

**HTMLtext\_mcc**

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# Chapter 1

## HTMLtext\_mcc

### 1.1 HTMLtext\_mcc.guide

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## 1.2 HTMLtext.mcc/HTMLtext.mcc

HTMLtext.mcc/HTMLtext.mcc

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The HTMLtext class may be used in every SHAREWARE project without paying any fee. For comercial applications you need a written permission of the author.

DESCRIPTION

The HTMLtext class for MUI dispalys a subset of HTML in a virtual group. You may put it into a ScrollgroupObject to move easier through the text.

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## 1.3 HTMLtext.mcc/MUIA\_HTMLtext\_Block

HTMLtext.mcc/MUIA\_HTMLtext\_Block

NAME

MUIA\_HTMLtext\_Block -- [..G], char \*

FUNCTION

Get a pointer to the marked text. The text will be stripped of any HTML informations.

EXAMPLE

moreHTML.c

SEE ALSO

MUIA\_HTMLtext\_DoubleClick

---

## 1.4 HTMLtext.mcc/MUIA\_HTMLtext\_Clicked

HTMLtext.mcc/MUIA\_HTMLtext\_Clicked

### NAME

MUIA\_HTMLtext\_Clicked -- [..G], BOOL

### FUNCTION

Indicates whether the recent displayed document was chosen by clicking on a link (result is TRUE) in a document or by setting

MUIA\_HTMLtext\_Contents  
or  
MUIA\_HTMLtext\_URL  
(result is FALSE).

## 1.5 HTMLtext.mcc/MUIA\_HTMLtext\_CloseURLHook

HTMLtext.mcc/MUIA\_HTMLtext\_CloseURLHook

### NAME

MUIA\_HTMLtext\_CloseURLHook -- [IS.], struct Hook \*

### FUNCTION

This hook will be called, always when the local copy of an URL is not longer needed. You may delete this file if you want, otherwise it will never be deleted.

### EXAMPLE

moreHTML.c

### SEE ALSO

MUIA\_HTMLtext\_URL  
,  
MUIA\_HTMLtext\_OpenURLHook

## 1.6 HTMLtext.mcc/MUIA\_HTMLtext\_Contents

HTMLtext.mcc/MUIA\_HTMLtext\_Contents

### NAME

MUIA\_HTMLtext\_Contents -- (V1 ) [ISG], STRPTR

---

## FUNCTION

HTML text to be displayed in the HTMLtext object.

This string may content HTML tags and the equivalent closing tags (e.g. `<b>..</b>`). Not supported tags will not have any effect to the output. The structure defined by the HTML specifications have to be respected. See example for a simple HTML demo text. To know about the supported tags and attributes please refer to the documentation of the HTMLtext class.

See also further documentations of the HTML language.

## EXAMPLE

```
MUIA_HTMLtext_Contents,  
  "<html>"  
  "  <head>"  
  "    <title>Example</title>"  
  "  </head>"  
  "  <body>"  
  "    <p>A simple example for the HTML class</p>"  
  "  </body>"  
  "</html>"
```

## BUG

If you set a text with background pattern in a not opened window the background may appear crippled. (Don't ask me why!)

## SEE ALSO

```
MUIA_HTMLtext_URL  
,  
MUIA_HTMLtext_Path  
,  
MUIA_HTMLtext_Title
```

## 1.7 HTMLtext.mcc/MUIA\_HTMLtext\_DoubleClick

```
HTMLtext.mcc/MUIA_HTMLtext_DoubleClick
```

## NAME

```
MUIA_HTMLtext_DoubleClick -- [..G], BOOL
```

## FUNCTION

This attribute is set to TRUE whenever the user double clicks on an object in the text.

## SEE ALSO

```
MUIA_HTMLtext_Block
```

---

## 1.8 HTMLtext.mcc/MUIA\_HTMLtext\_ElementList

HTMLtext.mcc/MUIA\_HTMLtext\_ElementList

### NAME

MUIA\_HTMLtext\_ElementList -- [..G], struct MUIS\_HTMLtext\_Element \*

### FUNCTION

Gets a pointer to the first element of the list created by HTMLtext.mcc to handle the text objects.

