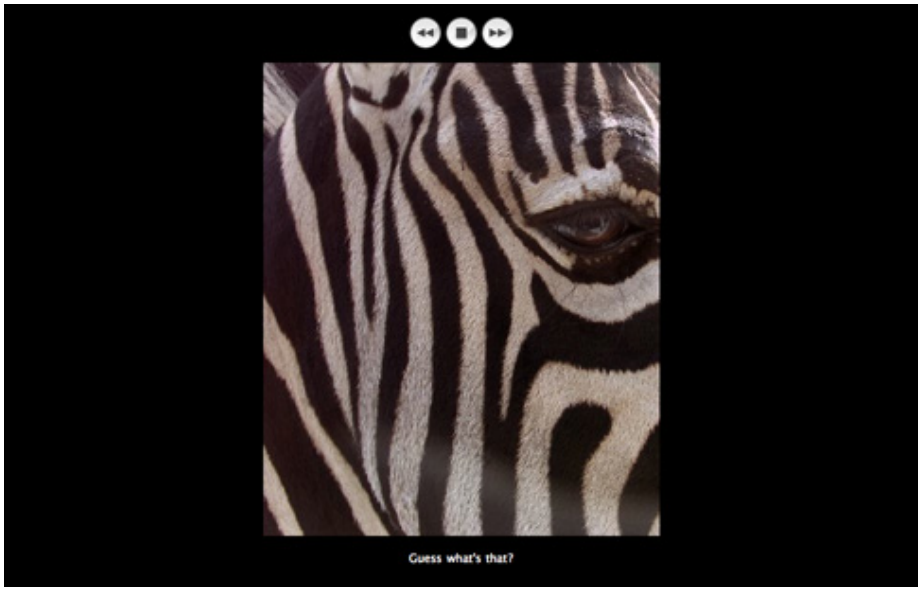
If a visitor of your website clicks on a thumbnail, the larger version of the picture will be loaded. There are several display types of the larger version.



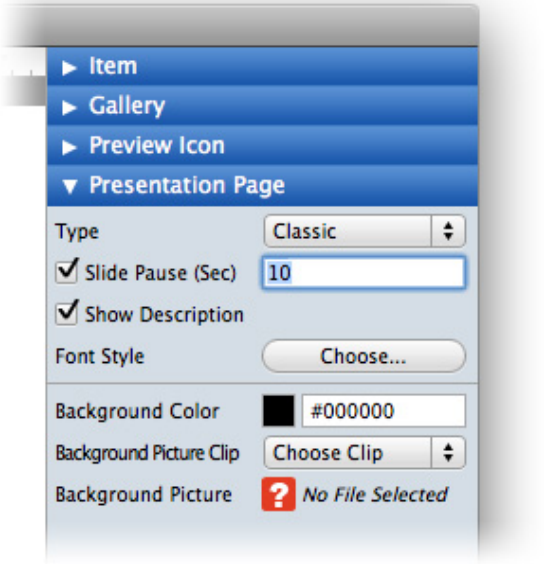
Choose *Animated Gallery* at *Presentation Page > Type* in the properties and the pictures will pop up in the front, while your website is faded dark.



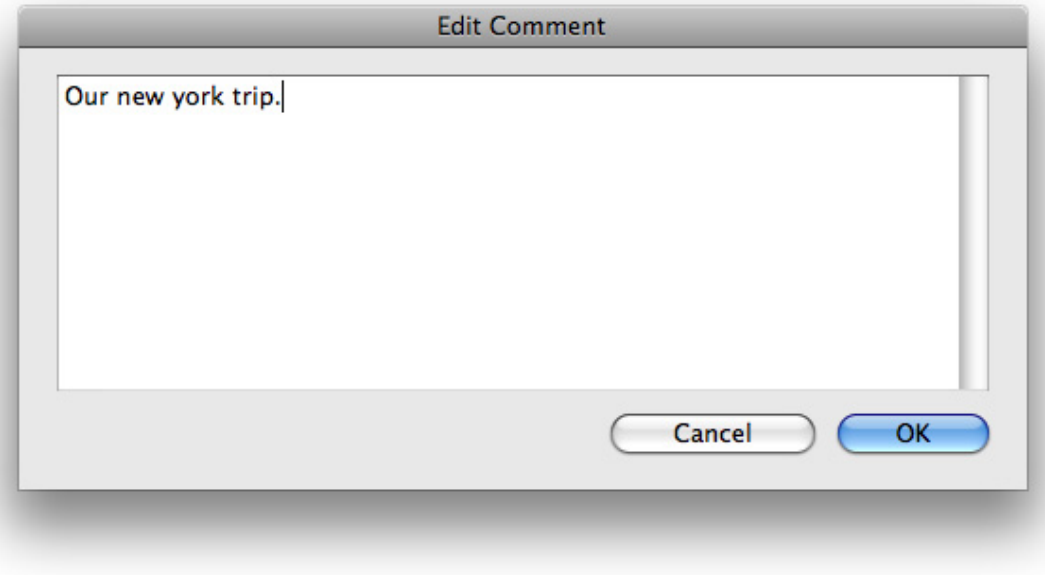
Choose *Image Zoom* at *Presentation Page > Type* in the properties and the pictures will pop up in the front, while your website keeps in the background.



Choose *Classic* at *Presentation Page > Type* in the properties and the pictures will be loaded on a seperate page.



If you want to load pictures automatically in a slide show, you can enable *Presentation Page > Slide Pause (Sec.)* in the properties and enter a time in seconds. Otherwise deactivate this option. If you want to show the comments, which you have entered in the media import window below every picture, enable *Presentation Page > Show Description*.



To change a comment for a picture, double click on the gallery to edit it and right click (ctrl-click) on an image and choose *Edit Comment...*.

Properties for Gallery

These properties can be set for a gallery. Select a gallery to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO

Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO

Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Gallery > Edit Content

Click here to edit the content of a gallery or double click on it.

Gallery > Title

The title of your gallery. It is shown on the presentation page in the title bar of the web browser (only if you choose *Classic* as gallery type).

Preview Icon > Icon width (max)

Sets the maximal with of a thumbnail. Maximal because the picture is resized in aspect ratio.

Preview Icon > Icon height (max)

Sets the maximal height of a thumbnail. Maximal because the picture is resized in aspect ratio.

Preview Icon > Margin horizontal

Sets the space between the bottom of a thumbnail and the top of the next thumbnail.

Preview Icon > Margin vertical

Sets the space between the right of a thumbnail and the left of the next thumbnail.

Preview Icon > Padding Left

Sets the distance from the left side of a thumbnail to the content in pixels.

Preview Icon > Padding Right

Sets the distance from the right side of a thumbnail to the content in pixels.

Preview Icon > Padding Top

Sets the distance from the top side of a thumbnail to the content in pixels.

Preview Icon > Padding Bottom

Sets the distance from the bottom side of a thumbnail to the content in pixels.

Preview Icon > Background Color

Select a background color for a thumbnail.

Preview Icon > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Preview Icon > Background Picture
Select a background picture for a thumbnail. With *Repeat*, you can choose how the picture will be displayed.

Preview Icon > Border Left Width
Displays a border on the left side of a thumbnail in the choosen width (pixels).

Preview Icon > Border Left Color
Select a color for the left border.

Preview Icon > Border Right Width
Displays a border on the right side of a thumbnail in the choosen width (pixels).

Preview Icon > Border Right Color
Select a color for the right border.

Preview Icon > Border Top Width
Displays a border on the top side of a thumbnail in the choosen width (pixels).

Preview Icon > Border Top Color
Select a color for the top border.

Preview Icon > Border Bottom Width
Displays a border on the bottom side of a thumbnail in the choosen width (pixels).

Preview Icon > Border Bottom Color
Select a color for the bottom border.

Presentation Page > Type
Choose the type of the gallery. The type affects how the larger version of a thumbnail will be presented.

Presentation Page > Slide Pause (Sec)
Sets how long a pictures is shown in the slideshow. Deactivate this to have no slideshow.

Presentation Page > Show Description
Shows the comment of a picture below the large version picture on the presentation page.

Presentation Page > Font Style
Sets the font style for the presentation page.

Presentation Page > Background Color
Select a background color for the presentation page.

Presentation Page > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Presentation Page > Background Picture
Select a background picture for the presentation page. With *Repeat*, you can choose how the picture will be displayed.

Presentation Page > Opacity (%)
Sets the opacity of the background (only available for *Animated Gallery* as gallery type.

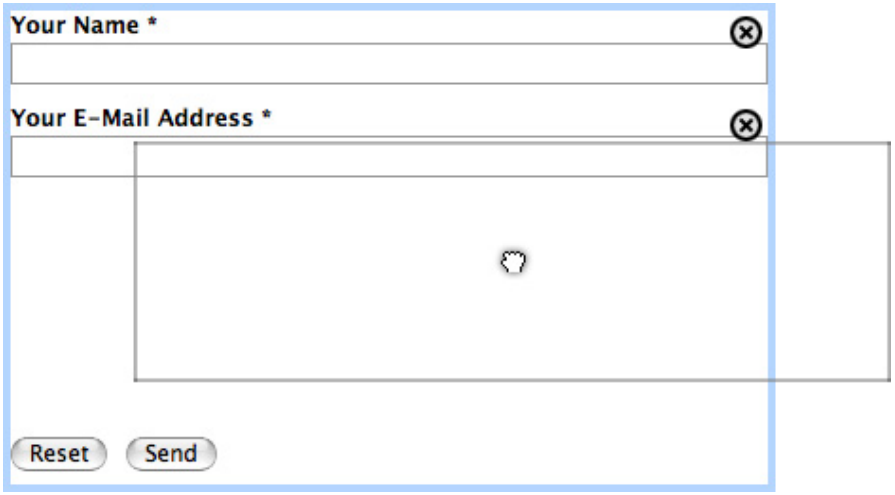
13. Form

Add a contact form to your website. With this form the visitor can send messages to you.

You can add a form to every page area or area template. To add a form, edit the content of a page area or area template and drag the form from the items to the editor.

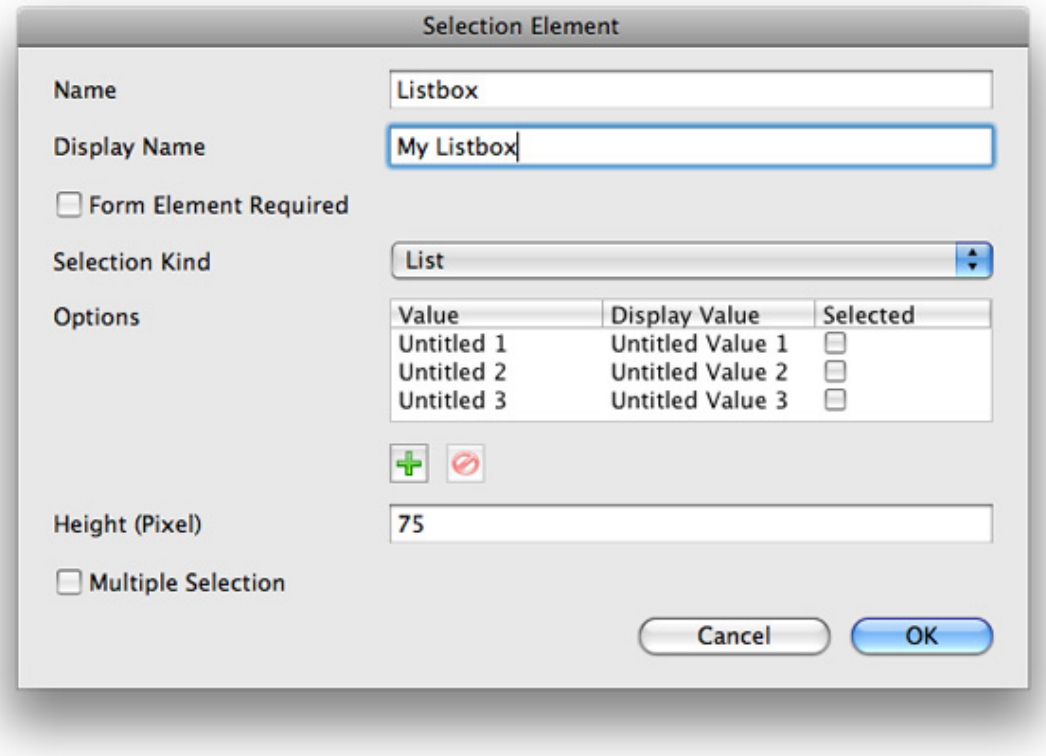


A form let the visitors of your website get in touch with you. Usually he fills out the form, sends it and you receive an e-mail with the form content. But you can also create custom forms, that communicate with your own web applications and scripts.



