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Registering your copy



A word from the author

The ReVoL Web Worker V1.3 is the shareware release of this program. I have decided to release ReVoL as shareware, because I am trying to raise enough money to buy some OCX add on files, to provide additional functionality to ReVoL. All money raised from the registration of this program will go directly into the development and enhancement of future versions. I only ask that you register this program once, after which you will receive a free upgrade to a registered version of all future releases of the ReVoL Web Worker, without exception. I hope that you will register and continue to use ReVoL . I have released this version as a fully functioning program, because I really do not like shareware programs that bombard you with nag screens at every opportunity, or are so crippled that most of the features that you want to use are not enabled. I understand that downloading software can be expensive, in terms of the cost of telephone calls, and that many shareware distributors charge hefty copying and administration fees, increasing the cost of obtaining shareware. Hopefully you obtained this copy from a magazine cover disk or a painless download.

In light of all this I decided to release this version in its entire form. I hope that this does not stop you from registering your copy if you find it useful. Many people have told me that I should cripple all of the features of this software in order to make the registration more inviting, but I do not agree. I believe that the shareware system should be based on trust, and this trust starts with the software developer. I hope that you do not prove me wrong.

Registration benefits

If you register this software you will receive a code which will remove the startup nag screen and upgrade your version to registered. As each new version of the ReVoL Web Worker is released, you will be entitled to a free upgrade. This free upgrade covers all future versions, so a one off payment, will ensure that you have a registered up to date editor, at all times. How many shareware programs offer this ? All registration payments will be used solely, to enhance the functionality of future versions, through OCX add on controls and other methods. I have many exciting features planned for future releases, (and remember I'd love to hear your suggestions and enhancement requests), so you can be sure that the ReVoL Web Worker will remain one of the best editors around.

Registered customers will be notified of product updates by email. This information will also be available on the Web Worker {button Home Page,EF(`http://webzone.ccacyber.com/www/jlister/revol.htm','1,`')} at :

<http://webzone.ccacyber.com/www/jlister/revol.htm>

How to register

Registering this software costs **just**,

UK£12.50 (Twelve Pounds and Fifty Pence UK Sterling), or
US\$19 (Nineteen US Dollars).

To register , please use the [registration form](#) provided.

Once I have received your registration payment, you will be sent a ReVoL key code. To register your copy. you must enter your key code in the registration dialog, within the properties screen.



Thank You - Have fun !

Registration Form

Please print this form out and send it to me with your registration payment.

I accept the following payment methods for The ReVoL Web Worker V1.3:

- Personal Check
- Visa Traveler's Check (**Payable in Sterling only**)
- Eurocheque
- International Money Order

Payment can be made in either **UK Pounds Sterling** or **US Dollars**.

All **payment** methods should be **payable to Jon Lister**.

Receipts are available for customers requesting them.

The address to send your registration form to is :

**ReVoL Web Worker
PO Box 11
Bourne
PE10 9UJ
United Kingdom**

ReVoL Web Worker Registration Form

=====

Product	Price	Quantity	Total
=====	=====	=====	=====
Registration Fee	UK£12.50	_____	_____
		US\$19.00	
Total Price			_____
=====			

I enclose the following payment method (Tick one)

Check (enclosed) ()

Other (enclosed) ()

User Name for Registration: _____

Postal address

Street: _____

City: _____

County/State: _____

Postal / Zip Code: _____

Country: _____

Email: _____

Thank you for registering The ReVoL Web Worker !

About the author



Hi, I'm Jon Lister I designed and coded the ReVoL Web Worker. I'm 25 years old and have a B.Sc.(Hon's) Degree in Computer Science. I specialize in systems analysis design and coding for the PC environment as well as HTML coding for web page development. I am a freelance software developer, but I am currently seeking permanent employment, so if you think you can help me, drop me a line.

You can find my CV online via my [button Home Page](http://webzone.ccacyber.com/www/jlister/index.htm) at :

<http://webzone.ccacyber.com/www/jlister/cv.htm>

What is the ReVoL Web Viewer ?

The ReVoL Web Viewer, is an integrated web browser, built in to the ReVoL Web Worker. The ReVoL Web Viewer is a fully functioning HTML browser and is integrated with the Windows 95 Internet system, so that it is able to instruct Windows 95 to log on to your Internet connection, when you have requested an online resource.



The ReVoL Web Viewer is not designed to replace browsers such as Netscape or Microsoft's Internet Explorer, the reason I have implemented it as part of the ReVoL Web Worker, is to provide you with a quick method of accessing HTML development information online, and to allow you to 'grab' a whole web page from the Internet, using the grab page function.

The grab page function allows you to copy a web document, including all the graphical images, to your local drive, with one mouse click. Using this method you no longer have to be content with just storing a copy of the text, and its a lot quicker than grabbing each image individually.

The Save to custom links option from the file menu, allows you to save the URL of site that you visit on the WWW to your own custom links file. You can them use them in your own HTML documents.

The Edit Current Page option allows you to open HTML source directly from the WWW, and start working on it.

The ReVoL Web Viewer also allows you to save any web documents as a text only document, removing all HTML codes. This is ideal for grabbing research papers or other documentation from the WWW, which you want to print out or use in another text document.

I have designed the ReVoL Web Viewer to be functionally similar to all of the existing popular browsers, I'm sure that you won't have any problems using it.

Using Custom Tags



Custom tags, allow you to create your own customized set of HTML tags. Its easy to do, simply start up the custom tags screen, fill in your tags, click add to add your tags to the collection, and they are ready to use. You **must** enter your tags in this format in order for the custom tags to function correctly :- **<YOURTAG></YOURTAG>**

Once you have entered your custom tags, you can use them, by either dragging and dropping them onto your document window or double clicking them, or selecting them and clicking the OK button.

ReVoL also features Custom Links !



Custom links work in the same way as custom tags, except that they allow you to save hot lists of links to use in your HTML. You can use the ReVoL Web Viewer to visit WWW sites and save their URL's to your custom links file, by selecting Save to custom links from the file menu of the Web Viewer.

Using ReVoL Wizards



The ReVoL Web Worker currently contains 4 wizards to help you work with your HTML document. Wizards are ReVoL programs which help you build HTML code, by using your answers to the questions posed by the wizard.

Frames Wizard

The frames wizard will guide you through the steps necessary to build a frames document, to your specification and design. By selecting a frames template and answering a few questions, you can quickly build complex frames, without needing to understand how you did it !

Home Page Wizard

The home page wizard will guide you through the steps necessary to build your own home page on the WWW. By supplying answers to the questions posed to you, ReVoL can build all the HTML needed for your home page.

Import Wizard

The Import wizard helps you to import a text document and format it into HTML code. This wizard is very useful for people wishing to convert a spreadsheet or database file into a HTML document, as the wizard can read these files, if you have saved them as comma delimited (*.csv). If you need to convert a file listing from an FTP site, the Import wizard can help you, as it can also read '00index' files. In fact if you need to import any text file and format it, the Import wizard is the place to start.

Table Wizard

The Table wizard will guide you through the steps necessary to quickly build a table into your HTML document. By using a grid layout the wizard will also allow you to populate your table with entries in the position you select with the mouse.

Coming Soon !



Well, you may be wondering what features are in development for ReVoL, here is a sneak preview :-

- Floating Toolbars
- ReVoL Image Worker
- More Wizards
- Better Web View
- Project Management
- And many other features, which I'm keeping under wraps !

Anchor Tag

Attribute	Explanation	Example	Source
<code>HREF="URL"</code>	Specifies a destination address. Everything between the <code><A HREF...></code> and the <code></code> (both text and pictures) becomes a clickable hyperlink to that address.	<code> This is a link to Microsoft.</code>	HTML 2
<code>HREF="filename"</code>	Specifies a destination file. The server looks in the directory that the current document is stored in to find the file.	<code>This is a link to a file called Home.htm in the same directory as this page.</code>	HTML 2
<code>NAME="name"</code>	Specifies an anchor point within an HTML document.	Anchor: <code></code> Links that point to that anchor: <code>...</code> , <code>...</code>	HTML 2

Address Tag

Renders text as italics. See also Cite, Em, I.

Attribute	Explanation	Example	Source
<i>none</i>	Changes text to italic.	<code><ADDRESS>Hi there!</ADDRESS></code>	HTML 2

Area Tag

Specifies the shape of a "hot spot" in a client-side image map.

Client-side image maps are pictures which cause the browser to jump to different URLs depending on where you click.

Attribute	Explanation	Example	Source
<code>COORDS="x1, y1, x2, y2, ..."</code>	Coordinates that define the hot spot's shape. RECT hot spots, for example, use just two.	<code><AREA SHAPE="RECT" COORDS="50, 25, 150, 125" HREF="http://www. sample.com"></code>	IExplore
<code>HREF="URL"</code>	Specifies the destination of the hot spot.	<i>see above</i>	IExplore
<code>NOHREF</code>	Indicates that clicks in this region should cause no action.	<code><AREA SHAPE="RECT" COORDS="50, 25, 150, 125" NOHREF></code>	IExplore
<code>SHAPE="shape type"</code>	Denotes the type of shape. Allowed values: RECT, RECTANGLE, CIRC, CIRCLE, POLY, or POLYGON. (CIRC/CIRCLE takes three coordinates, <i>centerx</i> , <i>centery</i> , and <i>radius</i> ; POLY/POLYGON takes three or more pairs of coordinates denoting a polygonal region.)	Rectangle: <code><AREA SHAPE="RECT" COORDS="50, 25, 150, 125" HREF="http://www. sample.com"></code> creates a rectangular hot spot from (50, 25) to (150, 125)	IExplore

Base Tag

Specifies document's URL.

Attribute	Explanation	Example	Source
<code>HREF="URL"</code>	Specifies the document's full URL in case the document gets read out of context and the reader wants to refer to the original.	<pre><BASE HREF="http:// www.sample.com/he llo.htm"></pre>	HTML 2

Blockquote Tag

Sets apart a quotation in text.

