



When converting a project created with version 12 of Website X5, what should I keep an eye on?

In version 13 of Website X5 we've tried to add new features whilst guaranteeing maximum compatibility with the previous version 12.

The changes already introduced which you should pay attention to when converting projects are as follows:

Template Management

In version 13 you no longer have to set a different template for Desktop and Responsive display since, thanks to the *Responsive Bar*, you can define how Template structure, Header & Footer and page contents change according to screen resolutions. The breakpoints are no longer a Project property but a Template property. This means that if you change the Template, you've got to choose to keep the breakpoints of the original Template or use those of the new one.

Please note that the resolution of the desktop Template isn't taken from the width defined for the Header in the Template Structure window: you have to set it using the appropriate option in the Resolution and Responsive Design window.

Last of all, the option that sets the navigation menu as "always visible" now effects all screen types: you can activate it with the new Page Scroll Options window. So, if this conversion option was enabled for at least one of the resolutions (Desktop or Responsive), it will be enabled for all resolutions.

Template Editor

In version 13 the editor used to create Template Headers and Footers offers all objects (and their properties) previously only available for page creation. During conversion please consider that:

- Text inserted is converted to Image Objects.
- SlideShows are converted to Gallery Objects (Classic). You can't choose the SlideShow image on the basis of the page visualized.

- The search field has been substituted by the new Object Search.
- The new Image Object foresees the image being resized while maintaining the original aspect ratio and no merging into the background.

N.B.: when defining the template structure, you can't select an Animation as a Header background. To achieve the same result, you have to use the Header editor and insert an Animation Object that covers the entire background.

Object Management

The Map Object is no longer offered in the list of Main Objects and is now an Optional Object.

Similarly, the "360° Object Rotation" Gallery type and the widgets of the HTML Code Object have become Optional Objects.

However, the Optional WebAnimator Animation Object is no longer available because it has been unified with the Animation Object (which now supports the .wax5 exchange format).

After project conversion, all contents will continue to be displayed correctly if you've used these objects.

In order to modify Optional Objects inserted in place of the original ones, however, you must first install them via the appropriate Object Manager window. To change the WebAnimator animations you have to insert them again using the main Animation Object.

Page Layout Table

Leaving rows without content in the layout Table is not advisable.

Whilst in previous versions blank lines were given a height of 15px, in version 13 it's 0px.

If you need to enter some space between contents, don't leave blank lines but instead work on the Object Style by setting its margins.



Image Editor

In version 13, some libraries (masks, frames, watermarks, etc.) available in the image editor have been updated.

If you've used them, convert the project on the same PC that the previous version of the program is installed on: that way you are sure that these resources can be found and included.

Obviously, once the project is converted, you can move it to another PC.



When a project is converted, all social network buttons and boxes continue to work correctly but they are treated as code added with an HTML object. If you want to change them, you'll have to remove the HTML objects, install the specific optional object and recreate the element linked to the social network.