Double click on the form to edit its content. You can reorder the form elements by dragging them around. A click in the close widget of every element removes it from the form. Drag new form elements from the items to the form. The following elements are available:

- **Text field:** Displays an one line text field in the form. This is used for entering short information like names, e-mail addresses or passwords.
- **Multiline text field:** Displays a large text field in the form. This is used for long text with multiple lines.
- **Selection element:** Displays a list box, a popup menu or a set of radio boxes. This is used to let the visitor descide between multiple options.
- **Checkbox:** Displays a checkbox in the form. This is used to accept or don't accept an option.



Double click on a form element to see its options. The options which are available depend on the form element on which you have clicked.

Options for Text Field

Name

Enter a name for the form element. This is important for custom forms. The name must be unique in a form and can only contain letters, digits, _, and -.

Display name

The name, which is displayed in the form and the e-mail with the form content.

Form element required

Enable this and the visitor must enter a value in this element. Otherwise the form can't be sent.

Default text

The text field is filled with this text by default.

Password Field

The text field shows only ******* if the visitor enters text. This is used for passwords.

Allow only e-mail addresses

Only an e-mail address can be entered. You can select the form element as reply address for e-mail forms.

Options for Multiline Text Field

Name
Enter a name for the form element. This is important for custom forms. The name must be unique in a form and can only contain letters, digits, _, and -.

Display name
The name, which is displayed in the form and the e-mail with the form content.

Form element required
Enable this and the visitor must enter a value in this element. Otherwise the form can't be sent.

Default text
The text field is filled with this text by default.

Height (pixels)
The height of the text filed. If the visitor enters more text scrollbars will be shown.

Options for Selection Element

Name
Enter a name for the form element. This is important for custom forms. The name must be unique in a form and can only contain letters, digits, _, and -.

Display name
The name, which is displayed in the form and the e-mail with the form content.

Form element required
Enable this and the visitor must enter a value in this element. Otherwise the form can't be sent.

Selection kind
Sets the type of the selection element: *List*, *Popup menu* or *Radio boxes*

Options
Add or remove options from which the visitor can choose. Every option has a value for internal use and a display name which is displayed in e-mails and in the form. If you enable *Selected*, the option will be selected by default.

Height (pixels)
The height of the list box (list box only).

Multiple selection
The user can select multiple options in the list box (list box only).

Options for Selection Element

Name

Enter a name for the form element. This is important for custom forms. The name must be unique in a form and can only contain letters, digits, _, and -.

Display name

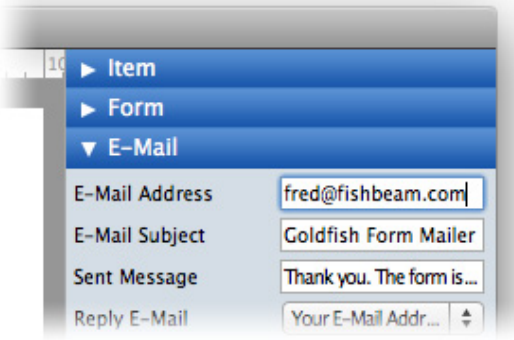
The name, which is displayed in the form and the e-mail with the form content.

Form element required

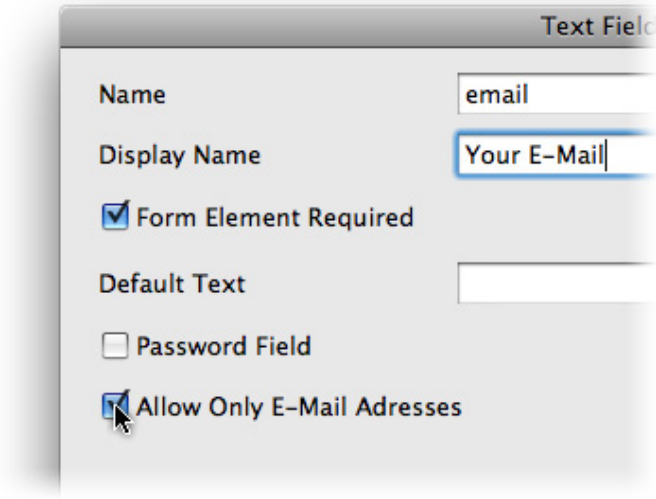
Enable this and the visitor must enter a value in this element. Otherwise the form can't be sent.

Checked

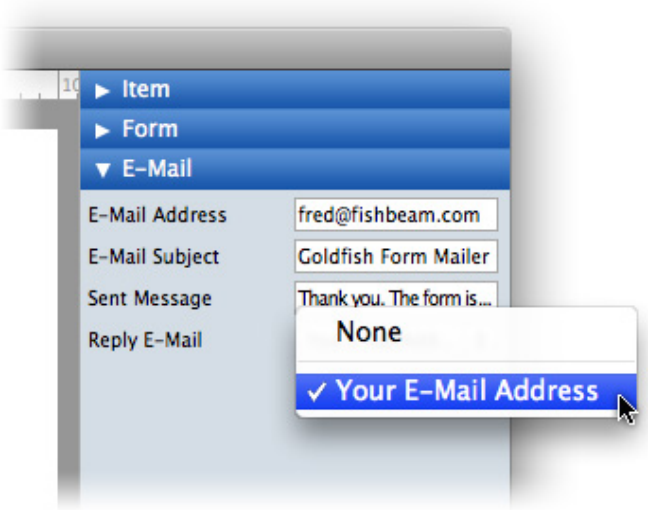
The checkbox is checked by default.



To deliver the form to your e-mail account is is required that you enter your e-mail address at *Send page > E-mail address* in the properties.



It is possible that Goldfish sets the entered e-mail address of the visitor as reply address for the e-mail, which you receive. Therefore it is required that you mark at least one text field as e-mail address field. Double click on a text field and enable *Allow only e-mail addresses*.



Leave the edit mode of the form. At *Send page > Reply e-mail* in the properties, there is a list of all e-mail text fields. Select an e-mail text field as reply address for your e-mails.

INFO: This item uses PHP. Your webserver must support PHP to use it.

Properties for Form

These properties can be set for a form. Select a form to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO

Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO

Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Form > Form type

Sets the type of the form: *E-mail form* or *Custom form*.

Form > Internet address

The internet address to which the form will be sent (custom forms only). At this address there must be a script which handles the form data.

Form > Send method

Sets the send method *Get* or *Post* (custom forms only)

Form > Margin horizontal

Sets the space between two form elements

Form > Font style

Sets the font style for the form

Form > Send button

Enable this and the form has a send button. Enter the caption of the button.

Form > Reset button

Enable this and the form has a reset button. Enter the caption of the button.

Form > Edit content

Starts the edit mode of the form.

Send page > E-mail address

Sets the e-mail address to which the form should be sent.

Send page > E-mail subject

Sets the subject of the form e-mail.

Send page > Sent message

Sets the message, which is displayed to the visitor if the form is sent successfully.

Send page > Reply e-mail

Sets the e-mail text field which contains the visitors e-mail addess.

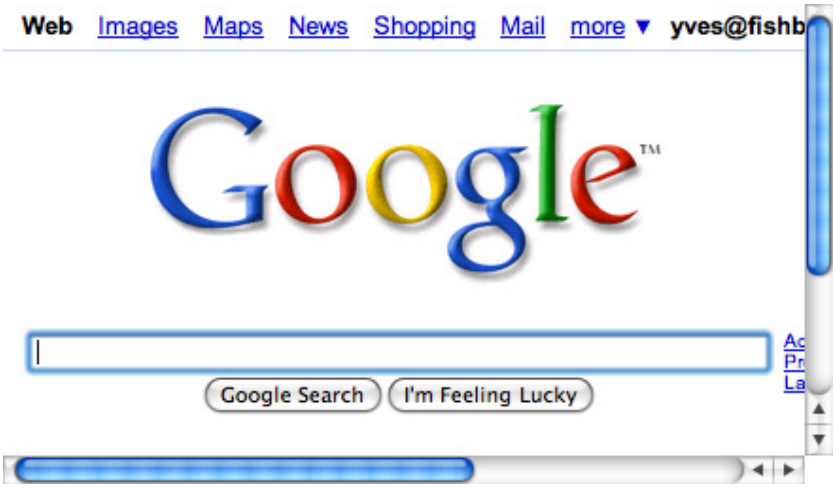
14. Website Frame

With a website frame, you can show an external page directly within your website.

You can add a website frame to every page area or area template. To add a website frame, edit the content of a page area or area template and drag the website frame from the elements panel to the editor.



A website frame shows an external website directly on your page. For example you can include a forum or other web application, which Goldfish does not support directly. Enter the url of the external website at *Website Frame > Url Of Frame Content*.



Properties for Website Frame

These properties can be set for a website frame. Select a website frame to show its properties.

Item > Left

Sets the distance from the left side of the parent element in pixels.

Item > Top

Sets the distance from the top side of the parent element in pixels.

Item > Width

Sets the width of the item in pixels.

Item > Height

Sets the width of the item in pixels.

Item > Padding Left

Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Website Frame > Url of frame content
Enter the url of the external website, which you want to display.

Website Frame > Show scrollbars if required
Enable this option and scrollbars will be shown if the external website is bigger than the frame. Otherwise the content will be cut off.

15. Visitor Counter

Add a visitor counter to your website. With a visitor counter you can show the number of visitors of your website.

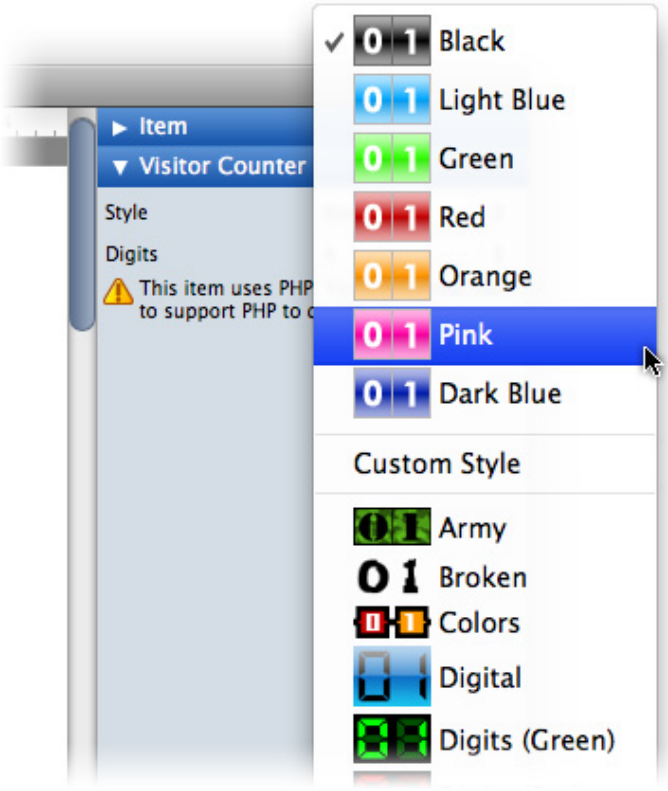
You can add a visitor counter to every page area or area template. To add a visitor counter, edit the content of a page area or area template and drag the visitor counter from the items to the editor.



A visitor counter counts every visitor of your website and displays the number of visitors as a picture. Returning visiors are counted once in 24 hours. Change the properties in the section *Visitor Counter* in the properties to change the style of the counter.



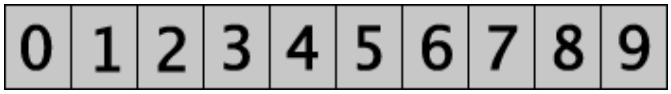
The property *Visitor Counter > Style* sets the style of the counter. You can choose from a couple of styles in different colors. *Visitor Counter > Digits* sets the size of the counter. If the counter reding is too big for the number of digits, the last digits will be cut off.



INFO: If you have Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) installed, there are many more counter styles available. If not, there are only seven built in styles.

If you don't like the built in styles, you can create a custom counter picture. The counter picture is

a small image with the digits 0 to 9 on it. The counter script cuts out every digit which is needed, and puts them together to the displayed counter reading.



Choose *Custom Style* at *Visitor Counter > Style* on the properties pane and select your created counter picture.

INFO: This item uses PHP. Your webserver must support PHP to use it.

Properties for Visitor Counter

These properties can be set for a visitor counter. Select a visitor counter to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have

the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Visitor Counter > Style
Select style for your counter.

Visitor Counter > Counter Picture

Select a custom counter picture if you want to use a custom style for your counter.

Visitor Counter > Digits

Sets the number of digits that the counter displays.

16. HTML Code

Use a html code container to add your own html code to a page and extend Goldfish's functionality.

You can add a html code container to every page area or area template. To add a html code container, edit the content of a page area or area template and drag the html code container from the elements panel to the editor.