Attribute	Explanation	Example	Source
<i>none</i>	Indents both left and right margins. Used to set apart quotations in text.	<pre><BLOCKQUOTE>Hi there! This is a lot of text ... and this is the end of it. </BLOCKQUOTE></pre>	HTML 2

Body Tag

Specifies beginning and end of document body.

Attribute	Explanation	Example	Source
<i>none</i>	Indicates where the body of an HTML document begins and ends.	<pre><HTML> <BODY>Here's a Web page!</BODY></HTM L></pre>	HTML 2
BACKGROUND="URL"	Specifies a background picture. The picture is tiled behind the text and graphics on the page.	<pre><BODY BACKGROUND="linol eum.gif"> ... </BODY></pre>	HTML 3
BGCOLOR= #rrgbb	Sets the background color of the page. <i>rrgbb</i> is a hexadecimal number denoting a red-green-blue color value (the number sign is optional).	<pre><BODY BGCOLOR=#ff0000>T his page has a red background.</BODY > or <BODY BGCOLOR=RED>This page also has a red background.</BODY ></pre>	Netscape
BGPROPERTIES= <i>fixed</i>	Specifies a watermark, which is a background picture that does not scroll.	<pre><BODY BACKGROUND="linol eum.gif" BGPROPERTIES=FIXE D>The background on this page is fixed so that it does not scroll.</BODY></pre>	IExplore
LEFTMARGIN= <i>n</i>	Specifies the left margin for the entire body of the page and overrides the default margin. Set to "0", the left margin will be exactly on the left edge.	<pre><BODY LEFTMARGIN="60" TOPMARGIN="0">The left margin of this page is 60 pixels wide.</BODY></pre>	IExplore
LINK=#rrgbb	Sets the color of links that have not yet been visited.	<pre><BODY LINK=#0000ff>This page has blue</pre>	Netscape

TEXT=#rrggbb	Sets the color of text on the page.	links...</BODY> <BODY TEXT=FUCHSIA>This text is fuchsia.</BODY>	Netscape
TOPMARGIN=<i>n</i>	Specifies the margin for the top of the page and overrides the default margin. Set to "0" the top margin will be on the precise top edge.	<BODY LEFTMARGIN="60" TOPMARGIN="0">The top margin of this page is 0 pixels high.</BODY>	IE
VLINK=#rrggbb	Sets color of links that have already been visited.	<BODY VLINK=#00ff00>Thi s page has green visited links...</BODY>	Netscape

Line Break Tag

The
 line break tag is used to force a line break.

Attribute	Explanation	Example	Source
<i>none</i>	Inserts a line break.	 	HTML 2
CLEAR=LEFT, RIGHT, or ALL	Inserts vertical space so that the next text displayed will be past left- or right-aligned "floating" images. LEFT inserts space so that the next text appears aligned with the left margin directly below a left-aligned floating image; RIGHT is the same, but for the right side; and ALL puts the next text past all floating images.	 Here's some text to the right of a picture. <BR CLEAR=LEFT>Here's some text beneath the picture.	HTML 3

Definition Item Tag

Specifies a definition in a definition list.

Attribute	Explanation	Example	Source
<i>none</i>	Indicates that the text is a definition of a term and should therefore be displayed in the right-hand column of a definition list.	See DL.	HTML 2

Directory List Tag

Denotes a directory list.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies that the following block consists of individual items, each beginning with an tag and none containing more than 20 characters, which should be displayed in columns.	<pre><DIR> Art History Literature Sports Entertainment Science</DIR></pre>	HTML 2

Definition List Tag

Denotes a definition list.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies that the following block is a definition list: that is, an automatically formatted two-column list with terms on the left and their definitions on the right.	<pre><DL> <DT>Cat<DD>A furry cute animal that purrs and likes milk. <DT>Lizard<DD>A weird desert animal with a long tongue.</DL></pre>	HTML 2

Definition Term Tag

Specifies a term in a definition list.

Attribute	Explanation	Example	Source
<i>none</i>	Indicates that the text is a term to be defined and should therefore be displayed in the left-hand column of a definition list.	See DL.	HTML 2

Heading Tag

A HTML document uses heading tags to identify one of six levels of headings, corresponding to six levels of heading size, heading 1 being the largest font, and heading 6 the smallest font. Heading tags are generally used to structure your HTML document, into sections.

Attribute	Explanation	Example	Source
<i>none</i>	Use H1 through H6 to specify different sizes and styles of heading. (H1 is the largest.)	<code><H1>Welcome to the Internet!</H1></code>	HTML 2
ALIGN=CENTER	Centers the heading.	<code><H2 ALIGN=CENTER>How to Use the Internet</H2></code>	HTML 3

Head Tag

The Head tag is used as a container for HTML tags that describe the document, such as `<TITLE></TITLE>` tags.

Attribute	Explanation	Example	Source
<i>none</i>	Used as a container tag for document header information.	<code><HEAD><TITLE>This is a the title of my document. </HEAD></code>	HTML 2

Horizontal Rule Tag

The horizontal rule tag is used to display a dividing line between sections in your HTML document. This line typically has shaded 3D look, but you can specify a solid line or a graphical replacement.

Attribute	Explanation	Example	Source
<i>none</i>	Draws a horizontal rule the width of the window.	<HR>	HTML 2
ALIGN=LEFT, RIGHT, or CENTER	Draws the rule left-aligned, right-aligned, or centered.	<HR ALIGN=CENTER>	HTML 3
COLOR	Adds color to the rule.	<HR COLOR=#rrggbb	l explore
NOSHADE	Draws the rule without 3-D shading.	<HR NOSHADE>	Netscape
SIZE	Sets the height of the rule in pixels.	<HR SIZE=5>	Netscape
WIDTH= <i>n</i> %	Sets the width of the rule as a percentage of window width.	<HR WIDTH=50%>	Netscape
WIDTH= <i>n</i>	Sets the width of the rule in pixels.	<HR WIDTH=250>	Netscape

HTML Tag

The HTML tag is used to identify your document as a HTML document. The HTML tag should wrap all other tags in your document.

Attribute	Explanation	Example	Source
<i>none</i>	Denotes the file is an HTML document.	<code><HTML><P>This is an HTML document.</P></HT ML></code>	HTML 2

Image Tag

The image tag is used to display graphic images and video within your HTML document. Most browsers allow you to embed .avi (Audio Video Interleave) video clips in HTML pages. This is done by adding several new attributes, notably DYN SRC (Dynamic Support), to the IMG tag. Non-video-enabled browsers display still images in their place.

Attribute	Explanation	Example	Source
ALIGN=TOP, MIDDLE, or BOTTOM	The surrounding text is aligned with the top, middle, or bottom of the picture.	<pre>This text is aligned with the middle of the graphic named Sample.</pre>	HTML 3
ALIGN=LEFT, or RIGHT	The picture is drawn as a left-aligned or right-aligned "floating image," and text will flow around it. (See BR CLEAR.)	<pre>This text will appear to the right of the graphic named Sample.</pre>	HTML 3
ALT="text"	Specifies text that will be displayed in place of the picture if Show Pictures is turned off.	<pre></pre>	HTML 2
BORDER= <i>n</i>	Specifies the size of a border to be drawn around the image. If the image is a hyperlink, the border is drawn in the appropriate hyperlink color. If the image is not a hyperlink, the border is invisible.	<pre>That was an image with a five-pixel-wide colored border around it.</pre>	Netscape
CONTROLS	If a video clip is present, a set of controls is displayed under the clip.	<pre> The above video has a set of transport controls under it.</pre>	l explore
DYN SRC= <i>URL</i>	Specifies the address of a video clip or VRML world to be displayed in the window. Stands for	<pre> If your browser Sources inline</pre>	l explore

	Dynamic Support.	video, you will see the movie Test.avi; otherwise you will see the picture Sample.gif.	
HEIGHT= <i>n</i>	Along with WIDTH, specifies the size at which the picture is drawn. (If the picture's actual dimensions differ from those specified with WIDTH and HEIGHT, the picture is stretched to match what's specified.) Internet Explorer also uses this to draw a placeholder of appropriate size for the picture before it's loaded.		HTML 3
HSPACE= <i>n</i>	Along with VSPACE, specifies margins for the image. Similar to BORDER, except the margins are not painted with color when the image is a hyperlink.	 This image has five pixels of space on its left and right, and 10 pixels of space above and below.	Netscape
ISMAP	Identifies the picture as a server-side image map. Clicking the picture transmits the coordinates of the click back to the server, triggering a jump to another page.	The following inserts the picture Sample.gif into the document and indicates that when the user clicks it, the server should interpret the click according to the information in Jump.map: 	HTML 2
LOOP= <i>n</i> LOOP=INFINITE	Specifies how many times a video clip will	<IMG SRC="preview1.gif	lexplore

	<p>loop when activated. If $n=-1$, or if <code>LOOP=INFINITE</code> is specified, it will loop indefinitely.</p>	<pre>" DYN SRC="movie.avi " LOOP=3> The above video will loop three times when activated. The above video will loop indefinitely until stopped.</pre>	
SRC	<p>Specifies the address of the picture to insert.</p>	<pre></pre>	HTML 2
START= FILEOPEN and/or MOUSEOVER	<p>For video clips: specifies when the file should start playing. <code>FILEOPEN</code> means start playing as soon as the file is done opening. This is the default. <code>MOUSEOVER</code> means start playing when the user moves the mouse cursor over the animation.</p>	<pre> The above video will start playing as soon as it is opened. The above video will start playing when the user moves the mouse over it, and will loop five times before stopping.</pre>	lexplore
	<p>The user can specify both together.</p>	<pre> The above video</pre>	

		will play once as soon as it opens and thereafter will play whenever the user moves the mouse over it.	
USEMAP " <i>map name</i> "	Identifies the picture as a client-side image map and specifies a MAP to use for acting on the user's clicks. See for a code example.	<pre> IExplore</pre>	IExplore
VSPACE= <i>n</i>	See HSPACE.	<pre> This image has five pixels of space on its left and right, and 10 pixels of space above and below.</pre>	Netscape
WIDTH= <i>n</i>	See HEIGHT.	<pre></pre>	HTML 3

Is Index Tag

The Is Index tag is used to identify your HTML document as an index document. Which mean's that the reader may use a search method to look for certain key words within your document text. However your server must support keyword searches and have a working search engine, or nothing will happen.