The structure MUIS\_HTMLtext\_Element looks like this:

```
struct MUIS_HTMLtext_Element
{
    struct    MUIS_HTMLtext_Element *next;
    UWORD    type;
    UWORD    x,y,dx,dy;
    Object    *obj;
    char     *text;
};
```

You can walk through the list by following 'next' until it is NULL. 'x','y' contain the eventually coords of the related MUI object relatively to the upper left corner of the HTML object. 'dx' and 'dy' contain the width and height of the object. 'type' can contain the various values of them only the followings are public:

#### MUIV\_HTMLtext\_Element\_Text:

You may find a pointer to the text in 'text' and in 'obj' a pointer to a MUI object of an internal custom class of

HTMLtext.mcc

.

#### MUIV\_HTMLtext\_Element\_Image:

'obj' contains a pointer to the MUI object of an internal custom class of

HTMLtext.mcc

.

#### MUIV\_HTMLtext\_Element\_HorizRule:

'obj' contains a pointer to the MUI object of 'Rectangle Class'.

You may also use some macros defined in the include files. (See example)

### EXAMPLE

```
// Print active text of 'obj' (an HTMLtext object)
```



```

struct MUIS_HTMLtext_Element *el;

set(app, MUIA_Application_Sleep, TRUE);           // Better, to avoid confusion
get(obj, MUIA_HTMLtext_ElementList, &el);
while(el)
{
    printf("%s", MACRO_HTMLtext_GetText(el));
    el = el->next;
}
set(app, MUIA_Application_Sleep, FALSE);

```

## 1.9 HTMLtext.mcc/MUIA\_HTMLtext\_LoadImages

HTMLtext.mcc/MUIA\_HTMLtext\_LoadImages

### NAME

MUIA\_HTMLtext\_LoadImages -- [IS.], BOOL

### FUNCTION

Override the users configuration regarding the loading of images in the HTML document. This may be usefull, if you use the HTMLtext.mcc to display informations in which the image is a very important part. ↔

In all other cases it might be better to let the user choose.

### EXAMPLE

moreHTML.c

## 1.10 HTMLtext.mcc/MUIA\_HTMLtext\_OpenURLHook

HTMLtext.mcc/MUIA\_HTMLtext\_OpenURLHook

### NAME

MUIA\_HTMLtext\_OpenURLHook -- [IS.], struct Hook \*

### FUNCTION

This hook will be called, always when an URL has to be loaded whose protocol is not supported. These URL's may come from hyperlinks, images or else.

The hook function will receive a pointer to a structure described bellow in the register a1. In a0 is a pointer to the calling hook and in a2 a pointer to the calling object.

```

struct

```

```

{
    char *URL;
    char *TmpFilename;
};

```

The member 'URL' contains the full name of the URL. 'TmpFilename' is an array of char where to the calling hook copies the name of a local file that contains the data coming from the URL. The default name already standing in 'TmpFilename' will be a file in "T:". (Created by SAS/C tmpnam() function).

However, you may change the name as you like as long as it is not long than 256 bytes.

The class will test if the temporary file exists or not. If not will follow an ordinary error message, that the file has not been found.

FUTURE:

For the future I plan to do file notification, that means that you may launch a process to load data from the URL in a file. Then you leave the function called by the Hook but returning TRUE and the name of the file. Once the file is loaded completely,

```

HTMLtext.mcc
will refresh the display.

```

Due to some technical problems it will take some time, before everything works fine :(

EXAMPLE

```
moreHTML.c
```

SEE ALSO

```

MUJA_HTMLtext_URL
,
MUJA_HTMLtext_CloseURLHook

```

## 1.11 HTMLtext.mcc/MUJA\_HTMLtext\_Path

```
HTMLtext.mcc/MUJA_HTMLtext_Path
```

NAME

```
MUJA_HTMLtext_Path -- (V1 ) [ISG], STRPTR
```

FUNCTION

Sets the path to the used document. This value will be used, if there are images to load or links to follow and they not have a full path. If you use MUJA\_HTMLtext\_LoadContents, the path will be automatically set.