A html code container displays every pice of html code, what you want. For example you can display a Google Maps (http://www.google.com/maps) map on your website and show your page visitors where you are.



Enter the html code in the code editor. To open the code editor click on *HTML Code > HTML Code* on the properties pane. The html code container is the only place where you can store html code in Goldfish Standard. If you need more possibilities to enter html or css code, please upgrade to Goldfish Professional.



Properties for HTML Code

These properties can be set for a html code container. Select a html code container to show its properties.

Item > Left

Sets the distance from the left side of the parent element in pixels.

Item > Top

Sets the distance from the top side of the parent element in pixels.

Item > Width

Sets the width of the item in pixels.

Item > Height

Sets the width of the item in pixels.

Item > Padding Left

Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right

Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO

Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO

Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO

Sets the value for the *id* property. You can use this id to access the item with JavaScript.

HTML Code > HTML Code

Enter the html code which should be included.

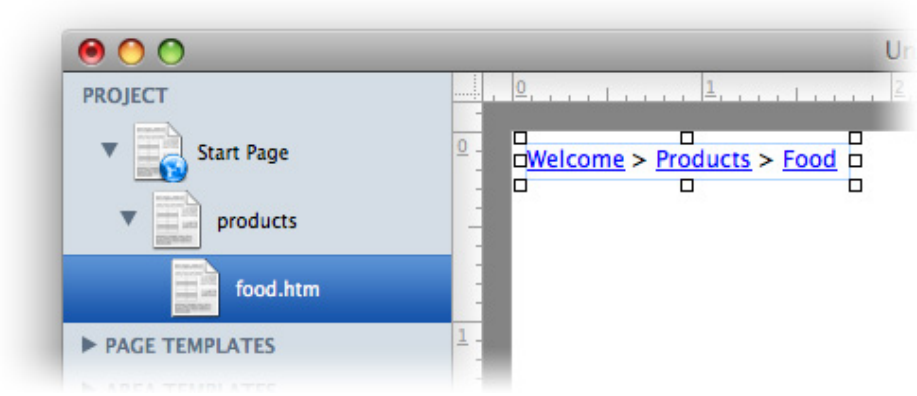
17. Path

Show the path to the current page on your website to provide a clearer navigation.

You can add a path to every page area or area template. To add a path, edit the content of a page area or area template and drag the path from the elements panel to the editor.



A path shows the path from the current website back to the start page. Every page of the path is a link so that the visitors of your website can navigate to it.



Properties for Path

These properties can be set for a path. Select a path to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO

Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO

Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO

Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Path > Font Style

The font style for the delemiter.

Path > Delemiter

Delemiter between two links. The default value is >.

Link Style > Font Style

The font style for links.

Visual Effects

You can specify a visual effect, if your site visitor interacts with the path links (e.g. change the color if your site visitor moves his mouse over the link). The following properties are the same for Moving mouse over link effect, Clicking on link effect and Already visited link effect.

Link Style > Change Font

Changes the font style of a menu item.

Link Style > Font Style

Sets the font style, to which will be changed.

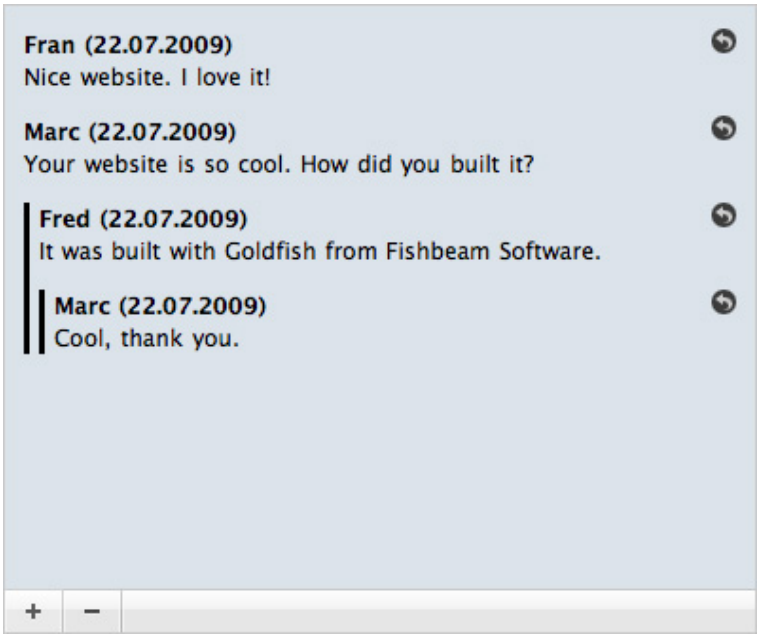
18. Comments and Guestbook

Add a comments field or a guestbook to your website and receive feedback from the visitors of your website.

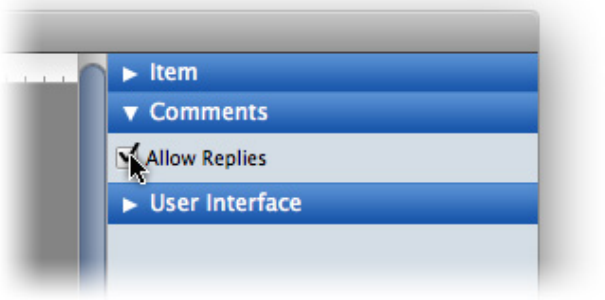
You can add a comments field to every page area or area template. To add a comments field, edit the content of a page area or area template and drag the comments field from the elements panel to the editor.



With a comment field the visitors of your website can leave short messages on your website (e.g. for a blog entry). The same functionality is used by a guestbook. So you can use the comment field for both: Comments and a guestbook.

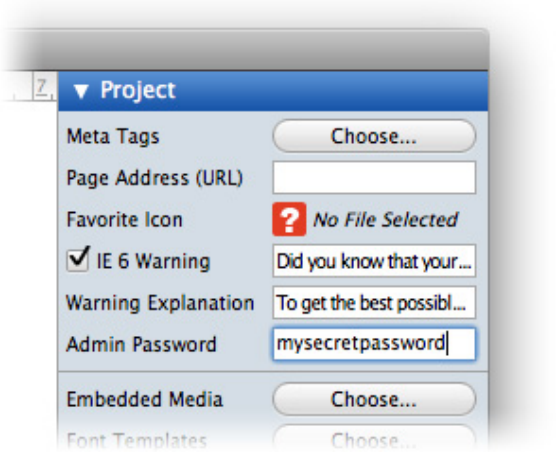


You can decide if you want to allow visitors of your website to reply to comments. Enable *Comments > Allow Replies* in the properties to allow replies.



Everyone can add commets to a comments item but deleting comments is protected by a password. Click on the project and enter a password at *Project > Admin Password* in the properties. Then click − in the comments field at your website and enter the password. Now

you can delete comments and send e-mails to comment writers.



INFO: This item uses PHP. Your webserver must support PHP to use it.

Properties for Comments

These properties can be set for a comments field. Select a comments field to show its properties.

Item > Left

Sets the distance from the left side of the parent element in pixels.

Item > Top

Sets the distance from the top side of the parent element in pixels.

Item > Width

Sets the width of the item in pixels.

Item > Height

Sets the width of the item in pixels.

Item > Padding Left

Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right

Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top

Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom

Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO

Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Comments > Allow Replies

Allows the visitors of your website to reply to comments.

User Interface > Background Color

Select a background color for the comments field.

User Interface > Background Picture Clip

Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

User Interface > Background Picture

Select a background picture for the comments field. With *Repeat*, you can choose how the picture will be displayed.

User Interface > Padding Left

Sets the distance from the left side of the comments field to the content in pixels.

User Interface > Padding Right

Sets the distance from the right side of the comments field to the content in pixels.

User Interface > Padding Top

Sets the distance from the top side of the comments field to the content in pixels.

User Interface > Padding Bottom

Sets the distance from the bottom side of the comments field to the content in pixels.

User Interface > Border Left Width

Displays a border on the left side of the comments field in the choosen width (pixels).

User Interface > Border Left Color

Select a color for the left border.

User Interface > Border Right Width

Displays a border on the right side of the comments field in the choosen width (pixels).

User Interface > Border Right Color

Select a color for the right border.

User Interface > Border Top Width
Displays a border on the top side of the comments field in the choosen width (pixels).

User Interface > Border Top Color
Select a color for the top border.

User Interface > Border Bottom Width
Displays a border on the bottom side of the comments field in the choosen width (pixels).

User Interface > Border Bottom Color
Select a color for the bottom border.

User Interface > Date Format
Format in the user interface for dates. Use *d* for the day, *m* for the month and *Y* for the year.

User Interface > Name
Text in the user interface for *Name*.

User Interface > E-Mail
Text in the user interface for *E-Mail*.

User Interface > Message
Text in the user interface for *Message*.

User Interface > Cancel
Text in the user interface for *Cancel*.

User Interface > Send
Text in the user interface for *Send*.

User Interface > Password
Text in the user interface for *Password*. Note: This the text only if you want to translate the user interface to another language. Change the password itself at *Project > Admin Password*.

19. Store

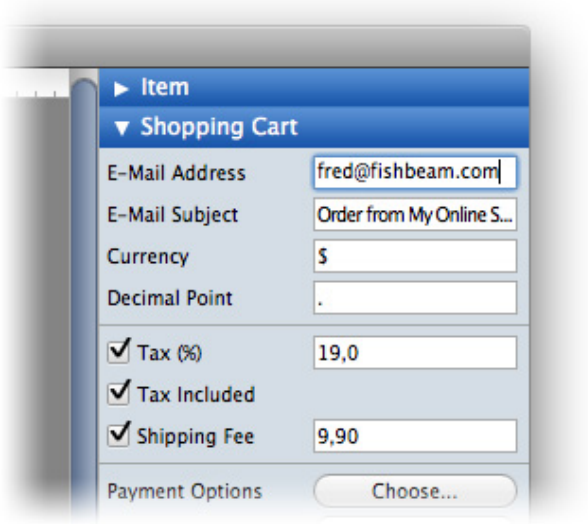
Create a store and add products and a shopping cart to your website and start your business online.

INFO: The shopping cart and product button is only available in Goldfish professional.
PRO

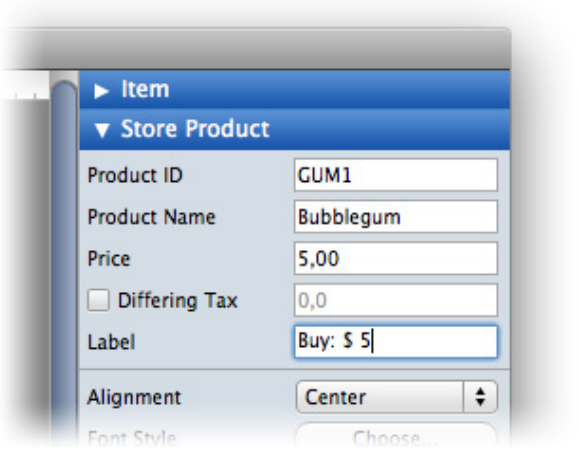
Goldfish allows you to add a store to your website in only minues. You need at leat two differnet items: A product button and a shopping cart. To add product buttons and a shopping cart, edit the content of a page area or area template and drag the shopping cart and the product buttons from the elements panel to the editor.



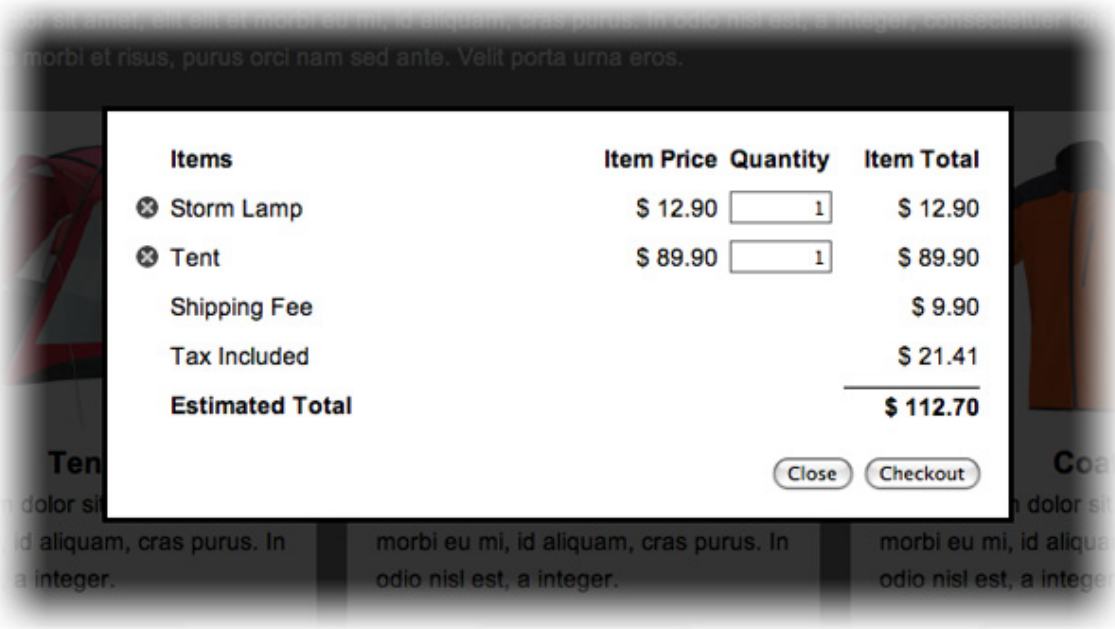
There are now several buttons on your website. A button for the shopping cart and at least one product button. If the visitor of your website clicks on a product button, the product flies to the shopping cart and is displayed in a badge. If the visitor clicks on the shopping cart, he can checkout and submit the order.