Attribute	Explanation	Example	Source
<i>none</i>	Displays the following message followed by a textbox: "You can search this index. Type the keyword(s) you want to search for:" When the user enters text and presses ENTER, that text is posted back to the page's URL as a query.	<code><ISINDEX></code>	HTML 2
<i>ACTION=filename</i>	Specifies the gateway program to which the string in the text box should be passed.	<code><ISINDEX ACTION="search"></code>	Netscape
<i>PROMPT="prompt text"</i>	Specifies a prompt to be used instead of the above.	<code><ISINDEX PROMPT="Type in keywords here"></code>	HTML 3

List Item Tag

Denotes one item of a list.

Attribute	Explanation	Example	Source
<i>none</i>	In a , , <DIR>, or <MENU> block, denotes a new list item.	<pre> This is the first item This is the second item </pre>	HTML 2
TYPE=A, a, l, i, or 1	Changes the style of an ordered list. Codes: A=use large letters; a=use small letters; l=use large Roman numerals; i=use small Roman numerals; 1=use numbers.	<pre> <LI TYPE=A>This is item A. <LI TYPE=1>This is item 2. <LI TYPE=i>This is item iii. </pre>	Netscape
VALUE= <i>n</i>	Changes the count of ordered lists as they progress.	<pre> This is item #1. <LI VALUE=3>This is item #3.</pre>	Netscape

Link Tag

The link tag is used to identify a relationship between your HTML document and another item. It is formatted in the same way as an anchor tag, but does not have a closing tags, so it is said to be an empty tag.

Menu List Tag

Denotes a list of items.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies that the following block consists of individual items, each beginning with an tag.	<pre><MENU>This is the first item in the menu. And this is the second item in the menu.</MENU></pre>	HTML 2

Meta Tag

Most Browsers Source client pull using the META tag. The META tag must be inside the HEAD tag of the HTML document. The URL attribute requires a fully qualified URL (for example, <http://www.sample.com/reload.htm>).

Attribute	Explanation	Example	Source
HTTP-EQUIV="REFRESH"	Causes a document to be automatically reloaded on a regular basis, specified in seconds.	<pre><HEAD><META HTTP-EQUIV="REFRESH" CONTENT=2><TITLE> Reload Document</TITLE>< /HEAD> <BODY> <P>This document will be reloaded every two seconds.</BODY></pre>	Netscape
CONTENT="n; URL=URL"	Tells the browser to reload in <i>n</i> seconds. If a URL is specified, the browser will load the URL after the time specified has elapsed. If no URL is specified, it will reload the current document.	<pre><HEAD><META HTTP-EQUIV="REFRESH" CONTENT="5; URL=http://www.sa mple.com/next.htm "> <TITLE>Load Next Document</TITLE>< /HEAD> <BODY> <P>After five seconds have elapsed, the document "http://www.sampl e.com/next.htm" will be loaded.</BODY></pre>	Netscape

Next Id Tag

The next id tag is used to identify the next numeric document identifier.

Ordered List Tag

Draws lines of text as an ordered list.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies that the following block consists of individual items, each beginning with an tag. The items are numbered.	<pre> This is the first item in the list. And this is the second item in the list.</pre>	HTML 2
START= <i>n</i>	Specifies a starting number for the list.	<pre><OL START=3> This is item number 3.</pre>	Netscape
TYPE=A, a, I, i, or 1	Changes the style of the list. Codes: A=use large letters; a=use small letters; I=use large Roman numerals; i=use small Roman numerals; 1=use numbers.	<pre> <LI TYPE=A>This is item A. <LI TYPE=1>This is item 2. <LI TYPE=i>This is item iii.</pre>	Netscape

Paragraph Tag

Denotes a paragraph.

Attribute	Explanation	Example	Source
<i>none</i>	Inserts a paragraph break and denotes a paragraph. The ending tag, </P>, is optional.	<pre><P>This is a paragraph.</P></pre>	HTML 2
ALIGN=CENTER	Centers the paragraph.	<pre><P ALIGN=CENTER>This is a centered paragraph.</P></pre>	HTML 3

Preformatted Tag

Renders text in fixed-width type.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text in fixed-width type.	<pre><PRE>Here's some plain text</PRE></pre>	HTML 2

Title Tag

Specifies a title for the document.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies a title for the document. Internet Explorer uses this for the window caption.	<pre><TITLE>"Welcome To Internet Explorer!"</TITLE ></pre>	HTML 2

Unordered List Tag

Draws lines of text as a bulleted list.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies that the following block consists of individual items, each beginning with an tag. The items are bulleted.	<pre> This is the first item in the list. And this is the second item in thelist.</pre>	HTML 2

Comment Tag

Indicates a comment.

Attribute	Explanation	Example	Source
<i>none</i>	Indicates a comment. The text between the tags is ignored, unless it contains HTML code.	<code><!--This won't be printed.--></code>	HTML 2

Bold Tag

Renders text in boldface. See also Strong.

Attribute	Explanation	Example	Source
<i>none</i>	Changes text to bold.	<code>Hi there!</code>	HTML 2

Cite Tag

The cite tag is used to identify sections of your document as a citation, and the identified text is usually displayed in italic.

Attribute	Explanation	Example	Source
<i>none</i>	Used to set apart citations in text.	<code><CITE>Hi there! This is a lot of text ... and this is the end of it. </CITE></code>	HTML 3

Code Tag

This tag is used to display a section of text in a fixed pitch font, to identify it as an example of program code. The font used is similar to the font of a MsDos prompt.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text in a small font. (If no FONT FACE is specified, the font used is fixed-width.)	<code><CODE>Here is some text in a small fixed-width font.</CODE></code>	HTML 2

Emphasis Tag

This tag is used to display a section of text with emphasis, typically by using italics.

Attribute	Explanation	Example	Source
<i>none</i>	renders text in italics.	<code>This text will be displayed in italics. </code>	HTML 2

Italic Tag

The italic tag is used to display a section of text in *italics*.

Attribute	Explanation	Example	Source
<i>none</i>	renders text in italics.	<I>This text will be displayed in italics. </I>	HTML 2

Keyboard Tag

Renders text in fixed-width and boldface type.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text in fixed-width and boldface type.	<code><KBD>this is text that the user is supposed to type</KBD></code>	HTML 2

Sample Tag

Specifies a code sample. See also Code.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text in a small font. (If no FONT FACE is specified, the font used is fixed-width.)	<code><SAMP>Here is some text in a small fixed-width font.</SAMP></code>	HTML 2

Strong Tag

This tag is used to display a section of text in **boldface**.

Attribute	Explanation	Example	Source
<i>none</i>	renders text in boldface.	<code>This text will be displayed in bold.</code>	HTML 2

Typewriter Text Tag

The typewriter text tag, is used to display a section of text in a fixed pitch typewriter font, similar to that used in Pulp Fiction.

Attribute	Explanation	Example	Source
<i>none</i>	renders text in a font which has the appearance of typed text.	<code><TT></code> This text will be displayed as if written on a typewriter. <code></TT></code>	HTML 2

Variable Tag

This tag is used to denote a section of text as a variable name, normally displayed in italics.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text in a small fixed-width type.	<code><VAR>Here's some plain text.</VAR></code>	HTML 2

Form Tag

The form tag is used to generate a form as part of your HTML document, such as a questionnaire, requiring user input. Forms can be generated with input fields, radio buttons, check boxes and list boxes.

Attribute	Explanation	Example	Source
<code>ACTION="URL"</code>	Specifies the address to be used to carry out the action of the form. If none is specified, the base URL of the document is used.	<pre><FORM ACTION="http:// www.sample.com/bi n/search"> ... </FORM></pre>	HTML 2
<code>METHOD=GET or POST</code>	Indicates how the form data should be sent to the server. GET means append the arguments to the action URL and open it as if it were an anchor; POST means send the data via an HTTP post transaction.	<pre><FORM ACTION="http:// www.sample.com/bi n/search" METHOD=GET> ... </FORM></pre>	HTML 2

Input Tag

Specifies a form control.

Attribute	Explanation	Example	Source
ALIGN=TOP, MIDDLE, or BOTTOM	Used when TYPE=IMAGE. Specifies how the next line of text will be aligned with the image.	<pre><INPUT NAME="Control1" TYPE=IMAGE SRC="sample.gif" ALIGN=MIDDLE>This text is aligned with the middle of the preceding image.</pre>	HTML 2
CHECKED=TRUE or FALSE	For check boxes and radio buttons, indicates that they are selected.	<pre><INPUT NAME="Control2" TYPE=CHECKBOX CHECKED=TRUE></pre>	HTML 2
MAXLENGTH= "length"	Indicates the maximum number of characters that can be entered into a text control.	<pre><INPUT NAME="Control3" TYPE=TEXTBOX MAXLENGTH=10></pre>	HTML 2
NAME="name"	Specifies the name of the control.	<pre><INPUT NAME="Control4" TYPE=TEXTBOX MAXLENGTH=10></pre>	HTML 2
SIZE="size" SIZE="width, height"	Specifies the size of the control (in characters). For TEXTAREA-type controls, both height and width can be specified.	<pre><INPUT NAME="Control5" TYPE=TEXTBOX SIZE=30><INPUT NAME="Control6" TYPE=TEXTAREA SIZE="30,5"></pre>	HTML 2
SRC="address"	Used when TYPE=IMAGE. Specifies the address of the image to be used.	<pre><INPUT NAME="Control7" TYPE=IMAGE SRC="sample.gif" ALIGN=MIDDLE></pre>	HTML 2
TYPE	Specifies what type of control to use.	<pre><INPUT NAME="Control8" TYPE=CHECKBOX CHECKED=TRUE></pre>	HTML 2
VALUE	For textual/numerical controls, specifies the default value of the control. For Boolean controls, specifies the value to be returned when the control is	<pre><INPUT NAME="Control9" TYPE=TEXTBOX VALUE="Your Name"> <INPUT NAME="Control10"</pre>	HTML 2

turned on.

```
TYPE=CHECKBOX  
VALUE=TRUE>
```

Option Tag

Denotes one choice in a list box.

