



# CSS Editor Documentation

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# Elements and Properties

## List of elements

ZLabel, Background, Grid, ZFrame, ZCurveLine, ZArrow, ZMarker, ZPath, ZVideo, Ball (ZPath), ZLoadedImage, ZYoutube

## List of Properties

src, fontFamily, padding, color, gradEnd, gradStart, gradStartColor, gradEndColor, thickness, gradStartAlpha, gradEndAlpha, alpha, radius, borderColor, borderAlpha, borderThickness, textColor, fillColor

## Predefined (reserved) class names

.head, .strong, .body (available on ZLabel element)  
.circle, .bracket, .roundrect, .invisible (available on ZFrame element)  
.mid, .base (available on Ball element)

## ZLabel

*ZLabel is a general element holding textual data.*

Visible: Edit and Show Mode

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused
color	hexadecimal, rgb	controls the text color
fontFamily	classname, see Predefined classes	controls the typeface of the text

## Predefined classes:

### .head

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object

		when focused
color	hexadecimal, rgb	controls the text color
fontFamily	name, see Typefaces	controls the typeface of the text

### **.strong**

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused
color	hexadecimal, rgb	controls the text color
fontFamily	name, see Typefaces	controls the typeface of the text

### **.body**

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused
color	hexadecimal, rgb	controls the text color
fontFamily	name, see Typefaces	controls the typeface of the text

## **Typefaces - roll your own!**

The predefined classes above reflect the three text types in the editor.



To customize the appearance of these types, select your font from the list and name them

respectively in a `@font-face` declaration. If you like our Liberation Serif and Calluna fonts, all you need is three separate font-face declarations:

```
@font-face {
    src: url('LiberationSerif-Regular.swf');
    fontFamily: head;
}

@font-face {
    src: url('LiberationSerif-Bold.swf');
    fontFamily: strong;
}

@font-face {
    src: url('calluna-regular.swf');
    fontFamily: body;
}
```

It's optional, but for the sake of simplicity, name your fontFamily properties like in the predefined ZLabel classnames:

```
ZLabel.head {
    fontFamily: head;
}

ZLabel.strong {
    fontFamily: strong;
}

ZLabel.body {
    fontFamily: body;
}
```

## Background

*Background is the canvas on which you are placing your objects.*

Visible: Edit and Show Mode

Property	Value	Definition
gradStart	hexadecimal, rgb	controls the gradient color of the canvas starting from top
gradEnd	hexadecimal, rgb	controls the gradient color of the canvas ending at bottom

## Grid

*Grid is a visual aid for precise arrangement your objects.*

Visible: Edit Mode only.

Property	Value	Definition
color	hexadecimal, rgb	controls the grid color

## ZFrame

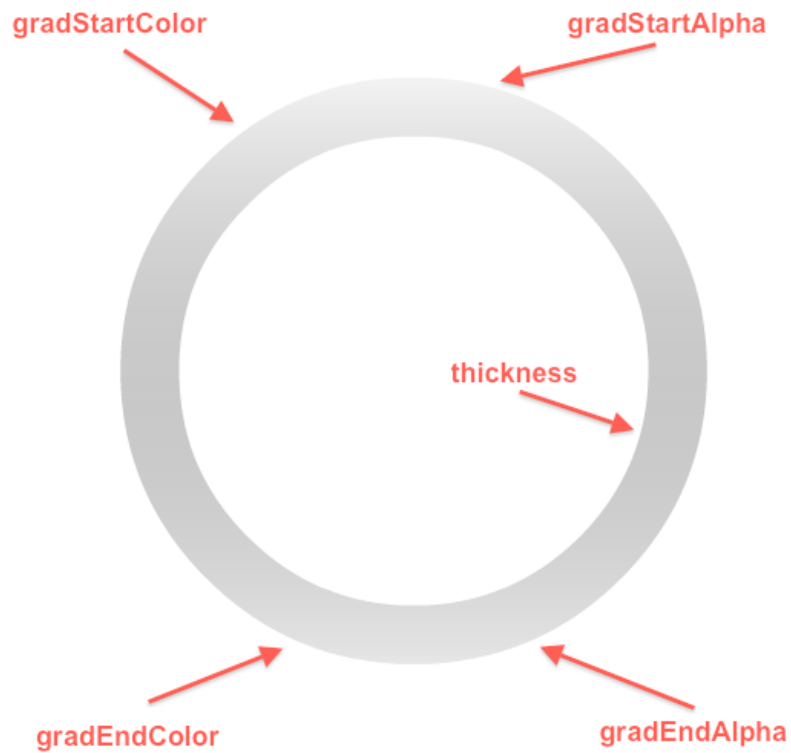
*ZFrame is a grouping tool holding related objects.*