To set up the shopping cart, click on it and the properties of the shopping cart are displayed. Enter your e-mail address at *Shopping Cart > E-Mail Address*. All orders will be sent to this e-mail adress via e-mail.



To set up a product button, click on it and the properties of the product button are displayed. Enter the product id for your product. Then enter the name, price and the label. The label is displayed as text in the button.



Now your store is complete and ready for orders.

INFO: This item uses PHP. Your webserver must support PHP to use it.

Properties for Shopping Cart

These properties can be set for a shopping cart. Select a shopping cart to show its properties.

Item > Left

Sets the distance from the left side of the parent element in pixels.

Item > Top

Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With *Repeat*, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the *id* property. You can use this id to access the item with JavaScript.

Shopping Cart > E-Mail Address
Enter the e-mail address to which the orders will be sent.

Shopping Cart > E-Mail Subject
Subject in the e-mails for the customer and the store owner.

Shopping Cart > Currency
Currency for orders.

Shopping Cart > Decimal Point
Decimal point for currency formatted numbers.

Shopping Cart > Tax (%)
Tax ammount for all orders.

Shopping Cart > Tax Included
Enable this if the tax is included in the prices of the products. Otherwise the tax will be added to *Estimated Total*.

Shopping Cart > Shipping Fee
The shippng fee that will be added to all orders.

Shopping Cart > Payment Options
List of payment options, that are supported in the store. Note that payments are not implemented in the store. The choosen payment will only be included in the e-mail from the store. You must handle playments manually.

Shopping Cart > Countries
A list of countries to that you want to deliver.

Shopping Cart > State
Adds a field for the state to the order process (needed for US and Canadian addresses).

Shopping Cart > Terms and Conditions
Adds a checkbox for terms and conditions to the order process.

Shopping Cart > Comment
Adds a field for comments to the order process.

Page Background > Background Color
Select a background color for the shopping cart page.

Page Background > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Page Background > Background Picture
Select a background picture for the shopping cart page. With *Repeat*, you can choose how the picture will be displayed.

User Interface > Background Color
Select a background color for the shopping cart.

User Interface > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

User Interface > Background Picture
Select a background picture for the shopping cart. With *Repeat*, you can choose how the picture will be displayed.

User Interface > Padding Left
Sets the distance from the left side of the shopping cart to the content in pixels.

User Interface > Padding Right
Sets the distance from the right side of the shopping cart to the content in pixels.

User Interface > Padding Top
Sets the distance from the top side of the shopping cart to the content in pixels.

User Interface > Padding Bottom
Sets the distance from the bottom side of the shopping cart to the content in pixels.

User Interface > Border Left Width
Displays a border on the left side of the shopping cart in the choosen width (pixels).

User Interface > Border Left Color
Select a color for the left border.

User Interface > Border Right Width
Displays a border on the right side of the shopping cart in the choosen width (pixels).

User Interface > Border Right Color
Select a color for the right border.

User Interface > Border Top Width
Displays a border on the top side of the shopping cart in the choosen width (pixels).

User Interface > Border Top Color
Select a color for the top border.

User Interface > Border Bottom Width
Displays a border on the bottom side of the shopping cart in the choosen width (pixels).

User Interface > Border Bottom Color
Select a color for the bottom border.

User Interface > Font Style
Choose the font style for the shopping cart.

User Interface > Items
Text in the user interface for *Items*.

User Interface > Item Price
Text in the user interface for *Item Price*.

User Interface > Quantity
Text in the user interface for *Quantity*.

User Interface > Item Total
Text in the user interface for *Item Total*.

User Interface > Shipping Fee
Text in the user interface for *Shipping Fee*.

User Interface > Tax
Text in the user interface for *Tax*.

User Interface > Estimated Total
Text in the user interface for *Estimated Total*.

User Interface > Close
Text in the user interface for *Close*.

User Interface > Checkout
Text in the user interface for *Checkout*.

User Interface > Back
Text in the user interface for *Back*.

User Interface > Next
Text in the user interface for *Next*.

User Interface > Submit Order
Text in the user interface for *Submit Order*.

User Interface > First Name
Text in the user interface for *First Name*.

User Interface > Last Name
Text in the user interface for *Last Name*.

User Interface > Street
Text in the user interface for *Street*.

User Interface > Zip/Postal Code
Text in the user interface for *Zip/Postal Code*.

User Interface > City
Text in the user interface for *City*.

User Interface > Country
Text in the user interface for *Country*.

User Interface > Phone
Text in the user interface for *Phone*.

User Interface > E-Mail Address
Text in the user interface for *E-Mail Address*.

User Interface > Reenter E-Mail Address
Text in the user interface for *Reenter E-Mail Address*.

User Interface > Payment
Text in the user interface for *Payment*.

User Interface > Personal Information
Text in the user interface for *Personal Information*.

User Interface > Thank You Message
Text in the user interface for the thank you message..

Properties for Product Button

These properties can be set for a product button. Select a product button to show its properties.

Item > Left
Sets the distance from the left side of the parent element in pixels.

Item > Top
Sets the distance from the top side of the parent element in pixels.

Item > Width
Sets the width of the item in pixels.

Item > Height
Sets the width of the item in pixels.

Item > Padding Left
Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right
Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top
Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom
Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color
Select a background color for the item.

Item > Background Picture Clip
Select a background picture from the Goldfish Clips (http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have the Goldfish Clips library installed.

Item > Background Picture
Select a background picture for the item. With Repeat, you can choose how the picture will be displayed.

Item > Border Left Width
Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color
Select a color for the left border.

Item > Border Right Width
Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color
Select a color for the right border.

Item > Border Top Width
Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color
Select a color for the top border.

Item > Border Bottom Width
Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color
Select a color for the bottom border.

Item > Add HTML Code PRO
Add custom html code to the item to extend Goldfish's functionality.

Item > Add CSS Code PRO
Add custom css code to the item. The code will be stored in the css section of your website. You can't change the css code of internal items, but you can use the css code in your custom html code.

Item > Identifer (Id) PRO
Sets the value for the id property. You can use this id to access the item with JavaScript.

Product Button > Product ID
The product id (item number) of the product. If you have two buttons with the same product id, they refer to the same product.

Product Button > Product Name
Name of the product. This will be shown in the shopping cart.

Product Button > Price
Price of the product. The currency and tax is set in the shopping cart.

Product Button > Differing Tax
Enable this if the tax for this product differs from the global tax which is set in the shopping cart.

Product Button > Label
The text in the product button.

Product Button > Alignment
Alignment of the text in the product button.

Product Button > Font Style
Style of the text in the product button.

Product Button > Padding Left
Sets the distance from the left side of the product button to the content in pixels.

Product Button > Padding Right

Sets the distance from the right side of the product button to the content in pixels.

Product Button > Padding Top

Sets the distance from the top side of the product button to the content in pixels.

Product Button > Padding Bottom

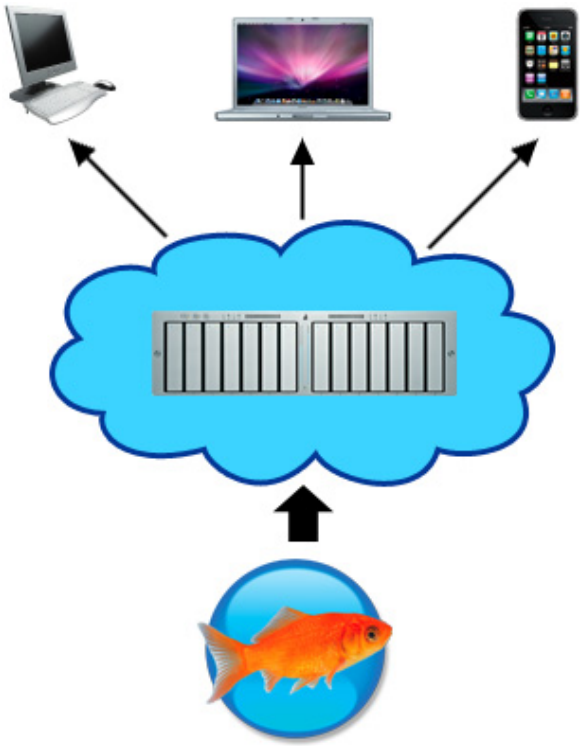
Sets the distance from the bottom side of the product button to the content in pixels.

20. Publish Website

Publish your website immedialtely on the internet with the built in ftp client.

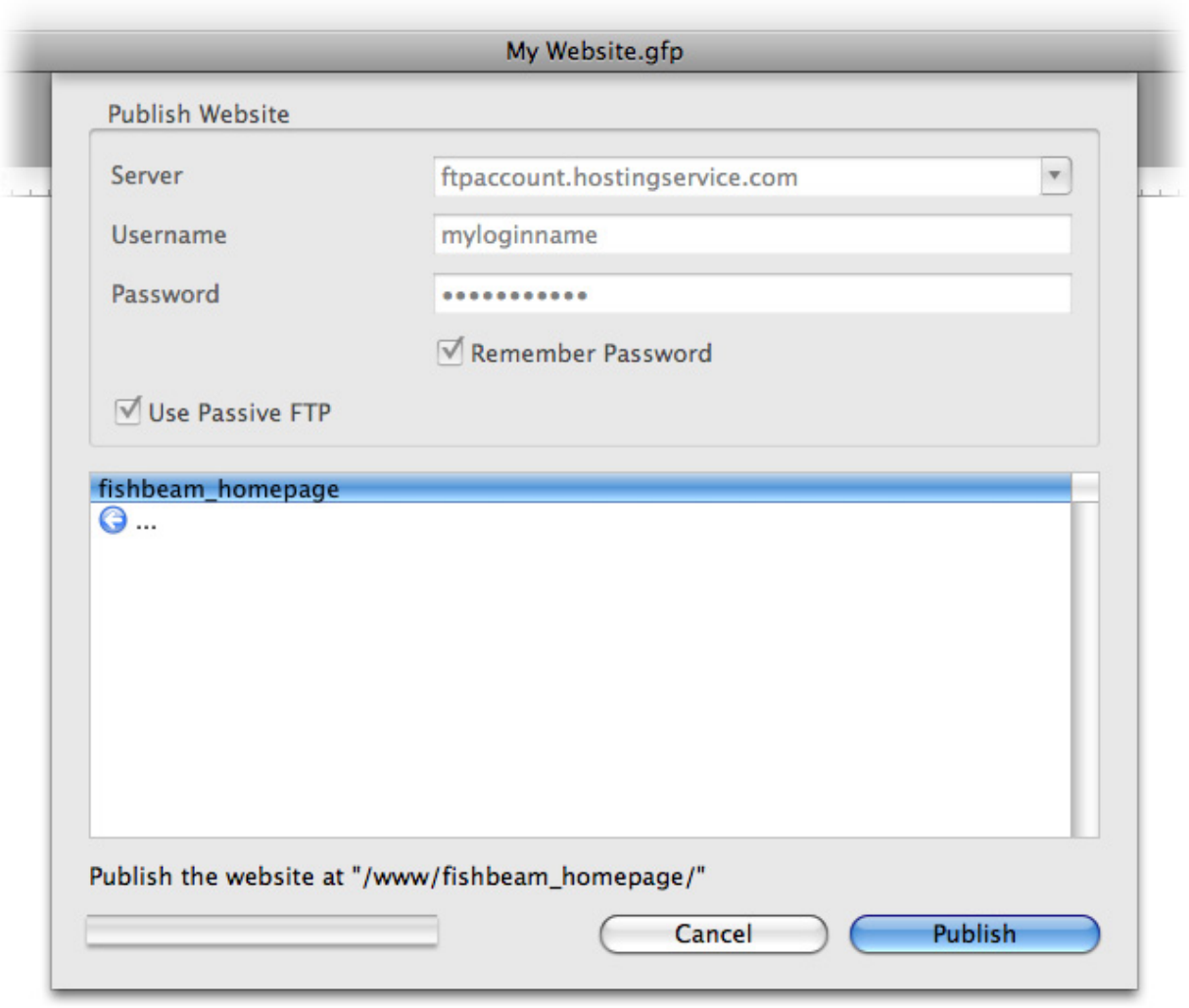
You need a web server to publish your website on the internet. Usually a website hosting service will provide you access to a web server, but you can also operate a web server by yourself.