Attribute	Explanation	Example	Source
<i>none</i>	In a <SELECT> block, denotes one of the choices that will appear in the list.	See SELECT.	HTML 2
SELECTED	Indicates that this item is the default. If not present, item #1 becomes the default.	See SELECT.	HTML 2
VALUE	Indicates the value that will be returned if this item is chosen.	See SELECT.	HTML 2

Select Tag

Denotes a list box or drop down list.

Attribute	Explanation	Example	Source
<i>none</i>	Specifies a list box or dropdown list.	<pre><SELECT NAME="Cars" MULTIPLE SIZE="1"> <OPTION VALUE="1">BMW <OPTION VALUE="2">PORSCH <OPTION VALUE="3" SELECTED>MERCEDES </SELECT></pre>	HTML 2
MULTIPLE	Indicates that multiple items can be selected.	See above.	HTML 2
NAME	Specifies a name for the list.	See above.	HTML 2
SIZE	Specifies the height of the list control.	See above.	HTML 2

Text Area Tag

The text area tag is used to generate a multi-line text input field, with optional default text, within a input form, in your HTML document, such as a questionnaire.

Attribute	Explanation	Example	Source
<i>none</i>	creates a textbox area as part of an input form.	<pre><TEXTAREA>This text will be displayed within a text box. </TEXTAREA></pre>	HTML 2

Abbreviation Tag

The abbreviation tag is used to denote an abbreviation within your document text.

Attribute	Explanation	Example	Source
<i>none</i>	specifies part of your text as an abbreviation.	<code><ABBREV>This text is an abbreviation. </ABBREV></code>	HTML 3

Acronym Tag

The acronym tag is used to denote an acronym within your document text.

Attribute	Explanation	Example	Source
<i>none</i>	specifies part of your text to be an acronym.	<code><ACRONYM>This text will be displayed within a text box. </ACRONYM></code>	HTML 3

Argument Tag

The argument tag is used to denote program function arguments within your document text.

Byline Tag

The byline tag is used to denote authorship within your document text.

Caption Tag

Specifies a caption for a table and must be used within the TABLE tag.

Attribute	Explanation	Example	Source
ALIGN=LEFT, RIGHT, or CENTER	Draws the caption left-aligned, right-aligned, or centered with the table borders.	<pre><TABLE><CAPTION ALIGN=CENTER>This caption will be centered between the left and right borders of the table.</CAPTION>< TR><TD>This is a cell in the table.</TD></TR>< /TABLE></pre>	HTML 3
VALIGN=TOP, or BOTTOM	Draws the caption on the top or the bottom of the table.	<pre><TABLE><CAPTION ALIGN=CENTER VALIGN=BOTTOM>Thi s caption will appear centered below the table.</CAPTION>< TR><TD>This is a cell in the table.</TD></TR>< /TABLE></pre>	HTML 3

Defining Instance Tag

The defining instance tag is used to denote a defining instance of a term within your document text.

Division Tag

The division tag is used to denote different levels of a hierarchical structure within your document text.

Literal Tag

The literal tag is used to identify a section of your HTML document that you have pre-formatted the appearance of, using spaces and line breaks. Use this tag if your importing text into your current document and wish to keep the formatted appearance of the text.

Person Tag

The person tag is used to denote a proper name within your document text.

Inline Quote Tag

The inline quote tag is used to denote a short inline quotation within your document text.

Range Tag

The range tag is used to denote the range of a document, for purposes such as searching of annotation.

Strikethru Tag

The strikethru tag is used to display text with a horizontal line striking through it. E.g. ~~ReVeL~~.

Spot Tag

The spot tag is used to insert ID's for use with the <RANGE> tag.

Style Tag

The style tag is used to display information using a specific style notation within your document text when using style sheets.

Subscript Tag

The subscript tag is used to display text as a subscript using a smaller font.

Superscript Tag

The superscript tag is used to display text as a superscript using a smaller font.

Table Tag

Most Modern Browsers extend the table specification with color. By adding `BGCOLOR=#nnnnnn` to each opening TD tag, each individual cell can have its own background color. You can also add a caption to the table by using the CAPTION tag.

Here is the an example HTML entry that produces a table.

```
<TABLE ALIGN=RIGHT BORDER=1 WIDTH=20%>
<CAPTION ALIGN=CENTER VALIGN=BOTTOM><FONT FACE="COURIER NEW" SIZE=1>Example
Table</FONT></CAPTION>
<TR><TD BGCOLOR=#FFFFBB>Hello</TD></TR>
<TR><TD BGCOLOR=#CCECFE>there!</TD></TR>
</TABLE>
```

The following attributes remain with the lowest-level component if they are nested. For example, TH and TD attributes override TR and TABLE attributes, and TR attributes override TABLE attributes. For more information about TABLE, TR, TH, and TD, please see the HTML 3.0 standard mentioned above.

TABLE, TR, TH, and TD

Here is a complete description of the additional attributes supported by TABLE, TR, TH, and TD.

Attribute	Explanation	Example	Support
ALIGN=LEFT, or RIGHT	Specifies that the table or the text can be left- or right-aligned. The default is left-aligned for TABLE, TR, and TD. The default is center-aligned for TH.	<pre><TABLE ALIGN=RIGHT BORDER=1 width=20%> <TR><TD>This table is right- aligned.</TD></TR ></TABLE></pre> <pre><TABLE BORDER=1 width=20%> <TR><TD ALIGN=RIGHT>The text in this cell is right- aligned.</TD></TR ></TABLE></pre>	IEExplore
BACKGROUND="URL"	Specifies a background picture.	<pre><TABLE BACKGROUND="linol</pre>	IEExplore

	The picture is tiled behind the text and graphics in the table, table head, or table cell.	eum.gif"> ... </TABLE>	
BGCOLOR= #rrgbb	Sets background color. <i>rrgbb</i> is a hexadecimal number denoting a red-green-blue color value (the number sign is optional).	<TABLE ALIGN=RIGHT BORDER=1 BGCOLOR=RED width=20%> <TR><TD>This table has a red background.</TD></TR></TABLE>	IExplore
BORDERCOLOR= #rrgbb	Sets border color and must be used with the BORDER attribute. <i>rrgbb</i> is a hexadecimal number denoting a red-green-blue color value (the number sign is optional).	<TABLE ALIGN=RIGHT BORDER=1 width=20%> <TR><TD BGCOLOR=RED>This cell has a red background.</TD></TR></TABLE>	IExplore
BORDERCOLORLIGHT= #rrgbb	Sets independent border color control over one of the two colors used to draw a 3-D border, opposite of BORDERCOLORDARK, and must be used with the BORDER attribute. <i>rrgbb</i> is a hexadecimal number	<TABLE ALIGN=RIGHT BORDER=1 BORDERCOLOR=RED width=20%> <TR><TD>This table has a red border.</TD></TR></TABLE> <TABLE ALIGN=RIGHT BORDER=1 width=20%> <TR><TD BORDERCOLOR=RED>This cell has a red border.</TD></TR></TABLE>	IExplore
BORDERCOLORLIGHT= #rrgbb	Sets independent border color control over one of the two colors used to draw a 3-D border, opposite of BORDERCOLORDARK, and must be used with the BORDER attribute. <i>rrgbb</i> is a hexadecimal number	<TABLE ALIGN=RIGHT BORDER=1 BORDERCOLORLIGHT=RED width=20%> <TR><TD>This table has one half of the 3-D border set to red.</TD></TR></TABLE>	IExplore

denoting a red-green-blue color value (the number sign is optional).

```
ABLE>
<TABLE
ALIGN=RIGHT
BORDER=1
width=20%>
<TR><TD
BORDERCOLORLIGHT=
RED>This cell has
one half of the
3-D border set to
red.</TD></TR></T
ABLE>
```

BORDERCOLORDARK=
K= #rrgbb

Sets independent border color control over one of the two colors used to draw a 3-D border, opposite of **BORDERCOLORLIGHT**, and must be used with the **BORDER** attribute. *rrgbb* is a hexadecimal number denoting a red-green-blue color value (the number sign is optional).

```
<TABLE
ALIGN=RIGHT
BORDER=1
BORDERCOLORDARK=R
ED width=20%>
<TR><TD>This
table has one
half of the 3-D
border set to
red.</TD></TR></T
ABLE>
```

[IExplore](#)

```
<TABLE
ALIGN=RIGHT
BORDER=1
width=20%>
<TR><TD
BORDERCOLORDARK=R
ED>This cell has
one half of the
3-D border set to
red.</TD></TR></T
ABLE>
```

VALIGN=TOP, or
BOTTOM

Specifies that the text can be top- or bottom-aligned. The default is center-aligned.

```
<TABLE BORDER=1
width=20%
VALIGN=TOP><TR><T
D>The text in
this table is
top-aligned.</TD>
</TR></TABLE>
<TABLE BORDER=1
width=20%><TR><TD
VALIGN=TOP>The
text in this cell
is top-
aligned.</TD></TR
></TABLE>
```

[IExplore](#)

TABLE BASICS

These tags are specific to HTML 3.0 tables.

Attribute	Explanation	Example	Support
THEAD	Defines the table header.	<pre><TABLE> <THEAD>This is the header section of a table. <TR> </TR> </THEAD> </TABLE></pre>	HTML 3
TBODY	Defines the table body.	<pre><TABLE> <TBODY>This is the body section of a table. <TR> </TR> </TBODY> </TABLE></pre>	HTML 3
TFOOT	Defines the table footer.	<pre><TABLE> <TFOOT>This is the footer section of a table. <TR> </TR> </TFOOT> </TABLE></pre>	HTML 3

TABLE COL, COLGROUP

Provides additional information for table columns.

