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Cread Website Editor



Welcome!

Find Getting Started guides and instant solutions to the Cread Website Editor.
Not satisfied with the answers? Feel free to [open a support ticket](#).

Manuals for the Cread Website Editor.

Frequently asked questions

- Where can I buy the Cread Website Editor?
We sell our Page builder at CodeCanyon.

Getting started

- [Software requirements and installation instructions](#)
- [Edit your first pages with Cread](#)

Other resources

- [Update CWE](#)
 - [Reissue purchase code](#)
 - [Troubleshooting FAQ](#)
 - [Known bugs](#)
 - [Changelog](#)
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1. Installation and setup

After buying the Cread Website Editor (*later on named as "CWE"*) from Codecanyon, you have to install it on your web server before you can start using it for the first time.

Technical Prerequisites

To run CWE you will need a web server with `php 7.0` (or newer) and `apache 2.2` (or newer) installed. Please make sure your web server is bound to a domain name and accessible from the World Wide Web.

Step-by-step guide

To install CWE, follow these steps:

1. Download CWE from [Codecanyon](#). Just click on your username, open "Downloads" from the menu, scroll to CWE, click on "Download" and select "All files & documentation".
2. Upload the `cwe-x.x.x.zip` file to the root directory (*mostly called "public_html"*) of your web server
3. Extract the zip file
4. Make sure all files and directories have `0755` permission. If not, change it recursively for all files and folders. Please follow the instructions of your hosting provider for doing so.



You can also install the CWE to an already existing website. Just make sure that you don't overwrite files while uploading and extracting the `cwe-x.x.x.zip` to your web host.

As a tip, you can extract the file on your local computer, click through its directories and check the filenames. If there are files that are located in the same directories and are named exactly as some files on your web host, rename the files on your web host (not the files of CWE!) before uploading and extracting the CWE zip file.



It doesn't matter where you extract CWE

CWE can be extracted in the root or a sub directory of your web host.

Activate Cread

Cread requires you to enter your Envato Purchase Code upon its first usage.

1. Get the purchase code from [Codecanyon](#): Click on your username, select "Downloads" in the menu, scroll to CWE, click on "Download" and select "License certificate & purchase code".
2. Open the file you downloaded in the previous step and copy the `purchase code`.



Do not proceed if

you haven't yet linked the desired domain name to the root directory where Cread is installed as your activation will be bound to that domain name.

3. Open the Editor Interface by typing `https://your-web-server.com/editor.php` in your browser.
4. Enter the copied `purchase code`, your Envato user name and click on "Activate".

Check the installation



If the installation and activation was successful, you should be automatically redirected to the Editor Interface. If not, open the Editor Interface manually: `https://your-web-server.com/editor.php`

Related articles

- [1. Installation and setup](#)
- [2. Add or upload pages](#)

2. Add or upload pages

Before you proceed, make sure you have [installed](#) CWE and checked that the Editor Interface is accessible from the web. In the following you will learn the key aspects of Cread's Editing architecture.

Start by adding pages to your web host

To start using CWE, you need to add pages to your web host. Either create empty `.html` (or `.php`) files using the file browser of your web host or upload your whole existing website to CWE's directory.

Warning

Pages you want to edit with CWE must have `0755 permissions`. Please check your newly created or uploaded `.html` / `.php` files for their permissions. To do so, follow the instructions of your hosting provider.



You can place the pages in directories and sub directories. They don't need to be placed in the root directory of CWE.



Now you can open the Editor Interface in your browser. Simply open <https://your-web-address.com/editor.php> CWE will automatically index all html and php files in its directories.

Compatibility to templates and html files



CWE is an Editor that lets you edit any html file and bootstrap html template. It is shipped with plenty of pure html elements and bootstrap components.

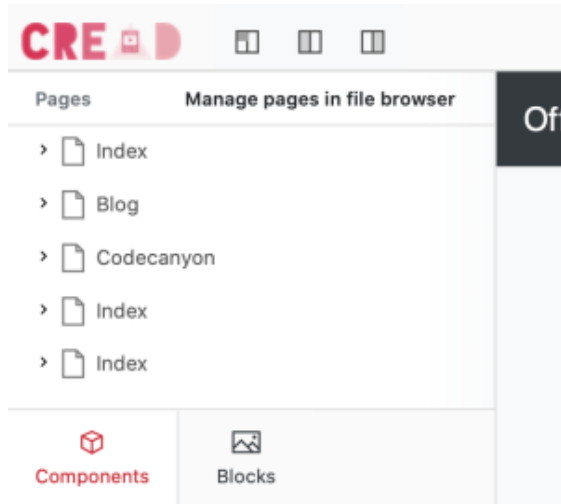
Related articles

- [Changelog](#)
- [1. Installation and setup](#)
- [2. Add or upload pages](#)
- [4. Adjust the code of pages](#)

3. Edit your fist page


To continue, please make sure you have [installed](#) CWE on your web host and [added the first pages](#).