Visible: Edit and Show Mode (“invisible” frame is visible in Edit Mode only)

### Predefined classes:

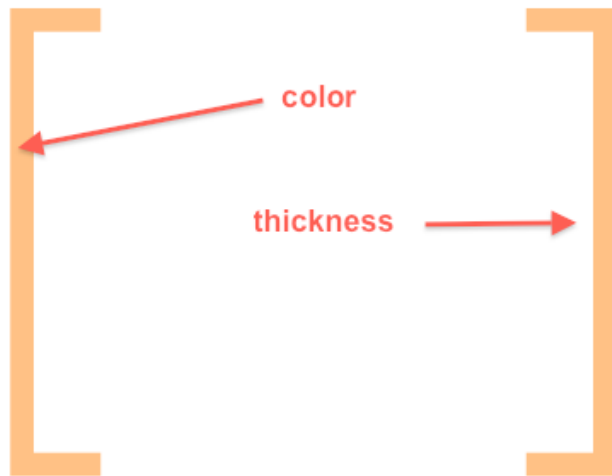
#### .circle

Property	Value	Definition
gradStartColor	hexadecimal, rgb	controls the gradient color of the object starting from top
gradEndColor	hexadecimal, rgb	controls the gradient color of the object ending at bottom
thickness	range, 0 ... any	controls the thickness of the whole object
gradStartAlpha	range, 0 ... 1	controls the transparency of the object starting from top
gradEndAlpha	range, 0 ... 1	controls the transparency of the object ending at bottom
padding	range, 0 ... any	controls the distance between the window and the object when focused



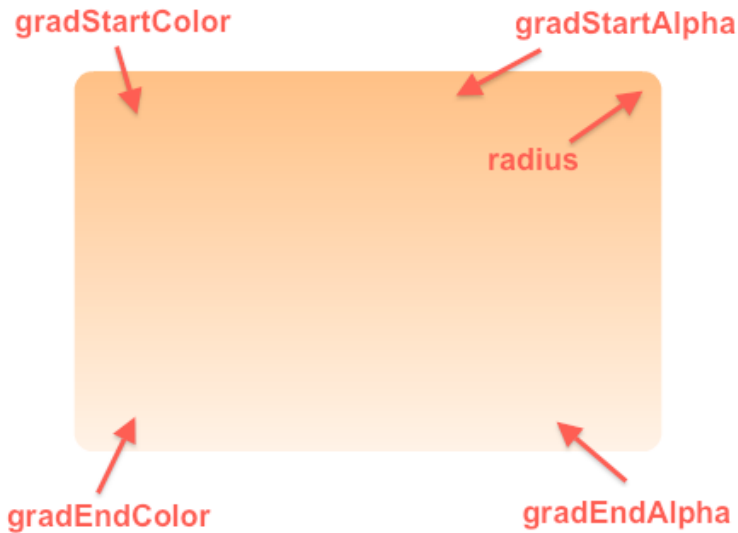
### **.bracket**

Property	Value	Definition
color	hexadecimal, rgb	controls the fill color of the object
thickness	range, 0 ... any	controls the thickness of the whole object
alpha	range, 0 ... 1	controls the transparency of the whole object
padding	range, 0 ... any	controls the distance between the window and the object when focused



### **.roundrect**

Property	Value	Definition
gradStartColor	hexadecimal, rgb	controls the gradient color of the object starting from top
gradEndColor	hexadecimal, rgb	controls the gradient color of the object ending at bottom
gradStartAlpha	range, 0 ... 1	controls the transparency of the object starting from top
gradEndAlpha	range, 0 ... 1	controls the transparency of the object ending at bottom
padding	range, 0 ... 1	controls the distance between the window and the object when focused
radius	range, 0 ... any	controls the rounding radius of the object