Attribute	Explanation	Example	Support
COL SPAN=	Sets the amount of columns affected by the element.	<pre><TABLE> <COLGROUP> <COL WIDTH="1*" SPAN=3>The width will affect three different columns. </COL> </COLGROUP> </TABLE></pre>	HTML 3
COL ALIGN="center", "justify", "left", "right"	Specifies the column and text alignment.	<pre><TABLE><COL ALIGN=RIGHT>This</pre>	HTML 3

	The default is center.	column is right-aligned.</COL></TABLE>	
COLGROUP ALIGN="center", "justify", "left", "right"	Specifies the column group and text alignment. The default is center.	<COLGROUP ALIGN=LEFT><COL>T his column group is left- aligned.</COL></C OLGROUP>	HTML 3
COLGROUP VALIGN="baseline", "bottom", "middle", "top"	Specifies the vertical alignment of text within a column.	<COLGROUP VALIGN=BOTTOM><C OL>The text within this column group is bottom- aligned.</COL></C OLGROUP>	HTML 3

TABLE FRAME

Provides additional information for table frames. You may only specify frames for tables containing the THEAD, TBODY, and TFOOT elements.

Attribute	Explanation	Example	Support
FRAME="void"	Removes all outside table borders.	<TABLE FRAME=void> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="above"	Displays a border on the top side of the table frame.	<TABLE FRAME=above> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="below"	Displays a border on the bottom side of the table frame.	<TABLE FRAME=below> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="hsides"	Displays a border on the top and bottom sides of the table frame.	<TABLE FRAME=hsides> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="lhs"	Displays a border on the left-hand side of the table frame.	<TABLE FRAME=lhs> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="rhs"	Displays a border on	<TABLE FRAME=rhs>	HTML 3

	the right-hand side of the table frame.	<THEAD> </THEAD> </TABLE>	
FRAME="vsides"	Displays a border on the left and right sides of the table frame.	<TABLE FRAME=vsides> <THEAD> </THEAD> </TABLE>	HTML 3
FRAME="box"	Displays a border on all sides of the table frame.	<TABLE FRAME=box> <THEAD> </THEAD> </TABLE>	HTML 3

TABLE RULES

Provides additional information for table rules. You may only specify rules for tables containing the THEAD, TBODY, and TFOOT elements.

Attribute	Explanation	Example	Support
RULES="none"	Removes all interior table borders.	<TABLE RULES=none> <THEAD> </THEAD> </TABLE>	HTML 3
RULES="basic"	Displays horizontal borders between THEAD, TBODY, and TFOOT.	<TABLE RULES=basic> <THEAD> </THEAD> </TABLE>	HTML 3
RULES="rows"	Displays horizontal borders between all table rows.	<TABLE RULES=rows> <THEAD> </THEAD> </TABLE>	HTML 3
RULES="cols"	Displays horizontal borders between all table columns.	<TABLE RULES=cols> <THEAD> </THEAD> </TABLE>	HTML 3
RULES="all"	Displays a border on all rows and columns.	<TABLE RULES=all> <THEAD> </THEAD> </TABLE>	HTML 3

Underline Tag

Renders text underlined.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text underlined.	<code><U>This text has a line under it.</U></code>	HTML 2

Basefont Tag

Sets base font value.

Attribute	Explanation	Example	Source
SIZE= <i>n</i> (<i>n</i> is between 1 and 7 inclusive; default is 3; 7 is largest)	Sets the base font size. Throughout the document, relative font size settings -- for example, <code></code> -- are set according to this.	<code><BASEFONT SIZE=3></code> This sets the base font size to 3. <code></code> Now the font size is 7. <code></code> Now the font size is 2.	Netscape

Blink Tag

The blink tag is used to display a section of text within your document text, that will blink on and off, when viewed with a Netscape browser.

Center Tag

Causes subsequent text and images to be centered.

Attribute	Explanation	Example	Source
<i>none</i>	Causes subsequent text and images to be centered.	<code><CENTER>Hi there! </CENTER></code>	Netscape

Font Tag

Changes the font.

Attribute	Explanation	Example	Source
<code>COLOR=#rrggb</code>	Sets font color. <i>rrggb</i> is a hexadecimal number denoting a red-green-blue color value (the number sign is optional).	<code>This text is red. or This text is also red.</code>	IEExplore
<code>FACE="name [,name2] [,name3]"</code>	Sets the font. A list of font names can be specified. If the first font is available on the system, it will be used, otherwise the second will be tried, and so on. If none are available, a default font will be used.	<code> This text will be in either Arial, Lucida Sans, or Times Roman, depending on which fonts you have installed on your system.</code>	IEExplore
<code>SIZE=<i>n</i> SIZE=+<i>n</i> or -<i>n</i></code>	Specifies font size between 1 and 7 (7 is largest). A plus or minus before the number indicates a size relative to the current BASEFONT setting. (See BASEFONT.) <i>Note:</i> Relative font sizes are not cumulative. Putting two <code></code> tags in a row does not	<code><BASEFONT SIZE=3> This sets the base font size to 3. Now the font size is 7. Now the font size is 2. Now the font size is 5.</code>	Netscape

result in the font size
being increased by 2.
See example.

Now
the font size is
1.

No Break Tag

Turns off line breaking.

Attribute	Explanation	Example	Source
<i>none</i>	Renders text without line breaks.	<code><NOBR>Here's a line of text I don't want to be broken ... here's the end of the line.</NOBR></code>	Netscape

Word Break Tag

Inserts a soft line break in a block of NOBR text.

Attribute	Explanation	Example	Source
<i>none</i>	Inserts a soft line break in a block of NOBR text.	<code><NOBR> This line of text will not break, no matter how narrow the window gets.<WBR>This one, however<WBR>, will.</NOBR></code>	Netscape

Frame Tag

Denotes a frame.

Attribute	Explanation	Example	Source
SRC=	Displays the source file for the frame.	<code><FRAME SRC="frame1.htm"></code>	Netscape
NAME=	Provides a target name for the frame.	<code><FRAME NAME="top"></code>	Netscape
MARGINWIDTH=	Controls the margin width for the frame in pixels.	<code><FRAME MARGINWIDTH="20"></code>	Netscape
MARGINHEIGHT=	Controls the margin height for the frame in pixels.	<code><FRAME MARGINHEIGHT="10"></code>	Netscape
FRAMEBORDER=	Provides the option to display or not display a border for a frame.	<code><FRAME FRAMEBORDER="Yes"></code>	IEExplore
FRAMESPACING=	Creates additional space between frames in pixels.	<code><FRAME FRAMESPACING="30"></code>	IEExplore
SCROLLING=	Creates a scrolling frame.	<code><FRAME SCROLLING="Yes"></code>	Netscape
NORESIZE	Prevents the user from resizing the frame.	<code><FRAME NORESIZE></code>	Netscape

Frameset Tag

Denotes a frameset which allows you to display more than one pane (or frame) in its main window.

Attribute	Explanation	Example	Source
COLS=	Creates a frame document with columns. You can specify the column dimensions by percentage (%), pixels, or a relative size (*).	<pre><FRAMESET COLS="25%, 100, *"></FRAMESET></pre>	Netscape
ROWS=	Creates a frame document with rows. You can specify the row dimensions by percentage (%), pixels, or a relative size (*).	<pre><FRAMESET ROWS="15%, *, 300"></FRAMESET></pre>	Netscape

Client Side Image Map Tag

Client side image maps are a way of allowing users to click on different sections of a graphical image, to gain access to different documents, relevant to the image that was clicked. The different hotspot sections of an image are defined using the <AREA> tag, and stored within a <MAP> tag.

Attribute	Explanation	Example	Source
NAME	Gives the MAP a name so it can be referred to later.	<pre><MAP NAME="map1"> <AREA ...> <AREA...> </MAP></pre>	IEExplore

NoFrames Tag

Insert HTML here for browsers that do not support Frames.

Attribute	Explanation	Example	Source
<NOFRAMES>	Provides HTML for browsers that do not support frames.	<pre><NOFRAMES>You need a frames capable browser to view these frames!</NOFRAMES ></pre>	Netscape

Background Sound Tag

The new BGSOUND tag allows you to create pages with background sounds or "soundtracks." The sound you heard when you opened this page is a background sound. (Choose Refresh from the View menu to hear it again.) Sounds can either be samples (.wav or .au format) or MIDI (.mid format).

Attribute	Explanation	Example	Source
SRC=URL	Specifies the address of a sound to be displayed.	<BGSOUND SRC="boing.wav">You will hear a boinging noise as soon as Internet Explorer has downloaded the file Boing.wav.	IEExplore
LOOP= <i>n</i> LOOP=INFINITE	Specifies how many times a sound will loop when activated. If <i>n</i> =1, or if LOOP=INFINITE is specified, it will loop indefinitely.	<BGSOUND SRC="boing.wav" LOOP=5>You will hear a boinging noise five times in a row. <BGSOUND SRC="boing.wav" LOOP=INFINITE>You will hear boinging noises as long as the page is active.	IEExplore

Marquee Tag

The new MARQUEE tag enables you to create a scrolling text marquee.

An example HTML entry used to insert a marquee:

```
<MARQUEE BGCOLOR=#FFFFBB DIRECTION=RIGHT BEHAVIOR=SCROLL SCROLLAMOUNT=10  
SCROLLDELAY=200><FONT COLOR="WHITE">This is a scrolling  
marquee.</FONT></MARQUEE>
```

Marquees can be left- or right-aligned, like images, and have a variety of attributes to control them.

