

Unnamed_Database

Brian

COLLABORATORS

	<i>TITLE :</i> Unnamed_Database		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Brian	August 23, 2022	

REVISION HISTORY

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Chapter 1

Unnamed_Database

1.1 Web Design 1.6 Documentation

W e b D e s i g n

B y L a r r y M c G a h e y

D o c u m e n t a t i o n b y B r i a n M y e r s

U p d a t e d B y L a r r y M c G a h e y

Introductory

- 1. Program~Information
General program info
- 2. Disclaimer~~~~~
General disclaimer
- 3. Shareware~~~~~
This program is shareware

----- Program ←

Usage

- 4. Concept~~~~~
Program
- 5. Main~screen~~~~~
The main program screen
- 6. The~menus~~~~~
Description of the menus
- 7.

Keyboard~commands~~
 Keyboard commands

8.

Buttons~~~~~
 Description of the buttons

9.

Go~Configure~~~~~
 Configuration screen

~~~~~ Closing

The~authors,~with~contact~info

People~we~wish~to~thank~~~~~

Web Design © 1996-1997 Larry McGahey

## 1.2 What this program's all about

Web Design is a program to make the creation of  
 HTML  
 documents a little easier. This program is

ever living ever breathing so please check my home page for updates.

Let me know if you find any problems or have any suggestions.

## 1.3 General Disclaimer

There are no guarantees of any sort with this program. This program is not ←  
 guaranteed to do  
 anything at all, positive or negative.

Larry McGahey ("author" or "program author") is absolved of all responsibility ←  
 if this program  
 causes undesired operation. No responsibility is assumed or implied in the case ←  
 of data loss or  
 system damage.

## 1.4 This program is Shareware

WebDesign 1.6 is shareware. This means that you may use the program for free ←  
 for 30 days before  
 registering. At the end of the 30-day period, you must either register or quit ←  
 using the program.  
 R i g h t !!!

Registration makes you feel good about yourself. The program itself is ←  
otherwise uncrippled.

Suggested registration is \$25 US and may be sent in the form of check or money ←  
order to Larry's  
snailmail address.

Larry McGahey  
6092 N 8th Street  
Kalamazoo, MI 49009  
USA

Even if you haven't registered feel free to send email with any comments or bug ←  
reports.

lmcgahey@net-link.net

### 1.5 Concept for WebDesign

As stated under  
Program~Info  
, Web Design is a program designed to make the creation of  
HTML  
documents a little easier. Using Web Design, you can use simple ←  
mouse clicks to create full Web pages  
containing embedded links, graphics, tables, forms and frames.

### 1.6 Go Configure

Go Configure ...

This is where you can configure the default settings for Web Design.  
The settings you enter will be saved.

~~~~~

Images

Enter the name of your images directory that is in your HTML docs
drawer. This will insert the path in your code.

Example:

images/myimage.gif

Note:

You must use the same directory name on your site and ftp images
to that directoy. The name can be anything as long as it is the
same name local and remote.

~~~~~

#### Backgrounds

Enter the name of you background image directory.  
(works the same as Images)

~~~~~

Sounds

Enter the name of your sound file directory.
(works the same as images)

~~~~~

#### Preview Browser

Tell Web Design which browser you intend to use to preview changes to the HTML document you are working on.

You can click one of the three Amiga browser buttons to select your choice of preview browser. If this isn't set Web Design will not know which browser you want to use.

~~~~~

Current Browser Path

Tell Web Design where your browser of choice is. If this path isn't set Web Design will not know where your browser is.

Note:

It is necessary that you also click the Load Browse button, before you can use the browser for preview, if the browser isn't already running.

~~~~~

#### Current Document Path

Tell Web Design where your HTML documents, images, sounds and backgrounds are stored.

~~~~~

Select a screen size to continue

Select a screen size that is as close as possible to the screen size of your Workbench screen. This selection also acts as a continue button.

1.7 The main program screen

The main program screen is the interface to Web Design that you'll see most of the time. The screen is organized with the following buttons and gadgets.

Close Gadget

Quits the program

Resize Gadget

Resizes the window

Text Entry Area

This is where you do the editing on your document.

The~Buttons

These buttons allow the insertion of various tags into your document.

