

00451da0-0

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REVISION HISTORY

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Chapter 1

00451da0-0

1.1 MWM Contents Page

```
+--- - - - - - - - - - +--- - - - - +--- - - - - +
|   ! Welcome to the first very easy-to-use HTML file generator !   |
+--- - - - - - - - - - +--- - - - - +--- - - - - +
```

M W M

-->* Magic WWW (World-Wide Web) files Maker *<--

|
|
|

```
| from an idea of Maurizio Fabiani |
| developed by Massimo Baglione   |
```

Version 2.02

1. INTRODUCTION
 2. THE MAIN WINDOW
 3. THE 'What is?' WINDOW
 4. THE MENUS
 5. WHAT CAN MWM DO?
 6. GENERAL INFORMATION
 7. ADDENDUM
 8. HISTORY OF MWM
 9. CREDITS
 10. REGISTRATION
-

1.2 Introduction To MWM

1. INTRODUCTION

One day my friend Maurizio asked me, "Hey Max, do you think that it's possible to write a program to create files in HTML format by just loading a simple ASCII text and using the mouse to define the final HTML file?"

I said, "Oh my God! Miracles are not my speciality!" ...but he was right!

Well, the final result is near.

MWM allows you to load a normal text file and you can attach images, texts, lists and many other HTML objects to the selected lines and/or words just by using the mouse.

The GUI is essentially composed of:

- THE MAIN WINDOW

This will show the normal text file. If a part of the text is defined by an action, it will be highlighted with a different colour from the rest of the text. Like some wordprocessors, this window contains a lot of small graphic gadgets linked to different actions.

- THE SINGLE LINE WINDOW

There you can insert more objects in a single line.

- THE LABELS WINDOW

This will show all labels included in an HTML file to be linked.

- THE HELP WINDOW (or LOG WINDOW)

This will show all informations about selected lines. MWM provides you three levels of informations:

- None
- Medium
- High

- THE What is? WINDOW

This will show a quick information about all lines.

1.3 The Main Window

2. THE MAIN WINDOW

Once a simple text file is loaded, you will see it in the Main Window. Use the left mouse button to select part of the text, either by dragging, or by clicking. Then select one of the Action Gadgets to attach an action to the selected text. The action can be lists, texts, images, hyperlinks or many other things permitted by the HTML 3.0 specifications.

If you need to attach an action to a single word on a line, just double click on the line. The desired line will appear in the Single Line Window. You can then drag select the desired word(s).

Different actions will create objects that are shown in different colours in the Main Window.

All created objects are numbered in order of creation. By selecting the object, you can see information about it in the Log Window.

Keys

The Action Gadgets

1.4 The What is? Window

3. The "What is?" WINDOW

The "What is?" Window is always to the left of the Main Window. Its purpose is to provide short descriptions of the object(s) on that line. Here are some examples of object descriptions:

```
+-----+
| What is? || MWM Edit Window |
+-----+
| ..... || Uninitialized text |
| txt Hn X || Initialized Text |
| txt->in || Text linked to current document |
| txt->out || Text linked to another document |
| txt->site || Text linked to a site |
| img simple || Simple image |
| img->in || Image linked to current document |
| img->out || Image linked to another document |
| img->site || Image linked to a site |
| img map || Map image |
| head || Text of the <HEAD> block |
| Form type || Text of the <FORM> block |
```

preformat		Preformatted text <PRE>	
address		Text of the <ADDRESS> block	
paragraph		Paragraph text <P>	
Multi obj		Text including more objects	
Label		There is a label <ID>	
Comment		There is a comment <!-- ... -->	
Lab & Com		There is both label and comment	
break		There is a break 	
line		There is an horizontal rule <HR>	
+-----++-----+-----+-----+-----+			

Key to object descriptions:

Hn = Heading <H1> to <H6>, <HD> for default value

X = Alignment: L = LEFT, C = CENTER, R = RIGHT, J = JUSTIFY

type = Form method GET or POST

Del key will open or close this window.

1.5 The Menus

4. THE MENUS

When the Main Window is active, you can use the menus. They contain the following items:

* PROJECT MENU

- Load plain text

Allows you to load a normal ASCII text file.

If a text file was previously loaded, MWM will ask if you want to replace it, or to insert the new file into the old one as follow:

- Replace
- Insert to the beginning;
- Insert to the end;
- Insert after the first selected line.

- Save to HTML

Allows you to save the work you've done as an HTML file.

This action will open a window with some gadgets where you can define the TITLE for the document and the BACKGROUND field (if needed) for the BODY.

- Load project

Load a previously saved project.

- Save project

Save the entire work in a file to be recalled at any time so that the development of it may continue.

- Delete all

Delete all current work or only all objects.
(Handle with care!)