Attribute	Explanation	Example	Source
<i>none</i>	Makes a scrolling text marquee.	<MARQUEE>This text will scroll! </MARQUEE>	IEExplore

ALIGN=TOP, MIDDLE, or BOTTOM	Specifies that the text around the marquee should align with the top, middle, or bottom of the marquee.	<MARQUEE ALIGN=TOP>The following words, "Hi there!", will be aligned with the top of this marquee.</MARQUEE > Hi there!	IExplore
BEHAVIOR= SCROLL, SLIDE, or ALTERNATE	Specifies how the text should behave. SCROLL (the default) means start completely off one side, scroll all the way across and completely off, and then start again. SLIDE means start completely off one side, scroll in, and stop as soon as the text touches the other margin. ALTERNATE means bounce back and forth within the marquee.	<MARQUEE BEHAVIOR=SCROLL>T his text will scroll all the way on and then all the way off.</MARQUEE> <MARQUEE BEHAVIOR=SLIDE>Th is marquee will scroll in and "stick."</MARQUEE > <MARQUEE BEHAVIOR=ALTERNATE>This text will bounce back and forth.</MARQUEE>	IExplore
BGCOLOR= #rrggb	Specifies a background color for the marquee, as a RGB triple	<MARQUEE BGCOLOR=#FF0000>T his marquee has a red background! </MARQUEE>	IExplore
DIRECTION=LEFT or RIGHT	Specifies which direction the text should scroll. The default is LEFT, which means scrolling to the left from the right.	<MARQUEE DIRECTION=RIGHT>T his marquee will scroll from the left in a rightward direction.</MARQUEE>	IExplore
HEIGHT= <i>n</i> or HEIGHT= <i>n</i> %	Specifies the height of the marquee, either in pixels or as a percentage of the screen height.	<MARQUEE HEIGHT=50% WIDTH=80%>This marquee is half the height of the screen and 80% of the width.</MARQUEE>	IExplore
HSPACE= <i>n</i>	Specifies left and right margins for the outside of the marquee, in pixels.	<MARQUEE HSPACE=10 VSPACE=10>This marquee will be separated from the surrounding	IExplore

<p>LOOP=<i>n</i> LOOP=INFINITE</p>	<p>Specifies how many times a marquee will loop when activated. If <i>n</i>=-1, or if LOOP=INFINITE is specified, it will loop indefinitely.</p>	<p>text by a 10-pixel border.</MARQUEE> <MARQUEE LOOP=5>This marquee will loop five times.</MARQUEE></p>	<p>IExplore</p>
<p>SCROLLAMOUNT=<i>n</i></p>	<p>Specifies the number of pixels between each successive draw of the marquee text.</p>	<p><MARQUEE SCROLLDELAY=5 SCROLLAMOUNT=50>This is a very fast marquee.</MARQUEE></p>	<p>IExplore</p>
<p>SCROLLDELAY=<i>n</i></p>	<p>Specifies the number of milliseconds between each successive draw of the marquee text.</p>	<p><MARQUEE SCROLLDELAY=5 SCROLLAMOUNT=50>This is a very fast marquee.</MARQUEE></p>	<p>IExplore</p>
<p>VSPACE=<i>n</i></p>	<p>Specifies top and bottom margins for the outside of the marquee, in pixels.</p>	<p><MARQUEE HSPACE=10 VSPACE=10>This marquee will be separated from the surrounding text by a 10-pixel border.</MARQUEE></p>	<p>IExplore</p>
<p>WIDTH=<i>n</i> or WIDTH=<i>n</i>%</p>	<p>Sets the width of the marquee, either in pixels or as a percentage of the screen width.</p>	<p><MARQUEE HEIGHT=50% WIDTH=80%>This marquee is half the height of the screen and 80% of the width.</MARQUEE></p>	<p>IExplore</p>

Applet Tag

The applet tag is used to embed Java applets within your document text.

Embed Tag

The embed tag is used to embed applications within your document text.

Script Tag

The script tag is used to embed scripts within your document text.

Object Tag

Allow the insertion of Active X controls into a document.

Attribute	Explanation	Example	Source
ID	Identifies the object within your HTML.	<code><OBJECT id=label1>This identifies the object as Label1</OBJECT></code>	IExplore
ALIGN=LEFT, MIDDLE, or RIGHT	Specifies that the object should align with the left, right or middle, of the document text.	<code><OBJECT ALIGN=LEFT>This aligns the object to the left</OBJECT></code>	IExplore
WIDTH= <i>n</i> or WIDTH= <i>n</i> %	Sets the width of the object, either in pixels or as a percentage of the screen width.	<code><OBJECT WIDTH=50>This sets the width to 50 pixels</OBJECT></code>	IExplore
HEIGHT= <i>n</i> or HEIGHT= <i>n</i> %	Specifies the height of the object, either in pixels or as a percentage of the screen height.	<code><OBJECT HEIGHT=50>This sets the height to 50 pixels</OBJECT></code>	IExplore
BORDER= <i>n</i>	Specifies the size of a border to be drawn around the object.	<code><OBJECT BORDER=1>This sets the border width to 1</OBJECT></code>	IExplore
HSPACE= <i>n</i>	Specifies left and right margins for the outside of the object, in pixels..	<code><OBJECT HSPACE=2>This sets the side margins to 2</OBJECT></code>	IExplore
VSPACE= <i>n</i>	Specifies top and bottom margins for the outside of the object, in pixels.	<code><OBJECT VSPACE=2>This sets the top and bottom margins to 2</OBJECT></code>	IExplore
NAME	Gives the object a name so it can be referred to later.	<code><OBJECT NAME=ReVoL>This sets the object name to revol</OBJECT></code>	IExplore
DATA	This is a URL pointing to the object's data, for instance, a gif file for	<code><OBJECT DATA="http://your data.com/data.xxx</code>	IExplore

	an image.	">This sets the data location </OBJECT>	
TYPE	This specifies the Internet Media Type for the data referenced by the DATA attribute.	<OBJECT TYPE="application/x-oleobject"> This sets the object type </OBJECT>	IExplore
CLASSID	This is a URL that identifies an implementation for the object. In some object systems this is the class identifier.	<OBJECT CLASSID="clsid:99842120-6EC7-11CF-A6C7-00AA00A47DD2">This sets the class identifier </OBJECT>	IExplore
CODEBASE	This essentially lists the location to 'install' the application code to support the object.	<OBJECT CODEBASE="http://yourdata.com/yourcontrol.ocx">This sets the control implementation source </OBJECT>	IExplore
CODETYPE	This specifies the Internet Media Type of the code referenced by the CLASSID attribute, in advance of actually retrieving it.	<OBJECT CODETYPE="application/x-oleobject"> This sets the object codetype </OBJECT>	IExplore

HTML Tag Index

HTML Level 2

<A>

<ADDRESS>

<BASE>

<BLOCKQUOTE>

<BODY>

<BOLD>

<CITE>

<CODE>

<DD>

<DIR>

<DL>

<DT>

<EMBED>

<FORM>

<Hn>

<HEAD>

<HR>

<HTML>

<I>

<INPUT>

<ISINDEX>

<KBD>

<LINK>

<MENU>

<META>

<NEXTID>

<OPTION>

<P>

<PRE>

<SAMP>

<SELECT>

<TEXTAREA>

<TITLE>
<TT>

<VAR>
<!-- -->

HTML Level 3

<ABBREV>
<ACRONYM>
<ARG>
<BYLINE>
<CAPTION>
<DFN>
<DIV>
<LIT>
<PERSON>
<Q>
<RANGE>
<S>
<SPOT>
<STYLE>
<SUB>
<SUP>
<TABLE>
<TH>
<TD>
<TR>
<U>

Netscape Version 1.1 HTML Extensions

<BASEFONT>
<BLINK>
<CENTER>

<NOBR>
<WBR>

Netscape Version 2.0 HTML Extensions

<FRAME>
<FRAMESET>
<NOFRAMES>

<MAP>

Microsoft Internet Explorer 2.0 HTML Extensions

<BGSOUND>

<MARQUEE>

Microsoft Internet Explorer 3.0 HTML Extensions


<OBJECT>

Java HTML Extensions

<APPLET>

<SCRIPT>

Setting Options Within ReVoL



All user configurable options, within The ReVoL Web Worker, are maintained via the properties dialog, accessed via the options menu.

The ReVoL Web Worker allows you to configure, the following options:

Screen Options

- Font Type
- Font Size
- Font Color
- Font Bold
- Font Italic
- Font Underline
- Font Strikethru
- Background Screen Color


HTML Options

- Lowercase tags
- Automatic coloring and lowercase formatting of tags that you type in manually.
- Select the highlight color of HTML tags.
- Suppress the coloring of HTML tags.

Program Options

- Open a new blank document window when ReVoL is run.
- Select the ReVoL default working directory.
- Configure options for the ReVoL Web Viewer and Web View.
- Select up to 3 default browsers to use for testing.
- Registration of your copy.

The registration section of the properties dialog is used to register your copy of this software, by entering your user name and key code, supplied when you register

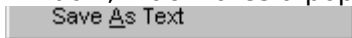


Using the right mouse button

In maintaining the standard Windows 95 Interface guidelines, the ReVoL Web Worker, allows the user to make use of the right mouse button, whilst editing a HTML document. When editing a HTML document in a text window, the right mouse button is used to activate a pop-up menu of HTML codes and editing functions, as well as access to the quicktags function



However when the right mouse button is activated over a ReVoL Web View preview window, it activates a pop-menu which provides options specific to the preview window.



I'm sure that you will find using the right mouse button for these functions, provides an ease of use and speeds the development process.

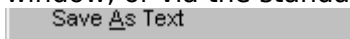
Using ReVoL Web View Mode

ReVoL Web View mode, is a built in WYSIWYG preview function, which allows you to view your current document in a graphical form, as it would appear when viewed via a web browser on the WWW. When activated the ReVoL Web View will turn your current document window into a browser view of the HTML document you are currently editing.



The ReVoL Web View also allows your current document window to act as a local browser, so any links on your currently previewed page, which are locally stored, can be accessed as if you were browsing them on the WWW.

Activating the ReVoL Web View mode, also gives you access to additional functions, either via the right mouse button, when activated over a ReVoL Web View preview window, or via the standard menu's.



You can also split the screen of your current document window, so that you can view your HTML document text and view the preview of it, at the same time. All editing functions can be activated in this mode, and the preview window can then be refreshed to reflect any changes you have made to the document text.



The ReVoL Web View supports tags up to HTML level 3, however it does not currently support frames or Scripting. Remember it currently does **not** support every available tag (yet). Always test your finished page using your default browser, **BEFORE** publishing it.

