

LINE Bot Designer

v1.3.4

Table of Contents

1. Introduction of LINE Bot Designer	3
A. Purpose	3
B. Specifications	3
C. Layout	4
2. Start	8
3. Menu Bar	9
4. Messages	10
A. Text Message	11
B. Image Message	12
C. Video Message	13
D. Audio Message	14
E. File Message	15
F. Image Map Message	16
G. Sticker Message	17
H. Location Message	18
I. Buttons Template Message	19
J. Carousel Template Message	20
K. Confirm Template Message	21
L. Image Carousel Template Message	22
M. ProtoPie Message	23
5. Rich Menu	24
6. Web App	26
7. Flex Message	31
8. Chats	57

1. Introduction of LINE Bot Designer

A. Purpose

LINE Bot Designer is a tool for planners or designers to simulate chatbot scenarios without developer support. All types of messages available on the LINE app are available for use when creating these scenarios. LINE Bot Designer automatically generates codes according to the scenarios you design, which can be later used in the actual development of your chatbot.

B. Specifications

1) Types of Message and Menu

Categories	Types
Message	Text, Image, Video, Audio, File, Image Map, Sticker, Location, Buttons Template, Carousel Template, Confirm Template, Image Carousel Template and ProtoPie
Menu	Rich Menu
Web App	URL, Local File

2) Limitations

To use LINE Bot Designer, you must log in with your LINE account. However, as it is not linked to actual messaging functions, there are certain limitations:

- (1) You cannot import contacts or call logs from the LINE app.
- (2) Location Messages are only presented in message form, and are not linked to actual map applications.
- (3) As LINE Bot Designer runs on PC operating systems, certain actions may produce results that are different from the user experience on mobile devices.

C. Layout

1) Bot Items Mode

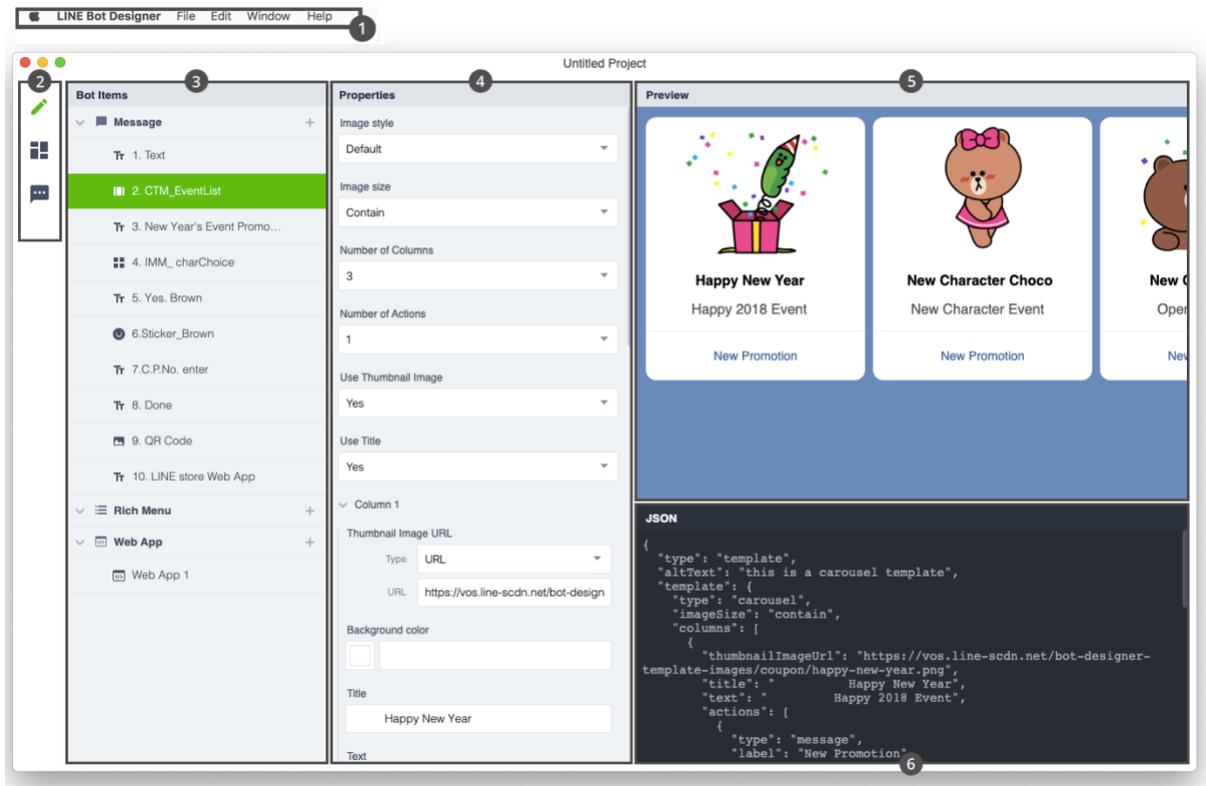


Figure 1 [Bot Items Mode]

- (1) The LINE Bot Designer menu bar is comprised of the following menus: LINE BOT Designer, File, Edit, Window, and Help (For more details, see 3. Menu Bar).
- (2) Click the  icon to enter Bot Items Mode. In Bot Items Mode, you can create individual messages to generate chatbot scenarios.
- (3) Click the + button to add Message, Rich Menu and Web App. You can add up to 100 messages. Once you reach the maximum amount, you cannot add more messages.
- (4) On Properties, you can configure detailed settings for Bot Items such as title, text, image, audio, and others.
- (5) The Preview pane displays a preview based on your configurations.
- (6) The JSON pane displays JSON code automatically generated based on your configurations. This code can be directly applied to any actual LINE chatbots you develop.

2) Flex Message Mode

Flex Message is different from the other predefined messages in Bot Items Mode because you can choose the message components and freely customize the layout. For more information, see Chapter 7. Flex Message.

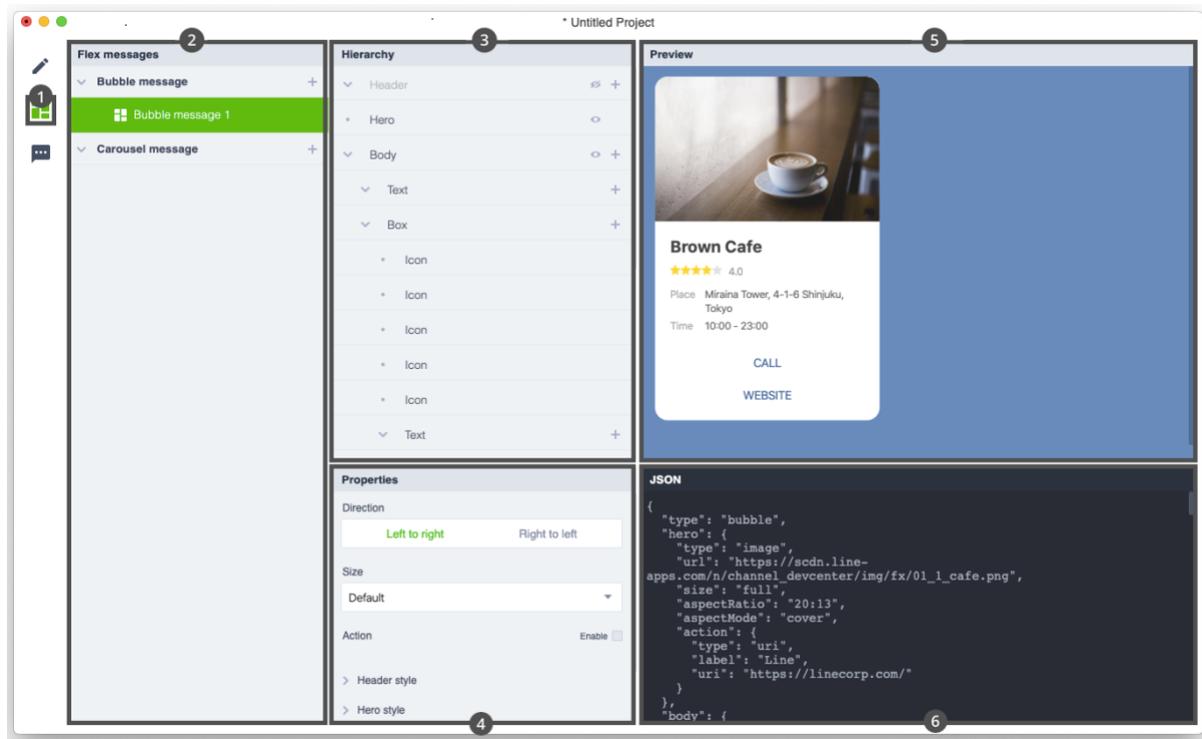


Figure 2 [Flex Message Mode]

- (1) Click the  button to enter Flex Message Mode. In Flex Message Mode, you can create components and combine them to make a Flex Message with a new layout.
- (2) The Flex Message pane displays the list of created Flex Messages. The two main types of Flex Messages are Bubble Messages and Carousel Messages. Click on the corresponding add (+) button to create a new message.
 - Bubble Message: A Bubble Message is made up of four blocks: header, hero, body, and footer. You can add a box component to the lower-level to create a more diverse layout.
 - Carousel Message: A Carousel Message is a horizontal slideshow of Bubble Messages and can be made up of up to 10 Bubble Messages.
- (3) The Hierarchy pane shows the hierarchy of components that create the Flex Message in a tree structure. The four top-level blocks are shown by default.
 - Move: You can move any blocks other than the top-level blocks using drag and drop.
 - Delete: You can delete any blocks other than the top-level blocks.
 - Disable Block: You can disable the top-level blocks instead of deleting them. Select the eye  icon and choose whether to enable or disable them. The disabled blocks and its subcomponents are not displayed on the Preview pane and also on the JSON pane.

- (4) The Properties pane shows different information depending on the type of component selected. If you select a message on the Flex Messages pane (2), you will see message properties. If you select a component on the Hierarchy pane (3), you will see component properties.
- (5) The Preview pane shows a preview of the Flex Message based on the message setting values. If you click on a displayed component, the component is automatically selected on the Hierarchy pane.
- (6) The JSON pane shows the JSON code generated based on the component settings of the message. This code can be used directly when developing LINE chatbots or in chatbot simulators.

3) Chat Mode

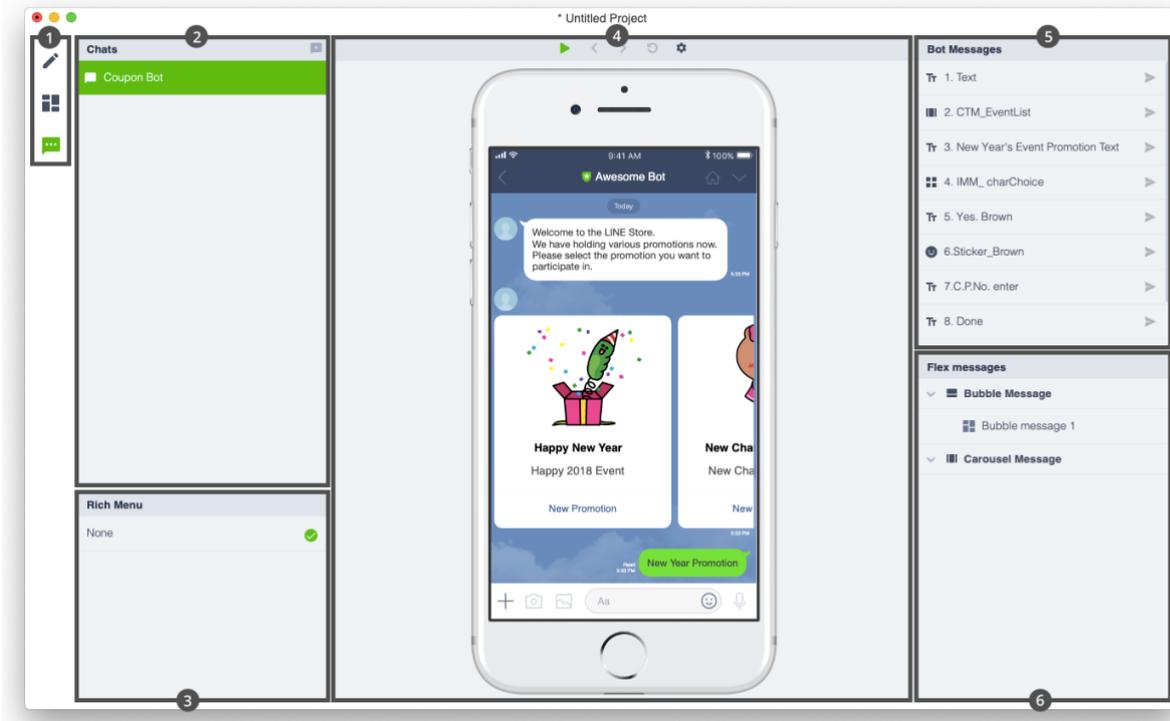


Figure 3 [Chat Mode]

- (1) Click the  icon to enter Chat Mode. You can simulate chatbot scenarios using the messages you created in Bot Items Mode.
- (2) A chat list showing the selected chatbot scenario will be displayed. Click the + button to add more messages.
- (3) Here you can use the Rich Menus you have created in Bot Items Mode.
- (4) Select Bot Messages to add to the chat or activate Rich Menus.
- (5) Items created in Bot Items Mode are displayed here. Click to select the Bot Messages to display on the chat.
- (6) Items created in Flex Message Mode are displayed here. Click to select the Flex Messages to display on the chat.

2. Start

Install and run LINE Bot Designer.



Figure 4 [Start Menu]

- (1) Click this button to create a new project.
- (2) Click this button to open an existing project.
- (3) Click these buttons to load sample projects using Coupon, Event, and Reservation templates.

3. Menu Bar

The Menu Bar located at the top is comprised of five items: **LINE Bot Designer**, **File**, **Edit**, **Window**, and **Help**.

Menu	Name	Function
LINE Bot Designer (OSX Only)	About LINE Bot Designer	Check the current version of LINE Bot Designer
	Hide LINE Bot Designer	Hide the LINE Bot Designer window
	Hide Others	Hide all windows excluding LINE Bot Designer
	Show All	Show all windows
	Quit LINE Bot Designer	Quit the application
File	New Project	Create a new project
	Open	Open a saved file
	Save	Save the current project
	Save As	Save the project as...
	Project Setting	View or edit project settings
Edit	Undo	Undo last action
	Redo	Redo last action
	Copy	Copy to clipboard
	Paste	Paste from clipboard
	Delete	Delete selected content
	Select All	Select all content
Window (OSX Only)	Close Window	Close all windows
	Minimize	Minimize the window
	Zoom	Zoom-in the window
Help	Learn More	Learn more information about Bot Designer
	View Manual	View Bot Designer manual
	Check for Update	Check for available updates
	Legal notices	Read the terms of use
	Submit feedback	Submit feedback about the application

4. Messages

Messages in the Bot Items list creates messages that can be used to design chatbot scenarios. You can configure details such as message types and properties. Created messages are used for simulating the chatbot scenarios in Chat Mode.

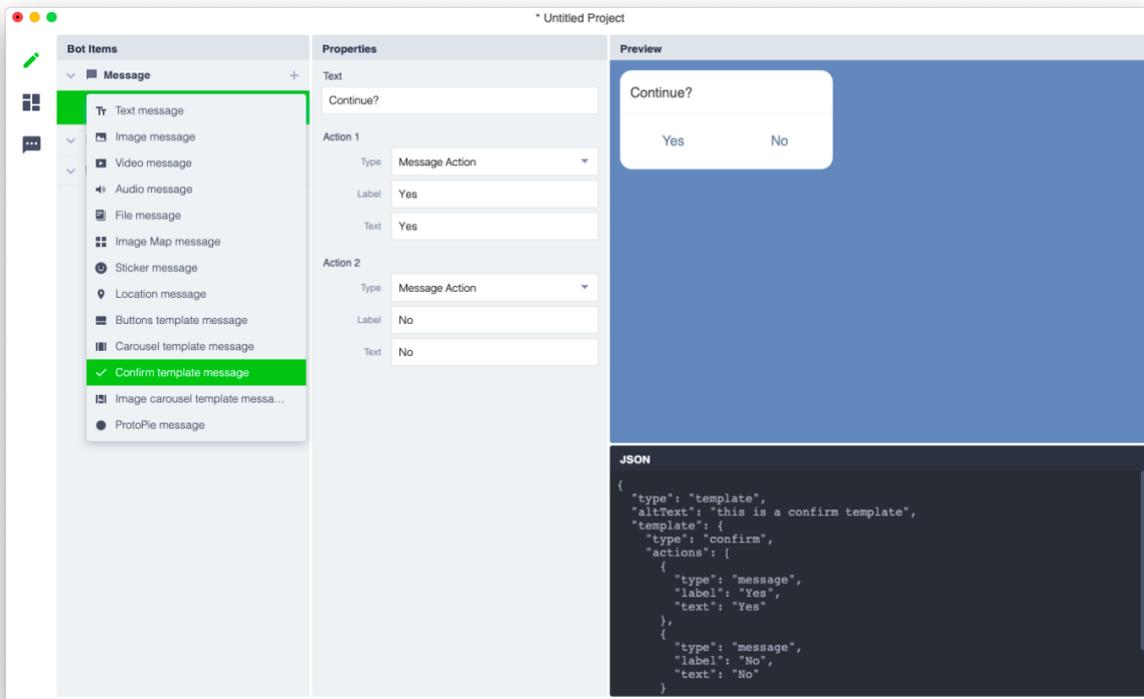


Figure 5 [Example of Confirm Template Message object]

Created messages can be instantly checked on the preview pane, in the actual format it will be displayed in. The JSON code that is automatically generated in the JSON pane can be used for actual chatbot development in the future.

A. Text Message

Text Message is used for creating text-based messages.