INFO: Goldfish will not help you to find a hosting service or register a domain like www.mywebsite.com. But you can find many hosting services with Google (http://www.google.com).



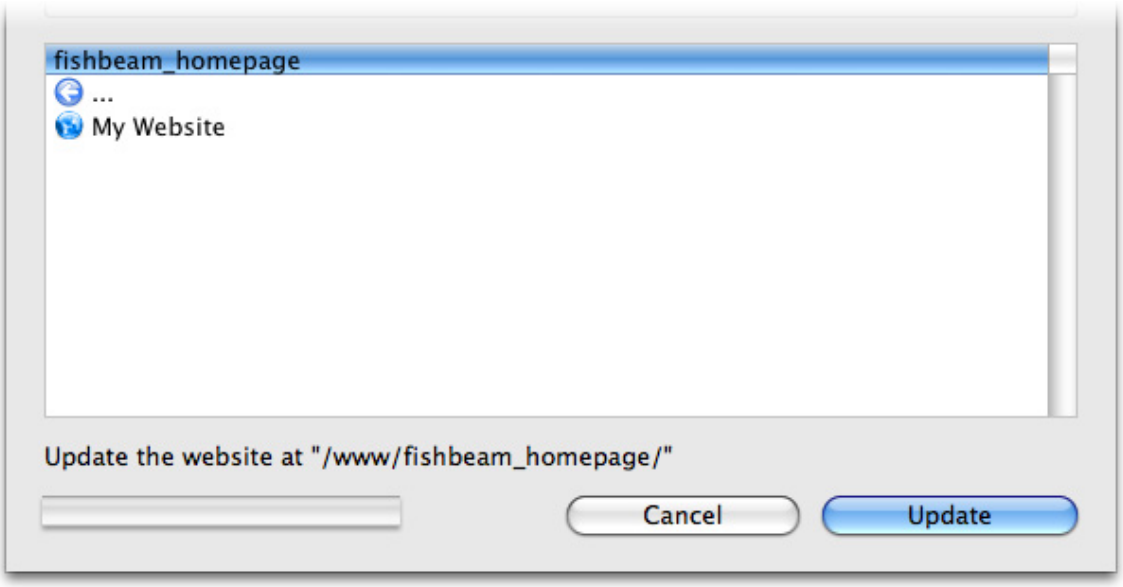
The code files which Goldfish creates must be uploaded to your web server (blue cloud). The visitors of your website get in touch with your webserver and receive your website from there.

If your website is complete you can publish it directly from Goldfish with the built in ftp client. You need ftp access to your web server to publish your website. Choose File > Publish Website... from the menu.

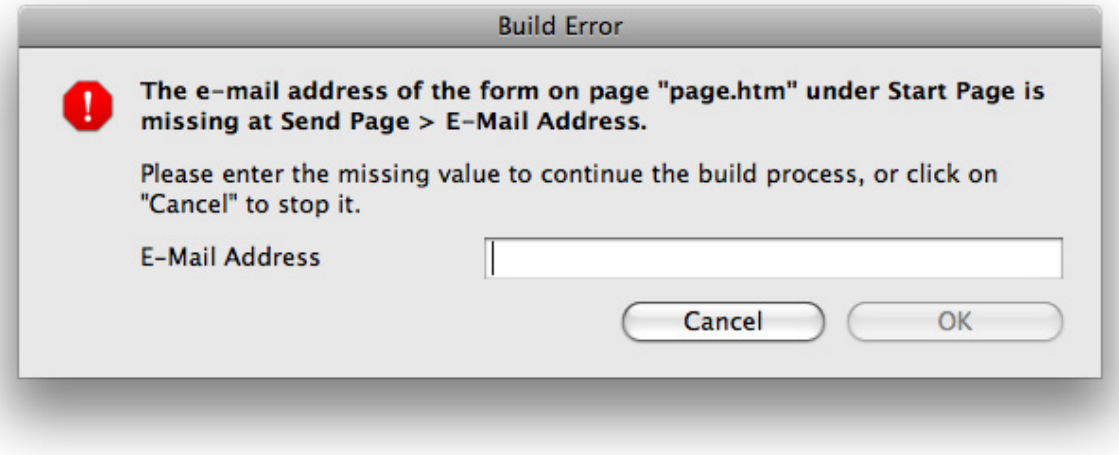


Enter the address of the ftp server, the user name and password. And click on OK. The webserver will be connected. A list of folders from your web server is shown. You can publish your website here or navigate to a sub folder with doubleclick. Click on Publish to publish your website.

INFO: Goldfish remembers all ftp logins which you have entered. You can choose a recent login with the pulldown menu at the server field. If you activate Remember Password, the password will be remembered as well.



If there is an older version of your website on the web server, the button Publish changes to Update. Click on Update and Goldfish updates your website. Only the new and changed files are uploaded.



During the build process, there may occure build errors. There are several types of build errors.

- **The e-mail address is missing:** You have an e-mail form or shopping cart on your website, but there is no e-mail adress to which the data will be sent. Enter the missing e-mail address and click on OK
- **The internet address is missing:** You have a rss newsfeed on your website, but the internet adress is missing. The internet address is needed, by rss feeds. Enter the internet address (e.g. http://www.mywebsite.com) and click on OK.
- **The admin password is missing:** You have a comment field on your website but the password administration purposes is missing. The password is needed if you want to delete comments. Enter a password and click on OK.
- **There are multiple shopping carts on a page:** You have a page with at least two shopping

carts. It makes no sense to have multiple shooping carts on a page. Delete all redundant shopping carts and built your website again.

- **A shopping cart is missing:** You have a page with at least one product but there is no shopping cart to buy it. Add a shopping cart to the page or area template and built your website again.

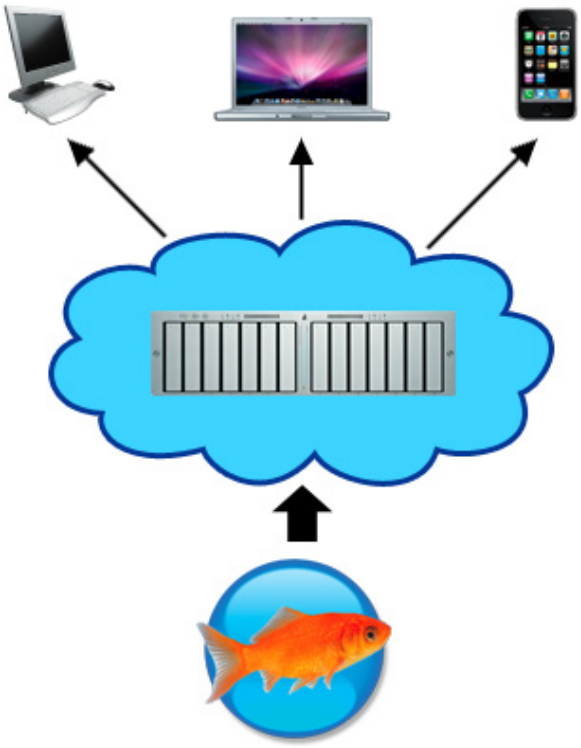
INFO: If you want to build your website on the desktop, choose File > Build Website... instead of File > Publish Website....

21. Build your Website

Build your website on the desktop and get all neccessary files, which you can upload to a webserver.

You need a web server to publish your website on the internet. Usually a website hosting service will provide you access to a web server, but you can also operate a web server by yourself.

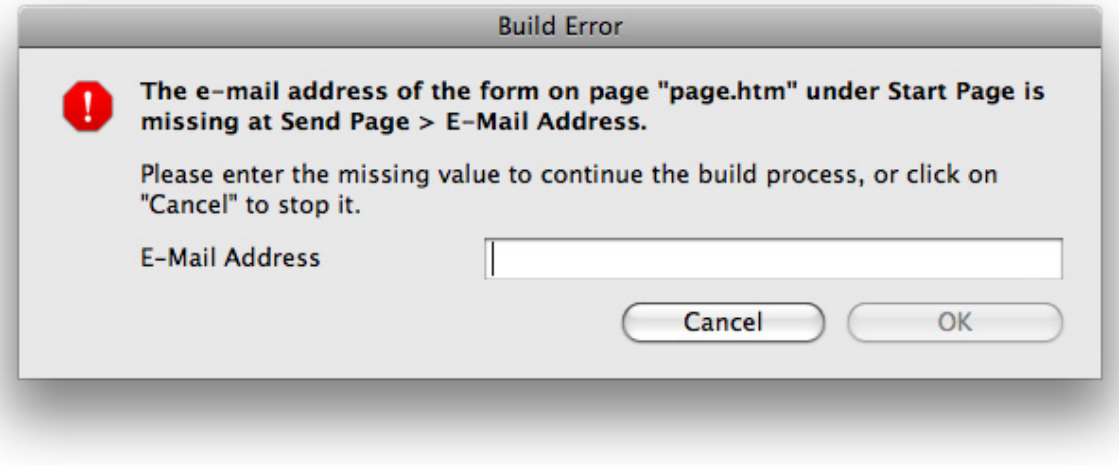
INFO: **Goldfish will not help you to find a hosting service or register a domain like www.mywebsite.com. But you can find many hosting services with Google (http://www.google.com).**



The code files which Goldfish creates must be uploaded to your web server (blue cloud). The visitors of your website get in touch with your webserver and receive your website from there.

If your website is complete you have to build all neccessary code files and media for the webserver. Choose File > Build Website... in the menu and choose a destination on your hard disk where Goldfish can save the files.

INFO: **Don't upload the .gfp file to your webserver. This file contains your website project and can't be read from a webserver. Always upload the files which you get from File > Build Website....**



During the build process, there may occure build errors. There are several types of build errors.

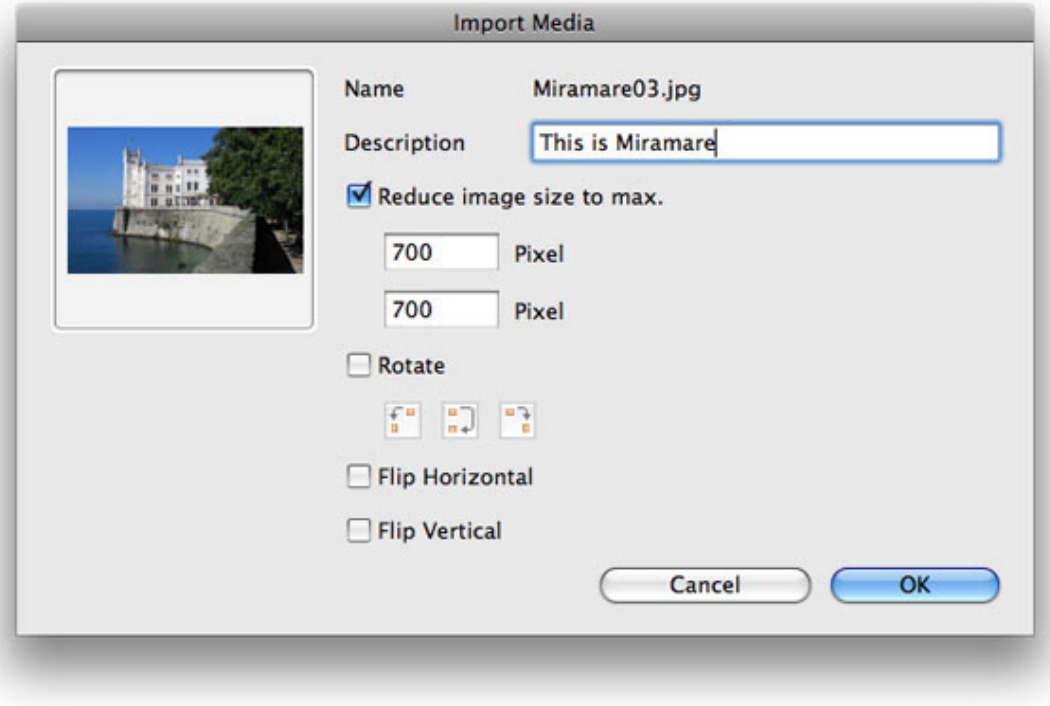
- **The e-mail address is missing:** You have an e-mail form or shopping cart on your website, but there is no e-mail adress to which the data will be sent. Enter the missing e-mail address and click on OK
- **The internet address is missing:** You have a rss newsfeed on your website, but the internet adress is missing. The internet address is needed, by rss feeds. Enter the internet address (e.g. http://www.mywebsite.com) and click on OK.
- **The admin password is missing:** You have a comment field on your website but the password administration purposes is missing. The password is needed if you want to delete comments. Enter a password and click on OK.
- **There are multiple shopping carts on a page:** You have a page with at least two shopping carts. It makes no sense to have multiple shooping carts on a page. Delete all redundant shopping carts and built your website again.
- **A shopping cart is missing:** You have a page with at least one product but there is no shopping cart to buy it. Add a shopping cart to the page or area template and built your website again.