Introducing The ReVoL Web Worker



Welcome to The ReVoL Web Worker, HTML editing software for Microsoft Windows 95. The ReVoL Web Worker allows you to create World Wide Web Pages, using hypertext Markup Language (HTML) codes which support HTML 3.0, Netscape 3.0 and Iexplore 3.0. Web Worker is a fully 32-bit application designed for the Windows 95 environment. Web Worker incorporates many of the standard features that you would expect from the Windows 95 interface making Web Worker the premier HTML editor for Windows 95. ReVoL Web Worker has no file size restrictions which means it is not restricted to the 32k barrier. This version of the ReVoL Web Worker is shareware, it is a fully featured product with no restrictions on its capabilities. **The ReVoL Web Worker is NOT in the public domain.** I reserve all rights to this program and any accompanying works (like this help file). I encourage the wide distribution of this program, but I do ask that all the documentation and other files released with this program be kept together. I also expressly prohibit any sale of this version without my prior written consent. You may use this program freely for 30 days after your original download, after that time, if you find it useful, I ask that you register your copy. By registering, you are helping to insure that The ReVoL Web Worker maintains its position at the forefront of professional HTML development.

Just look at these features: Fully 32-bit application, Designed for Windows 95, No file size restrictions, Drag and drop editing within and between open windows. Home page wizard, Import wizard, Table wizard, Frames wizard, Tip of the day, HTML code stripper, Customizable font size, font type, font color, background color, HTML tag color, Extended character support, HTML 3.0, Netscape 3.0, Iexplore 3.0, Custom tags, Custom links, File Import, Support for tables, frames, client side image maps, Many HTML tag builders to help you, Integrated web browser, WYSIWYG HTML preview mode, 'on the fly' HTML tag coloring, Quicklinks, spell checker, Image editing and client side image hotspot mapping.

The ReVoL Web Worker was written by me, Jon Lister because I was unhappy with the current crop of HTML editors especially the ridiculous registration costs of some of the so called shareware editors. It took me about a month of my free time. I believe that my registration fee, is very reasonable and competitive, especially as this is a one time registration fee which will entitle you to a free upgrade to all future versions of the ReVoL Web Worker.

I now use the ReVoL Web Worker to maintain my own {button Home Page,EF(`http://webzone.ccacyber.com/www/jlister/index.htm`,`1`,``)} at

<http://webzone.ccacyber.com/www/jlister/>

This is the place to look for updated information regarding the Web Worker. As well as the ReVoL FAQ which answers some of the most popular questions regarding the Web Worker. This is my first shareware program release so I hope you like it and will support it. I'm always working to update the Web Worker so be on the look out for the next version.

I'm currently working on improvements to the Web Worker, such as: Better user interface, Better help, More wizards, More HTML tag support, External data handling, Project management. If you have any suggestions or think you may have found a bug, please let me know by email to Jon@Junk.demon.co.uk

I have designed The ReVoL Web Worker as a professional tool, for people with abilities in HTML coding but who wish to accelerate the development process and gain advance knowledge to an expert level in HTML coding and Web page design

However I also hope that features such as the wizards will enable those users who are new to HTML coding to learn what they can achieve, by using this tool.

Hi, thanks for trying the ReVoL Web Worker ! I hope that you like it !

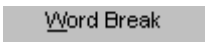
I hope you have registered your copy, so that I can continue to add new and exciting features, to future releases.

Quicktags are a selection of frequently used HTML tags that normally allow additional specification, via a dialog box. Using them in their Quicktag form, outputs the selected tag in its barest form, E.g. **<P>** for a paragraph break.


Building HTML in ReVoL

The ReVoL Web Worker has been designed for Windows 95 and therefore has a very standardized interface, which conforms to the 'look and feel' of Windows 95. The main editor windows operate in much the same way as a standard text editor, if you can use Windows Notepad, you can use The ReVoL Web Worker.


The most common operations are of course, entering HTML tags. This can be achieved in 4 ways, depending on the characteristics of the HTML tag. The easiest type of HTML tag is a straight forward tag that has no attributes. To wrap text in this kind of tag, you simply highlight the text, click the right mouse button and select the tag from a menu, the text is then automatically wrapped with the tag.

A rectangular button with a light gray background and a thin black border. The text "Word Break" is centered on the button in a small, black, sans-serif font.


Other HTML tags give you the option of specifying various attributes which affect the behavior of the tag. When you select a tag that has attributes you will be presented with a new screen which will help you to specify the attributes you wish to use. If you do not wish to use any of the attributes simply click on the OK button without entering any attributes to insert a bare tag.

A horizontal bar with a light gray background and a thin black border. It is mostly empty, with a few small, faint rectangular shapes on the right side.

Some HTML tags require you to enter data within a screen form which the tag requires in order to be valid.

A horizontal bar with a light gray background and a thin black border. It is mostly empty, with a few small, faint rectangular shapes on the right side.

Other HTML tags have multiple entries such as a Table Row or a List tag. I have implemented these tags with a tag builder screen which allows you to build multiple entries within the screen so that you do not have to type the text first, and you can specify various options for each of the items in for example a list, as you build the list. Some builder screens have tabbed sections which group together all the functions necessary to build the relevant HTML code. For example all the options necessary to build a table are present on the table builder. Other examples are the frame builder and the forms builder.

A horizontal bar with a light gray background and a thin black border. It is mostly empty, with a few small, faint rectangular shapes on the right side.

The ReVoL Web Worker interface has been designed to be as intuitive as possible and I do not expect anyone who has used Windows applications to have a problem using it. For step by step instructions, on inserting tags see [How To Insert a HTML tag](#)

How to insert HTML tags

1. If you want to wrap some text in a HTML tag, firstly select and highlight the text using the mouse. If you want to build a multiple tag such as a list, you don't have to type you text first, as these types of tag have builder screens which help you to build multiple entries.
2. Select the tag you wish to insert, either from the insert menu or via one of the pop-up menu's from the toolbar, or by clicking the right mouse button.
3. Select the options you require for the tag (if any) and click on the OK button.
4. The selected tag will now appear in the editor window.

How to turn a text document into a web page in less than 1 minute

1. Open the text document you wish to use into an editor window, using open from the file menu.
2. Highlight the document text using the mouse.
3. From the Tools menu select the Add Minimal option and then select basic.
4. Choose whether or not you want text prompts.
5. Your text will now be wrapped in HTML tags and will have formed a basic web document.
6. Save and Test.

File Menu

Exit

New

Opens a new editor window in the work area.

Open

Opens an existing HTML file.

Close

Closes the editor window.

Import File

Allows you to import an text based file contents.

Save

Saves the currently active HTML file.

Save As

Saves the currently unnamed active HTML file.

Save As Text

Only available when ReVoL Web View mode is active, this function saves the currently active HTML file as a text document, with all the codes removed. This is the fastest way to remove all HTML codes from a large document.

Send

Invokes, Microsoft Exchange and sends the currently active document as an embedded email.

Print Setup

Displays the print setup dialog box.

Print

Displays the print dialog box, and allows you to print the contents of an open edit window.

Exit

Closes ReVoL. Web Worker

ReVoL FAQ



Here are a few of the most frequently asked questions regarding the ReVoL Web Worker, and my answers :-

Q: How can I get ReVoL to activate different browsers ?

When you tell ReVoL to launch your browser, you have several options. If you have configured a default browser, you will be able to select it and launch it with your current document. If you select default browser, ReVoL contacts the Win95 system registry, for the browser that is associated with .htm & .html documents. Therefore if you want to specify a different default browser you must do it within the system registry. However, you can also use the 'View With' option from the tools menu to view your current document in any Windows application that accepts a text file based input, this could include any number of browsers.

Q: What happened to the image map tool ? I thought it was in version 1.3

Well, the original image tool has been junked, in favor of a more comprehensive tool, to handle all your HTML image needs. This new tool is currently under development and was not ready in time for version 1.3. Look out for it in the next version of ReVoL.

Q: Where can I get an up to date copy of ReVoL ?

I always upload new versions to [ftp.demon.co.uk/pub/ibmpc/win95/apps/revol](ftp://ftp.demon.co.uk/pub/ibmpc/win95/apps/revol) however I would be grateful if international users could upload it to their local ftp server and inform me of the location so that I can tell others, so that the load on the demon ftp server is reduced.

Q: Why is your server so slow ?

The demon ftp server is not associated with me or the ReVoL Web Worker in any way, it's just my access provider here in the UK . I therefore have no control over its speed or accessibility.

Q: Can you email me a copy of the Web Worker so that I don't have to download it from an ftp site ?

No, due to the size of the program I simply do not have the time or the money to email everyone. However if you wish to register, I could send you a copy by standard postal service !

Q: Is the ReVoL Web Worker free ?

No, the ReVoL Web Worker, has become a shareware application. You may use it freely for thirty days, after which time, you must [register](#) it.

What's New In Version 1.3



I have made many changes to the original code and functionality of version 1.2 of the ReVoL Web Worker, including many bug fixes. I would like to take this opportunity to thank all those users who sent me mail with functionality suggestions and bug reports, you have helped speed the development of this version. Anyway here is a list of the main changes I have implemented in this version:-

NEW

More Wizards

New to version 1.3 are the Table wizard and the Frames wizard. Both wizards provide the user with a fast track development route to HTML table and frames creation, with very little knowledge of the HTML or layout.

NEW

Quicklinks Builder

The quicklinks builder, allows users to browse files on their hard drive, and preview them, instantly. When the required file is found, the user can then choose how to insert it into their web page, by clicking on a button. The HTML to insert the file is then automatically added to their page.

NEW

Suppress Tag Coloring

With this version I have added the option to suppress all coloring of HTML tags.

NEW

Mail Aware

In accordance with Microsoft design rules regarding windows 95 applications, ReVoL Web Worker is now mail aware. This means that you can send your current document as an embedded email, via Microsoft Exchange, under windows 95. Just select send from the file menu.

NEW

Spell Checker

We all make typing mistakes, and sometimes these errors get into your web page, but not anymore ! ReVoL Web Worker Version 1.3 now includes a built in spell checker, so you can check your document before you publish it.

NEW

Multi File Replace

A new addition to the edit menu, is the multi file find / replace tool. This tool can find and replace text in as many external documents as you specify. Use it to update out of date hyperlinks, in all your web pages at once.