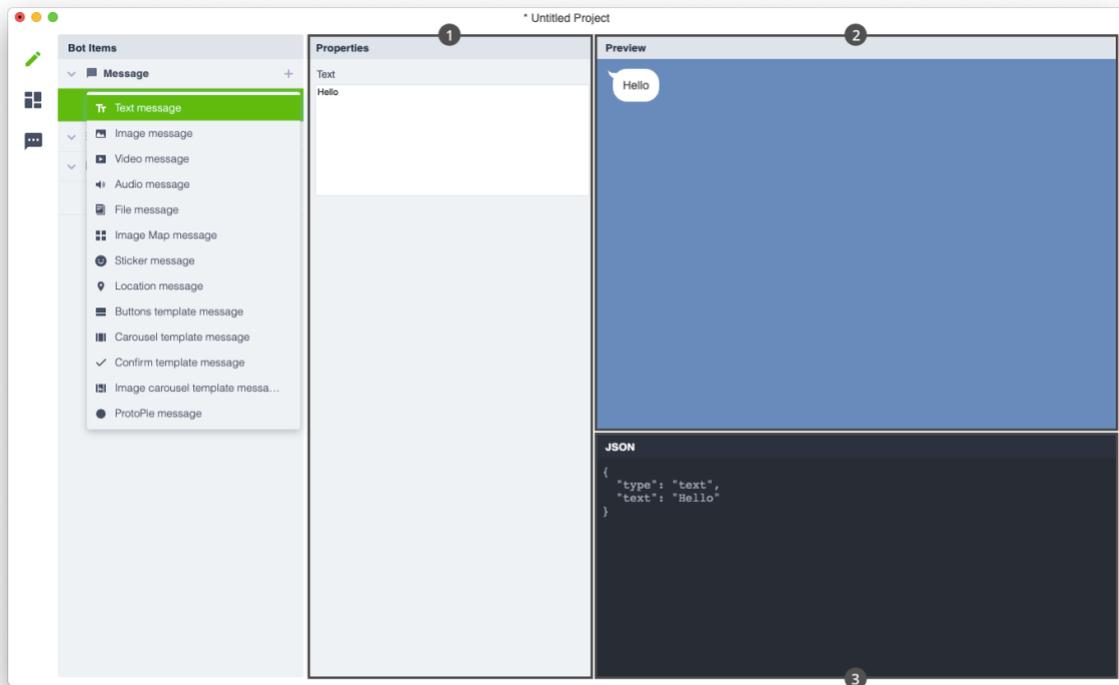


Figure 6 [Adding Text Message object and its properties, preview]

- (1) Add Text Message from the message list and enter the text to display in the message. In the Text pane, you can right-click on your mouse to bring up the context menu. The context menu lets you copy, cut, or paste text.
- (2) Check the entered text on the preview.
- (3) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: By default, the title of the Text Message is in sync with the body of the text. Once you change the title after double-clicking it, the title you entered will be kept even if you further edit the contents of the body.

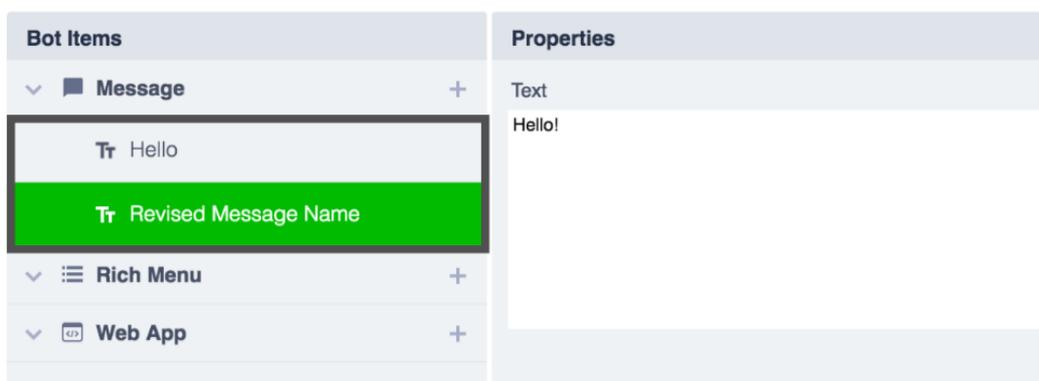


Figure 7 [Edit the title of Text Message object]

B. Image Message

Image Message is used to send images as a message. You can either load an image file uploaded to the internet through its URL, or use an image file saved to your local hard drive. Supported file types are png, jpg, jpeg, and gif.

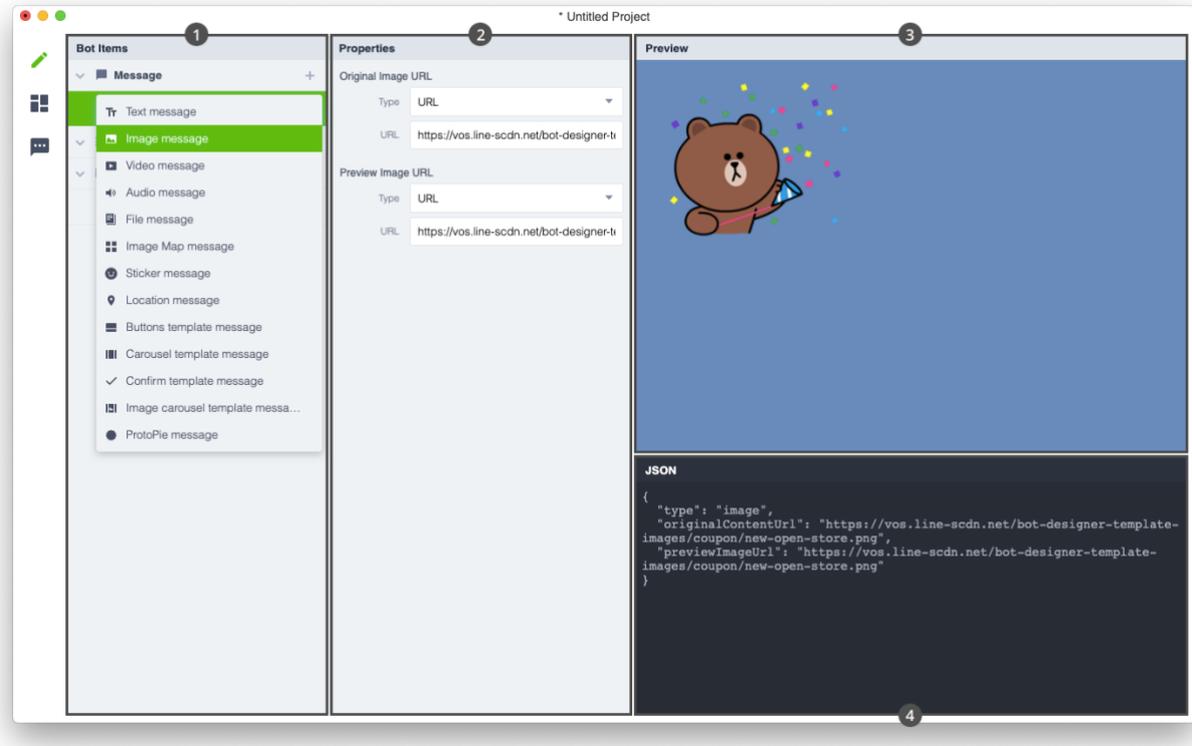


Figure 8 [Adding Image Message object and its Properties, Preview]

- (1) Add Image Message from the message list and configure its properties.
- (2) Configure the properties for the Image Message:
 - You can specify the location of the image file in Original Image URL.
 - You can choose between URL or Local File for the location of your image file.
 - You can enable GIF animations in your message by enabling Animated mode.
- (3) Check the preview to see if the images to be uploaded are displayed properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: Image Message image URLs on LINE Bot Designer can begin with https://.

C. Video Message

Video Message is used to send videos as a message. You can either load a video file uploaded to the internet through its URL, or use a video file saved to your local hard drive. A preview of the contents of the URL is displayed as long as you have an internet connection. The only supported video file type is mp4. Supported file types for the preview image of the video are png, jpg, jpeg, and gif.

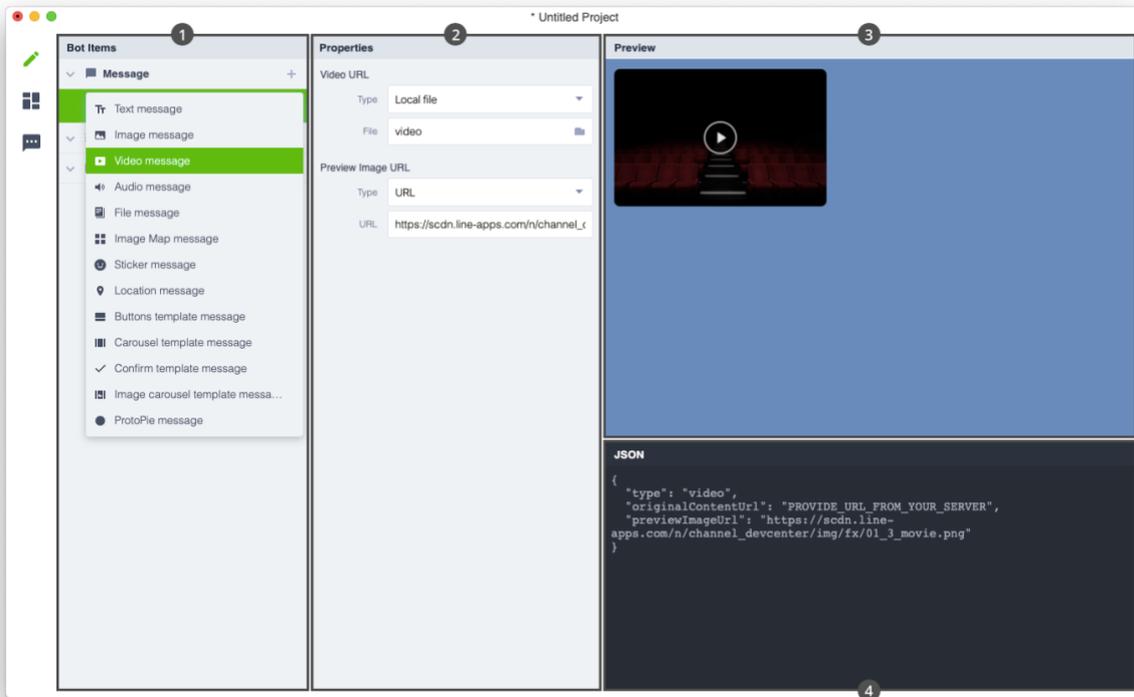


Figure 9 [Adding Video Message object and its Properties, Preview]

- (1) Add Video Message from the message list and configure its properties.
- (2) Configure the properties for the Video Message:
 - The preview image is an image shown before the video is played. You can specify the location of the preview image in Preview Image URL.
 - You can specify the location of the video file in Original Video URL.
- (3) Check the preview to see if the images to be uploaded are displayed properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: Video files cannot be played from the preview. If you attempt to play a video, a toast notification saying "This feature is only available in Chat mode" will appear. You can play videos in Chat mode.

D. Audio Message

Audio Message is used to send audio files as a message. You can either load an audio file uploaded to the internet through its URL, or use an audio file saved to your local hard drive. A preview of the contents of the URL is displayed as long as you have an internet connection. The only supported audio file type is m4a.

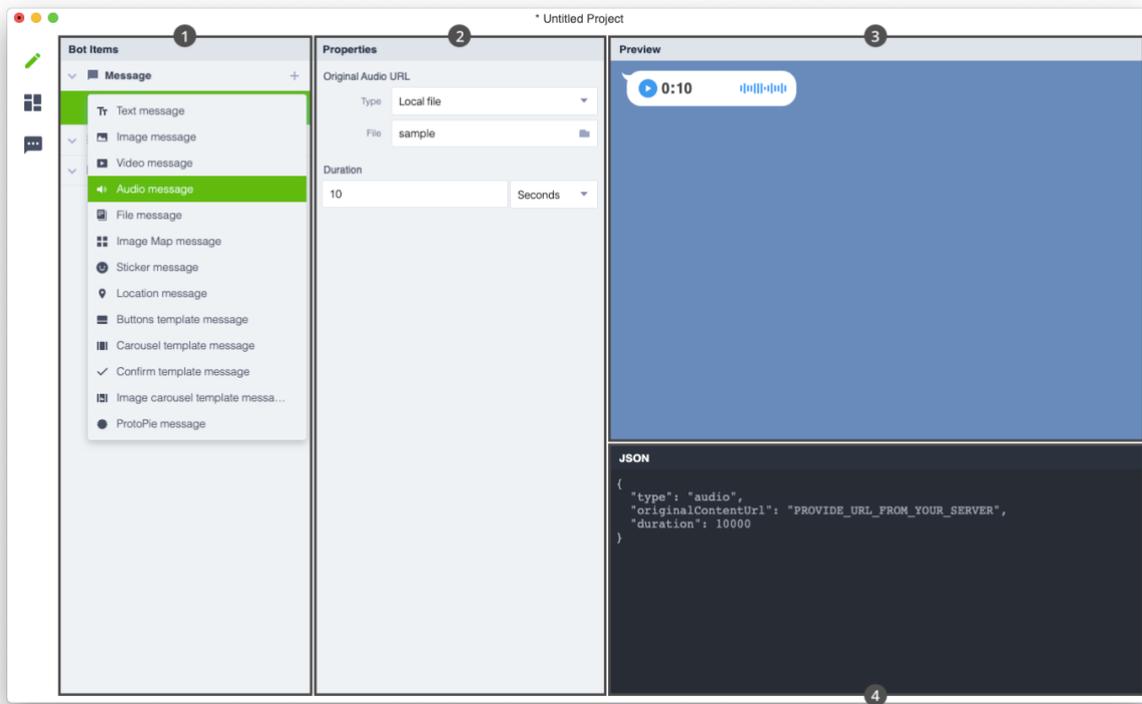


Figure 10 [Adding Audio Message object and its Properties, Preview]

- (1) Add Audio Message from the message list and configure its properties.
- (2) Enter duration time on the properties page.
 - You can choose between **URL** or **Local File** for the location of your audio file.
 - You can specify the location of the audio file in Original Audio URL.
 - Duration unit: Second, millisecond
- (3) Check the preview to see if the audio is played properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: The share button is not active in the preview page.

E. File Message

File Message is used to send files as a message.

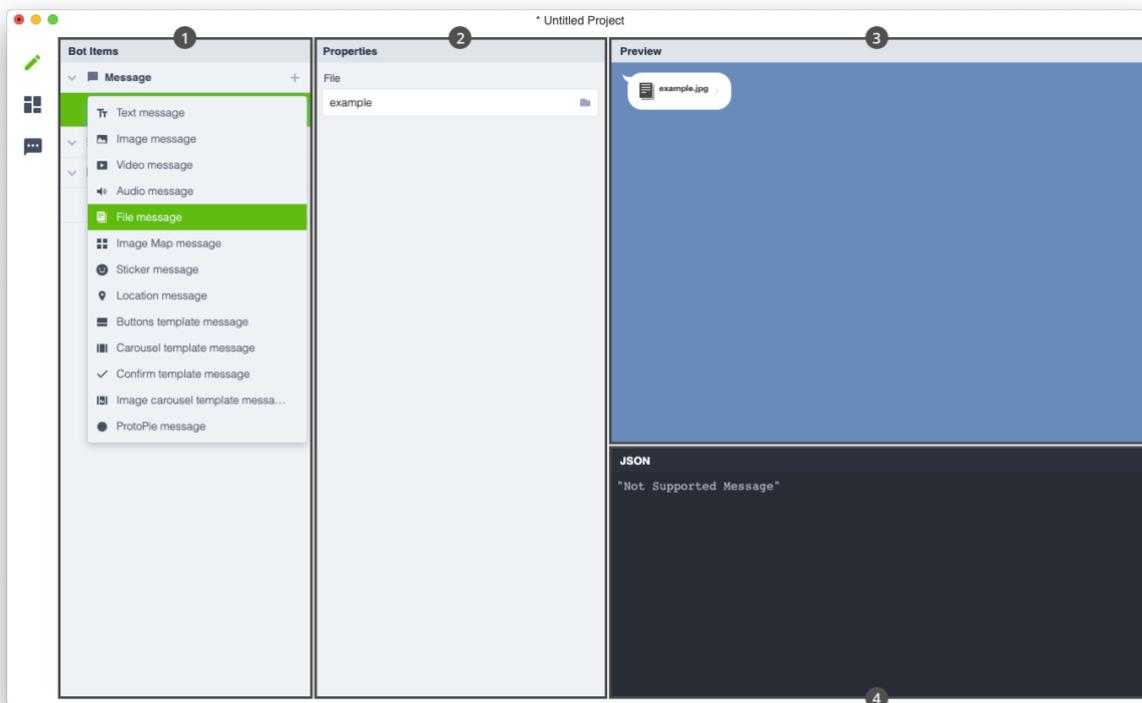


Figure 11 [Adding File Message object and its Properties, Preview]

- (1) Add File Message from the message list.
- (2) Specify a path to upload the file.
- (3) The name of the file is displayed on the preview.
- (4) File Messages do not generate code.

* Note: This menu only displays the message sent upon sending a File Message and it does not actually send any files. If you click the File Message, a message saying "This feature is only available on the LINE app" will appear.

F. Image Map Message

Image Map Message is used to add actions to parts of an uploaded image. After uploading an image on the Properties pane, you can drag across a region of the image to add an action to the selected region.

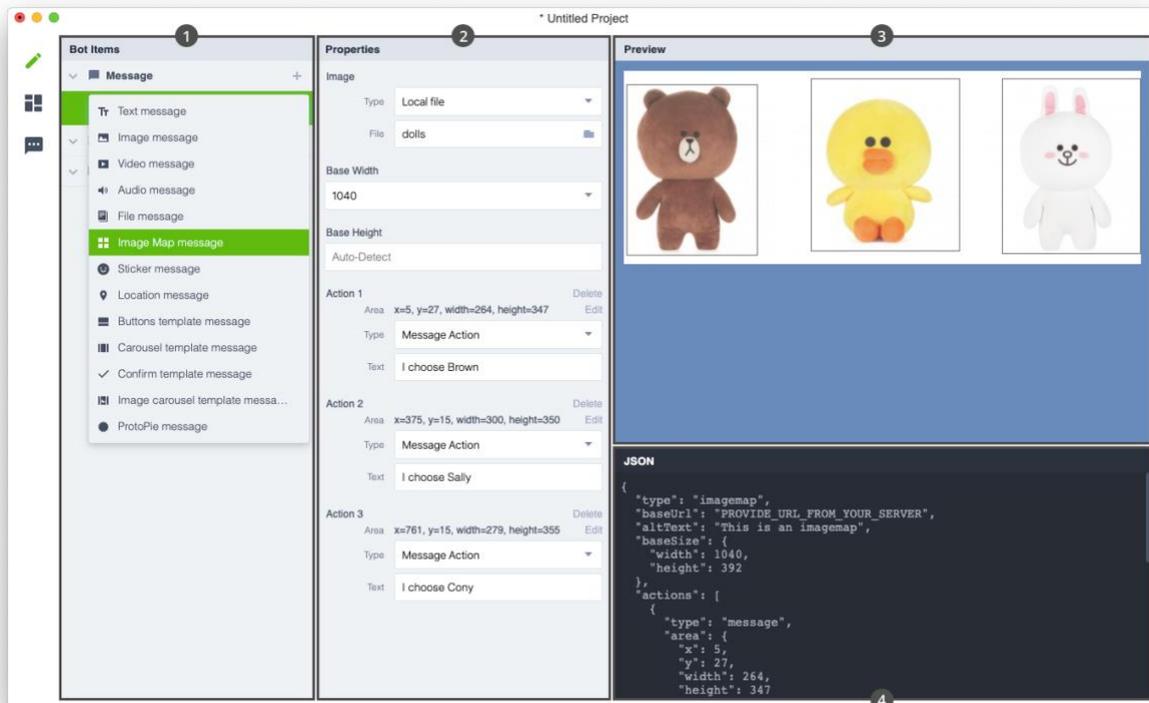


Figure 12 [Adding Image Map Message object and its Properties, Preview]

- (1) Add Image Map Message from the message list.
 - You can specify a local file or URL for image.
- (2) Configure the properties for the Image Map Message:
 - Set a maximum width (Fixed to 1040).
 - Set a maximum height.
 - Action: You can choose between Message Action, URI Action, and Web App Action.
- (3) The upload image is displayed on the preview.
 - On the Preview pane, click and drag across a region of the image to add an action to the selected region.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

G. Sticker Message

Sticker Message is used to send various stickers as a message.