INFO: If you want to publish your website immediately on the internet, choose File > Publish Website... instead of File > Build Website...

22. Import Media

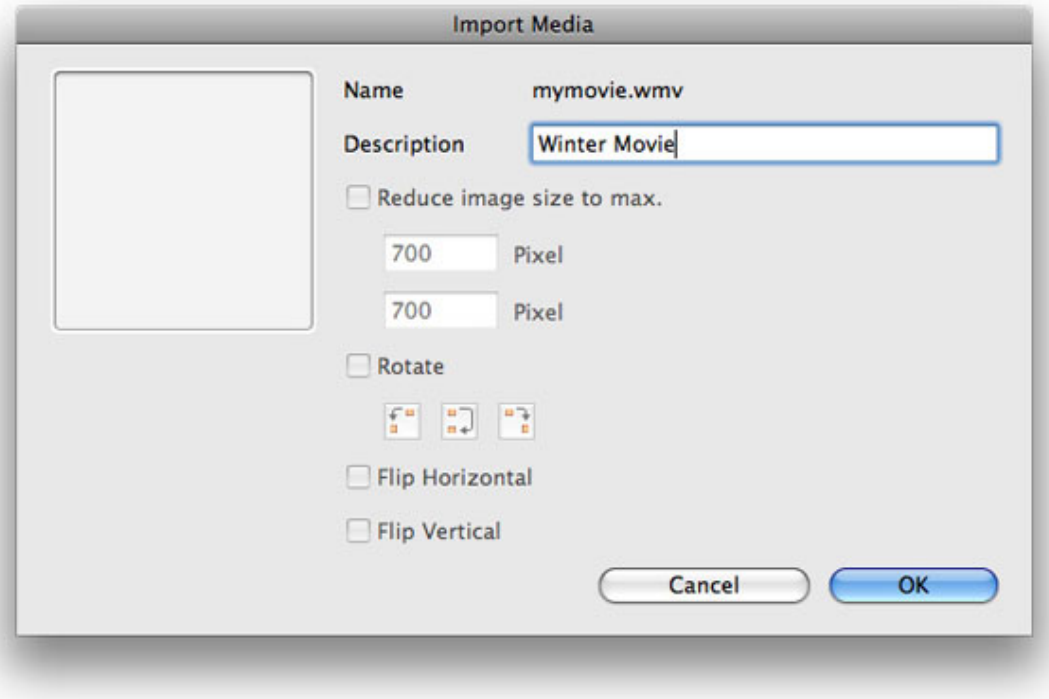
Learn how you can import and process media files like images, movies and documents in Goldfish.

Every time if you import media files (images, movies, pdf and other media), the media import window appears. An imported media file gets included into the .gfp file. So if you pass the .gfd file to others, it's not neccessary to pass the media files as well.



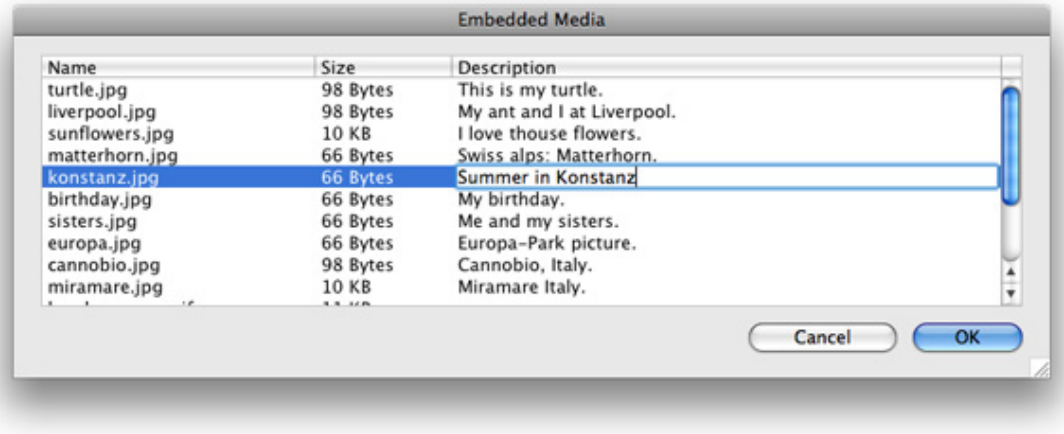
There is a preview, if you import pictures (.jpg, .png, .gif). You can also resize, rotate or flip the pictures, so that your .gfp file gets not too big. This is recommended if you import large images directly from a digital camera. 700 x 700 px are adequate in most cases. The resize function resizes the picture only if it's bigger than the entered values. It resizes in aspect ratio.

INFO: The image manipulation functions are only available for .jpg and .png images. Not for .gif images.



You may enter a description for every imported media file. This description is used in many ways:

- As alt text in html code for images.
- As tooltip for links to the file (e.g. to a .pfd file).
- As description for images in a gallery.



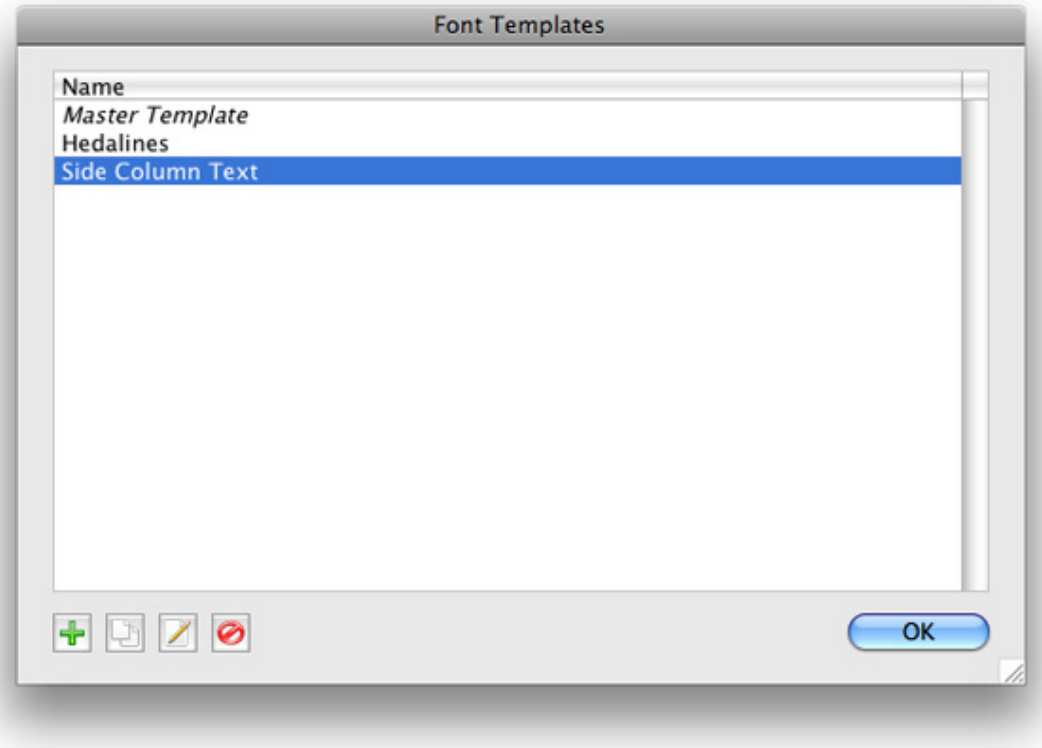
To edit the description or a file name, select nothing so that the properties for the project are shown. Click on Project > Embedded Media > Choose... and the embedded media window appears. Double click on a description to edit it

Double click on a name to edit it. Note that you can only use letters, numbers and _ for the name. Don't remove the suffix. There is also a length restriction. If you have entered a bad name, it won't be accepted.

23. Working with Fonts

There are several things you should know if you work with fonts and font styles on websites.

Fonts and font styles are handled in font templates. Select nothing (the project properties appear) and click on Project > Font Templates > Choose... on the properties panel. A list of all font templates appears.



The first template on the list is the Master Template. Here you can store the default font style for your website. If you don't set a special font for all other font templates, or components, the style of the master template is used. Double click on a font template to rename it.

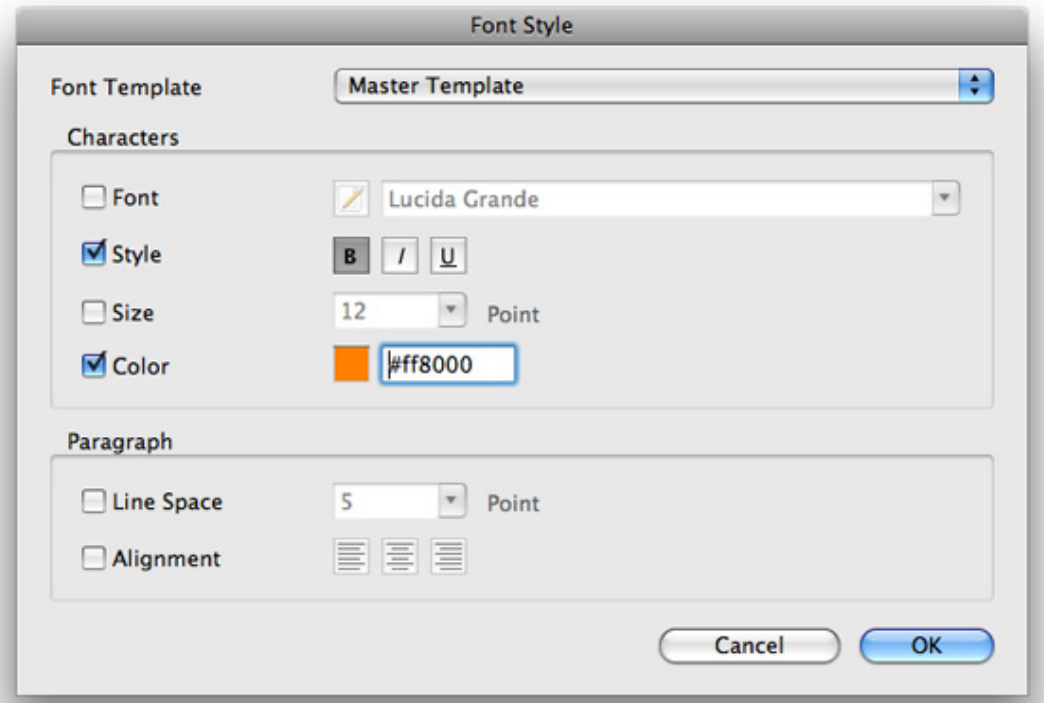
Add a font template.

Duplicate a selected font template.

Delete a selected font template.

Opens the font editor and you can edit the font template.

Click on the Edit Font Template button. The font editor will be opend.



The following option can be set in the font editor. Note that there are sometimes not all options avaiable. It depends on the item from which you edit the font style.

Font template
Choose the font template, on which the font style is based. The style is taken from the font template.

Font
Activate this to overwrite the font from the font template.

Style
Activate this to overwrite the font style of the font template.

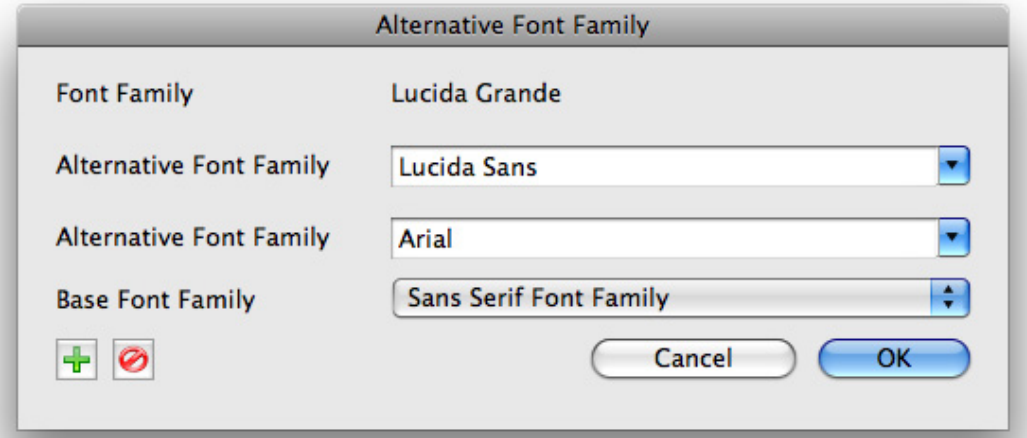
Size
Activate this to overwrite the font size of the font template.