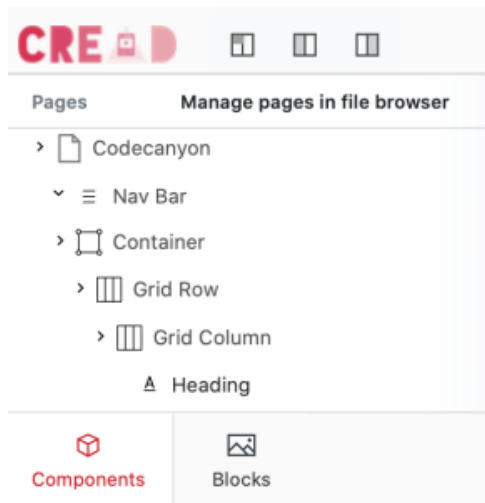
Page and elements Tree View



CWE automatically indexes all html and php files inside the root directory and its subfolders and displays them in the "Pages" Tree View. From there, you can easily switch between your pages while editing them.

Warning

Please note that you need to save changes manually by clicking the disc icon () before switching between pages. We didn't yet implement a warning popup as it would disrupt the building workflow. If you don't think so, please submit an [improvement request via this link](#).



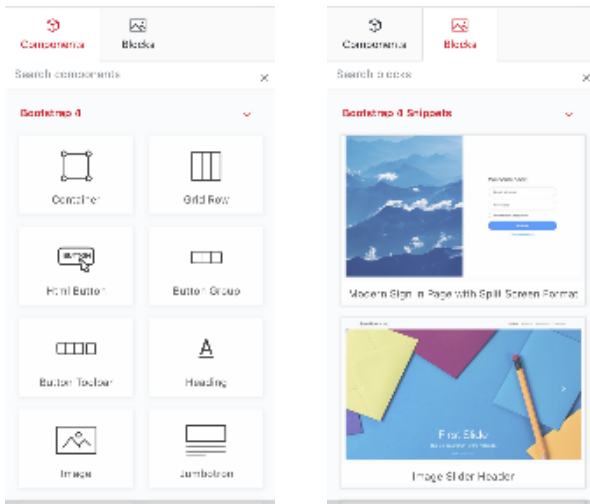
Clicking on the current page opens the Elements Tree of all groups and elements of the current page. That gives you a quick overview of all divs and elements on your page. Its easier then ever to simply select an element and edit it. CWE automatically scrolls to and selects the element visibly in the editor interface.

To expand the elements of a div group or to close the entire elements tree view, simply click on the arrow () icon.

Please note


As of now, the elements tree view of CWE updates once the page is saved and reloaded. While editing your page, it won't update. To use it while you're building, you need to save the page and reload the editor.
An improvement for this behavior is already on our roadmap.

Place elements and building blocks onto your page



On the left side you find the components and building blocks container. From there, you can select an element and drag-n-drop it onto your page.

Useful tip

There are two different "drag and drop" modes. Click the first icon () to change between them. The standard mode lets you drag and reorder elements inside containers on your page.
The second mode enables you to move elements freely, pixel-perfect to any place onto your page.

Adjust the style of elements



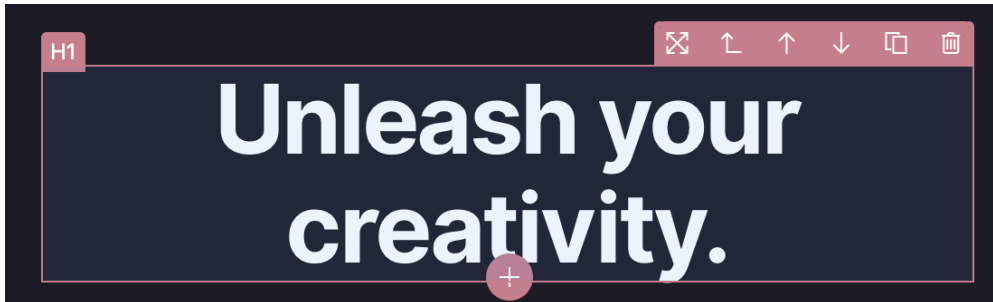
To set the style of an element, select it inside the builder or with help of the elements tree view. Now, use the "Style" editor inside the right property inspector.