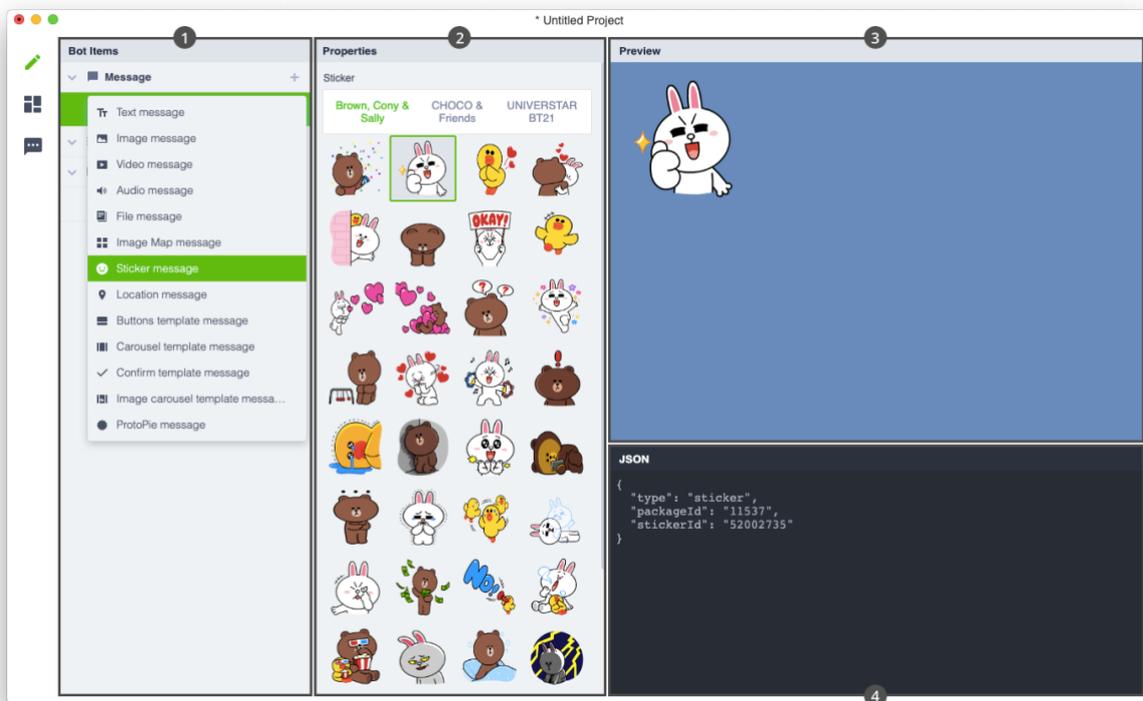


Figure 13 [Adding Sticker Message object and its Properties, Preview]

- (1) Add Sticker Message from the message list.
- (2) Choose a sticker.
- (3) Check the preview to see if the sticker is displayed properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

H. Location Message

Location Message is used to show locations using GPS coordinates as a message.

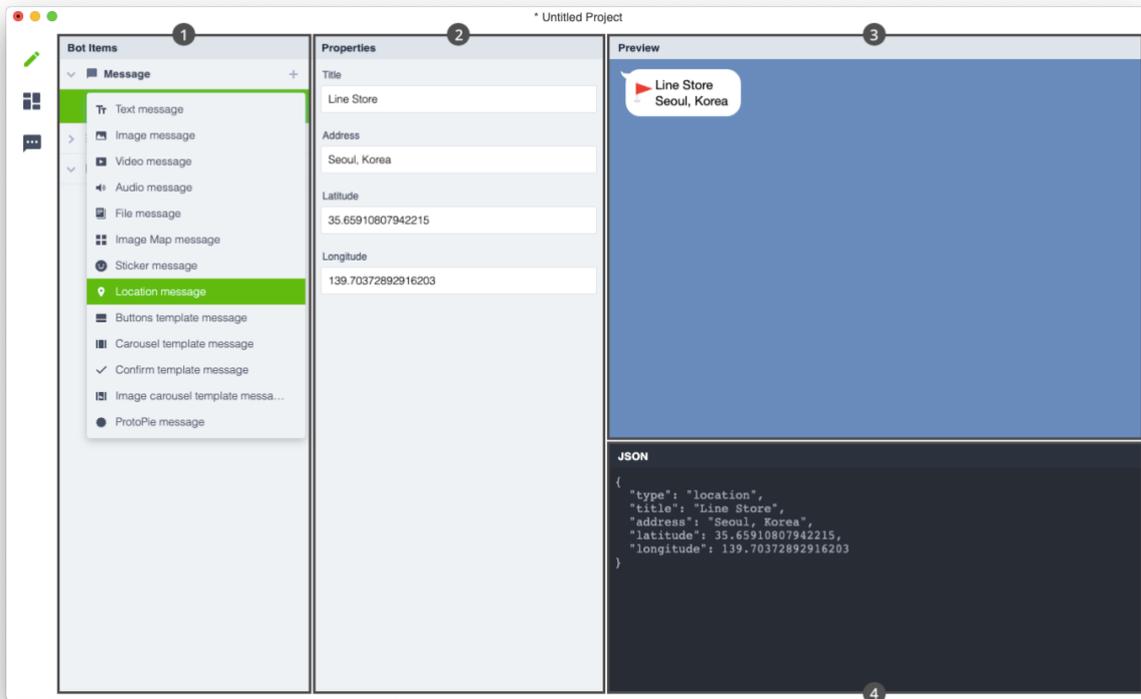


Figure 14 [Adding Location Message object and its Properties, Preview]

- (1) Add Location Message from the message list.
- (2) Configure the properties of Title, Address, Latitude, and Longitude.
- (3) Check the preview to see if the name and address of the location are displayed properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note:

- Location Messages cannot be linked to other applications. It can send messages only.
- By default, the title of the Location Message is in sync with the body of the text. Once you change the title after double-clicking it, the title you entered will be kept even if you further edit the contents of the body.



Figure 15 [Edit the title of Location Message object]

I. Buttons Template Message

Buttons Template Message is a template that sets actions to each button so that users can perform the actions by pressing them. You can choose actions such as Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action.

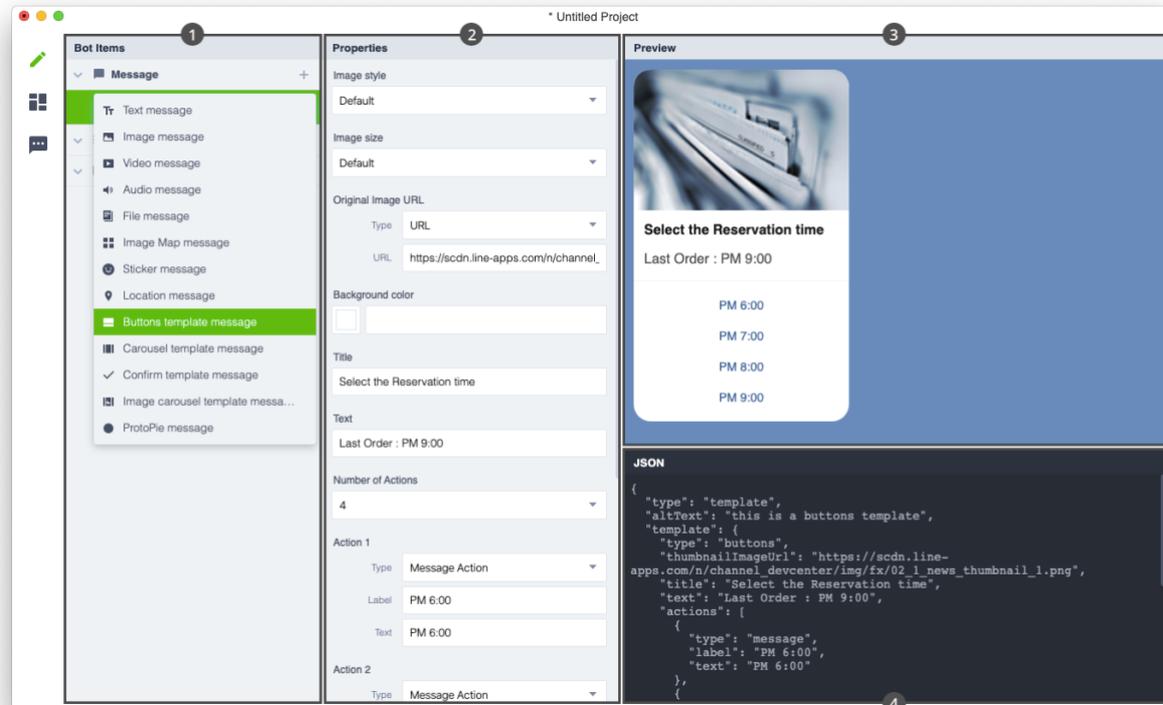


Figure 16 [Adding Buttons Template Message object and its Properties, Preview]

- (1) Add Buttons Template Message from the message list.
- (2) Configure the properties of Title, Text, and Number of Actions (Max : 4).
 - You can choose between **URL** or **Local File** for the location of your image file. A preview of the contents of the URL is displayed as long as you have an internet. You can also select **No Image** if you do not wish to use an image.
 - You can choose actions such as Message Action, Postback Action, URI Action, Web App Action and DateTime Picker Action.
- (3) Check the preview to see if the Buttons Template Message is displayed properly.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: URL address of Thumbnail Image in Bot Designer can begin with https://.

J. Carousel Template Message

Carousel Template Message is used to apply multiple Buttons Template Messages simultaneously. You can easily configure images, titles, text, and button labels for each message.

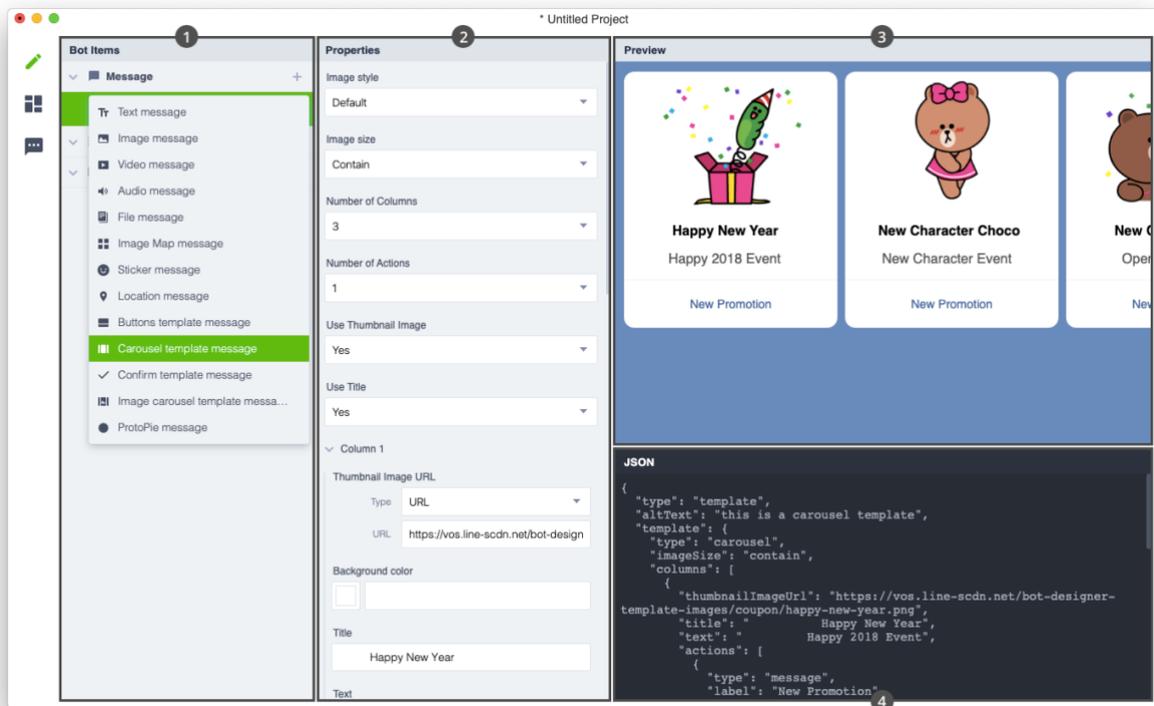


Figure 17 [Adding Carousel Template Message object and its Properties, Preview]

- (1) Add Carousel Template Message from the message list.
- (2) Configure the properties of Title, Text, and Action.
 - The number of Buttons Template Messages (Max.: 10).
 - The number of Action Buttons (Max.: 3). All columns must have the same amount of actions.
 - Use Thumbnail Image: Choose whether to use thumbnail images or not (This setting applies to all columns).
 - Use Title: Choose whether to use titles or not (This setting applies to all columns).
 - You can choose between **URL** or **Local File** for the location of your image file. A preview of the contents of the URL is displayed as long as you have an internet.
 - For the action, you can choose actions such as Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
- (3) Check preview to see if Carousel Template Message is well displayed.
- (4) JSON window will automatically create codes according to bot items and properties. The code can be applied to LINE chatbots instantly.

* Note: Thumbnail image URLs on LINE Bot Designer can begin with https://.

K. Confirm Template Message

Confirm Template Message is used for asking yes or no questions to confirm a user's choice. The "yes" and "no" labels can be customized to fit other purposes.

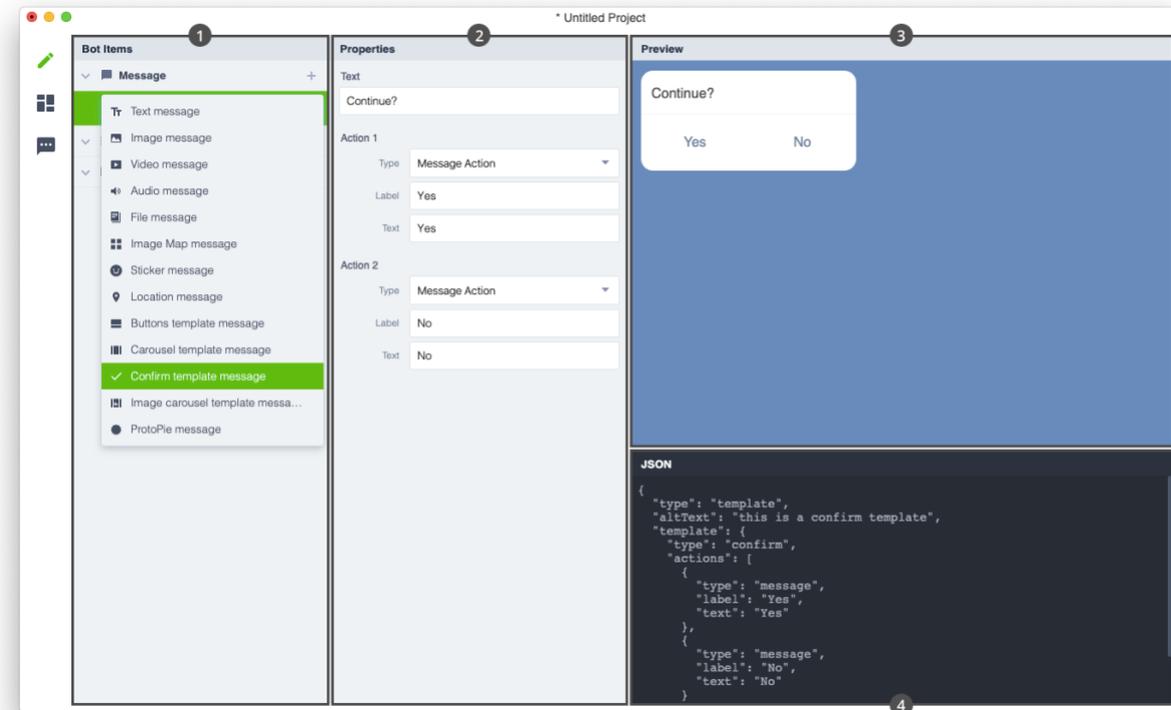


Figure 18 [Adding Confirm Template Message object and its Properties, Preview]

- (1) Add Confirm Template Message from the message list.
- (2) Configure the properties of the Text and Action (The Action number will not be changed).
- (3) Check the preview to see if the Confirm Template Message is displayed properly.
- (4) JSON window will automatically create codes according to bot items and properties. The code can be applied to LINE chatbots instantly.

L. Image Carousel Template Message

The image carousel template is a message type that enables users to scroll through multiple images.

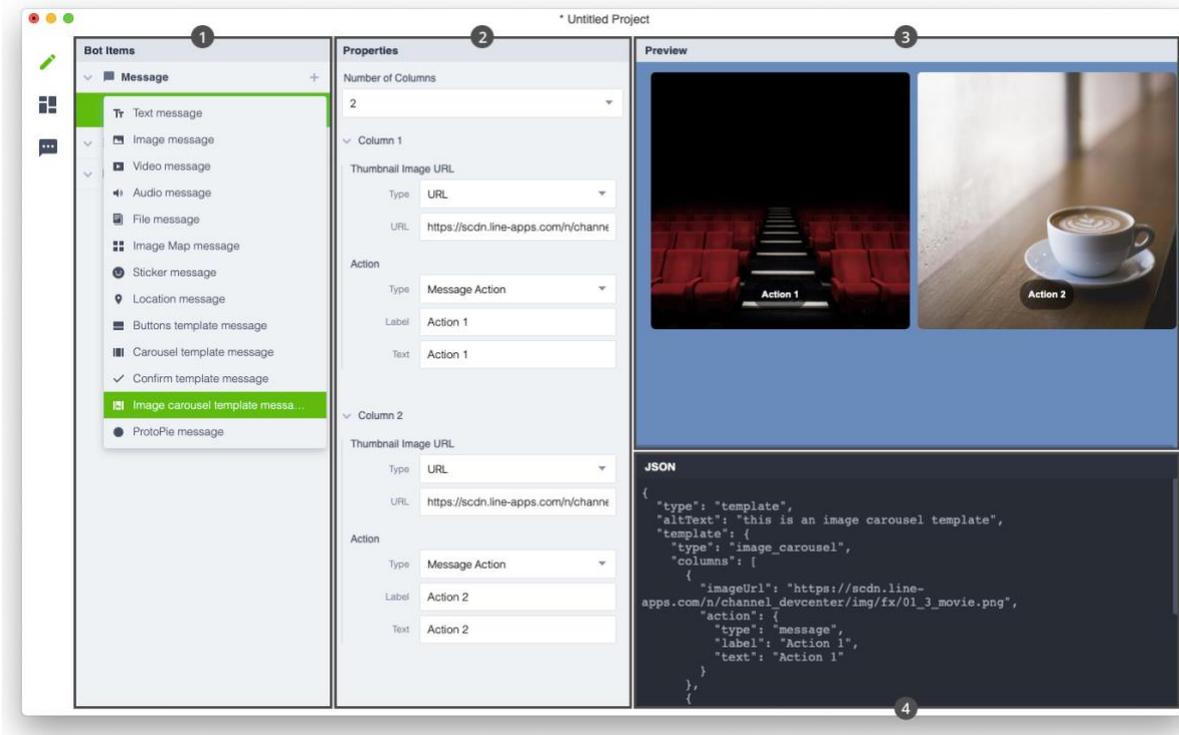


Figure 19 [Adding Image Carousel Template Message object and its Properties, Preview]

- (1) Add Image Carousel Template Message from the message list.
- (2) Configure the properties of thumbnail images and Action.
 - The number of Columns (Max.: 10).
 - For the thumbnail images, You can choose between **URL** or **Local File** for the location of your image file. A preview of the contents of the URL is displayed as long as you have an internet.
 - For the action, you can choose actions such as Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
- (3) Check preview to see if Image Carousel Template Message is well displayed.
- (4) JSON window will automatically create codes according to bot items and properties. The code can be applied to LINE chatbots instantly.

