

## Steps for Statusbar Message Maker

### 1. Load

Click on the **Load** button to open the HTML file that you wish to add the Statusbar Message(s) to.

### 2. Highlight Hyperlinks

You can now highlight the hyperlink(s) or image map area(s) (<area....>) within the code that you wish to apply a statusbar message to. You can travel through all the hyperlinks in the current document by clicking on the **Find Next** button. When the highlighted hyperlink is the link in which you wish to apply the statusbar message to, you may move on to step 3. You may also manually move through the code and highlight (select) the hyperlink of your choice. A correctly highlighted hyperlink that the Statusbar Message Maker can use looks like:

```
<a href="http://www.test.com" target=" top">Test</a>  
<a href="test/index.htm">Test</a>
```

An incorrect selection might look like:

```
<a href="test/index.htm">Test</a>
```

Please note that the **Find Next** button will always correctly highlight the hyperlink unless there are errors within your code.

### 3. Apply Statusbar Message

You may now click on the **Apply** button to add the statusbar message to that hyperlink. A dialogue box will appear where you will type in the message that will appear in the statusbar. Do not put any commas in your message or else an error will occur in the browser. Once you have typed the message in and press OK, the code will have been correctly inserted. If you decide that you do not like the message you just type, you may use the **Revert** command found under the **Edit** menu to undo the last inserted Java Script by the **Apply** button. Please note that the **Apply** button will only be enabled when a there is a correctly highlighted hyperlink and the **Revert** button will only undo the last change that was made by using the **Apply** button. Therefore, any changes you make on your own to the text will not be affected by the **Revert** button. However, by typing in **CTRL+Z** you will undo the last text changes (this is a standard Windows function).

### 4. Saving Changes

If you want to test the code or just save the file, click on the **Update** button. This button acts like a Save button in most Windows applications. If you decide you want to save the changes under a new name or in a new location, then click on the **Save As** button. If there are other hyperlinks within the current document, then repeat steps 2-4. If you want to apply statusbar messages to other documents, then repeat steps 1-4. If you are done with the Statusbar Message Maker, then click on the **Close** button (this will not close Java Script It!).