### **.invisible**

Property	Value	Definition
gradStartColor	hexadecimal, rgb	controls the gradient color of the object starting from top
gradEndColor	hexadecimal, rgb	controls the gradient color of the object ending at bottom
gradStartAlpha	range, 0 ... 1	controls the transparency of the object starting from top
gradEndAlpha	range, 0 ... 1	controls the transparency of the object ending at bottom
borderColor	hexadecimal, rgb	controls the object's border color
borderAlpha	range, 0 ... 1	controls the object's border transparency
padding	range, 0 ... 1	controls the distance between the window and the object when focused
radius	range, 0 ... any	controls the rounding radius of the object

## **ZCurveLine**

*ZCurveLine is a free hand drawing tool.*



Visible: Edit and Show Mode

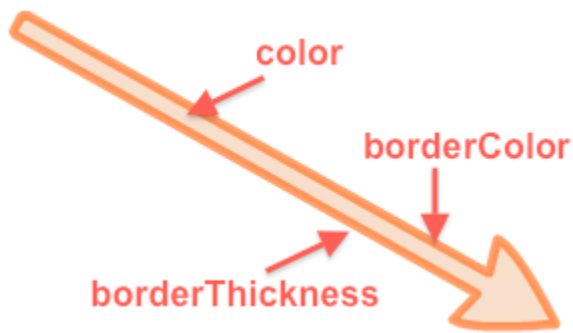
Property	Value	Definition
color	hexadecimal, rgb	controls the fill color of the object
alpha	range, 0 ... 1	controls the transparency of the whole object
thickness	range, 0 ... any	controls the thickness of the whole object

## ZArrow

*ZArrow is an arrow tool to indicate conclusions or point out something.*

Visible: Edit and Show Mode

Property	Value	Definition
borderColor	hexadecimal, rgb	controls the object's border fill color
thickness	range, 0 ... any	controls the thickness of the whole object
borderThickness	range, 0 ... any	controls the object's border thickness
color	hexadecimal, rgb	controls the fill color of the object
borderAlpha	range, 0 ... 1	controls the transparency of the object's border
alpha	range, 0 ... 1	controls the transparency of the whole object



## ZMarker

*ZMarker is a tool to put emphasis on an object.*

Visible: Edit and Show Mode

Property	Value	Definition
color	hexadecimal, rgb	controls the object's border fill color
alpha	range, 0 ... 1	controls the transparency of the whole object
thickness	range, 0 ... 1	controls the thickness of the whole object

## ZPath

*ZPath is a tool to connect steps in your presentation.*

Visible in Edit Mode only.

Property	Value	Definition
thickness	range, 0 ... 1	controls the thickness of the whole object
color	hexadecimal, rgb	controls the fill color of the object
alpha	range, 0 ... 1	controls the transparency of the whole object
textColor	hexadecimal, rgb	controls the text color

## Ball

*Ball is a tool to place connection points between steps. See ZPath.*

Visible in Edit Mode only.

### Predefined classes

#### .mid

Property	Value	Definition
fillColor	hexadecimal, rgb	controls the fill color of the object

radius	range, 0 ... 1	controls the rounding radius of the object
alpha	range, 0 ... 1	controls the transparency of the whole object

### **.base**

Property	Value	Definition
fillColor	hexadecimal, rgb	controls the fill color of the object
radius	range, 0 ... 1	controls the rounding radius of the object
alpha	range, 0 ... 1	controls the transparency of the whole object

## **ZVideo**

*ZVideo is an element holding your uploaded video objects.*

Visible: Edit and Show Mode

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused

## **ZLoadedImage**

*ZLoadedImage is an element holding your uploaded image.*

Visible: Edit and Show Mode

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused

## **ZYoutube**

*ZYoutube is an element holding the linked YouTube video object.*

Visible: Edit and Show Mode

Property	Value	Definition
padding	range, 0 ... any	controls the distance between the window and the object when focused

## Tools and utilities

Hexadecimal - Decimal converter:

<http://www.parkenet.com/apl/HexDecConverter.html>

Color themes and Inspiration:

<http://www.colourlovers.com>

RGB Hex Color Chart:

<http://www.addedbytes.com/cheat-sheets/colour-chart/>