* Note: Thumbnail image URLs on LINE Bot Designer can begin with https://.

M. ProtoPie Message

ProtoPie Messages are made using ProtoPie studio and is used for sending interactive Pie messages. You can download ProtoPie studio from <https://www.protopie.io> .

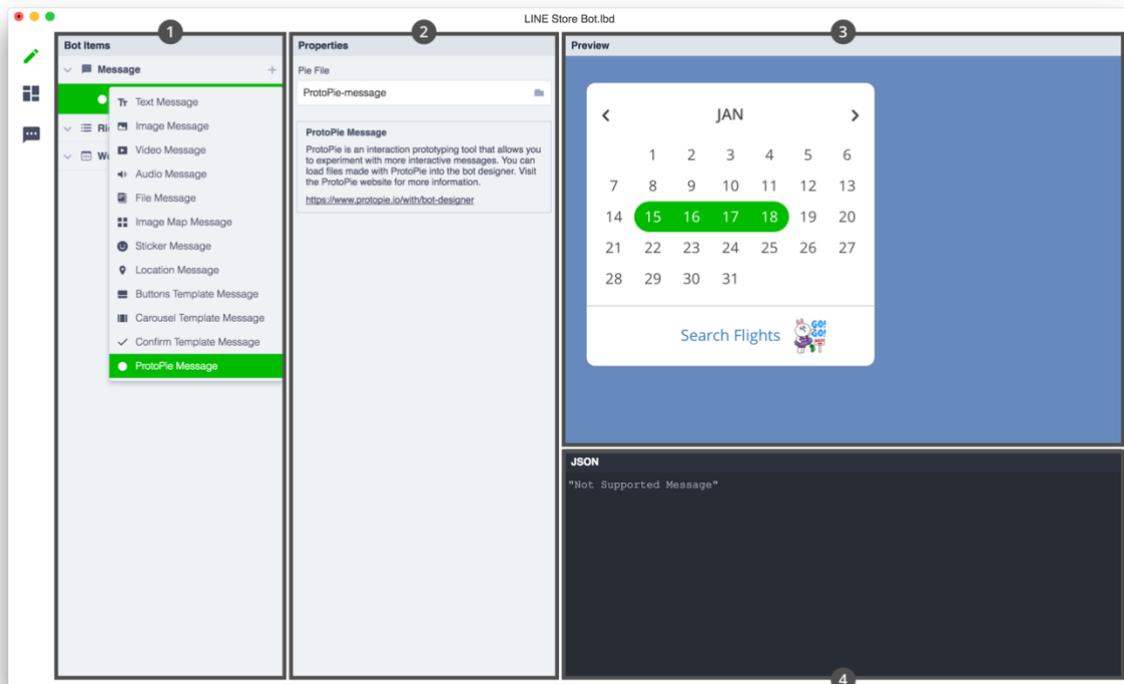


Figure 20 [Adding ProtoPie Message object and its Properties, Preview]

- (1) Add ProtoPie Message from the message list.
- (2) Specify the path of the Pie file.
- (3) The Pie file is displayed on the preview. Upon clicking the image, the Pie file will run.
- (4) ProtoPie Messages do not generate JSON code.

5. Rich Menu

Rich Menu provides menus you can access from the chatbot at all times. The Rich Menu activation button appears when the keyboard is folded, and the Rich Menu is displayed when you press this button. You can assign actions on the attached images.

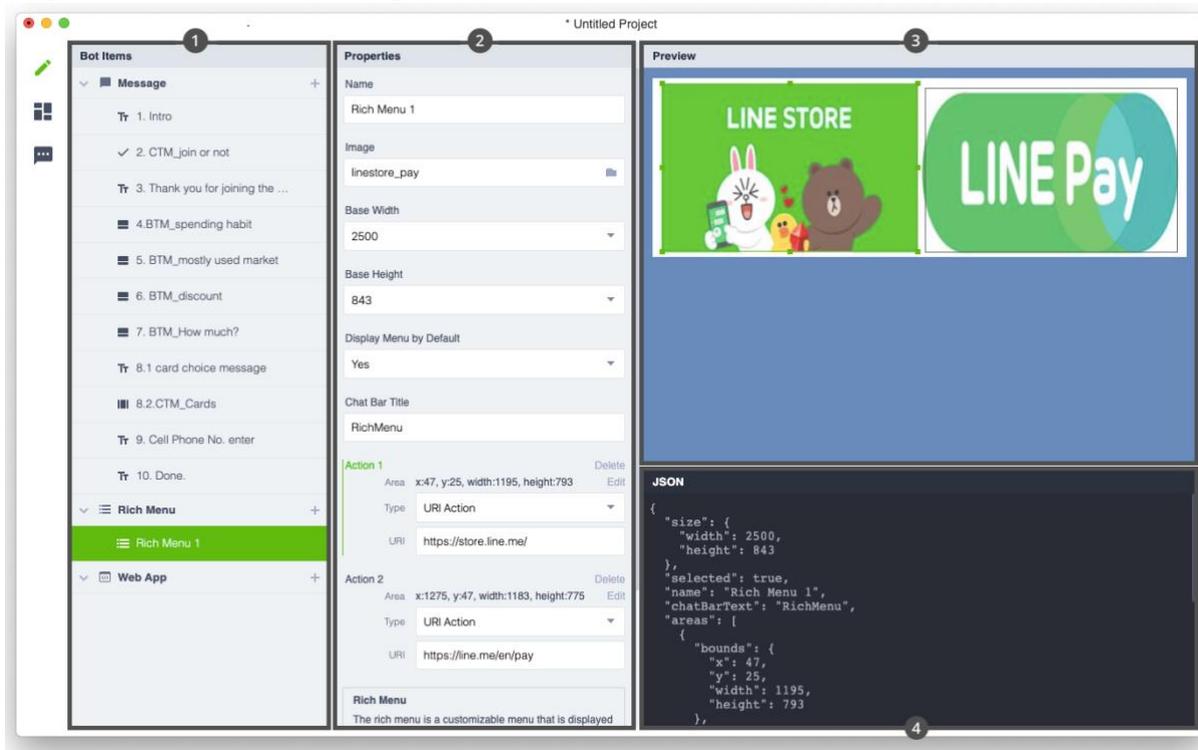


Figure 21 [Adding Rich Menu object and its Properties, Preview]

- (1) Add Rich Menu from the message list.
- (2) Configure the properties as follows:
 - Name: Enter a name for the Rich Menu.
 - Image: Select image files to apply to the Rich Menu.
 - Base Width : Set a maximum width (Fixed: 2500).
 - Base height: Set a maximum height (Fixed: 1686 or 843).
 - Configure whether to show the Rich Menu as soon as the chatbot launches or not.
 - Enter a title to be displayed on the Chat Bar.
 - Action: You can configure actions such as Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action.
- (3) The preview will display the attached image.
 - On the Preview pane, click and drag across a region of the image to add an action to the selected region.
- (4) JSON code automatically generated according to bot items and properties is displayed on the JSON pane. This code can later be used for creating LINE bots.

* Note: The size of Rich Menu images used on LINE Bot Designer are automatically adjusted when inserted. However, when applying the images on an actual LINE chatbot, the image must be designed following the design guide.

6. Web App

Web App, supported starting from Bot Designer v1.1.0 simulates newly developed Web Apps using LINE's new LIFF framework.

LIFF is a framework aimed at providing a flexible and scalable platform where third party developers can develop web applications linked with LINE.

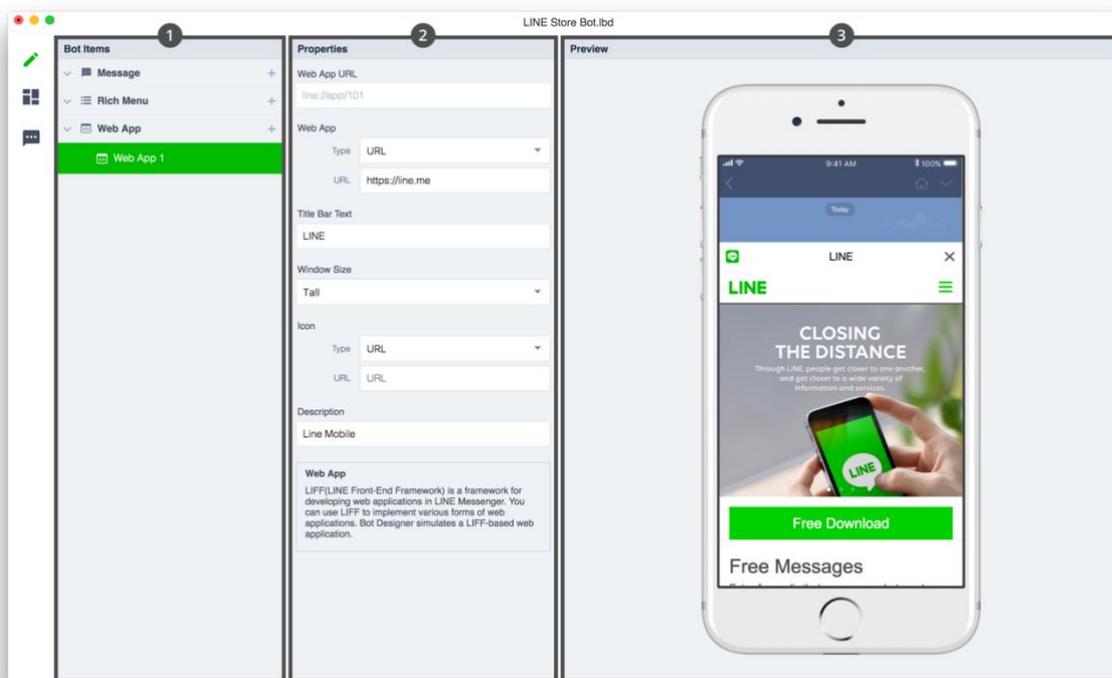


Figure 22 [Adding Web App object and its Properties, Preview]

- (1) Add Web App from the message list.
- (2) Set the properties as below:
 - Web App URL: the unique URL for calling the Web App; automatically created.
 - Web App: can upload URL or image files to replace Web App to simulate Web App's performance. Web App only allows https:// for URL and supports JPG, PNG and GIF only.
 - Title Bar Text: enter the title to be displayed in the title bar (max: 20)
 - Window Size: Window Size supports 4 options; default value is Tall.
 - Full: display full screen, not including the status bar
 - Tall: display as 80% of the full screen
 - Compact: display as 50% of the full screen
 - Icon: displays in the title bar; can select URL or File; JPG,PNG and GIF are supported; suggested size is 80x80.
 - Description: enter descriptions about the Web App (max: 100)

(3) Preview Web App in the preview window

Run Web App through the More menu, and Web App can be managed to be seen above the More menu.

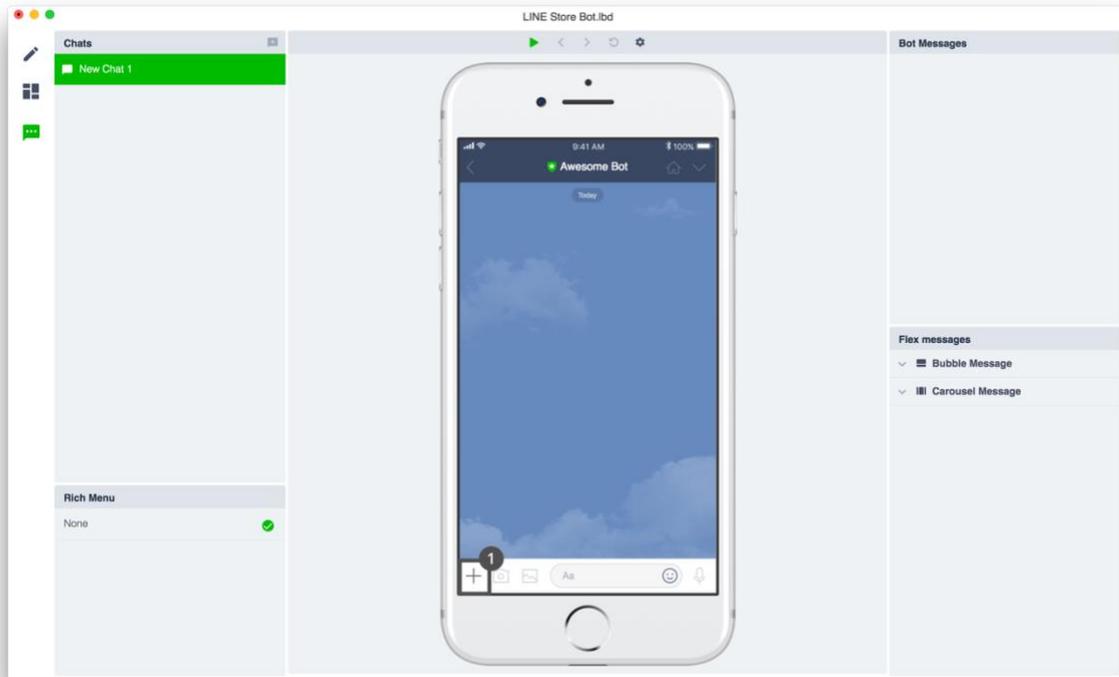


Figure 23 [Before click the '+ Button' in Chat Mode]

(1) First, click on the '+button' in the Chat Mode to see the '+ menu'

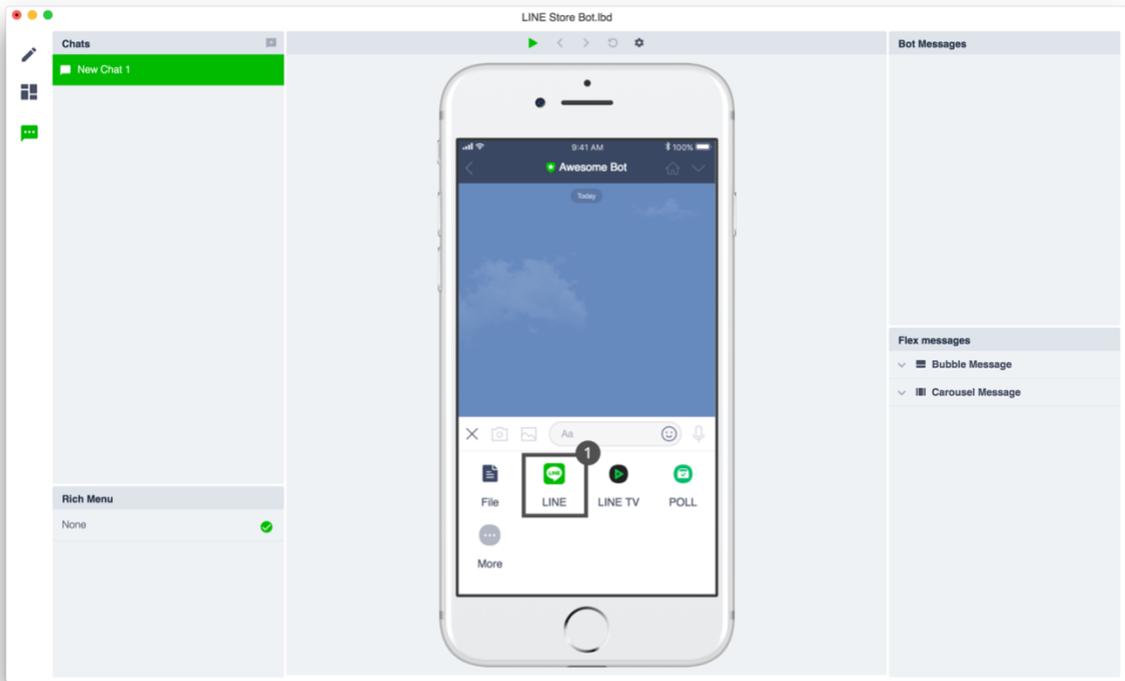


Figure 24 [Before click the Web App object in '+ Menu']

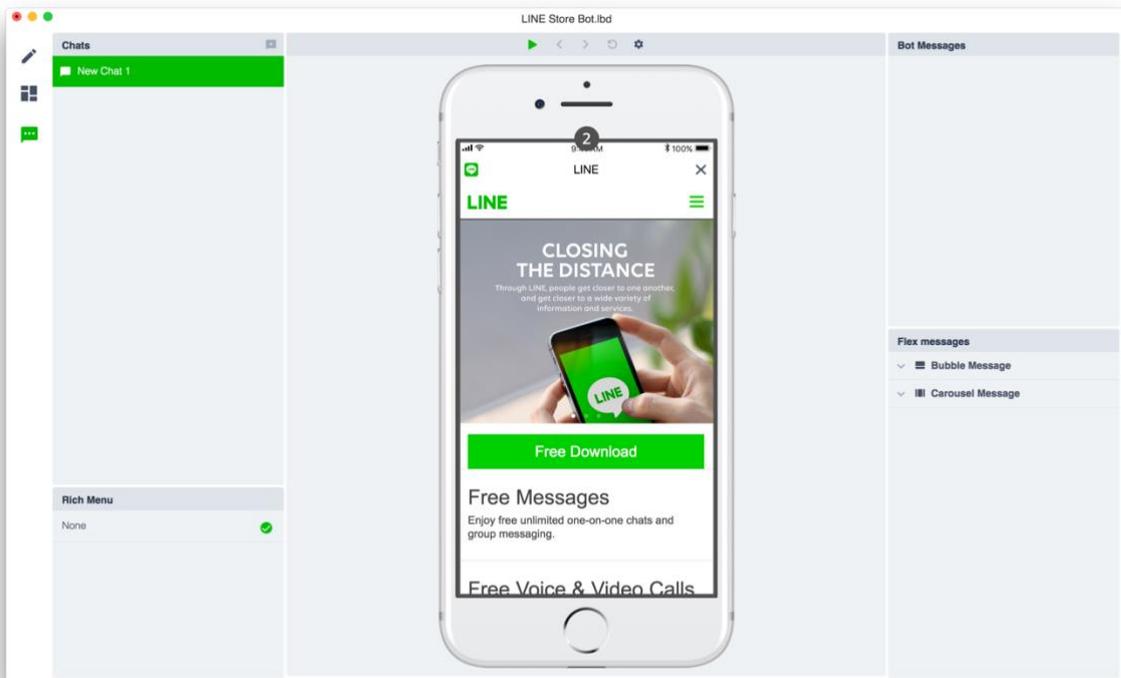


Figure 25 [Launch the Web App object in Chat Mode]

(1) Click on the Web App icon above the '+ menu' to run Web App directly.

