



Editor42 for PrestaShop

User guide, module version 1.0.0

What the module does

Editor42 takes the place of the TinyMCE 4 editor PrestaShop ships, on every rich-text field of the back office: CMS pages, product summaries and descriptions, categories and the other description fields. Editor42 is a maintained, MIT-licensed fork of TinyMCE 6, and the module brings it whole: the editor works with nothing loaded from outside your shop.

N1ED is built in. It adds Bootstrap blocks and widgets, a file manager and an image editor to the editor's toolbar. N1ED is an online service: its tools load from the N1ED cloud in your browser while you edit.

Requirements

- PrestaShop 1.7.8 or later, PrestaShop 8 and 9 included.
- The PHP version your PrestaShop needs, with the GD extension (the file manager uses it for previews and resizing).
- For N1ED's tools: a browser that can reach the N1ED cloud. Without it you still get the editor, without blocks and widgets.

Installing

1. In the back office, open **Modules > Module Manager**.
2. Click **Upload a module** and choose the module's zip file, or install it from your PrestaShop Addons account.
3. Open any product or CMS page: Editor42 is now the editor.

During the installation the module:

- removes the older N1ED module ("N1 TinyMCE") if your shop has it, and keeps its API key;
- turns HTMLPurifier off and allows iframes, so the attributes blocks and widgets rely on, and embedded videos, survive saving. Your previous values are stored and come back when you uninstall.

Setting it up

Open **Modules > Module Manager**, find Editor42 and click **Configure**.

The N1ED panel on that page shows the API key the editor uses. The module starts with a demo key, so everything works right away. To use an N1ED account of your own, sign in or sign up in the panel and pick your key: the panel saves it at once. Only employees allowed to configure modules can change the key.

The key you choose decides which N1ED account and settings the editor uses. Keep the account's details to yourself.

Using the editor

- **Text and formatting** work as in TinyMCE: headings, lists, links, tables, colors, the source code view and full screen.
- **Blocks and widgets:** the N1ED button on the toolbar opens the library. Pick a block, then edit its text and pictures in place.
- **Images:** the image button opens the file manager on your shop's **img/cms** folder. Upload, choose, crop and resize pictures there. Scripts and HTML files are refused, and so are SVG files.
- **Saving:** save the product or page as usual. The content is stored as plain HTML, and the shop's pages show it as you edited it. The module adds the small script that runs widgets to your storefront by itself.

The file manager answers only inside the back office, for a logged-in employee. If it reports an error after the page has been open for a long time, reload the page and log in again.

Uninstalling

Uninstall Editor42 in **Modules > Module Manager**. PrestaShop's own editor comes back, HTMLPurifier and iframes return to the values you had before, and the module's settings, the API key among them, are deleted. Your content and the pictures in **img/cms** stay.

Troubleshooting

The editor appears, but without blocks and widgets	The browser cannot reach the N1ED cloud, often because of a firewall or a browser extension. The editor keeps working without them.
The file manager shows an error	Reload the page: the back-office session may have expired. Check that the web server can write to the img/cms folder.
Blocks lose their layout after saving	Make sure HTMLPurifier is still off in Shop Parameters > General . Another module may have turned it back on.
Saving is refused with a message about HTML	PrestaShop refuses scripts in rich-text fields. Remove the script from the content, or put it in your theme instead.

Support

Ask through the module's page on the PrestaShop Addons marketplace: that is where questions, bug reports and updates are handled.