1.8 Explanation of program menus

~Project

~Info~~~

~Blocks~

~Search~

~Links~~

~Tables~

~Frames~

~Misc~~~

NOTE: In the descriptions of some of the menu selections, there will be a ↔

capital letter encased in angle brackets (`[` and `]`). This is the key you press with the RightAmiga key for the keyboard shortcut. Example: New [N] means RightAmiga-N.

NOTE #2: Throughout the menus, references to HTML and HTML tags are included, with little or no explanation as to the effect of the tag. This is because this documentation is not intended to be a guide to HTML. If you want a guide to HTML, consult
HTML_Guide.guide
, or the World Wide Web.

1.9 The _Project_ Menu

New [N]

Clear the current document and start fresh.

New w/template

Clear the current document and insert an html template.

Open [O]

Open an existing document for editing.

Open.html [H]

Same as open, except that the requester shows only files ending in .html.

Open.htm

Same as open, except that the requester shows only files ending in .htm (for those crippled systems)

Insert [I]

Insert another document at the current cursor location.

Insert.html [L]

Same as insert, except that the requester shows only files ending in .html.

Insert.htm

Same as insert, except that the requester shows only files ending in .htm (for those crippled systems)

Append [K]

Tack on another document at the end of the current document.

Save [S]

Save the current document.

Save as [A]

Save the current document under a different name

Select Save Mode

Select which form the document is saved as, ASCII or
FTXT

.

Print File [P]

Send the current document to the printer.

Go Configure [J]

Takes you back to the Web Design configure screen.

Reset Config Path [=]

Resets the default path to the one selected on the Go Configure screen

Quit [Q]

Quit the program.

1.10 The `_Blocks_` Menu

Mark [B]

Toggle block select on and off.

Cut [X]

Remove the selected block from the document and place it in the Clipboard.

Copy [C]

Make a copy of the selected block and place it in the Clipboard.

Paste [V]

Insert the contents of the Clipboard at the current cursor location.

Set Cut to Mark....

@REM "Help!"

Set Copy to Mark....

@REM "More help!"

Clear Line [Z]

Clear the current line.

Delete Line [D]

Erase the current line.

Undelete Clear Line

Restore the last cleared line.

Save Block

Write the selected block to a file.

Print Block

Print the currently selected block.

1.11 The `_Misc_` Menu

Banner

Insert a `<BANNER>...</BANNER>` tag pair around the current line

BGSound

Allows you to select which sound will be played in the background as the page is displayed. (not supported by all browsers)

EMBED

Allows you to select which sound will be played in the background

as the page is displayed (not supported by all browsers)

Credit

Insert a <CREDIT>...</CREDIT> tag pair around the current line.

Marquee

Allows you to create a moving text banner. Opens a requester to select the text message, the marquee behavior (sliding or scrolling), and marquee alignment (top, bottom, or middle). (Internet Explorer)

Template

Insert a template like the program does upon startup. Contains an opening comment, <HTML>, <HEAD>, <TITLE>, and <BODY> tag pairs.

1.12 The _Links_ Menu

Full URL http://

Creates a link to an HTML document (or other text file) on a remote machine. Text gadgets allow entry of the remote address (site and file name), and comment for the link.

Target can be set or inserted for use with frames to select the window you want the document to appear in. To insert a Target into a previously created link click the Target Only button to clear the Address and Comment fields.

To insert a Target place the cursor on the > symbol after the address and before the comment.

You can save frequently used addresses. Double click address in the saved list to use it.

Relative URL

Creates a link to an HTML document (or other text file) on your machine. Can also link to another location in the current document. Text gadgets allow entry of the address (file name), and comment for the link.

(Target works the same as with Full URL http:// above)

You can save frequently used addresses. Double click an address from the saved list to use it.

Anchor Link

Create a LINK for a NAME anchor.

Anchor Name

Create a NAME anchor.

ftp://

Establish a file transfer connection to a remote site. Text

gadgets allow entry of the address (ftp site), and comment for the link.

file://

Creates a link to a file on a remote machine. Text gadgets allow entry of the address (site and file name), and comment for the link.

mailto:

Creates a link to sent Internet mail to an address. Text gadgets allow entry of the address (standard Internet e-mail address), and comment for the link.