- Help Keys

List of all magic keys

- About

The brains behind MWM :-)

- Quit

Terminate MWM.
MWM will save the preferences and the last size/position of the "Main Window" into "MWM.prefs" in ENV: and ENVARC:

* EDIT MENU

- Cut

A requester will ask if you want to:

- Completely kill all selected lines
Deleted text will be copied to the clipboard.
- Kill only the created infos.
- Cancel

- Copy

This action copies all selected lines to clipboard.

- Paste

Insert text from the clipboard to after the first selected line.

If you are using KCON: for the log window, for example, you can type whatever you need into this window, select all your text with the mouse and press "Amiga+C" to copy all text into the clipboard.

NOTE: Remember to hit RETURN after the last line otherwise the console will be blocked and MWM won't be able to write messages.

Afterwards, select MWM's Main Window and press "Amiga+V".

This also works with the ConClip and ConPaste commodities.

- Search new

Search for a new string.

- Search again

Search for the next instance of the same string.

- Edit selected lines

This action allows you to modify the selected text. If the selected line is not a multi-object, the previously created objects will NOT be touched. Otherwise, if you edit the line, all objects in it will be deleted.

* Special Menu

- Goto label

This action allows you to go to a previously defined label in the current document.

- Mark location 1, 2, 3.

Mark three positions in the current text.

- Jump to mark 1, 2, 3.

Jump to the previously marked position.

* Action menu

- Text |
- Image |
- List |
- Form |_____ Same functions as the gadgets in the
- More | Main Window.
- Head |
- View |
- Prefs |

1.6 What Can MWM Do?

5. WHAT CAN MWM DO?

MWM is able to do the following HTML 3.0 things:

```

- HEAD LINK REL=Banner
- TITLE
- BODY BACKGROUND="..."
- ADDRESS
- A HREF="...#..."
- A ID="..."
- IMG ISMAP ALIGN=TOP|MIDDLE|BOTTOM SRC="..." ALT="..."
- UL LI
- OL LI
- DL DT DD
- <!-- comment -->
- BR
- HR
- P ALIGN=LEFT|CENTER|RIGHT|JUSTIFY
- CITE
- CODE
- EM
- STRONG
- AUTHOR
- PERSON
- SAMP
- KBD
- VAR
- DFN
- Q
- ACRONYM
- ABBREV
- INS
- DEL
- B
- I
- TT
- U
- S
- BIG
- SMALL
- SUB
- SUP
- &lt; &gt; &amp; &quot;
  &Aacute; &Agrave; &Acirc; &Atilde; &Aring; &Auml; &Aelig; &Ccedil;
  &Eacute; &Egrave; &Ecirc; &Euml; &Iacute; &Igrave; &Icirc; &Iuml;
  &ETH; &Ntilde; &Oacute; &Ograve; &Ocirc; &Otilde; &Ouml; &Oslash;
  &Uacute; &Ugrave; &Ucirc; &Uuml; &Yacute; &THORN;
  &szlig; &aacute; &agrave; &acirc; &atilde; &atilde; &auml; &aelig;
  &ccedil; &eacute; &egrave; &ecirc; &euml; &iacute; &igrave; &icirc;
  &iuml; &eth; &ntilde; &oacute; &ograve; &ocirc; &otilde; &ouml;
  &oslash; &uacute; &ugrave; &ucirc; &uuml; &yacute; &yuml; &thorn;
- URL for the links
- FORM METHOD=GET|POST
- INPUT TYPE=TEXT|PASSWORD|CHECKBOX|RADIO|RANGE|SCRIBBLE|FILE|HIDDEN|
  SUBMIT|IMAGE|RESET
  TEXTAREA
  NAME,VALUE,SIZE,MAXLENGTH,CHECKED,MIN,MAX,SRC,ACCEPT
- List of INPUTs
- Headings: <H1|H2|H3|H4|H5|H6 ALIGN=LEFT|CENTER|RIGHT|JUSTIFY>

```

1.7 General Information

6. GENERAL INFORMATION

MWM needs OS 3.0+

This program was constructed following the HTML specs included in the archive HTML30GU.LHA. This archive can be found on most BBS's and on Aminet.

MWM works with the gadtools and reqtools libraries.

This version of MWM is Copyright ©1996 Massimo Baglione
World Rights Reserved.

1.8 Last minute Additions

Hi!

1>

A little word about the german doc done by Wolfgang G. Wettach:

probably his work will be not upgraded to the new versions of MWM,
so the german doc is valid only for the 2.00 version.

2>

Previous versions of projects containing forms can't be reloaded
by this version (2.02).

If your project don't contains forms, than you can modify the first
line "WORK_MWM_NEW_1" with "WORK_MWM_NEW_2" by using a text editor.

Thanks for using MWM!

Ciao!