To adjust the style, you have plenty of options, for example:

- display-type
- position, sizes, margins and paddings (px, rem, %, em, auto)
- borders, background options
- float-types
- colors (background, text)
- typography (family, weight, align, line height, letter spacing, text decoration)
- and much more ...




Beside the style editor, you find also the element specific "Content" and "Advanced" editors inside the property inspector where you can set for example the text value of a header element or the link attribute of a button.


Quick adjustments bar






Clicking on an element opens its quick adjustment bar. From there, you can duplicate the element () , delete it () , select its parent element () or reorder it.






For reordering, you have several options:





- use the arrow icons ( ) to move it up or down
- click on the move icon () to drag it to a new place onto your page. Here you can benefit again from the two different "drag and drop" modes.


Besides you have the possibility to directly insert a new element after or inside the current selected element. To do so, simply click on the plus icon () .

The final goodies inside the top menubar to round up

You can toggle the visibility of the page and elements container () , the left building blocks container () and the right property editor () . To do so, click on the corresponding icons in the top header menu.

Save your work using the save icon () , revert or repeat changes using the arrow icons ( ) , open the editor in full screen mode () and download the source code () .

You can preview the page with the eye icon () . Doing so hides all editing tools and sidebars and puts your page in the foreground. With the device picker (  ) you can change the frame size of your page in the previewer **AND** the editor.

Finally you find there direct access to the latest version of the online help docs () , the [purchase code reissuing](#) tool () and the [auto updater](#) () .

Related articles

- [3. Edit your first page](#)
- [4. Adjust the code of pages](#)

4. Adjust the code of pages

```
50 <section class="bg-primary-3 text-light text-center has-divider header-desktop-app">
51 <div class="container">
52 <div class="row justify-content-center">
53 <div class="col-xl-7 col-lg-8 col-md-9">
54 <h1 class="display-3">Unleash your creativity.</h1>
55 <p class="lead"></p><div><div>One web based editor to handle it all.&nbsp;</div><div>Import and edit all
56 of your bootstrap templates<div>or build complete new, block-based websites.</div></div></div><p></p>
57 <a href="#" class="btn btn-lg btn-primary mx-2 mb-2 mb-sm-0">Open the editor</a>
58 <a href="#" class="btn btn-lg btn-outline-primary mx-2">
59 <span>Purchase now</span>
60 </a>
61 </div>
62 </div>
63 </div>
64 <div class="d-flex flex-column flex-sm-row justify-content-center mt-4">
65 <div class="col-lg-10">
66 
</div>
```

You can easily adjust the html code of pages inside CWE to add custom scripts and extensions. Open the Editor by clicking on the code icon (`</>` Code editor). Changes made in the code will instantly reflect in the editor view and preview.

Useful tip for conditional styling

If your page contains conditional html controlled by javascript code, enable Run javascript code on edit . Doing so will execute all js functions.

Editable where you want

Of course you can change the code of all pages externally, for example via ftp or the file manager of your web hoster. CWE does not use databases or special encoding. All pages can be edited external and can be continued in the CWE with no data losses.

Related articles

- [3. Edit your fist page](#)
- [2. Add or upload pages](#)
- [4. Adjust the code of pages](#)
- [Editing php files](#)

Editing php files

CWE can edit php files. However, **only the visible html part of php files** can be edited with CWE.

There are **several drawbacks** that can occur when editing PHP files. This page gives a brief insight into how php files are processed in CWE and how these **complications can be avoided**.

Understanding the php processing in CWE

CWE runs completely on the client side (with some exceptions in case of uploading images or saving the changes) as doing so the editor can benefit from local computer power.

As a result, CWE only "sees" the html part of pages. When saving back the changes to the server, all php code that is not visible to the client would be lost. To prevent this data loss, CWE comments all php functions out before sending the html code to the client. In the editor you can still design all visible html, adjust php code in the code editor and save it back to the server without losing data.



The beginning of PHP Code appears in the Code editor of CWE with `<!-- START PHP`, the end with `END PHP -->`

Common drawbacks related to php

However, there are several drawbacks related to this php processing method:



- Conditional html layout doesn't work as the php conditions are commented out.

For example:

```
<?php if (1 == 1): ?><p class="abruf">Hello World.</p>
<?php endif; ?>
```

As a result, all html elements (*regardless of their php display conditions*) will be shown and editable in CWE.

- Echoed html inside php won't be editable as the php code is commented out

For example:

```
<?php echo '<p class="call">Site visited at ', date('d.m.Y \u\m H:i:s'), '</p>'; ?>
```

wouldn't show in the CWE Editor Interface and would only be editable in the Code Editor of CWE.