(2) Web App will be displayed in the size configured in the settings.

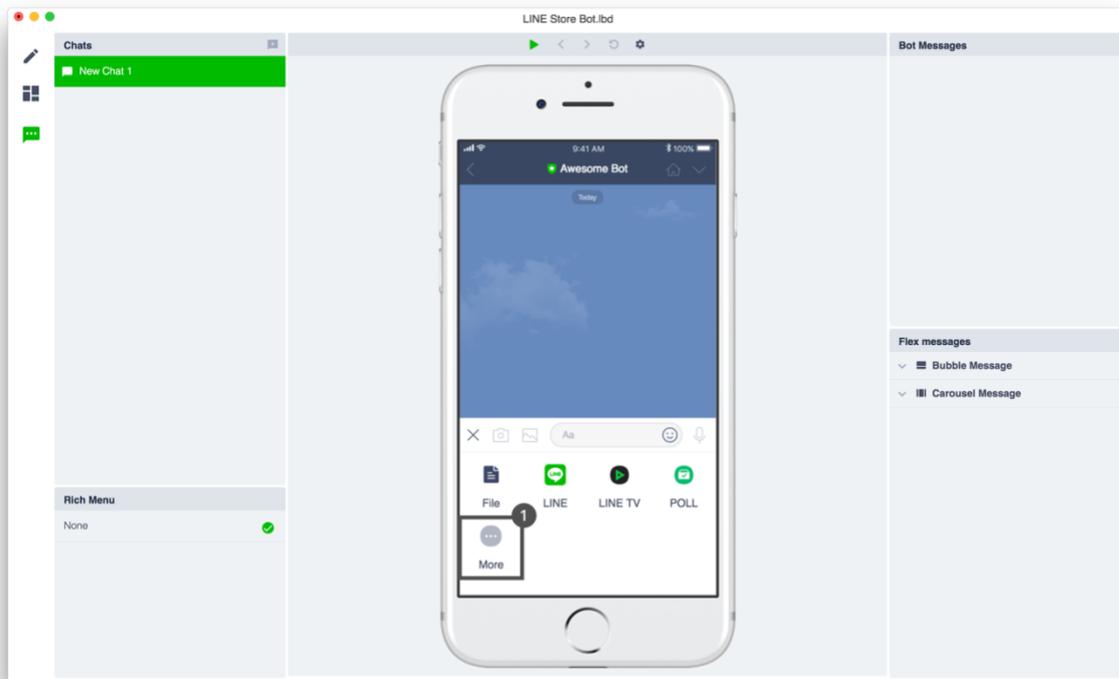


Figure 26 [Before click the 'More' Icon in '+ Menu']

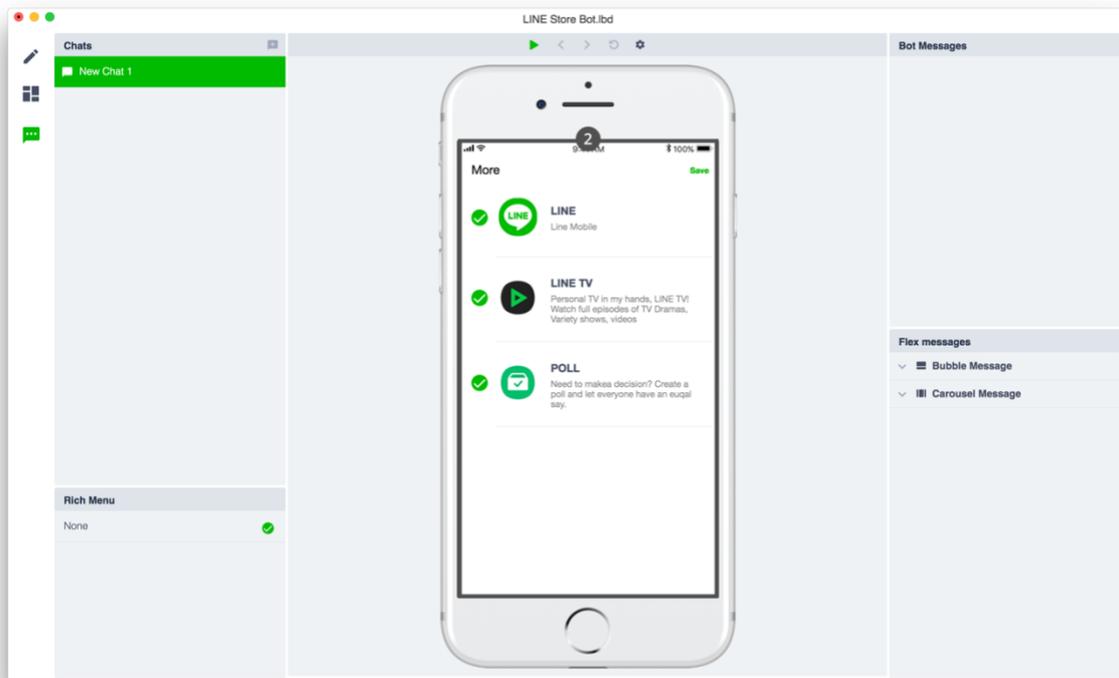


Figure 27 ['More Page' in Chat Mode]

- (1) Click on the 'More' icon in the '+ menu' to call 'More page'. In More page you can select the Web App to be displayed above the '+ menu'.
- (2) If check box is selected, the Web App will be displayed in the '+ menu'.

7. Flex Message

Unlike other predefined message types, Flex Message allows you to design a new type of message by customizing the components that form the message. A Flex Message is mainly made up of four blocks: header, hero, body, and footer. You can create a message by inserting the components of your choice to each block.

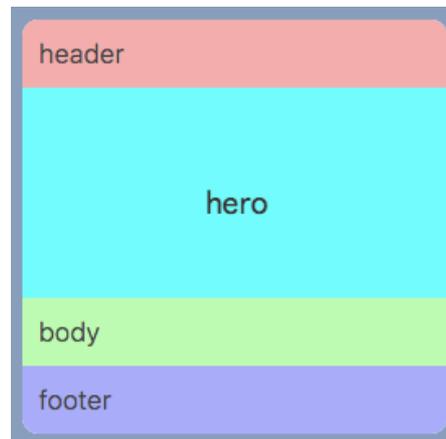


Figure 28 [Structure of Flex Message]

The available components are: button, filler, icon, image, separator, text, and spacer. To add a more subtle touch to the layout, insert the component to a message by placing it inside a box component. A box component can be seen as a layout element that arranges the position of multiple components inside the box.

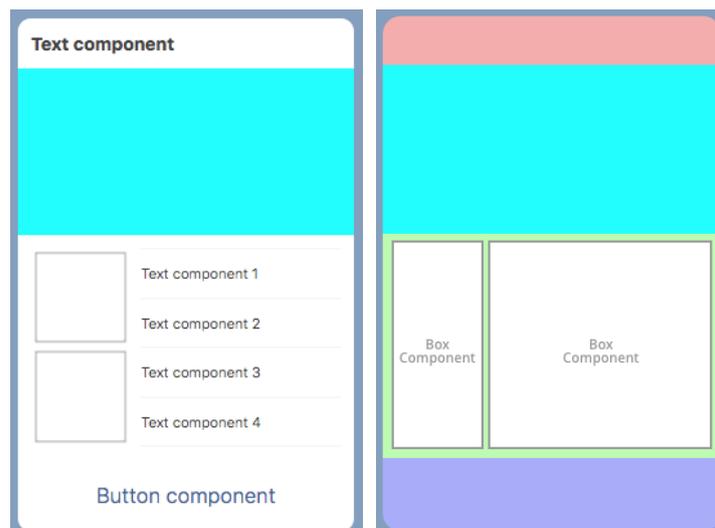


Figure 29 [Box Component for Layout]

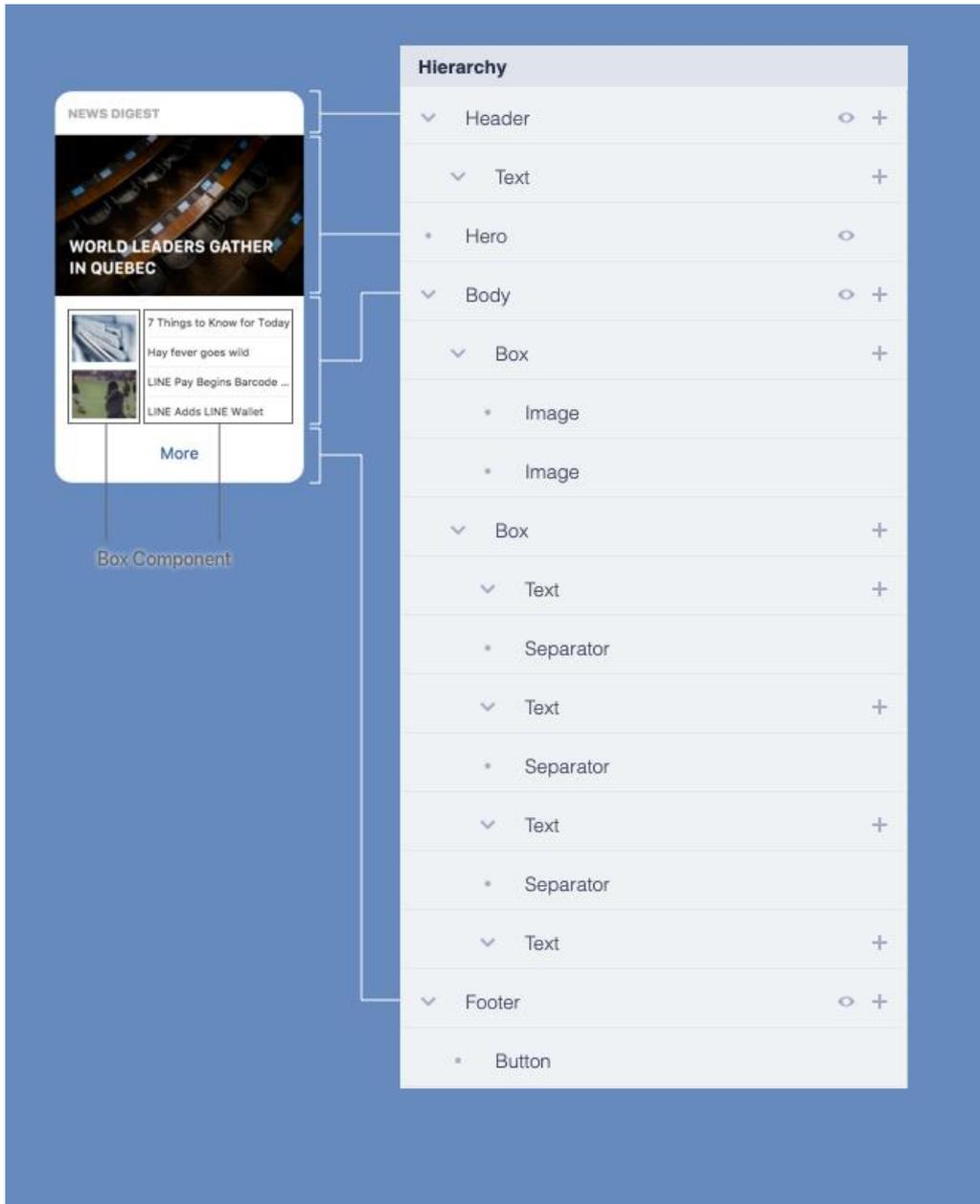


Figure 30 [Hierarchy]

On the Hierarchy pane, you can check the components added to each block and the hierarchical structure of those components. You can also add, delete, and edit the components.

There are two types of Flex Messages: Bubble Message and Carousel Message, where a Carousel Message is a slideshow of multiple Bubble Messages. You can generate a Carousel Message by importing more than one Bubble Message that was created beforehand.

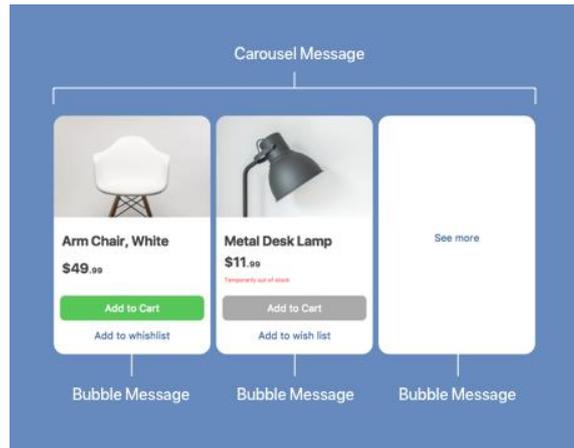


Figure 31 [Carousel Message]

A. Bubble Message

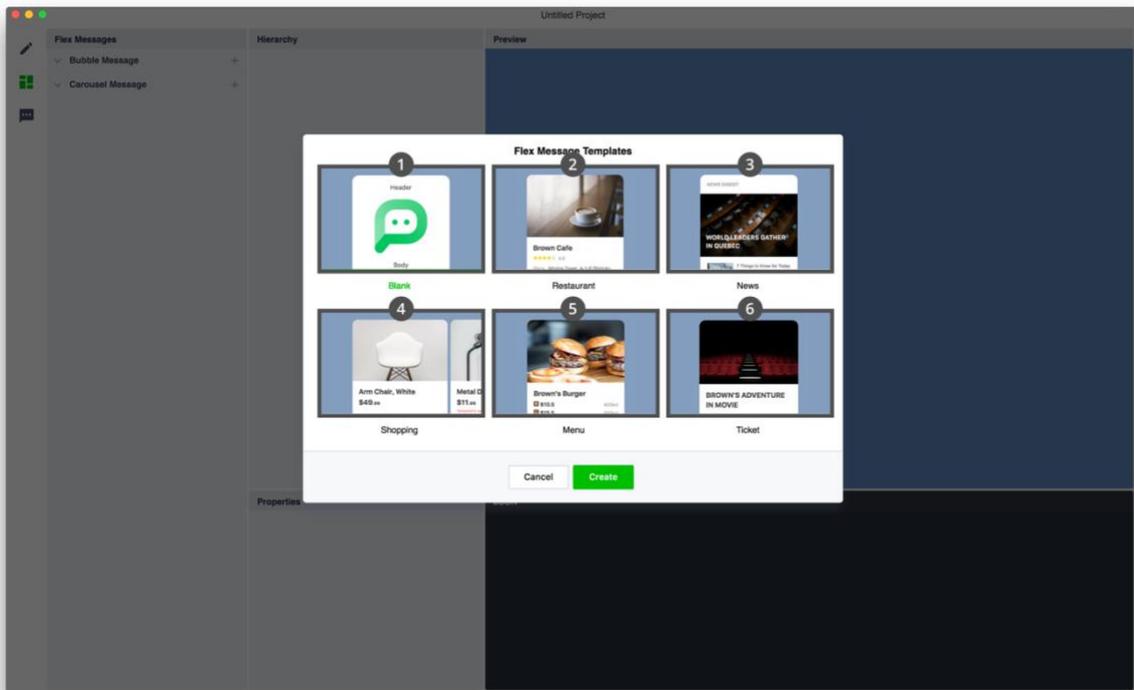


Figure 32 [Flex Message Template]

When you click the add (+) button to create a Bubble Message, a dialogue for selecting a default template is displayed. On this Template Dialogue, select a template with the design that you want to apply and click "Create" to add the Bubble Message. The following templates are provided on the Template Dialogue:

- (1) Blank: Basic layout of a Flex Message. You can use this template to create a variety of layout designs.
- (2) Restaurant: General layout for displaying restaurant information.

- (3) News: General layout for displaying news.
- (4) Shopping: General layout for displaying shopping information in the form of a Carousel Message. Since a Carousel Message requires more than one Bubble Message, the Bubble Messages included in the Carousel Message are also generated.
- (5) Menu: General layout for displaying a restaurant menu.
- (6) Ticket: General layout for displaying a ticketing page.

1) Basic Layout Settings

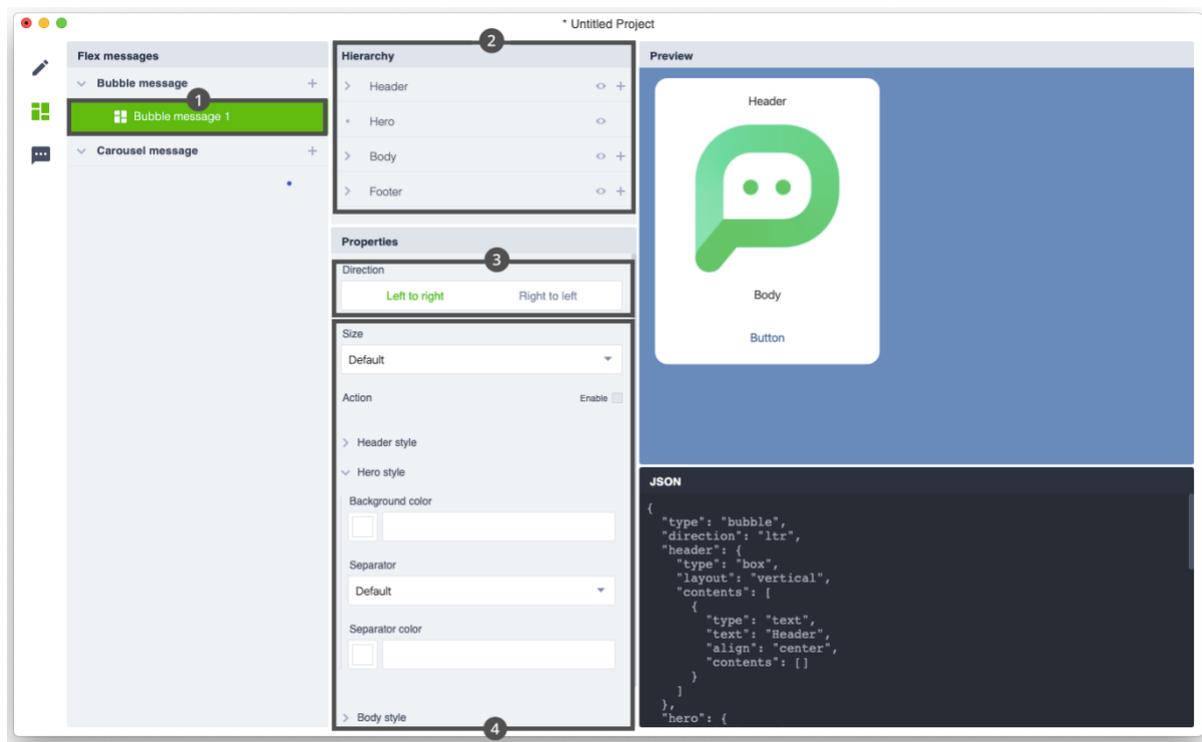


Figure 33 [Bubble Message]

- (1) On the Flex Messages pane, select a Bubble Message to see the Hierarchy and Property panes where you can setup the basic layout.
- (2) On the Hierarchy pane, you can check the hierarchy of the components that are inserted into the header, hero, body, and footer blocks using the tree structure, and also edit the hierarchy layout.
- (3) On the Properties pane, you can edit the properties of a Bubble Message that affects the entire message layout. The Direction value sets the alignment method of text in a Bubble Message and affects the direction of arranging the components within a block. You can select from Left to Right or Right to Left.
- (4) Also on the Properties pane, you can set the style of each block. You can define a background color or insert a separator between blocks.