You can now save frequently used addresses. Double click an address in the list to use it.

news:

Allows reading of a Usenet group. Text gadgets allow entry of the newsgroup name, and comment for the link.

gopher:

Establish a gopher connection to a remote site. Text gadgets allow entry of the address (gopher site), and comment for the link.

Telnet:

Establish a telnet connection with a remote site. Text gadgets allow entry of the address (if there is a port number, use the form telnet://remote.site.name:portnum.

~~~~~

\* Insert mailto/mailto

Places mailto tags around an existing text of an email address with the email address being displayed to the user as hypertext.

\* Insert mailto/blank

Places mailto tags around an existing text of an email address with the cursor stopping at the place you may type in the hypertext you want to be displayed.

~~~~~

* Insert http/http

Places http tags around existing text for a URL address with the address being displayed as the hypertext.

* Insert http/blank

Places http tags around existing text for a URL address with the cursor stopping at the place you may type the hypertext you want displayed.

~~~~~

\* IMPORTANT:

These will not work correctly unless there is a space before and after the URL or EMAIL address. Place the cursor on the first character of the URL or EMAIL address and select the appropriate

Insert from the pull down menu.

(examples)

My emailmccahey@net-link.netso please write. (This will not work)

My email lmccahey@net-link.net so please write. (This will work)

<TD>http://www.moo.com/</TD> (this will not work)

<TD> http://www.moo.com/ </TD> (this will work)

### 1.13 The\_Tables\_Menu

#### Table Attributes

Define the attributes of the table  
(alignment, width and border size)

#### Caption Attributes

Define the attributes of the caption  
(alignment and caption text)

~~~~~

Table Row Attributes

Define the attributes of the table row
(alignment and vertical alignment)

Table Header Attributes

Define the attributes of the table header
(alignment, vertical alignment, number of rows and number of columns,width)

Table Data Attributes

Define the attributes of the table data
(alignment, vertical alignment, number of rows and number of columns,width)

~~~~~

#### Table Row

Insert table row tags without attributes

#### Table Header

Insert table header tags without attributes

#### Table Data

Insert table data tags without attributes

~~~~~

Insert TABLE BGCOLOR

Insert an independant background color for a table as well as individual colors for header and data portions of a table.

Instruction

Place the cursor on the > after <TABLE to insert a new BGCOLOR for a TABLE.

Place the cursor on the > after <TH to insert a new BGCOLOR for a HEADER.

Place the cursor on the > after <TD to insert a new BGCOLOR for a DATA.

To change an existing <TABLE> <TH> or <TD> BGCOLOR place the cursor on the first letter of BGCOLOR before selecting the new color.

Hint:

Try this with and without borders to see what effects are possible.

If you have attributes for alignment etc the cursor may be placed in the space between any of these also.

Key Commands are available for all of the above.

1.14 The _Search_ Menu

Find Word [F]

Search for an occurrence of a word.

Find Next [M]

Search for the next occurrence of the string/word.

Find Mode

Wildcard => Search by wildcard.

By Word => Search for a word.

Case Sensitive => Turn on case sensitivity.

Replace Word [R]

Find one word and replace it with another. If you leave the Replace box empty the word will just be removed.

Goto Line [G]

Go to a specific line.

Goto Top [[]]

Go to the top of the document.

Goto Bottom [[]]

Go to the bottom of the document.

Set Bookmark

Set 1 => Set the current location as bookmark #1.

Set 2 => Set the current location as bookmark #2.

Set 3 => Set the current location as bookmark #3.

Set 4 => Set the current location as bookmark #4.
Set 5 => Set the current location as bookmark #5.

Goto Bookmark

Goto 1 => Goto bookmark #1.
Goto 2 => Goto bookmark #2.
Goto 3 => Goto bookmark #3.
Goto 4 => Goto bookmark #4.
Goto 5 => Goto bookmark #5.

Page Up [,]
Move up one page in the document.

Page Down [.]
Move one page down in the document.

1.15 The _Info_ Menu

Document Size

Shows the size of the available document in number of characters, words, and lines.

Available Memory

Gives free memory in total, chip, and fast.

1.16 Information about the authors

Web Design was written by Larry McGahey.

Original documentation (AmigaGuide) was written by Brian Myers.