Color
Activate this to overwrite the color from the font template.

Line space
Activate this to overwrite the line space from the font template.

Alignment
Activate this to overwrite the alignment of the font template.

INFO: If you change the style in a font template, this changes apply to all font styles which use this font template and where the changed style property isn't overwritten.



A font can only be displayed if the visitor has it installed on his computer. So it's better to declare a list of fonts, where the first font which is found will be used. Click on the button Alternative font family next to the font selector.

Add an alternative font family.

Delete a selected alternative font family.

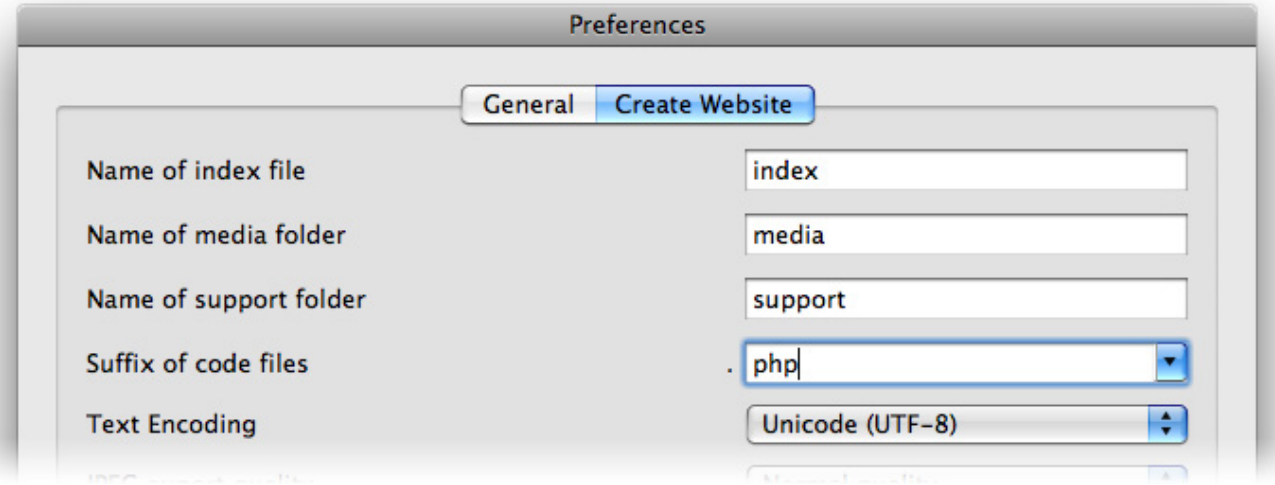
The list is processed from the top to the bottom. The first font which is found on the visitor's computer is used.

24. Creating Webapplications

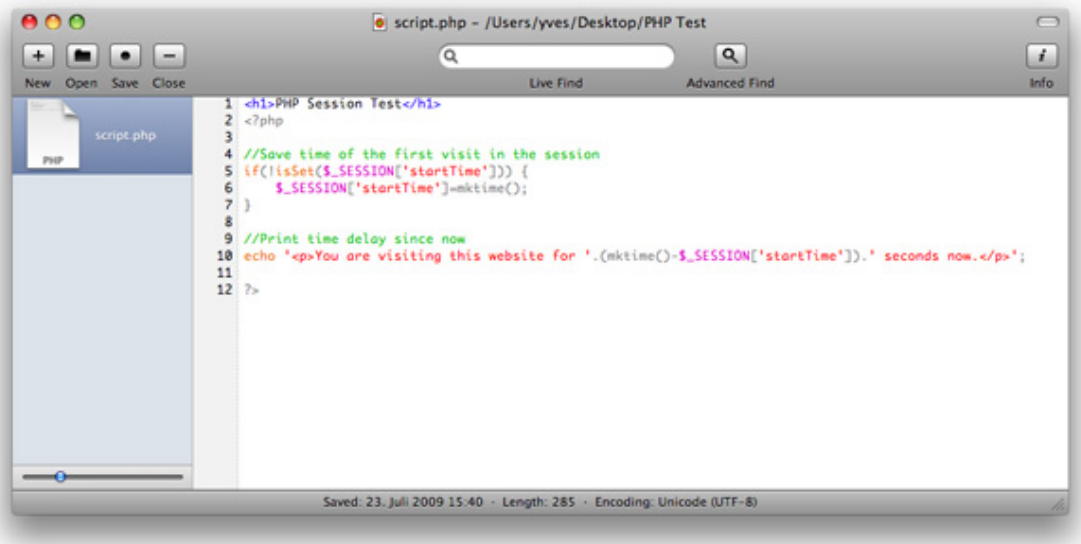
Create web applications with Goldfish Professional in your prefered language (e.g. PHP).

INFO: Creating web applications in this form is only possible in Goldfish professional.
PRO

In this example you will sell how simple it is to create a php web apllication in an external source code editor and include it in a Goldfish project.



A php script has usually the suffix .php. In Goldfish you can set the suffix for code files in the preferences. Choose Goldfish > Preferences... from the menu (Edit > Preferences... in Windows). The preferences window appears. Enter php at Suffix of code files on the tab Create Website.



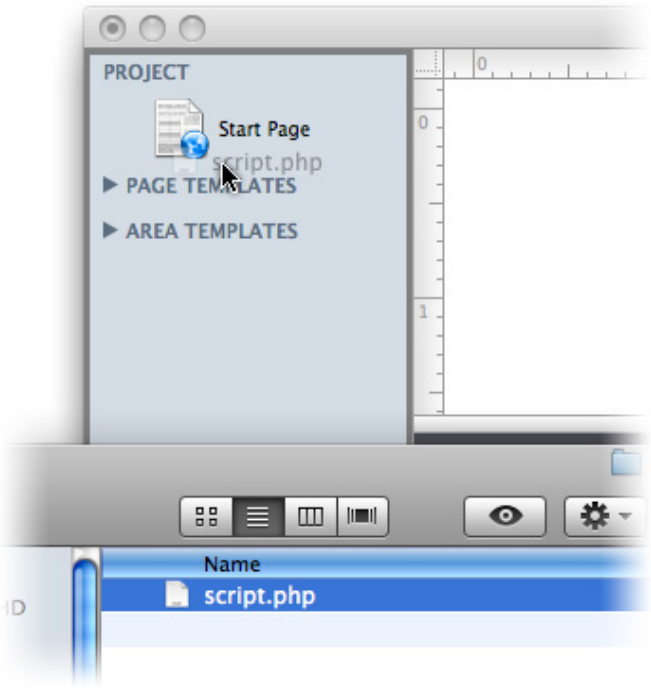
In this example, we use a simple php script that calculates the time which the visitor of your website spents there. The program code itself is stored in an external file, created in an external source code editor.

```
<h1>PHP Session Test</h1>
<?php

//Save time of the first visit in the session
if(!isSet($_SESSION['startTime'])) {
  $_SESSION['startTime']=mktime();
}

//Print time delay since now
echo '<p>You are visiting this website for '.(mktime()-$_SESSION['startTime']).' seconds now.</p>';

?>
```



If you have saved the file on your hard disk, drag it into your Goldfish project. It will be included as an alias. That means only the path to the file is stored in the project. The file itself remains on your hard disk. You can still modify it with an external editor and Goldfish publishes the changes if you publish your website.

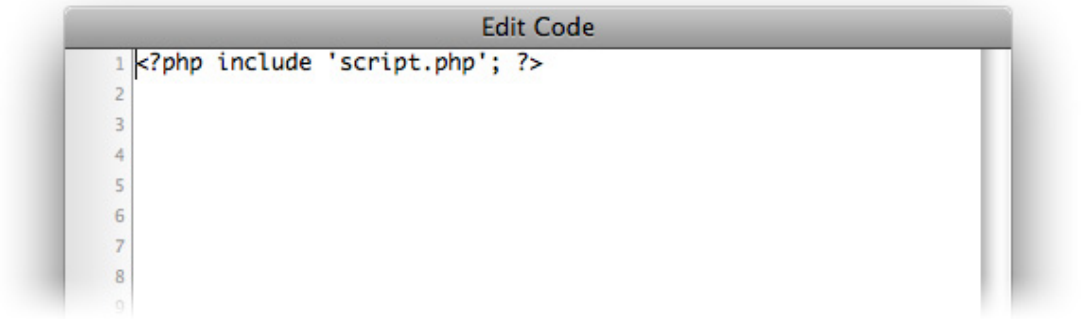
INFO: Goldfish supports also aliases to folders with subfolders, code files, images and other media. Just drag everything that is needed by your scripts in the project.

Properties for Alias

These properties can be set for an alias. Select an alias to show its properties.

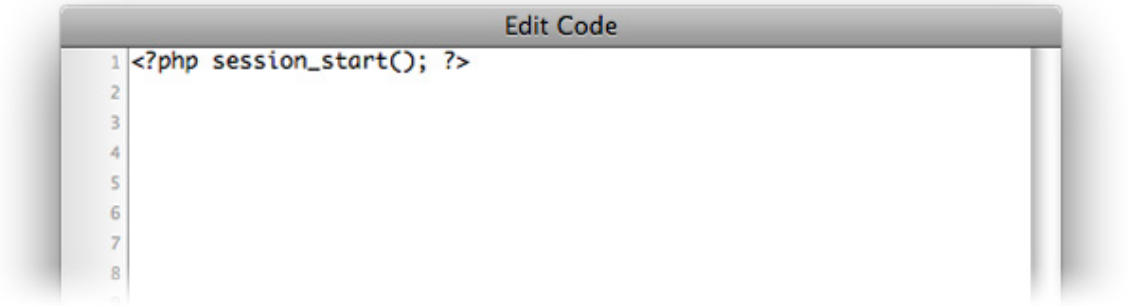
Alias > Menu Title

The menu title will be displayed in all navigation menus, who contain a link to this file. Disable it and the file is not shown in the menu.



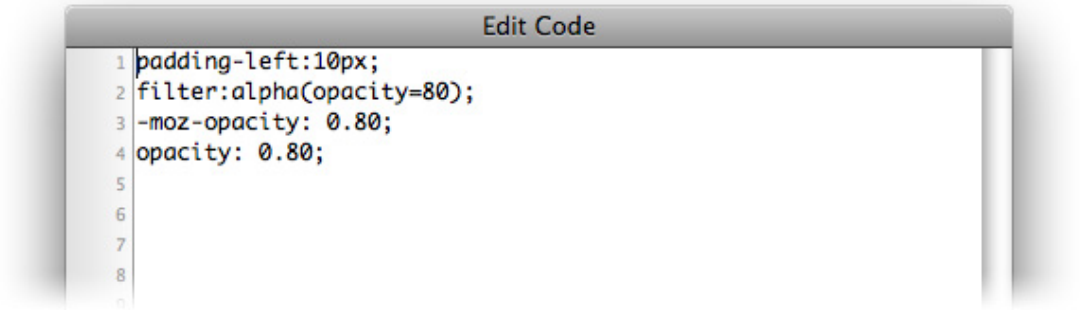
We want to execute the script on the start page. Select the start page and click on the page area on it so that the properties of the page area are visible. Click on Page Area > Add HTML Code and enter the following code. This connects the script with the start page.

```
<?php include 'script.php'; ?>
```



If you want to use sessions in php, it is required to initialize the session before any html output begins. In Goldfish you have access to the first line even before the html document begins. Select the start page and click on Page > Add Code Before Document and enter the code below, This initializes the session so that it can be uses by your script.

