



FREE eBook

LEARNING ckeditor

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#ckeditor

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About

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Chapter 1: Getting started with ckeditor

Remarks

CKEditor is a JavaScript based WYSIWYG editor created for use within web pages. It is open source and plugin based making it both customizable and extensible.

The CKEditor website can be found in <http://www.ckeditor.com> and the source code of the library is [available on github](#).

The official documentation of CKEditor can be found at http://docs.cksource.com/Main_Page

Versions

Version	Notes	Release Date
4.2	JQuery Adapter, HiDPI icons, dropped support for Internet Explorer 7 and Firefox 3.6	2013-07-25
4.2.1		2013-09-10
4.2.2		2013-10-14
4.2.3		2013-11-14
4.3	Widget System, Internet Explorer 11 Support	2014-11-14
4.3.1		2013-12-10
4.3.2		2014-01-21
4.3.3		2014-02-25
4.3.4		2014-03-25
4.3.5		2014-04-24
4.4	Code Snippet plugin, Enhanced Image plugin, Advanced Content Filter	2014-04-24
4.4.1		2014-05-20
4.4.2		2014-06-24
4.4.3		2014-07-15
4.4.4		2014-08-20

Version	Notes	Release Date
4.4.5		2014-09-25
4.4.6		2014-11-25
4.4.7		2015-01-27
4.4.8		2015-07-02
4.5	files drag&drop support, integration with the native clipboard, new low level APIs	2015-07-02
4.5.2		2015-08-04
4.5.3		2015-08-19
4.5.4		2015-10-06
4.5.5		2015-11-12
4.5.6		2015-12-09
4.5.7		2016-02-04
4.5.8		2016-03-31
4.5.9		2016-05-13
4.5.10		2016-07-13
4.5.11		2016-09-08
4.6	new default skin, Paste from Word rewritten, new plugins: Upload File, Balloon Panel	2016-11-15
4.6.1		2016-12-08

Examples

Getting Started

Create a file `ckeditor.html` with the following content:

```
<!DOCTYPE html>
<html>
<head>
  <title>CKEditor Demo!</title>
</head>
```

```

<body>
  <script src="//cdn.ckeditor.com/4.6.1/basic/ckeditor.js"></script>
  <div id="editor1">
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
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    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
  </div>

  <script>
  CKEDITOR.replace( 'editor1' );
  </script>
</body>
</html>

```

[Live Demo on JSFiddle](#)

Explanation of code

1. Loads the CKEditor library from the CKEditor [CDN](#):

```

<script
src="https://cdnjs.cloudflare.com/ajax/libs/ckeditor/4.6.1/ckeditor.js"></script>

```

2. Create a new DIV element with all of the content that we want inside the Editor

```

<div id="editor1">
ALL CONTENT HERE
</div>

```

3. Tell the `CKEDITOR` object to replace the element with the id `editor1` with a WYSIWYG editor (the CKEditor).

```

<script>
CKEDITOR.replace( 'editor1' );
</script>

```

For more refer to the [CKEditor Documentation](#) page.

CKEditor - Inline Editor Example

Create a file `ckeditor-inline.html` with the following content:

```

<!DOCTYPE html>
<html>
<head>
  <title>CKEditor Inline Demo!</title>
</head>
<body>
  <script src="//cdn.ckeditor.com/4.6.1/basic/ckeditor.js"></script>
  <div id="editor1" contenteditable="true">
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
  </div>
</body>
</html>

```

[Live Demo on JSFiddle](#)

Explanation of code

1. Loads the CKEditor library from the CKEditor CDN:

```

<script
src="https://cdnjs.cloudflare.com/ajax/libs/ckeditor/4.6.1/ckeditor.js"></script>

```

2. Create a new DIV element with all of the content that we want inside the Editor

```

<div id="editor1" contenteditable="true">
  ALL CONTENT HERE
</div>

```

The important thing to note here is the `contenteditable="true"` inside the `DIV` element. The CKEditor will automatically replace every element that has `contenteditable` attribute with an **inline** editor.

For more refer to the [Documentation](#).

Get the HTML content of CKEditor

Create a file `ckeditor-content.html` with the following content:

```

<!DOCTYPE html>

```

```

<html>
<head>
  <title>CKEditor Get Content Demo!</title>
</head>
<body>
  <script src="//cdn.ckeditor.com/4.6.1/basic/ckeditor.js"></script>
  <div id="editor1" contenteditable="true">
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
    Lorem ipsum dolor sit amet, consectetur adipiscing elit. In est ipsum, elementum id ipsum
    vel, aliquam lobortis ligula. Nam vel purus eget nulla bibendum interdum at non orci. Nulla
    facilisi. Vivamus aliquet sapien risus. Mauris molestie efficitur pharetra. Aliquam erat
    volutpat. Fusce ac leo pretium, ornare libero et, tincidunt erat. Nunc tempus tortor eget ex
    ultricies, a cursus nibh fringilla.<br /><br />
  </div>
  <button id="btn1">Click to get the content</button>
  <script>
    document.getElementById('btn1').addEventListener('click', function() {
      content = CKEDITOR.instances.editor1.getData()
      console.log(content);
    }, false);
  </script>
</body>
</html>

```

[Live Demo on JSFiddle](#)

Explanation of code

1. Loads the CKEditor library from the CKEditor CDN:

```

<script
src="https://cdnjs.cloudflare.com/ajax/libs/ckeditor/4.6.1/ckeditor.js"></script>

```

2. Create a new DIV element with all of the content that we want inside the Editor

```

<div id="editor1" contenteditable="true">
  ALL CONTENT HERE
</div>

```

3. Add a `click` listener to the button we have, and once clicked - get the HTML content of the ckeditor.

```

<script>
  document.getElementById('btn1').addEventListener('click', function() {
    content = CKEDITOR.instances.editor1.getData()
    console.log(content);
  });

```

```
    }, false);  
</script>
```

1. The name of the editor `editor1` in `CKEDITOR.instances.editor1` is the value of the `id` attribute of the element we used (`<div id="editor1" ... >`)
2. Note the usage of `console.log` - the HTML content of the editor will be available in the console (you can open the console by clicking the `F12` key)

For more refer to the [Inline Documentation](#) page.

Read [Getting started with ckeditor online](#): <https://riptutorial.com/ckeditor/topic/5716/getting-started-with-ckeditor>

Credits

S. No	Chapters	Contributors
1	Getting started with ckeditor	Community , Dekel