2) Blocks

A Bubble Message is made up of four blocks: header, hero, body, and footer. Each block has various properties for configuration just like the components. For more information on editing the properties, refer to the component items.

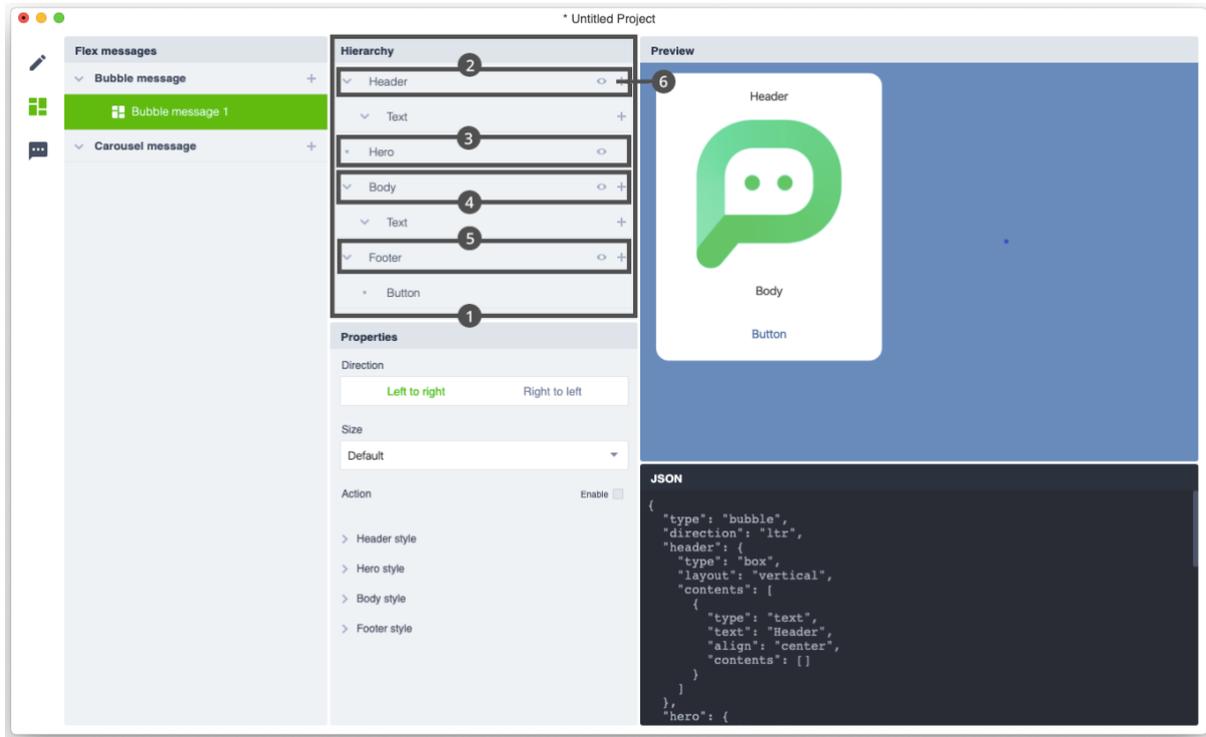


Figure 34 [Hierarchy of Bubble Message]

- (1) Select a block to edit the properties of the selected block.
- (2) Header Block: Represents the top-level layout of the Flex Message. The block has the properties of a box component. You can click the add (+) button to add a component below the block.
- (3) Hero Block: Represents the large image in the center of the Flex Message. The hero block has the properties of an image component. Therefore, you cannot add a component below the block.
- (4) Body Block: Represents the layout of various types. The block has the properties of a box component. You can click the add (+) button to add a component below the block.
- (5) Footer Block: Represents the bottom-level layout of the Flex Message. The block has the properties of a box component. You can click the add (+) button to add a component below the block.
- (6) All blocks can be enabled or disabled by clicking the eye () icon. If you select to disable the block, the block is not displayed on the Preview pane and the code for the block is also not displayed on the JSON pane. The lower components are not deleted when the block is disabled and the components become visible again with original settings when enabled.

3) Box Component

A box component is an element that constitutes the layout in a Bubble Message. You can add other components below the box component or even add a sub box component to a box component.

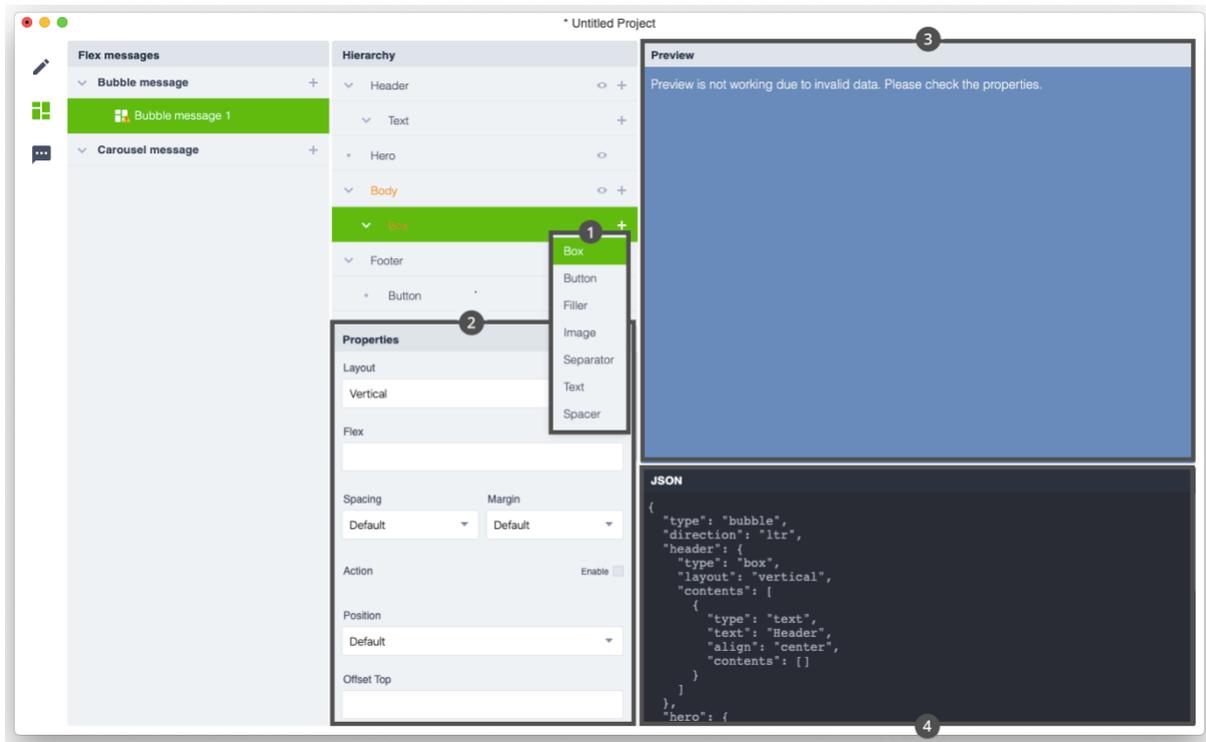


Figure 35 [Box Component]

- (1) Click on the add (+) button next to the box component to add components. The available components that can be added differ depending on each layout value.
 - Components available upon selecting the horizontal or vertical layout are as follows:
 - Box
 - Button
 - Filler
 - Image
 - Separator
 - Text
 - Spacer
 - Components available upon selecting the baseline layout are as follows:
 - Filler
 - Icon
 - Text
 - Spacer

(2) You can edit the properties of a box component.

- Layout: You can select Horizontal, Vertical, or Baseline.
 - Horizontal: Arranges the subcomponents horizontally. The order of arrangement varies depending on the Direction value of the Bubble Message.
 - Vertical: Arrange the subcomponents vertically.
 - Baseline: Arrange the subcomponents in the same way as the Horizontal layout.
- Flex: Adjust the Flex value of components. The Flex value is used to determine the width and height of a component. For a Horizontal layout, you can adjust the width. For a Vertical layout, you can adjust the height. The Flex value of subcomponents indicates the ratio for dividing the width or height of their upper component. For example, if the width of the upper component is 100 and the two subcomponents have Flex values of 2 and 3, it means that the subcomponents will have a width of 40 and 60 respectively.

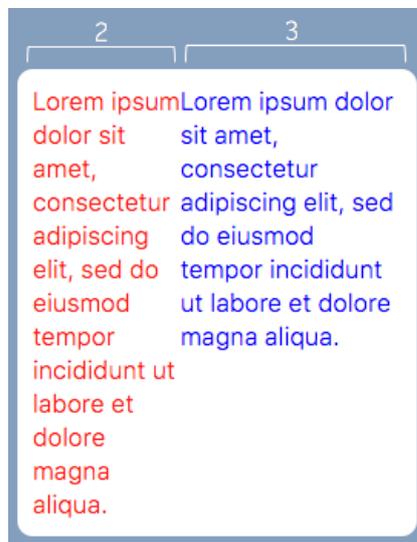


Figure 36 [Flex value for layout]

- Spacing: Adjust the Spacing value of components to set the minimum area size between the components. Select from the sizes that is ascending in its size: none, xs, sm, md, lg, xl, and xxl. However, the Spacing value is ignored if a value exists for the Margin.
- Margin: Adjust the Margin value on top of a component or the Margin value to the sides of a component. Select from the sizes that is ascending in its size: none, xs, sm, md, lg, xl, and xxl. The margin value defined in the first component is ignored.
- Action: For the action, you should tick the checkbox to see options. Then, you can choose one among Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
- Position: You can select relative or absolute.
 - relative: Use the previous box as reference.
 - absolute: Use the top left of parent element as reference .
- Offset (Top, Bottom, Start, End) : You can specify a value in % (the percentage with reference to the size of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl.

- When the position property has a value of Relative:

Postion	Property	Function
Relative	Offset Top	Specifies the amount moved to the top from the regular position.
	Offset Bottom	Specifies the amount moved to the bottom from the regular position.
	Offset Start	Specifies the amount moved to the left from the regular position.
	Offset End	Specifies the amount moved to the right from the regular position.

Here, an example in which the setting of the horizontal box displayed as "TARGET" is changed as below will be introduced.

Property	Value
position	relative
Offset Top	10px
Offset Bottom	-
Offset Start	40px
Offset End	-

The first bubble is before changing the setting, and the second bubble is after changing the setting.

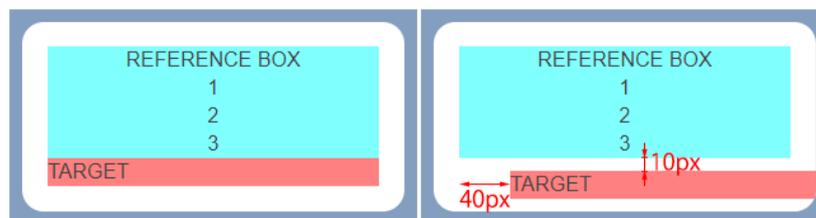


Figure 37 [Offset value for layout when relative position]

- When the position property has a value of Absolute:

Postion	Property	Function
Absolute	Offset Top	Specifies the relative position from the upper end of the parent element to the upper end of the component.
	Offset Bottom	Specifies the relative position from the lower end of the parent element to the lower end of the component.
	Offset Start	Specifies the relative position from the left end of the parent element to the left end of the component.
	Offset End	Specifies the relative position from the right end of the parent element to the right end of the component.

The following example demonstrates how offsets work by showing the "TARGET" box in different positions.

Property	Value
position	absolute
Offset Top	10px
Offset Bottom	20px
Offset Start	40px
Offset End	80px

The first bubble is before changing the setting, and the second bubble is after changing the setting.

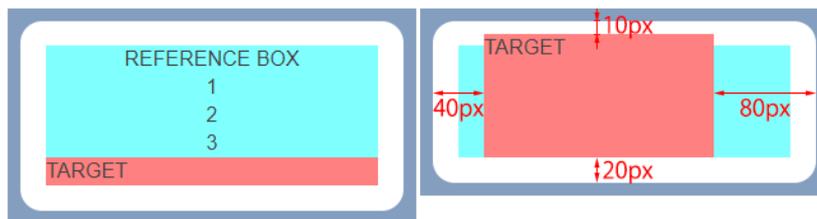


Figure 38 [Offset value for layout when absolute position]

- Padding (All, Top, Bottom, Start, End): You can specify a value in % (the percentage with reference to the width of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl as the size. The padding of the box expresses the size of the free space between the borderline of the box and the child element.

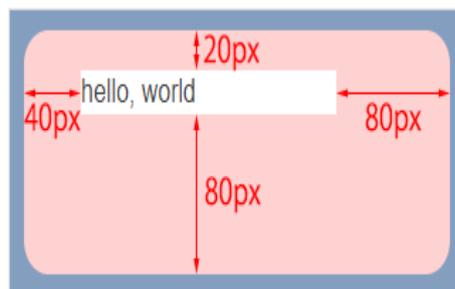


Figure 39 [Padding value for layout]

- Width: You can specify in % (the percentage with reference to the width of the parent element) or in pixels. Note that if you specify the width property in a horizontal box or baseline box, the flex property is set to 0.

- Height: You can specify in % (the percentage with reference to the height of the parent element) or in pixels. Note that if you specify the height property in a vertical box, the flex property is set to 0.
 - Border Width: You can specify a value in pixels or any one of none, light, normal, medium, semi-bold, or bold.
 - Background color: Background color of the block. Use a hexadecimal color code.
 - Border Color: Color of box border. Use a hexadecimal color code.
 - Corner Radius: Radius at the time of rounding the corners of the border. You can specify a value in pixels or any one of none, xs, sm, md, lg, xl, or xxl.
- (3) You can check the edited properties in the Preview pane. But there will be no changes in the Preview pane if the component is empty.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

4) Button Component

A button component is a component that receives user input and the user can tap on a Button to call an Action.

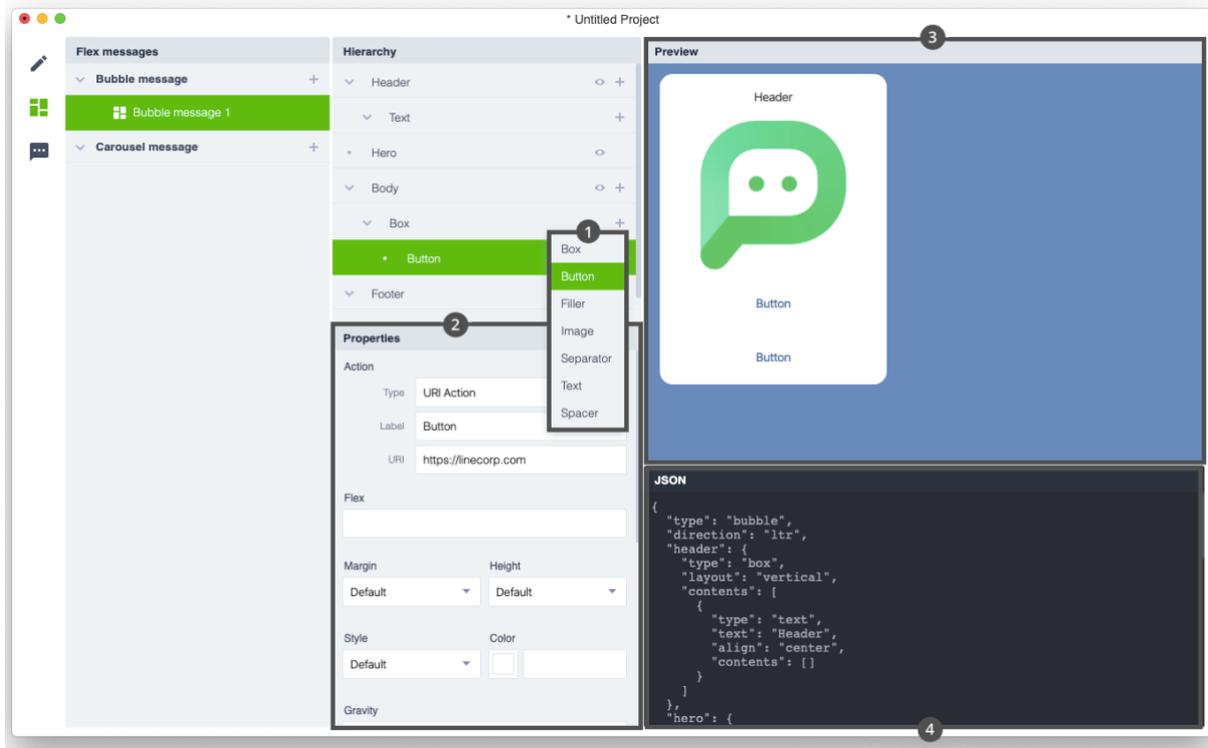


Figure 40 [Button Component]

- (1) Click on the add (+) button on the box component to add a button component.
- (2) You can edit the properties of a button component.
 - Action: An action is a property that must be specified. For the action, you can choose one among Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
 - Flex: You can adjust the Flex value of a component.
 - Margin: You can adjust the Margin value between box components.
 - Height: You can set the height of a Component. Available values are sm and md. If you select Default, the default value of md is applied.
 - Style: You set the style of a button. Available values are Link, an HTML Link style, Primary, a button style with emphasized color, and Secondary, a button style with a relatively less emphasized color. If you select Default, the default value of Link is applied.
 - Color: You can set the color by entering a HEX value or using the color picker. The application scope changes depending on the selected style. For example, if the style is Link, the Color value specifies the color of text. For Primary or Secondary styles, the Color value specifies the color of buttons.

- Gravity: You can set up the vertical alignment method. Select  to set the top alignment,  for bottom alignment, and  for center alignment. If the top box component has a Baseline layout, the Gravity value is ignored. If you select None, the default value of Top Alignment is applied.
 - Position: You can select relative or absolute.
 - relative: Use the previous box as reference.
 - absolute: Use the top left of parent element as reference.
 - Offset (Top, Bottom, Start, End): You can specify a value in % (the percentage with reference to the size of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

5) Filler Component

A filler component is a component which fills up the remaining space of a component and is not actually visible. It is mainly used to adjust the heights of multiple Bubble Messages in a Carousel Message to the same height.