SEE ALSO

---

MUIA\_HTMLtext\_URL

## 1.12 HTMLtext.mcc/MUIA\_HTMLtext\_Title

HTMLtext.mcc/MUIA\_HTMLtext\_Title

### NAME

MUIA\_HTMLtext\_Title -- (V1 ) [..G], STRPTR

### FUNCTION

Gets the title of the document currently active. The title has to be specified in the text between <title> and </title> tags.

### SEE ALSO

MUIA\_HTMLtext\_Contents

## 1.13 HTMLtext.mcc/MUIA\_HTMLtext\_URL

HTMLtext.mcc/MUIA\_HTMLtext\_URL

### NAME

MUIA\_HTMLtext\_URL -- [ISG], STRPTR

### FUNCTION

Name of an URL to be loaded. If the URL is of an not supported protocol, the

MUIA\_HTMLtext\_OpenURLHook  
will be called.

The only supported protocol, yet, is "file://". Names without any protocol specification will be handled as normal local filenames.

### SEE ALSO

MUIA\_HTMLtext\_OpenURLHook  
,  
MUIA\_HTMLtext\_Path  
,  
MUIA\_HTMLtext\_Title

## 1.14 HTMLtext.mcc/MUIA\_HTMLtext\_VLinkHook

---

HTMLtext.mcc/MUIA\_HTMLtext\_VLinkHook

NAME

MUIA\_HTMLtext\_VLinkHook -- [IS.], struct Hook \*

FUNCTION

This hook will always be called, when the parser finds an A tag with a HREF attribute. As argument the URL of this link will be passed and the function has to return TRUE if this URL was already visited or FALSE if not.

EXAMPLE

HTMLtext-Demo.c

## 1.15 HTMLtext.mcc/MUIM\_HTMLtext\_Jump

HTMLtext.mcc/MUIM\_HTMLtext\_Jump

NAME

MUIM\_HTMLtext\_Jump

SYNOPSIS

DoMethod(obj, MUIM\_HTMLtext\_Jump, struct MUIS\_HTMLtext\_Element \*el);

FUNCTION

Jump to position of an element to make it visible to the user.

INPUTS

el - The element to be jumped to

RESULT

If for some reasons it was impossible to jump, FALSE is returned.

BUGS

Function may crash if element passed are not in element list.

SEE ALSO

MUIA\_HTMLtext\_ElementList  
, MUIA\_Virtgroup\_Top

---

## 1.16 HTMLtext.mcc/MUIM\_HTMLtext\_Mark

HTMLtext.mcc/MUIM\_HTMLtext\_Mark

### NAME

MUIM\_HTMLtext\_Mark

### SYNOPSIS

```
DoMethod(obj, MUIM_HTMLtext_Mark,  
          struct MUIS_HTMLtext_Element *first,  
          struct MUIS_HTMLtext_Element *last);
```

### FUNCTION

Mark a part of the HTML text. Use list from  
MUIA\_HTMLtext\_ElementList

#### INPUTS

first - The first element to be marked  
last - The last element to be marked

### RESULT

The result value is currently undefined.

### BUGS

Function may crash if element passed are not in element list.

### SEE ALSO

MUIA\_HTMLtext\_ElementList

## 1.17 HTMLtext.mcc/MUIM\_HTMLtext\_Reload

HTMLtext.mcc/MUIM\_HTMLtext\_Reload

### NAME

MUIM\_HTMLtext\_Reload

### SYNOPSIS

```
DoMethod(obj, MUIM_HTMLtext_Reload);
```

### FUNCTION

Reloads the current page. Use this, if you know that the documents  
contents have changed, because

MUIA\_HTMLtext\_URL  
will not reload

the document, if the URL given is the same as the one currently  
displayed.

---

SEE ALSO

MUIA\_HTMLtext\_URL