This 1.3g update of the documentation written by Larry McGahey.

Larry can be contacted at:

Larry McGahey
6092 N 8th Street
Kalamazoo, MI 49009

IRC: yoooper #amiga

E-Mail: lmcahey@net-link.net

URL: <http://www.net-link.net/~lmcahey/>

URL: <http://www.net-link.net/webdesign/>

URL: <http://www.instantkarma.com/>

Brian can be contacted at:

Brian Myers
1713 Bellevue Loop
Anchorage, AK 99515

IRC: Imix
E-Mail: lanceLOT@spideys.com (not current)

1.17 Keyboard Commands

For the description of a command, refer to it's description in [↔](#)
the
menu
section.

RightAmiga-,
Page Up

RightAmiga-.
Page Down

RightAmiga-A
SaveAs

RightAmiga-B
Mark Block

RightAmiga-C
Copy Block

RightAmiga-D
Delete Line

RightAmiga-F
Find Word

RightAmiga-G
Goto Line

RightAmiga-H
Open.html

RightAmiga-I
Insert

RightAmiga-K
Append

RightAmiga-L
Insert.html

RightAmiga-M
Find Next

RightAmiga-N
New

RightAmiga-O
Open

RightAmiga-P
Print

RightAmiga-Q
Quit

RightAmiga-R
Replace Word

RightAmiga-S
Save

RightAmiga-T
Inserts the html template

RightAmiga-V
Paste Block

RightAmiga-W
Access Workbench screen

RightAmiga-X
Cut Block

RightAmiga-Z
Clear Line

RightAmiga-[
Goto Top

RightAmiga-]
Goto Bottom

RightAmiga-1
Table with attributes

RightAmiga-2
Table caption with attributes

RightAmiga-3
Table row with attributes

RightAmiga-4
Table header cell with attributes

RightAmiga-5
Table data cell with attributes

RightAmiga-6
Table row simple

RightAmiga-7
Table header simple

RightAmiga-8
Table data simple

RightAmiga-9
Insert Table BGColors

F1
Insert Line Break (
)

F2
Insert Paragraph Break (<P>)

F3
Insert List Entry Tag ()

F4
Insert Horizontal Rule (<HR>)

F5
Web Design screen to back

F6
Same as Preview button

F7
Flip from browser to Web Design

F9
Insert blank line above current line

F10
Insert blank line below current line

Alt-LeftArrow
Goto start of word

Alt-RightArrow
Goto end of word

Shift-LeftArrow
Goto start of previous word

Shift-RightArrow
Goto start of next word

Ctrl-LeftArrow
Goto beginning of line

Ctrl-RightArrow
Goto end of line

Ctrl-Space
Insert the character entity for SPACE

Ctrl-q
Insert the character entity for "

Ctrl-c
Insert the character entity for ©

1.18 The_Frames_Menu

Frame Template
Creates a template for editing a frames document.

Note:

The frame tags replace the <BODY> and </BODY> tags.
Also no frame tags are included so you can have a
link to your no frames version of you home page.

~~~~~

FRAMESET COLS  
Set number and size of a frame document's vertical columns.

This example would create 3 columns.

```
<FRAMESET COLS="100,50%,*">
```

100 pixels,50% of screen width,remaining space

FRAMESET ROWS  
Set number and size of a frame documents horizontal rows.

```
<FRAMESET ROWS="*,*,*">
```

This example would create 3 equal size horizontal rows.

~~~~~

```
<FRAMESET>  
Starts a Frame block (replaces <BODY> tag)
```

```
</FRAMESET>  
Ends a Frame block (replaces </BODY>
```

```
<NOFRAME>  
Starts a no frame block.
```

```
</NOFRAME>  
Ends a no frame block.
```

Note:

It is important to have a NOFRAME block so browsers that
do not support frames will not show a blank page. Instead

you can link to a no frames version of your home page. If you use the frame template the NOFRAME tags will be included.

~~~~~

Frame Definition

The <FRAME> tag is used to associate an HTML document with each frame. <FRAME SRC="document URL"> is the form used.

Control Attributes for the <FRAME> tag:

- TARGET           Set the link window for a document
- NAME             Point to a frame in the current frameset
- SCROLLING        AUTO (default)
- SCROLLING        NO
- SCROLLING        YES
- NORESIZE         OFF (default)
- MARGINHEIGHT    (pixel)
- MARGINWIDTH     (pixel)

~~~~~

BASE TARGET

Set the global link window for a document.