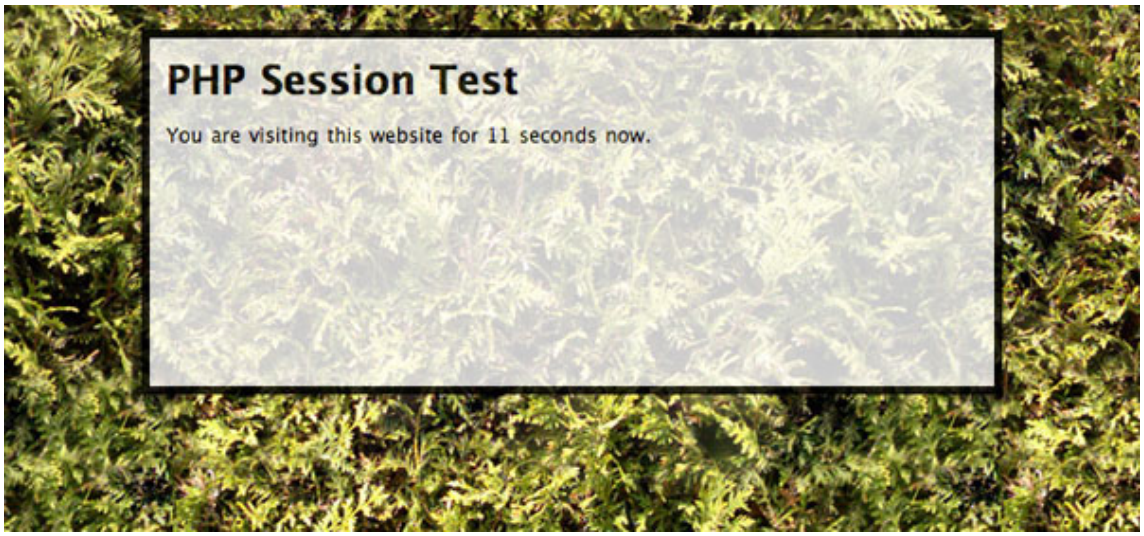
```
<?php session_start(); ?>
```



The script prints text on the screen. To change the style of the text, click on the page area and

click on Page Area > Add CSS Code in the properties. Enter the style below. It adds a padding and sets the page area transculent.

```
padding-left:10px;
filter:alpha(opacity=80);
-moz-opacity: 0.80;
opacity: 0.80;
```



Now your web application is complete. You can change the background and add a border to make it cooler. Publish the website and reload it several times in the browser. The time display will increase.

INFO: If you have scripts that handle the complete html output of a page, you can enable Page > Disable HTML Code Output. Goldfish creates a blank page then without any html code. You can add your own html code with Page > Add HTML Code then or connect it with a script.

25. Export a Design

Export your work as Goldfish design. Build websites from your design or deliver it to your clients.

A Goldfish design is a design template for Goldfish websites. Choose File > Designs... from the menu to see all installed designs. Technically a design is a Goldfish project which contains the complet layout of a website but no content.



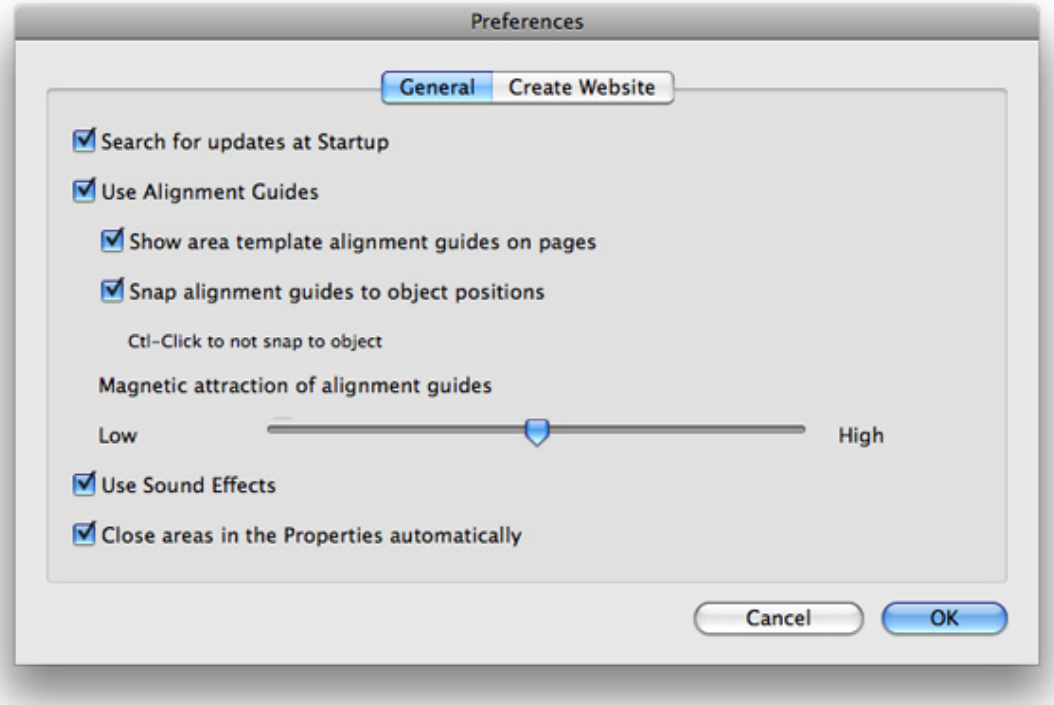
To export a design, choose File > Export > Design... from the menu. Click on the Goldfish icon and paste a screenshot from your design. This is used in the designs window as preview. You can also enter a description or copyright text.

Click on OK to save your design. Goldfish Design files have the extension .gfd instead of .gfp.

26. Preferences

In the preferences, you can change the behavior of Goldfish.

Choose Goldfish > Preferences... (Edit > Preferences... on Windows) and the preferences window appears. The perefernces are seperated in two areas. General and Craete Website.



General

The follwoning perferences can be set on the General tab.

Search for updates at Startup

Searches at every startup of Goldfish for updates on our website. You will be notified if there is an update available.

Use alignment guides

Use alignment guides to guide you with the layout of your website. You can drag an alignment guide from the rulers.

Show area alignment guides on pages

If you have alignment guides on template areas, they will be shown on the page area that uses the template area.

Snap alignment guides to object positions

if you drag an item, it will snap to an alignment guide near by.

Use sound effects
Plays sounds if there is an update available.

Close areas in the properties automatically
If you activate this, there is kept only one area open in the properties.

Create Websites

The follwoning perferences can be set on the Create Websites tab.

Name of index file
Usually, the file, which is loaded at first if the visitor enters your website is named index.htm. Rename this if your website hosting service requires a differnent name.

Name of media folder
Here you can rename the folder for media files of your website. This is required if you create a page with subpages which is called media, too.

name of support folder
Here you can rename the folder for support files of your website. This is required if you create a page with subpages which is called support, too.

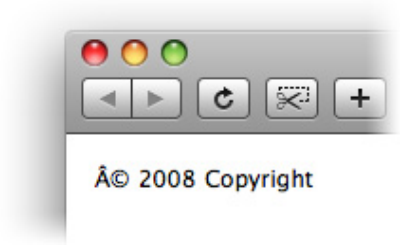
Suffix of code files
Here you can change the suffix for code files. Usually the extension is .htm. Some website hosting services require .html instead.

Text encoding
Change the encoding if special characters (ä, ©, ß...) are displayed wrong on your website

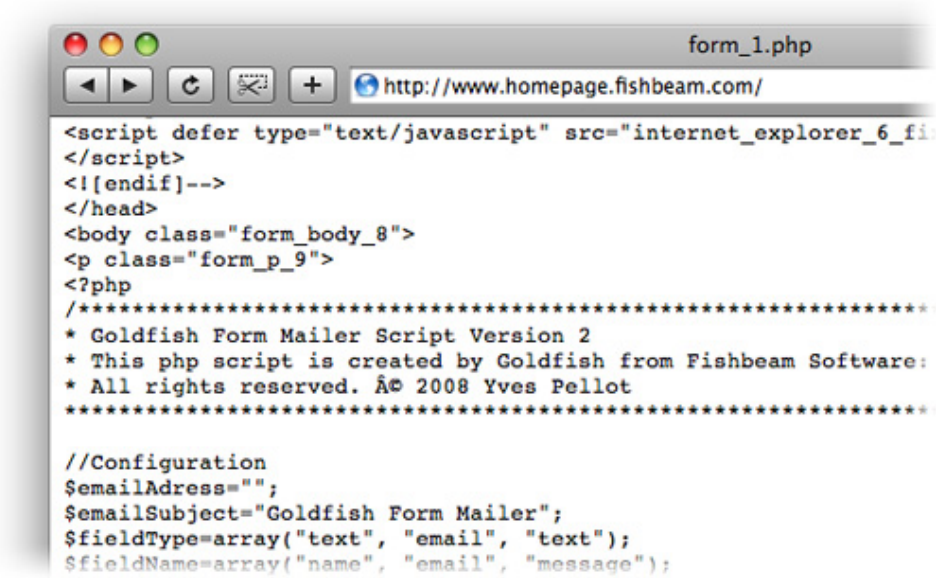
JPEG export quality
Sets the quality for new calculated jpeg images. A lower quality makes smaller file sizes.

27. Trouble and Errors

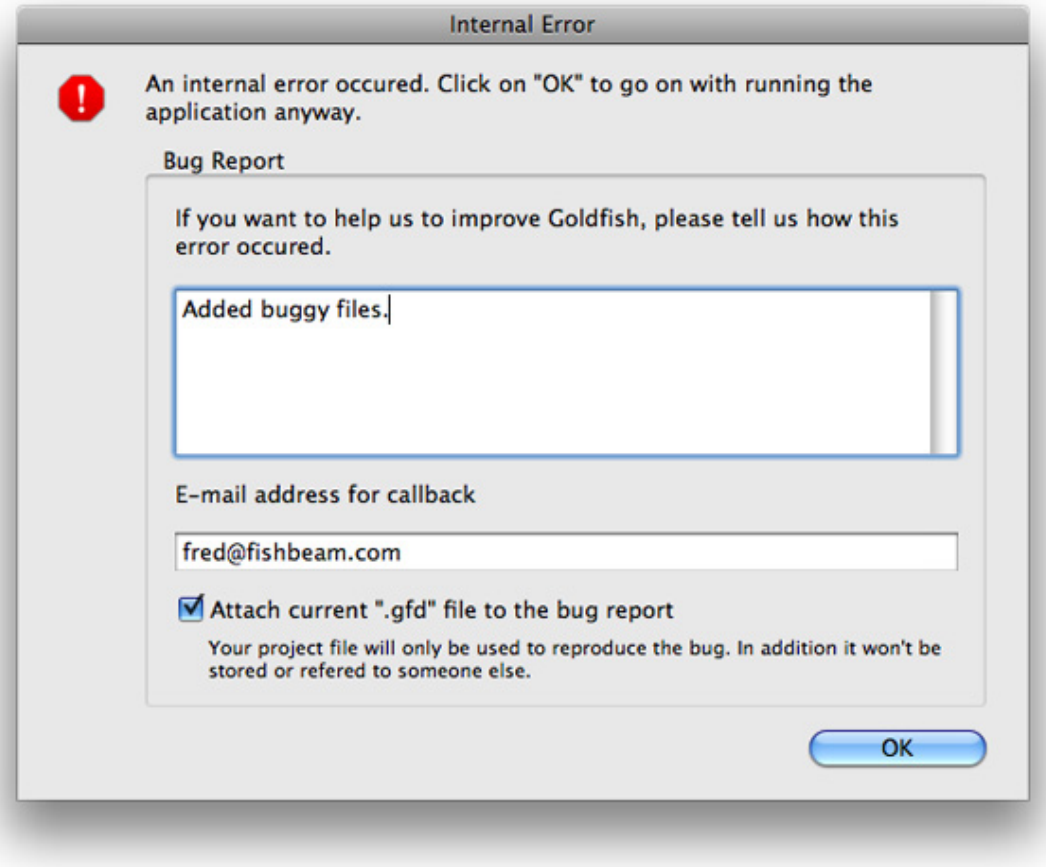
Learn what you can do if errors occure, if you find bugs or if you have trouble using Goldfish.



Letters like ©, ä and ß are not displayed correctly on your website: Choose Goldfish > Preferences... (Edit > Preferences... on Windows). Change Text Encoding on the tab Create Website. If you export the website again, the characters will be displayed correctly.



When the visitor sends the form on your website, php code is shown and the visitor counter is not displayed: Your website hosting service doesn't support php. Upgrade your websosting package so that php is supported or remove all items which use php (visitor counter and form) from your website.



Please fill out all fields if you see this message and describe what caused it. This is a bug of Goldfish and your feedback helps us to improve our software.

28. Goldfish Short Keys

Learn how to use Short Keys in Goldfish. This article contains a full list of all short keys for Goldfish.

Application Start

⇧ - Reset preferences

Preferences

⇧ - Show advanced preferences

Edit Page

⌫ - Delete selected Page Area

esc - Leave edit mode

Edit Page Area

⇧ + Click - Add or remove to selection

← - 1 px. left

→ - 1 px. right

↑ - 1 px. up

↓ - 1 px. Down

⌫ - Delete selected items

⇧ + Resize item - Resizes in aspect ratio

esc - Leave edit mode

Edit Page Item

esc - Leave edit mode

Edit Text

→ - Go right *

→ + ⌘ or → + ctrl - Line end *

→ + alt - Next word *

← - Go left *

← + ⌘ or ← + ctrl - Line start *

⇠ + alt - Last word *

⇡ - Go up*

⇡ + ⌘ - Text start *

⇣ - Go down *

⇣ + ⌘ - Text end *

⌫ - Delete text left

⌦ - Delete text right

* If you press also ⇧, the text will be selected.