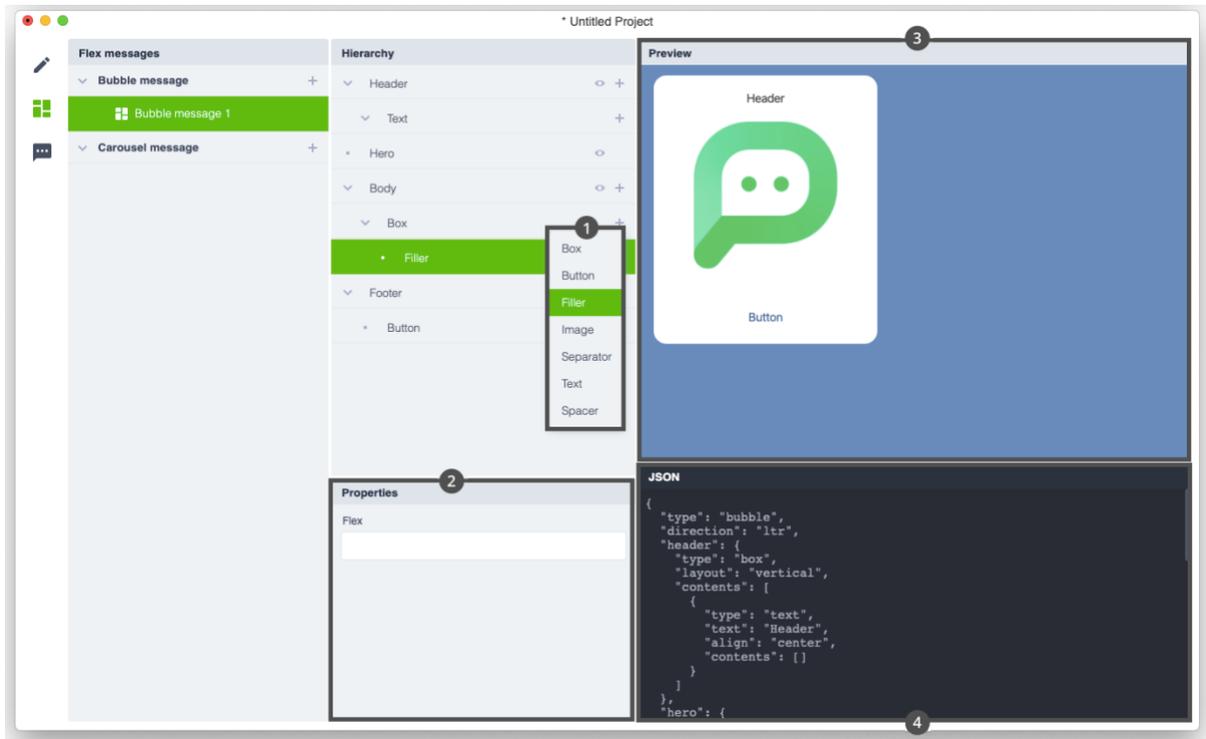


Figure 41 [Filler Component]

- (1) Click on the add (+) button on the box component to add a filler component.
- (2) You can edit the properties of a filler component.
 - Flex: You can adjust the Flex value of a component.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

6) Icon Component

An icon component is a component to express icons. It is mainly used to express small icon images.

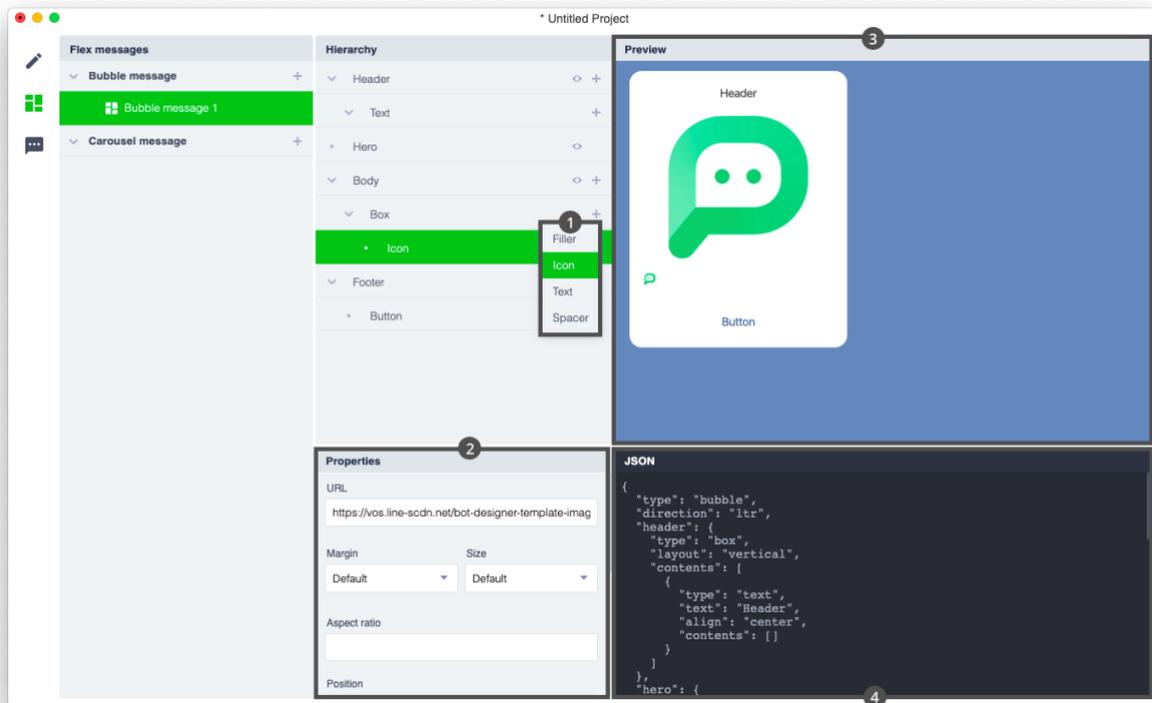


Figure 42 [Icon Component]

- (1) Click on the add (+) button on the box component to add an icon component. The Layout value of a box component must be Baseline.
- (2) You can edit the properties of an icon component.
 - URL: You can enter the URL for the image. Only HTTPS URL is allowed and the maximum size is 1 MB.
 - Margin: You can adjust the Margin value between box components.
 - Size: You can specify the maximum size of the icon. Available values are: xxs, xs, sm, md, lg, xl, xxl, and 3xl. If you select None, the default value of md is applied.
 - Aspect Ratio: You can adjust the aspect ratio of an icon. If you do not specify, the default value of 1:1 is applied.
 - Position: You can select relative or absolute.
 - relative: Use the previous box as reference.
 - absolute: Use the top left of parent element as reference.
 - Offset (Top, Bottom, Start, End): You can specify a value in % (the percentage with reference to the size of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl.

- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

7) Image Component

An image component is a component to express images.

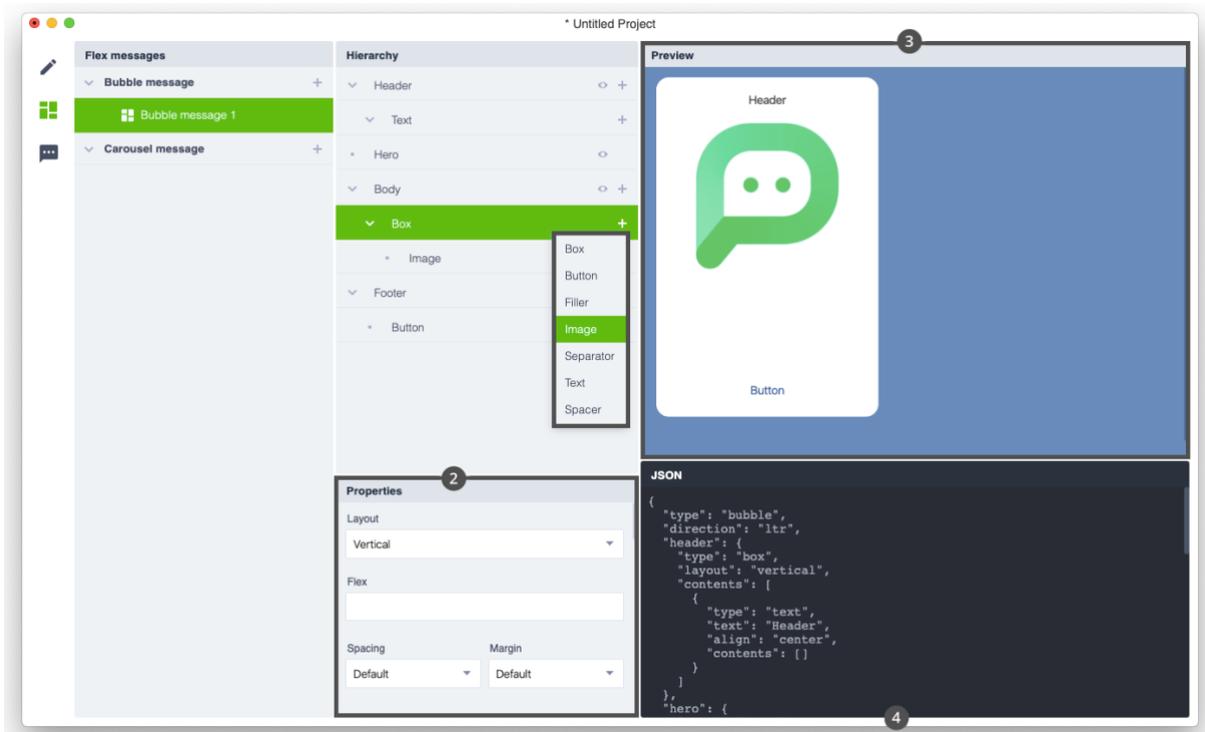


Figure 43 [Image Component]

- (1) Click on the add (+) button on the box component to add an image component.
- (2) You can edit the properties of an image component.
 - URL: You can enter the URL for the image. Only HTTPS URL is allowed and the maximum size is 1 MB.
 - Flex: You can adjust the Flex value of a component.
 - Margin: You can adjust the Margin value between box components.
 - Align: You can set the style of a horizontal alignment. Available values are: start, end, and center which represents left alignment, right alignment, and center alignment respectively. The alignment may not be expressed clearly if the size of the image component is smaller than the image itself. This property is mainly used if the top box component has a vertical layout. If you do not specify a value, the default value of the center is applied.
 - Gravity: You can set up the vertical alignment method. Select \uparrow to set the top alignment, \downarrow for bottom alignment, and $\frac{1}{2}$ for center alignment. If the top box component has a Baseline layout, the Gravity value is ignored.
 - Size: You can set the maximum size of an image. Available values are: xxs, xs, sm, md, lg, xl, xxl, 3xl, 4xl, 5xl, and full. If you select None, the default value of md is applied.

- Aspect Ratio: You can set the aspect ratio of an image. If you do not specify, the default value of 1:1 is applied.
 - Aspect Mode: You can set the aspect mode of image. If you select Default, the default value of fit is applied.
 - Background Color: You can specify the background color of an image component by entering the HEX value or by selecting using a color picker.
 - Action: For the action, you should tick the checkbox to see options. Then, you can choose one among Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
 - Position: You can select relative or absolute.
 - relative: Use the previous box as reference.
 - absolute: Use the top left of parent element as reference.
 - Offset: : You can specify a value in % (the percentage with reference to the size of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

8) Separator Component

A separator component is a component you can use to add a separator between components.

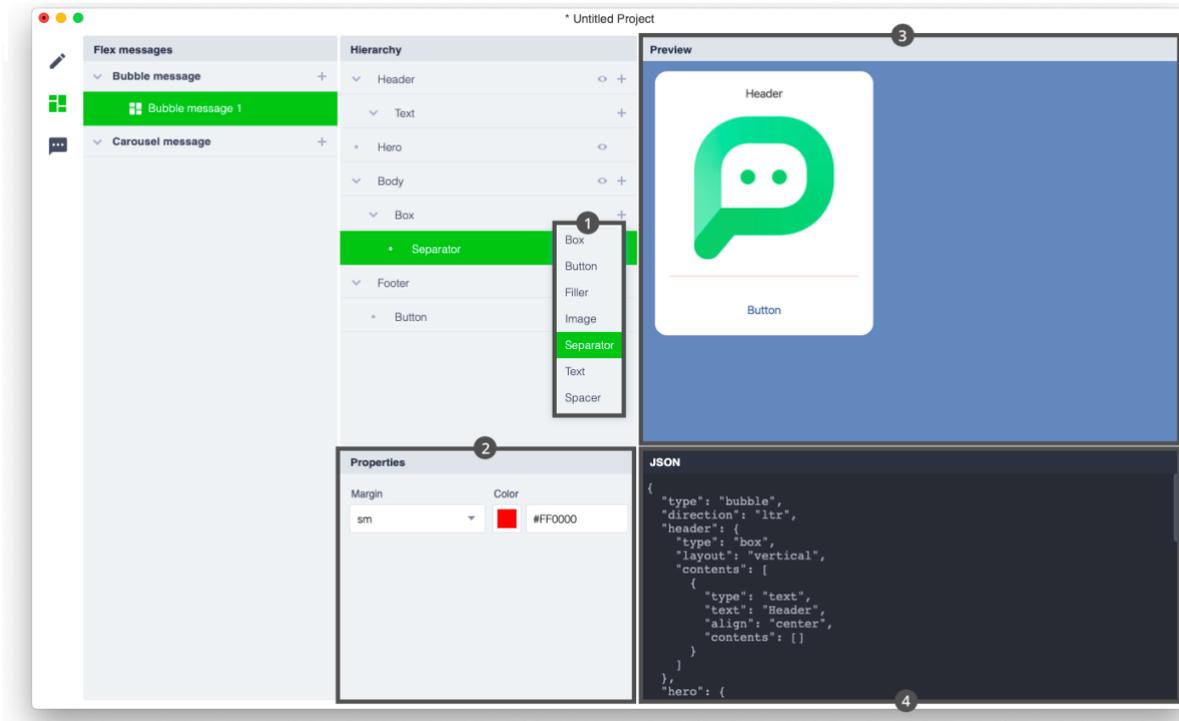


Figure 44 [Separator Component]

- (1) Click on the add (+) button on the box component to add a separator component.
- (2) You can edit the properties of a separator component.
 - Margin: You can adjust the Margin value between box components.
 - Color: You can specify the color of a Separator by entering the HEX value or by selecting using a color picker.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

9) Text Component

A text component is a component to express text. You can edit the properties of text to express various styles.

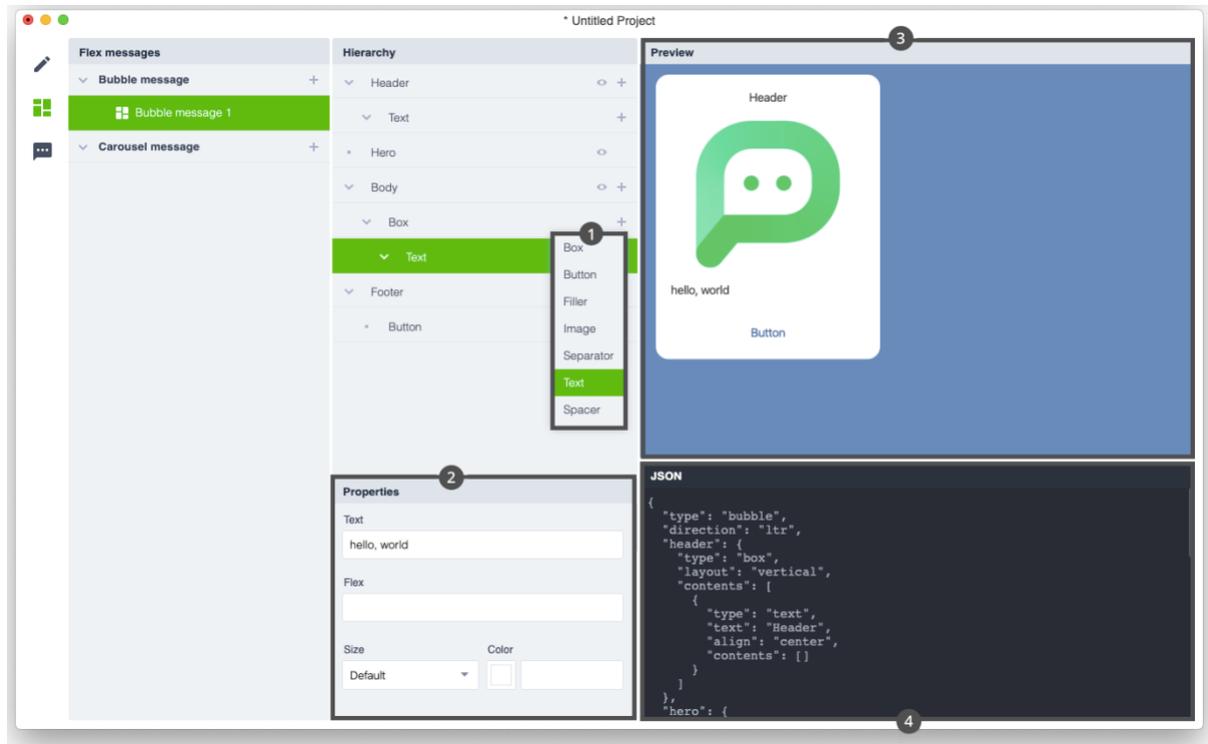


Figure 45 [Text Component]

- (1) Click on the add (+) button on the box component to add a text component.
- (2) You can edit the properties of a text component.
 - Text: Enter the text to be displayed. This is a mandatory field and the maximum number of characters allowed is 300.
 - Flex: You can adjust the Flex value of components.
 - Margin: You can adjust the Margin value between box components.
 - Size: You can specify the font size. If you select None, the default value of md is applied.
 - Align: You can set the style of a horizontal alignment. If you select None, no alignment is applied.
 - Gravity: You can set up the vertical alignment method. Select \uparrow to set the top alignment, \downarrow for bottom alignment, and \pm for center alignment. If you select None, the default value of top alignment is applied.
 - Wrap: You can set to enable word-wrapping when the text is longer than the width of the Box. Or, you can add a line break (\n) to start a new line within a text string.
 - Weight: You can specify the thickness of font as Regular or Bold. The Bold setting makes the characters appear thicker. If you select None, the default value of Regular is applied.

- Color: You can specify the font color. You can set the color by entering a HEX value or using the color picker.
 - Action: For the action, you should tick the checkbox to see options. Then, you can choose one among Message Action, URI Action, Postback Action, Web App Action and DateTime Picker Action. On the action, you may enter label name, text, and URL.
 - Style: You can specify the style of text as Normal or Italic. The Bold setting makes the characters appear thicker. If you select Default, the default value of Normal is applied.
 - Decoration: You can specify the decoration of text as Underline or Line-through. If you select None, the default value of No decoration is applied.
 - Position: You can select relative or absolute.
 - relative: Use the previous box as reference.
 - absolute: Use the top left of parent element as reference.
 - Offset: You can specify a value in % (the percentage with reference to the size of the box), pixels, or any one of none, xs, sm, md, lg, xl, or xxl.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

10) Span Component

A span component is a component to express multiple text strings with different designs in one row. You can edit the properties of span to express various styles.