Example:

```
<HEAD>       <BASE TARGET="_top">       </HEAD>
```

1.19 Button Commands

The buttons on the main program screen are arranged in eight ← columns.

The functions of the buttons are as follows.

- ~BFont~
- ~BText~
- ~Form~M/A~~~
- ~DefinedList~
- ~Table~~~~~
- ~ListEntry~
- ~Images~~~
- ~Workbench~

- ~LFont~
- ~BGrnd~

```

~Input~Type~
~Term~~~~~
~Caption~~
~LineBreak~
~BGImage~~
~Go~Config~

~Style~
~NLink~
~Select~~~~
~Define~~~~~
~Row~~~~~
~Paragraph~
~HRule~~~~
~Guide~~~~~

~Block~
~VLink~
~Options~~~~
~Term/Define~
~Header~~~
~Left~~~~~
~Comment~~
~Document~~
~~

~Char;~
~ALink~
~Option/S~~~
~List~Type~~~
~Data~~~~~
~Center~~~~
~Template~
~Imagemap~~
~~

~Meta~~
~LText~
~Text~Area~~
~List~Only~~~
~COL~IMG~~
~Right~~~~~
~Heading~~
~Preview~~~

```

1.20 HyperText Markup Language

HTML (or HyperText Markup Language) is the language of the World Wide Web. HTML is based on SGML (Standardized General Markup Language). HTML allows you to compose ASCII hypertext documents that can, in either text or graphical form, combine text, pictures, sounds, animation, links to other documents on your machine, links to pages on other machines, and links to other Internet services (such as

telnet, gopher, ftp, usenet news, etc.). A much better description of HTML, as well as a comprehensive guide to all current HTML 3.0 codes, can be found in the file HTML_Guide.guide, available on Aminet and also included in this archive. ←

1.21 People we want to thank

Larry wishes to thank...

- * Laura "she's the best" Bird for endless understanding and support.
- * Chet Wisniewski of DC Productions for bringing my A4000'040 back from the grave and keeping it going ever since.
- * Brian Myers, for the original version of the docs.
- * Tim Martin and Eddie "Obi Wan" Churchill for being there when they could be.

Brian wishes to thank...

- * Theresa, for endless love and support; and also for her endlessly helpful editing input.
- * Peter, for listening to me whine about my old shitty life and my current shitty job :).
- * My brother, for ?????? :)
- * My parents, for me :)

1.22 IFF FTXT

FTXT (or IFF FTXT) is the standard text-graphics format that most Amiga word processing programs can load and save in. ←

1.23 BFont

Set the font size for the BODY of the document.

1.24 LFont

Sets the font size for the current line only.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

Hint:

If you want a different size font for several lines you can remove the `` mark from the end of the current line and place `` at the end of the area that you would like the custom size font.

Some browsers may not support this.

1.25 Style

Allows you to set the text style.

Styles such as BOLD UNDERLINE ITALIC EMPHASIZE.

Hint:

Web Design will place these marks around existing text or you can type text into the box of the requester that opens when you click this button.

Typing text in the box allows you to insert different style text in the middle of a sentence.

1.26 Block

This sets the text attribute for an area of text.

1.27 Char;

Insert character entity.

Example:

If you select the " character, `"` will be typed

into the document.

This method of handling the Latin-1 set of printing characters is to compensate for keyboards that do not have the character.

Note:

To insert multiple space characters you can also use Ctrl-Space.

1.28 Meta

This lets you easily insert a description and keywords for your page.

These will not appear in the browser but will be read during a search.

The Meta lines should be place between the <HEAD> and </HEAD> tags of your document.

1.29 BText

Set the text color for the document.

Note:

It is no longer necessary to delete previous settings because Web Design can now update current settings.

You must have your Workbench set at 8 colors or greater for this to work.

1.30 BGrnd

Set the background color for the document.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

You must have your Workbench set at 8 colors or greater

for this to work.

1.31 NLink

Set the text color for links that have not yet been visted.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

You must have your Workbench set at 8 colors or greater for this to work.