Avoid these drawbacks

To avoid these complications firstly review your php code. If it doesn't contain the two drawback-related elements outlined above, everything is going to be fine while editing with CWE.

However, if you are using one of the above methods in your php code, you need to take action before editing them with CWE:



Avoid drawbacks

Simply copy the html code you want to edit visual in a temporary html file and edit this page with CWE. When you are done, copy the html code back to your php file.



The roadmap already contains an improvement suggestion to perform this task automatically.

Related articles

- [4. Adjust the code of pages](#)
- [Editing php files](#)

Compatibility



CWE is an Editor that lets you edit any html file and bootstrap html template. It is shipped with plenty of pure html elements and bootstrap components.

Fully open - no vendor lock in

CWE writes back edits in pure html code. You can host your website on any web host, without the need of an installed instance of CWE. You can think of CWE as a block that lets you easily edit your website.



Related articles

- [Compatibility](#)



Update the Cread Editor

To update CWE to a newer version you have two options. Either use the CWE Auto Updater or install the update manually.

Is a new version available?

CWE informs you automatically by a modal window and the update badge () when a new version is available for download. To check it manually, either go to your file browser, open the `/readme.txt` file and compare the version number written there with the latest version in the [changelog](#) or click on the bell icon in the top menu bar ().

Use the Auto Updater

To update CWE automatically, click on the bell icon inside the top menu bar (either  or ). Confirm that you are going to leave the page and click on "Download & Install Update". Leave this site open until you receive a success message.

Install updates manually

1. Download the update from [Codecanyon](#): Click on you Username, open "Downloads", scroll to CWE and click on "Download".
2. Upload the downloaded `.zip` file in the root directory of your current CWE installation,
3. Extract the zip file and **replace existing files**.
4. You're done.

Related articles

- [Changelog](#)
- [Update the Cread Editor](#)


Reissue purchase code



Important

Your CWE purchase code **can only activate one** Cread Installation. After activation, the purchase code is **bound to the IP address** of your server **and the domain name** used during the activation process.

If you are going to reinstall Cread, to move Cread on an other server or to delete your current Cread Installation, you need to **deactivate** (also called "reissue") **the license** in the current activated Cread Editor before doing so.

To do so, open the activated Cread Editor, click on the eject icon () inside top menubar, confirm to leave the current page and click on "Reissue License".



Reissuing isn't anymore possible

In the case you have already deleted the activated CWE Installation, contact us by opening a [support ticket](#) or by mailing us at cread@nweber.de and provide us your purchase code. We will then reissue your license code manually.

Related articles

- [Reissue purchase code](#)

Troubleshooting

⚠ Editor can't save changes or image upload fails

If saving your changes the Editor throws out an "Error saving ..." message or you can't upload images over the CWE.

✅ Solution

Please check that all files and directories of the CWE **AND** of the pages you want to edit with CWE have **0755 permissions**. To do so, follow the instructions of your web hosting provider.

⚠ PHP files show up wrong in CWE

If your php files are displayed differently in CWE than in the browser.

✅ Solution

Make sure you follow our [avoiding php drawback](#) section in the [editing php files](#) guide.

⚠ Changes don't reflect on the live site

If your saved edits with CWE don't reflect when visiting your website directly in your browser.

✅ Solution

CWE doesn't cache your live site, so that's not an issue with CWE. Please make sure that you purge all caches your site is going through (for example that ones of your webhost or Cloudflare).

⚠ Purchase code isn't valid

When trying to activate CWE you get an error message like "License is incorrect or it is not licensed for your **IP**, please contact support!" or "License is incorrect or it is not licensed for your **domain name**, please contact support!" or "License is incorrect or it is **used multiple times!**"

✅ Solution

Then it's a reissuing problem. Please read our help doc [Reissue Purchase Code](#) for further help.

ℹ Didn't find the right solution?

I am happy to help you out! [Open a support ticket](#) or email me at cread@nweber.de

Related articles

- [Troubleshooting](#)
- [Known bugs](#)

Known bugs



Everything is working smooth

Currently we have no reported bugs.



Find a bug?


Report it to us by opening a [support ticket](#) or by mailing us at cread@nweber.de

Related articles

- [Troubleshooting](#)
- [Known bugs](#)

Changelog

Detailed overview of changes made and new features.

 **Current version**
v1.0.0

Initial release.

Related articles

- [Changelog](#)
- [Update the Cread Editor](#)
- [2. Add or upload pages](#)