NEW

Support for Internet Explorer 3.0 and Netscape 3.0

Version 1.3 now fully supports the new HTML extensions introduced by Microsoft's Internet Explorer 3.0 and Netscape's Navigator 3.0.

NEW

Better Web View

The Web preview has been improved to support more tags and fix color palette problems.

NEW

Quick Tags Toolbar

There is an additional toolbar in Version 1.3 ! The quick tags toolbar provides the user with additional button support for many frequently used tags. In their quick tag format, you can quickly insert the required tag, at the push of a button.

NEW

Better Temporary File Use.

ReVoL now uses a temporary file to store changes made to documents, before saving. This means that you do not have to keep saving your document, when you want to view it in a browser. In fact you can make as many changes as you want, view them, then discard them, without affecting your original document.

NEW

New Help File

I've amended and added more information to the ReVoL help file, and will continue to add more detail, for version 1.3

NEW

Fixed More Bugs

I have finally tracked down and fixed several bugs, including the cursor bug, the file save bug, the find/replace bug, the word wrap bug and the 380 error bug, among others.

NEW

Relative Directory Support

I have added support for relative file references, or '/' slashes, within the URL builder dialog, to reference the current directory. Eg c:\images would become ../images/

NEW

More Tips

Yep, tip of the day has got bigger ! Look out for more handy hints.

Edit Menu

Select All

Undo

Reverses the last command received by the program.

Cut

Removes selected text from the editor window and places it on the Windows clipboard.

Copy

Copies selected text from the editor window and places it on the Windows clipboard.

Paste

Copies the contents of the Windows clipboard into the editor window.

Delete

Deletes the selected text from the editor window.

Find

Displays the Find dialog box, which allows you to find a specified text string within the text of an editor window.

Find Next

Finds the next occurrence of a word previously specified in the find dialog box.

Replace

Displays the Find / Replace dialog box, which allows you to find a specified text string within the text of an editor window and replace it with another specified text string.

Multi

Displays the Multi-File Find / Replace dialog box, which allows you to find a specified text string within all the documents that you select, and replace it with another text string.

Select All

Copies all text from the editor window and places it on the Windows clipboard.

View Menu



ReVoL Web View

This check mark menu option, switches between, text mode and ReVoL Web View mode.

Refresh Web View

This option, redraws the contents of the current Web view window. Use this option, if your working in split screen mode, and you have just changed the document text.

Split Screen Vertical

This check mark menu option switches between a full screen Web view and a vertical split screen view of both your document text and the Web view.

Split Screen Horizontal

This check mark menu option switches between a full screen Web view and a horizontal split screen view of both your document text and the Web view.

License Agreement

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Copyright (C) 1995,1996 Jon Lister
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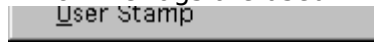
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Insert Menu

The Insert menu contains all the HTML tags available in The ReVoL Web Worker. The HTML tags are grouped under various headings which best describe the functions for which the tags are used.



Block Tags

These tags are used to format blocks of text within your HTML documents.

Break Tags

These tags are used to insert text breaks within your HTML documents.

Document Tags

These tags are used for organizing and setting navigation methods within your HTML documents.

Form Tags

These tags are used to generate data selection and input forms within your HTML documents.

Headings Tags

These tags are used to set text heading sizes within your HTML documents.

Image Tags

These tags are used to allow the insertion of images and client side image maps within your HTML documents.

Insertable Object Tags

These tags are used to allow the insertion of objects such as images, video, Java applets or Active X controls within your HTML documents.

Link Tags

These tags are used to generate hypertext links within your HTML documents.

List Tags

These tags are used to generate lists of information within your HTML documents.

Logical Font Tags

These tags allow the style formatting of blocks of text within your HTML documents.

Math Tags

These tags allow mathematical typesetting within your HTML documents.

Misc Tags

These tags are used to set miscellaneous control elements within your HTML documents, as well as custom tags.

Physical Font Tags

These tags are used to change the physical font appearance of blocks of text within your HTML documents.

Table Tags

These tags are used to generate tables of information and images within your HTML documents.

User Stamp

Inserts a user stamp into your HTML document as text, based on your registration information.

For more information regarding HTML see the [overview](#)

Options Menu



Status Bar

This menu check item allows you choose whether or not to display the status bar at the bottom of the ReVoL Web Worker.

Tool Bars

These menu check items allow you choose whether or not to display the tool bar or the quicktags toolbar at the top of the ReVoL Web Worker.

Tip Of The Day

Displays the tip of the day dialog box, which provides you with handy tips on successful HTML development, among other things.

Properties

Displays the properties dialog box, used to set the default parameters for the ReVoL Web Worker.

Tools Menu



Add Minimal HTML

This allows you to insert the minimal HTML codes into a document in order to turn it into a web page, based on a series of templates

Check Spelling

We all make mistakes, but the ReVoL Web Worker can now correct your spelling !

Convert

This allows you to convert your current document to UNIX or MAC text. UNIX documents use a linefeed character to end each line, whereas DOS documents use a carriage return and linefeed pair, MAC documents use a carriage return character.

Color Tags

This option will color all HTML code within your document, in your selected color.

Page Statistic's

This option is only available when the ReVoL Web View mode is active. When selected it will display a dialog box containing statistically information relating to your current document.

Repeat Last Tag

Repeats the last HTML tag inserted into the editor window.

ReVoL Web Viewer

This activates the ReVoL Web Viewer integrated web browser.

Strip HTML Codes

This allows you to remove all HTML codes from selected text within an editor window. Effectively turning a web page into a text only document.

View With

This allows you to view your current document, in any external application that accepts a text based file as an input.

Wizards

This gives you access to the ReVoL wizards. Wizards guide you through a series of questions and input screens used to automate the creation of your web document, with the minimum of effort.

The Hypertext Markup Language (HTML)

What is HTML ?

HTML is a markup language that controls the structure of a web document's content as well as controlling its characteristics. HTML is a standardized language that is capable of being interpreted by a large number of varied browsers on many different platforms. HTML is a subset of a larger markup language known as SGML or Standard Generalized Markup Language. HTML allows you to control how you represent text as well as linking that text to various resources, such as sound files, graphics and other multimedia files. HTML allows different types of data to be displayed together, reinforcing the impact of the document.

A HTML document is really nothing more than a text file, with formatting codes. The HTML text file is made up of **content** (The text or information to be displayed or played back on the clients screen/speakers) and **markup** (The text codes to display, or to point to other information in need of display or playback).

In its most formal sense, HTML is a descriptive markup language that defines the structure and behavior of a document and allows the client to render each documents element in a particular way. HTML describes the structure, layout and behavior of a web document, and it is the basic mechanism for distributing information on the WWW.

There are plenty of good resources on the WWW regarding HTML development and these are constantly updated to include new idea's and methods. I have included a very basic guide to the various tag levels .If you are completely new to all this I suggest that you buy one of the many great books available on HTML.

Other WWW great HTML resources which are available on the Internet can be accessed from the online guides menu of the ReVoL Web Viewer.

Using the Tool Bar



The tool bar runs along the top of the screen and contains push buttons which display pop up menu's that correspond to the function of the button pressed. If you are unsure of a buttons function, place the mouse pointer over the button and a tool tip box will be displayed which tells you what the button is used for.



This button is used to open a new editor window.



This button is used to open an existing document.



This button is used to save the contents of the current editor window to a file.



These buttons are used to Cut or Copy selected text from an editor window to the windows clipboard, and then Paste it from the clipboard to an editor window.



This button is used to delete selected text.



This button is used to print the contents of an editor window.



These buttons are used to insert HTML code that control the Bold , Italic, or Underline, properties of text, within a HTML document.



This button is used to display the Math tags pop up menu.



This button is used to display the Break tags pop up menu.



This button is used to display the Document tags pop up menu.



This button is used to display the Form tags pop up menu.



This button is used to display the Heading tags pop up menu.



This button is used to display the Misc tags pop up menu.



This button is used to display the List tags pop up menu.



This button is used to display the Logical Fonts pop up menu.



This button is used to display the Block tags pop up menu.



This button is used to display the Insertable Object tags, pop up menu.



This button is used to display the Physical Fonts pop up menu.



This button is used to display the Table tags pop up menu.



This button is used to display the Image tags pop up menu.



This button is used to display the Link tags pop up menu.



This button is used to launch your browser with the HTML document in the current window.



This button is used to launch the ReVoL Web Viewer integrated web browser.

Window Menu



Cascade

Cascades all open editor windows.

Tile

Tiles all open editor windows.

Arrange Icons

Arranges the position of minimized editor windows.

Quicktags Toolbar



The quicktags toolbar is designed to allow easy access to a range of commonly used HTML tags. These tags will be rendered in their quicktag format. For example if you select <P> for a paragraph break from the quicktags toolbar, ReVoL returns <P> with no options. This is the basis of all quicktag functions. In addition the quicktags toolbar also has entries for current time / date, a minimal HTML setup for new documents and a user stamp, which uses registered users information to generate a copyright stamp. The quicktags toolbar can be removed by deselecting it from the options menu.

Find / Replace / Multi-File Replace



The Multi-File Replacement tool has been added to ReVoL to allow you to quickly change links or other text information within several files at once. For example, if several of your pages contain links to a WWW site which has recently changed its DNS, you don't have to open each page and manually make the changes. Instead, select the multi file replace tool, add the files you want to update to the list box, add the text to replace and the replacement text, and click replace all. ReVoL will search all the documents you specified, and make the necessary changes for you. You don't even have to open any documents. In fact the multi-file replace will not work on documents that you have open in a text window. Use the standard Find / Replace for operations on open documents.



The standard Find / Replace has been revised and re-written for ReVoL 1.3, this is a much improved version, which allows you to perform find / replace operations on, multiple opened documents.

Help Menu

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Contents

Displays the ReVoL Web Worker Help Contents.

Search For Help On

Search for help on a specified topic.

How To Use Help

Help on using help.

How To Register

Displays registration information.

License Agreement

Displays the ReVoL Web Worker license agreement.

About

Displays the about screen.