1.32 VLink

Set the text color for links that have been visted.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

You must have your browser set at 8 colors or greater for this to work.

1.33 ALink

Sets text color for a link during the time the
hypertext is being clicked.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

You must have your browser set at 8 colors or greater for this to work.

1.34 LText

Set the text color for only the line the cursor
is currently on.

Note:

It is no longer necessary to delete previous settings because Web Design can now update settings.

You must have your browser set at 8 colors or greater for this to work.

1.35 Form M/A

Define method (POST or GET) and action (cgi-bin, mailto) for a form.

1.36 Input Type

Define the input type (TEXT, CHECKBOX, RADIO, HIDDEN, SUBMIT or RESET) name, value, size, maxlength and initial checked/unchecked.

1.37 Select

Create a list of options that may be selected.

1.38 Options

Create a list of options for the SELECT function.

1.39 Option/S

Create a pre-selected OPTION for the SELECT function.

1.40 Text Area

Create a TEXTAREA input field in which the user can type.

Attributes include comment, name of the text area, number of rows, and number (in characters) of columns.

1.41 DefinedList

Create the tags for a glossary or Definition List.

Example:

```
<DL> (opening defined list)
<DT>A term
<DD>That terms definition
</DL> (closing defined list)
```

1.42 Term

Create a term for a glossary/definition list.

Example:

```
<DL>
<DT>Time (term)
<DD>Time flys like an arrow but fruit flies like a banana. (definition)
</DL>
```

1.43 Define

Create a definition for a glossary/definition list.

Example:

```
<DL>
<DT>Time (term)
<DD>Time flys like an arrow but fruit flies like a banana. (definition)
</D>
```

1.44 Term/Define

This function allows you to easily create a list of

terms and definitions.

This function does not create the <DL> and </DL> tags that must be present.

1.45 List Type

Ordered List:

Default = standard style ordered list

Small Letters = ordered list using small letters

Capital Letters = ordered list using uppercase letters

Small Roman = ordered list in the Roman Small font

Large Roman = ordered list in Roman Large font

Unordered/Bullet List:

Default = standard style bullet list

Disk = bullet list using disks for the bullet icon

Circle = bullet list using circles for the bullet icon

Square = bullet list using squares for the bullet icon

The or List Entry tag will be added automatically if you choose to list items in the boxes.

1.46 List Only

Use this function to add more items to an ordered or unordered list that is already started.

The or tags will not be added.

Only the or List Entry tag will be added.

1.47 Table

Create the TABLE tag with attributes.

1.48 Caption

Create a CAPTION to indicate what the table is about.

1.49 Row

Indicate a TABLE row.

1.50 Header

TABLE headings label rows and columns.

1.51 Data

TABLE data are the values of the TABLE.

1.52 Headings

This button is divided into two parts COL IMG

Col lets you set a background color to be used in a table.

Img lets you select an image background to be used in a table.

~~~~~

COL

Select background colors for table attributes including <TABLE>

<TH> and <TD>. To insert a color place the cursor after TABLE,

TH or TD either in a space or if there isn't a space on the >.

To change an existing color place the cursor on the first character

of BGCOLOR. Make certain you are doing this in a table and not <BODY>.

~~~~~

IMG

Select background images for table attributes including <TABLE> <TH> and <TD>. To insert an image place the cursor after TABLE, TH or TD either in a space or if there isn't a space on the >. To change an existing color place the cursor on the first character of BACKGROUND. Make certain you are doing this in the table and not <BODY>.

1.53 ListEntry

Insert the or List Entry tag in ordered or unordered lists.

Note:

This tag can also be inserted by pressing the F3 key.

1.54 New Line

Insert the
 or Line Break tag.

Attributes to stop text wrapping:

CLEAR=LEFT, CLEAR=ALL, CLEAR=RIGHT

Leave the boxes blank for a simple Line Break.

Note:

The basic
 tag can also be inserted by pressing the F1 key.

1.55 Paragraph

Insert the <P> or PARAGRAPH tag.

Note:

This tag can also be inserted by pressing the F2 key.

1.56 Left

LEFT justify.

1.57 Center

CENTER justify.

1.58 Right

RIGHT justify.