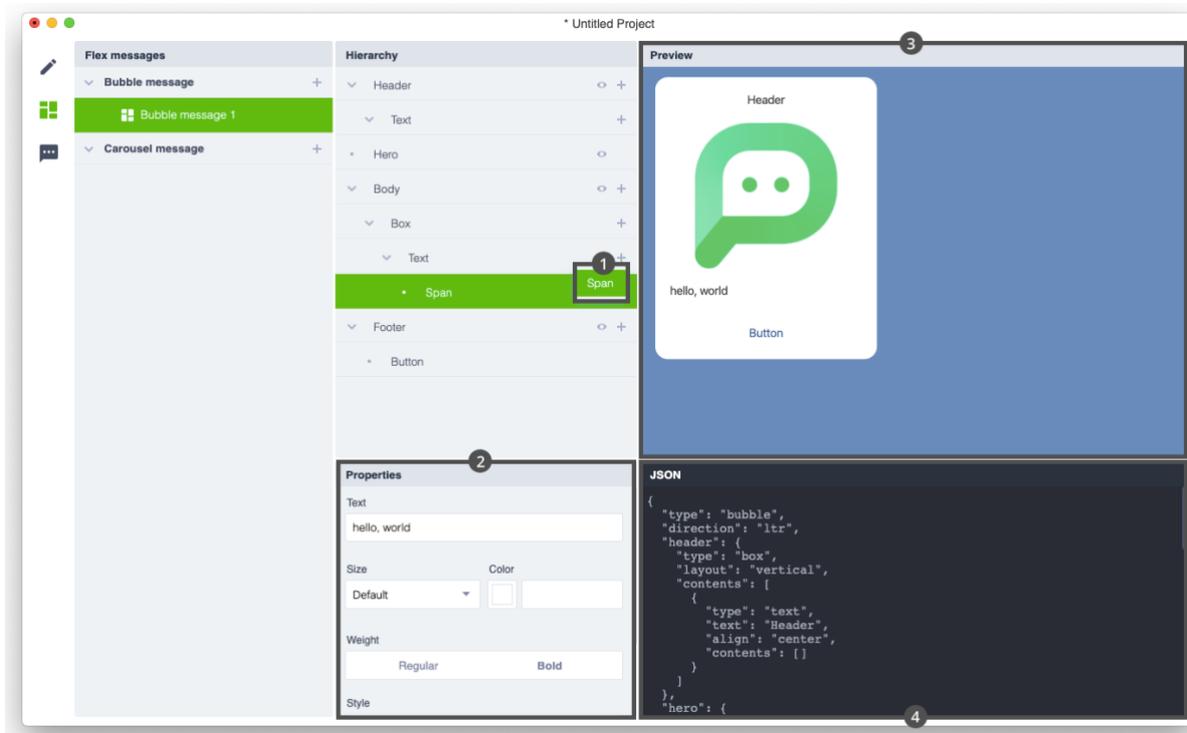


Figure 46 [Span Component]

- (1) Click on the add (+) button on the text component to add a span component. If span component is added, the text property value of the parent Text Component is ignored.
- (2) You can edit the properties of a span component.
 - Text: Enter the text to be displayed.
 - Size: You can specify the font size. If you select Default, the default value of md is applied.
 - Color: You can specify the font color. You can set the color by entering a HEX value or using the color picker.
 - Weight: You can specify the thickness of font as Regular or Bold. The Bold setting makes the characters appear thicker. If you select None, the default value of Regular is applied.
 - Style: You can specify the style of text as Normal or Italic. The Bold setting makes the characters appear thicker. If you select Default, the default value of Normal is applied.
 - Decoration: You can specify the decoration of text as Underline or Line-through. If you select None, the default value of No decoration is applied.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

11) Spacer Component

A spacer component is a component to set up an area of fixed size. You must add a spacer component to the very front or very back of a box component.

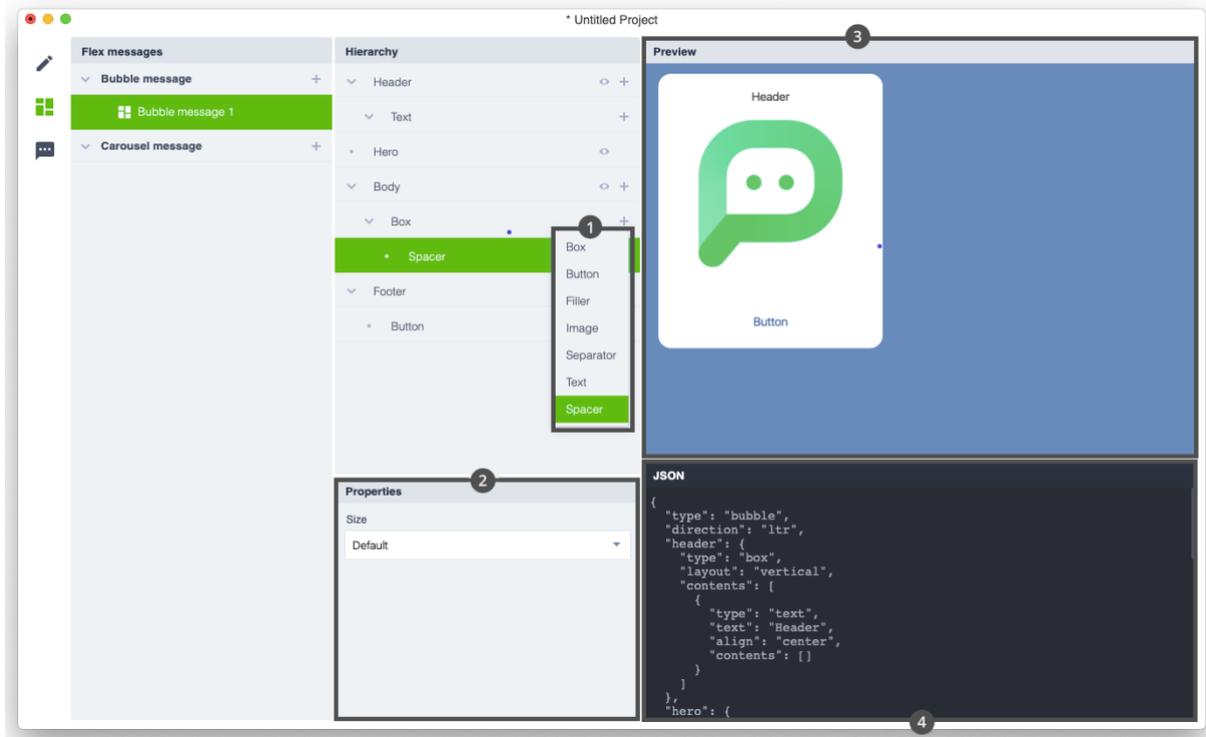


Figure 47 [Spacer Component]

- (1) Click on the add (+) button on the box component to add a spacer component.
- (2) You can edit the properties of a spacer component.
 - Size: You can specify the Spacer size. Available values are: xs, sm, md, lg, xl, and xxl, which is in the ascending order of space size. If you select Default, the default value of md is applied.
- (3) You can check the edited properties in the Preview pane.
- (4) If the properties are edited, it is immediately converted to JSON code and displayed on the JSON pane.

B. Carousel Message

Carousel Message is a type of message in which you can view multiple Bubble Messages by sliding horizontally. The maximum number of Bubble Messages you can have in a Carousel Message is 10. The simplest way to generate a Carousel Message is by selecting the Shopping template on the Flex Message Template screen.

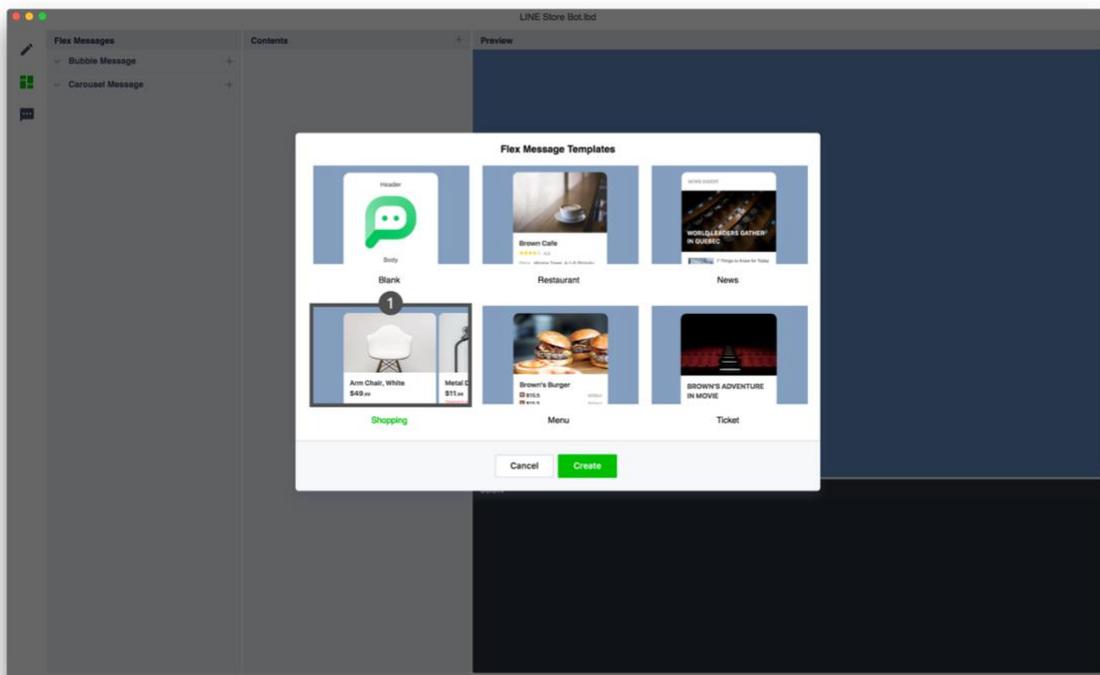


Figure 48 [Carousel Message]

- (1) Select Shopping template and click Create.

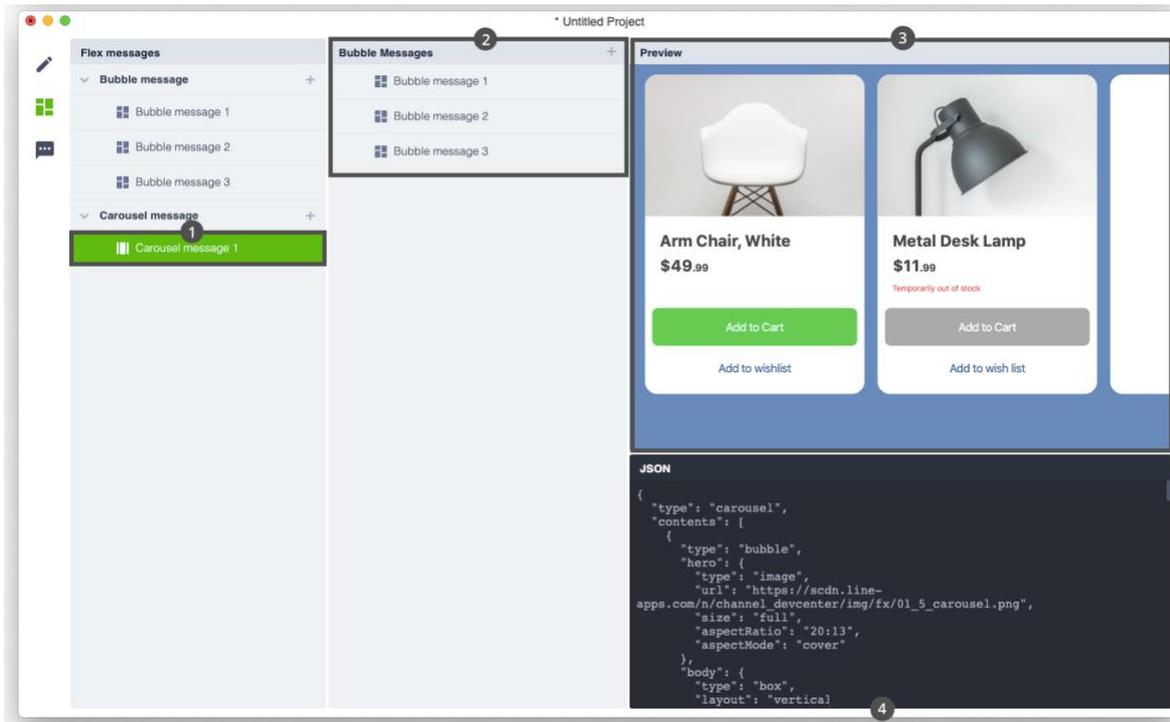


Figure 49 [Composition of Carousel Message]

- (2) Three Bubble Messages are added automatically. You can edit each individual Bubble Message.
- (3) Now, one Carousel Message is added which is made up of the three created Bubble Messages.

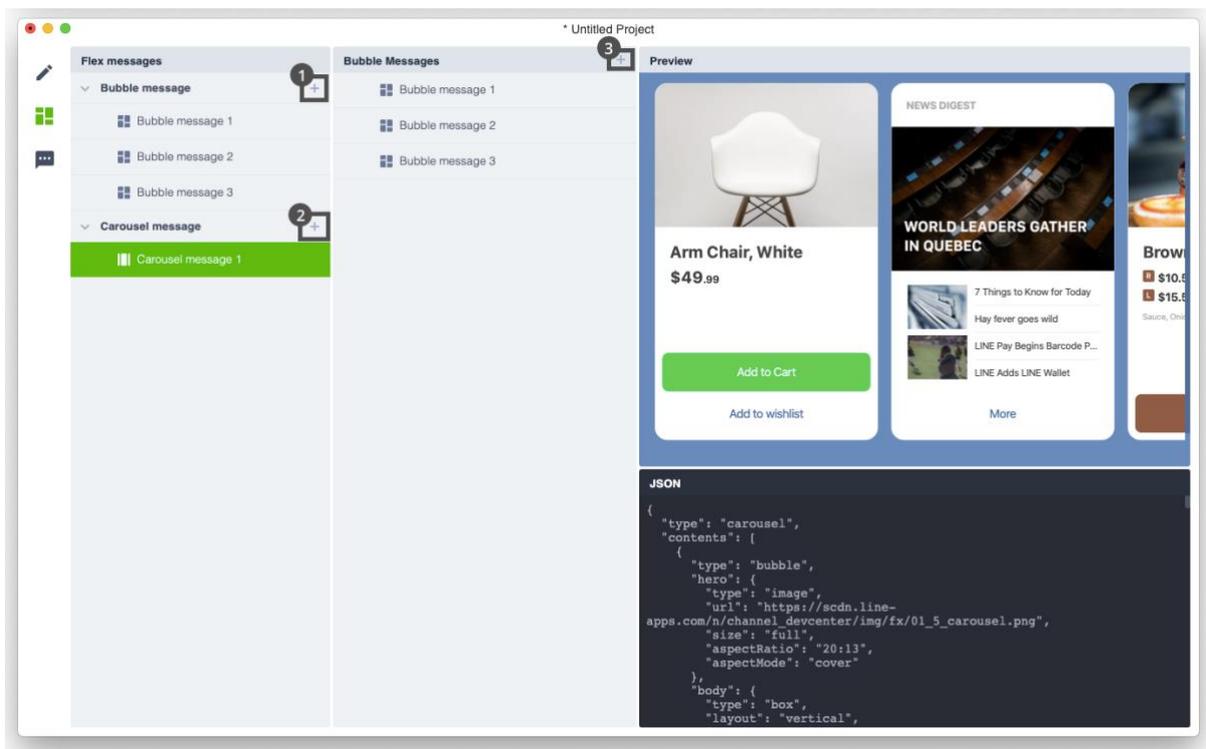


Figure 50 [Composing Carousel Message]

To create a Carousel Message from the beginning, you must already have more than one Bubble Message.

- (1) First, click the add (+) button next to the Bubble Message to add a Bubble Message.
- (2) Next, click the add (+) button next to the Carousel Message to add a Carousel Message.
- (3) Then, click the add (+) button next to the Bubble Messages list to add the created Bubble Messages to the Carousel Message. You can add the same Bubble Message more than once.

8. Chats

Chats is used to create chatbot scenarios using the Message and Rich Menu added on the message list. You can simulate scenarios by selecting messages from Bot Messages, or you can insert keyboard input and stickers matching the messages.

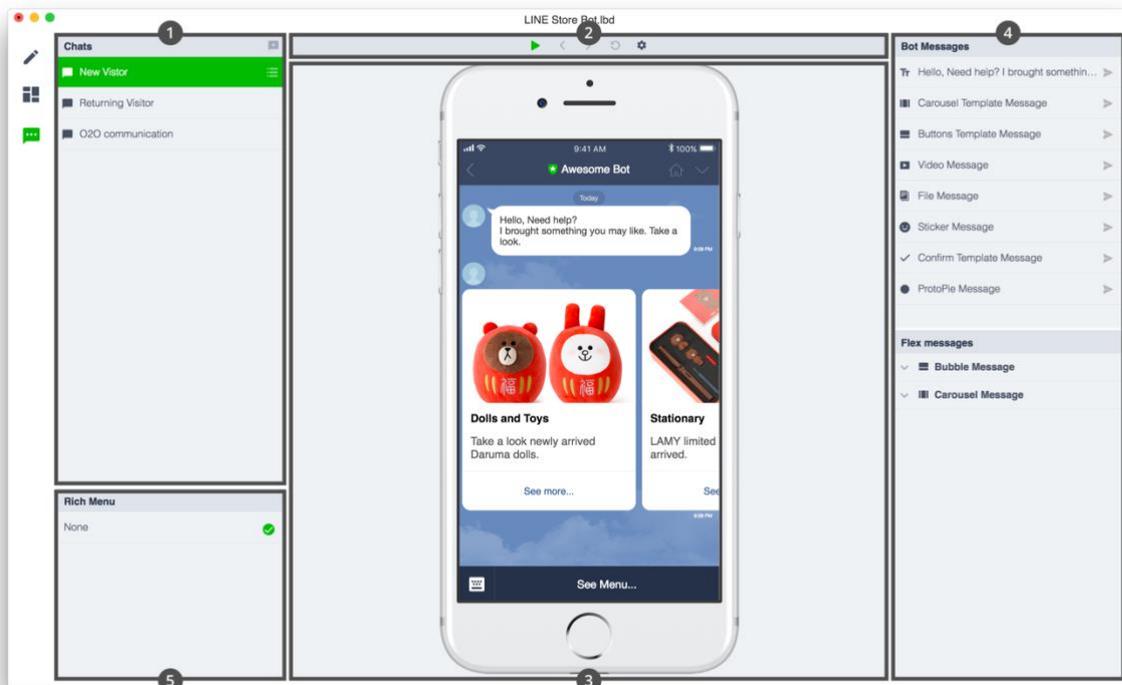


Figure 51 [Chat Mode overview]

- (1) From Chats, click the + button to create a new chat. You can add up to 200 messages. Once you reach the maximum amount, you cannot add more messages.
- (2) Configure how the simulated chat plays and how the preview page is displayed.
 -  : Play
 -  : Jump to next step
 -  : Replay
 -  : Set Replay Option, Device Type, and Orientation.
- (3) Selected Bot Messages and Rich Menus are displayed on the preview.
- (4) Messages created in Bot Items Mode are listed here. You can select the messages to display on the chatroom from here. Media type messages such as video messages support both landscape and portrait mode.
- (5) Activate the selected Rich Menu. You can also drag & drop entries in the Rich Menu to reorder.