

Widget Maker

Version 2.0 16 November 2006

Summary

Widget Maker is a construction tool for Yahoo! Widgets. This updated version has most Yahoo! Widget Engine 3.1 features.

A form-filling interface is provided to assist in the generation of the xml script of a widget. Users still have to create images and write the javascript needed to provide the widget's functionality.



Creating a "standard" directory structure

Widget Maker works best when a "standard" directory structure has been set up for the widget being constructed, and the location of the output (.kon) file has been correctly set in Widget Maker's preferences.

Alt-clicking the **widget** button displays a dialog in which the location and name of the new widget can be specified.

A set of nested directories is created and the user is then presented with Widget Maker's preferences in which the location of the .kon file can be specified.

The directory/folder structure created has the form:

```
WidgetName[ Contents[Resources[Images[ ] ] ] ] .
```

The **WidgetName.kon** file should be located inside the Contents folder at the same level as the Resources folder.

Instructions

The user interface consists of 10 buttons (**widget**, **about**, **window**, **image**, **text**, **textarea**, **action**, **hotkey**, **preference**, **save**).

The **widget** button is used first, and should be used once only. If used a second time, the new definitions will replace the old.

The **about** button can be used repeatedly to define an about-box with multiple images. The first image may have an about-version text and several about-text texts defined.

The **window** button should then be used to define the main window. The **window** button may be used repeatedly to define multiple windows. If desired, **frames**, **images**, **texts**, **textareas** and **scrollbars** may be nested within window definitions. Frames may be defined by **alt-clicking** the **window** button. **Frames**, **images**, **texts**, **textareas** and **scrollbars** may be nested within frames.

Frame definitions are finished by **shift+alt-clicking** the **window** button. Window definitions are finished by **clicking** the **window** button.

The other buttons (apart from the **save** button) are pressed in turn (some as many times as required), and each produces a sequence of forms which should be filled in to specify the attributes of each object.

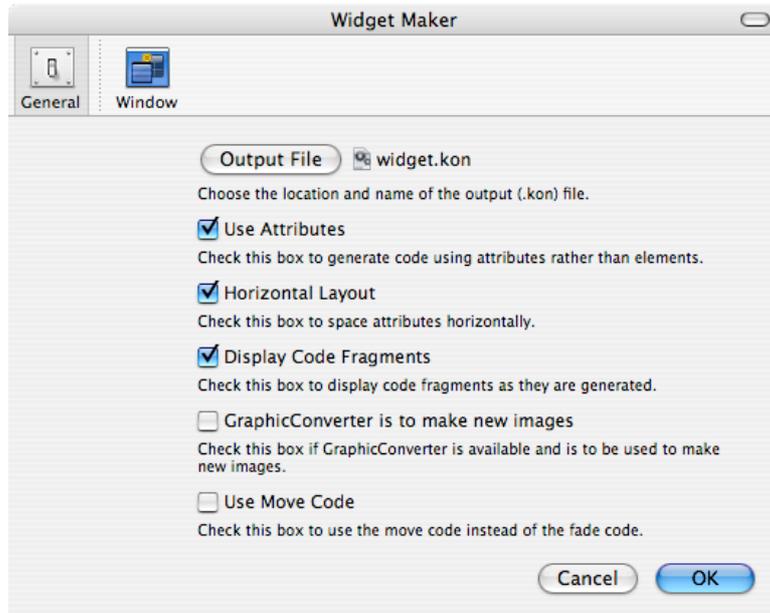
Finally, the **save** button is used to write the xml script to the .kon file.

Note that the **action** button may be alt-clicked to define **timers** and that the **preference** button may be alt-clicked to define **preference groups**. **Scrollbars** are defined by alt-clicking the **textarea** button.

Image files may be dragged to and dropped on the **about** and **image** buttons, as an alternative to pressing these buttons. In this case, the pathnames of the files are used to preset the default values in the forms. These pathnames are made relative to the location of the output (.kon) file, where that is possible. In the case of the **image** button, the widths and heights of the image files are also used to preset the image **width** and **height** values in the forms. At present, only GIF, JPEG and PNG image types are supported.

[Macintosh Only: If the GraphicConverter shareware application is available, it can also be used to create blank (but correctly sized) images. This feature can be used only when **pressing** the **image** button. It is disabled when images are dropped onto the image button. There is a checkbox in Widget Maker's preferences to turn this feature on. At present, only GIF, JPEG and PNG image types are supported.]

Preferences



This version of Widget Maker can generate xml code in the **element** format of previous versions or in an **attribute** format. There is a checkbox which may be used to make a choice between the two formats. In attribute format, the user may also choose between a vertical layout, with one attribute per line, and a horizontal format, with many attributes per line.

The widget can also display code fragments as they are produced.

Credits

Toolbox graphics by Keifer Miller <mailto:keifer@sunflower.com>.

About and License box graphics by Ricky Romero.

Widget Design and Coding

Harry Whitfield <mailto:g6auc@arrl.net>.

License

Widget Maker - A widget construction tool.

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