1.59 Images

Indicate an image to placed in the document.

Include attributes like BORDER size, ALT name, vertical spacing, horizontal spacing width and height.

If you have HappyDT installed the width and height are calculated automatically. (Aminet util/cdity HappyDT.lha)

Another program that will add width and height tags to existing docs is HTMLFIX. It will take care of entire directories in seconds. (Aminet text/hyper HTMLFix.lha)

In most cases you may preview the image.

If you want to include an image that isn't in the current DIRECTORY you can LOAD and VIEW the image and then COPY it to the current DIRECTORY you are working with.

Hint

If you want to replace an image place the cursor on the < that is in front of IMG SRC= (<IMG SRC=) before selecting a new image. This makes it possible to replace an image without needing to delete the previous image.

1.60 BGIImage

Indicate a background image for the document.

In most cases you can preview the image.

The background image will automatically be updated if a new image is selected.

You can use the copy function to copy background images from an outside directory to the current background image directory.

1.61 HRule

Insert a <HR> or horizontal rule tag.

You can select justification, horizontal size in pixels or percentage, vertical size, shading on or off.

If you only want a simple horizontal rule leave the boxes empty.

Note:

This tag may also be inserted by pressing the F4 key.

Some of these attributes may not be supported by all browsers.

1.62 Comment

Insert a comment into the document that will not be shown by the browser.

This can be used for reminders etc.

1.63 Template

Insert a new template with the required tags for an html document.

This is the same template that appears when you first open

Web Design.

1.64 ImageMap

Create a tags for a Heading either by typeing the text into the input box or place the cursor on the line of existing text to place the tags around the Heading. Attributes for justification and size may also be selected.

1.65 Index

<HR.~Simple~~

<HR>~Attr.~~~

B

BG~Image~~~~~

Blocks

Bold~~~~~

Bullet~List~~~

Buttons

C

Center~~~~~

Cite~~~~~

Code~~~~~

Colors

Concept

D

Defined~List~~

Definition~~~~

Disclaimer

E

Emphasize~~

F

Forms

FTXT

H

Heading~1~~

Heading~2~~

Heading~3~~

Heading~4~~

Heading~5~~

Heading~6~~

HTML

HTML_Guide.guide

I

Image~~~~~

Info

Italic~~~~~

K

Keyboard~~~

Keyboard~commands

L

Left~~~~~

Links

List~Entry~~~~

List~Term~~~~~

Lists

M

Main~screen

menu

Misc

N

New~Line~~~~~

O

Ordered~List~~

P

Paragraph~~~~

People~we~wish~to~thank

Preformat~~

Program~Info
Program~Information
Project
R

Right~~~~~
S

Sample~~~~
Screen
Search

Shareware
Size
Strong~~~~
T

Template~~~~

The~authors,~with~contact~info

The~Buttons

The~menus

Typewriter~
U

Underline~~
V

Variable~~~
W

Workbench~~~~

Wrap~On/Off~~

1.66 HTML_Guide.guide

Well, after doing this doc, I'm going to do a short fan supplement for Rifts© RPG. I'll do the HTML guide file I promised as soon as I'm done. For now, check out the following web sites that have quite a bit of info on HTML.

www.ncsa.uiuc.edu/General/Internet/WWW/HTMLPrimer.html

NCSA - A Beginner's Guide to HTML

www.cs.cmu.edu/~tilt/cgh/
Composing Good HTML

home.netscape.com/assist/net_sites/html_extensions.html
Extensions to HTML

home.netscape.com/assist/net_sites/html_extensions_3.html
Extensions to HTML 3.0

home.netscape.com/assist/net_sites/frames.html
Frames - An Introduction

home.netscape.com/eng/mozilla/2.0/relnotes/demo/target.html
How to target a link to a window (more frames stuff)

1.67 Workbench

Puts the Web Design screen to the back so you have access to the Workbench screen.

1.68 Go Config

Takes you to the Go Configure screen.

1.69 Guide

Takes you to the online help in AmigaGuide format.

1.70 empty

This button is currently unused.

What it will do when completed is allow you to access more than one html document at a time.

1.71 empty

This button is currently unused.

What it will do when completed is allow you to create client side imagemaps.

1.72 Preview

Displays preview in the selected browser.
