

example.php

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<?php
/*****

example.php -- A standard javascript implementation of EditLive!
                A call is made to the addPlugins PHP method to
                add plugins to the EditLive! instance.

This is an example of how a PHP script can be used to easily
add plugins from a specified directory to EditLive!.

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*****/

require_once("./pluginLoader.php");
?>
<html>
  <head>
    <title>Automated Plugin Loading Example - PHP</title>
    <link rel="stylesheet" href="stylesheet.css">
    <!--
    Include the EditLive! JavaScript Library
    -->
    <script src="../../redistributables/editlivejava/editlivejava.js" language="JavaScript"></script>
  </head>
  <body>

    <h1>Automated Plugin Loading Example</h1>

    <p>This example depicts how a PHP script can be used to add all of the plugins located
in a specific to an EditLive! instance.</p>
    <!--
    The instance of EditLive!
    -->
    <script language="JavaScript">
      // Create a new EditLive! instance with the name "ELApplet", a height of 400 pixels and
a width of 700 pixels.
      var editlive = new EditLiveJava("ELApplet", 700, 400);

      // This sets a relative path to the directory where the EditLive! redistributables can
be found e.g. editlivejava.jar
      editlive.setDownloadDirectory("../../redistributables/editlivejava");

      // This sets a relative or absolute path to the XML configuration file to use
editlive.setConfigurationFile("../../redistributables/editlivejava/sample_eljconfig.
xml");

      // this load-time property is only required to enable Equation Editing
      editlive.setUseMathML(true);

    </script>
  </body>
</html>

<?php
$protocol = 'http';
if (isset($_SERVER['SERVER_PORT']) && $_SERVER['SERVER_PORT'] == '443') {
    $protocol = 'https';
}

$hostname = $protocol.'://'.$_SERVER['HTTP_HOST'];
$dirname = $_SERVER['PHP_SELF'];
$dirname = substr($dirname, 0, strlen($dirname)-24)."examplePlugins/";
$hostname = $hostname.$dirname;

$pluginPath = substr(__FILE__, 0, strlen(__FILE__)-24)."examplePlugins";

loadPlugins("editlive", $pluginPath, $hostname);
?>
```

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        // .show is the final call and instructs the JavaScript library (editlivejava.js) to
insert a new EditLive! instance
        // at the this location.
        editlive.show();
    </script>
</body>
</html>
```