



When converting a project created with version 10 of Website X5, what should I keep an eye on?

The changes already introduced in version 11 compared to version 10 which you should pay attention to when converting projects are as follows:

Template selection

The default Template Gallery is constantly being updated: the oldest templates have been removed, many have been revamped and new ones have been added. Moreover, all the graphic templates have been made responsive, so they automatically adapt to display correctly on any device, including tablets and smartphones.

You can now use one of the default templates as a basis for creating your own custom version.

Consider these changes to the templates when converting from version 10 and, if necessary, do the following:

- Your template has been maintained. You don't have to do anything.
- Your template is still available but it has been changed. Check if you like the new design and, if necessary, edit the template or choose a new one.
- Your template is no longer available. The program associates a randomly-chosen template with your project. You can do one of two things: 1) choose a new template to give your website a new look; 2) use a custom template to recreate your old template. You can use any images that were previously used by copying them from the installation folder of version 10.
- You used a custom template. In this case, you'll find your template in the project you've exported from the old version and so you won't have to do anything.



Template Management

The Step 4 Style settings in version 10 of WebSite X5 were transferred to a new “Template Style” Section in version 11. This new organization of the interface was necessary because styles are now saved in the template, and not to the project itself.

The Graphic Template is no longer separate from the project but is included in it. For this reason, if you want to use the same graphic template in more than one project, you must first add it to your personal library.

HTML Code Object

The HTML Code Object was redesigned in version 11 to integrate features such as automatic code line numbering and syntax highlighting.

Furthermore, the widgets that used to be in the HTML Code Object in version 10 have been transformed into objects in their own right: these new objects and many others are available in the list of Optional Objects.

When you convert version 10 projects, all widgets will continue to work correctly and those that have become objects are treated as code added to the HTML object.