1.9 The History of MWM

8. HISTORY OF MWM

MWM history (from last to first):

-MWM v. 2.02 Nov 20 1996

- Improved GUI for preferences.
 - Added TEXTAREA for FORM (see "addendum" on the docs).
 - Fixed my little mistake when opening and drawing windows.
 - Added "Load it !" on the "No text loaded" requester when pressing one of the tools gadgets if no text was loaded.
 - Added "line" and "break" to "What is?" window for <HR> and
.
 - Now MWM checks if a visitor window is opened before quitting.
-

- If exists the temporary preview HTML file, MWM will ask you if you want or not to delete it.
- Fixed hotkeys on Paragraph window.
- Maurizio's suggestions:
 - + Modified "Save HTML" to "HTML save" on the "Project" menu.
 - + Added "HTML save as" on the "Project" menu.
 - + Now MWM can be opened on Default, Named or Owner public screen.

-MWM v. 2.01 Nov 06 1996

- First version of the german doc. (Tanks to Wolfgang G. Wettach)
- Now MWM uses ReqTools library instead of ASL.
- Changed four items in project menu:
 - "Load text" -> "Load plain text"
 - "Save html" -> "Save to HTML"
 - "Load saved work" -> "Load project"
 - "Save work" -> "Save project"
- Improved gui for HEAD.
- A liiiittle bug removed defining headings for multiobjects.

-MWM v. 2.00 Oct 16 1996

- Now MWM uses gadtools.library (...finally !? (;-))).
- Improved gui for texts, images, lists and forms.
- Optimized request for "Load text" if another text was loaded.
- Inserted creation's date into final HTML file.
- Fixed little bug for lists (MORE action).
- Adjusted writing method for labels.
- Fixed little bug writing headings after </P>.
- Fixed strange bug loading saved works.
- Now MWM shows lists to you in a simple preview mode.
- Removed a dangerous bug scrolling main window's text.
- Removed a bug inserting empty line (RETURN key).
- Removed some other bugs.
- Fixed a little big bug deleting FORMs.
- Improved alternative text (ALT) for images.
- Removed "SIZE" gadget from main window (See TEXT gadget).
- Now you can define TITLE and BACKGROUND in saving phase.
- Optimized "Jump to mark" and "Jump to label" functions.
- Now MWM lets you set three levels for the Log window's informations.
- Modified infos into "What is?" window.

-MWM v. 1.08 Jul 04 1996

- First amigaguide version of the english manual.
- Fixed a dangerous bug deleting multiobjects inside FORMs.
- Now you can specify a file to be linked into a site also for images and multiobjects. (MORE gadget)
- Removed a little bug displaying actions gadgets for 4 colors screens.

- MWM v. 1.07 Jun 12 1996

- Assigned ENTER key for "Edit first selected line".
 - Assigned RETURN key for "Insert an empty line".
 - Scrolling text if dragging vertical gadget (slow, but it works).
 - Added "Prefs" gadget on action gadgets.
 - Removed "Preferences" from menu.
-

- Optimized listviews:
 - UP/DOWN keys -> move desired option;
 - RETURN key -> make the choice;
 - ESC key -> exit from listview;
 - Kirk Strauser suggestions:
 - Removed little bug writing multiobjects;
 - Remember drawers for load/save work and save HTML.
 - Now it is possible a link to a document into a site (see MORE gadget).
 - Little bug freeng memory removed. (tanks to Sushi)
 - First amigaguide version of the italian manual. (Pierluigi Sferrella)
 - MWM v. 1.06 May 29 1996
 - New "About". Tanks to David Putzier for his wonderful logo!!
 - Removed small bug defining lists.
 - Adjustements for MWM's texts.
 - MWM adjusts position for tools gadgets just to fill upper space.
 - Now MWM saves config during quit.
 - Snapshot for main window and "What is?" window.
 - I hope removed a bug saving prefs for screens.
 - Now it's possible to open/close "What is?" window (Del key).
 - Improved "Special" menu:
 - "Go to label";
 - "Mark location 1";
 - "Mark location 2";
 - "Mark location 3";
 - "Jump to mark 1";
 - "Jump to mark 2";
 - "Jump to mark 3";
 - MWM v. 1.05 May 15 1996
 - Small bug deleting multiobjects for FORMs removed.
 - Adjusted headings size writing lists.
 - Improved "Delete all" in "project" menu.
 - Adjustements in "Single line" window:
 - MWM shows infos about a single object when selected;
 - Now it is possible to delete a single object if previously created;
 - Better separation between multiobjects;
 - Bug fixed version of the english doc! (;-)) Tanks to Jeff Lavin!
 - MWM v. 1.04 May 03 1996
 - Optimized some functions.
 - Small bug removed.
 - Adjusting width for lowres screens.
 - Adjusted docs to 78 columns.
 - Arranged depth between "Main Window" and "What is?" window.
 - Improved autosizing for "Single Line" window.
 - Now MWM shows all following ASCII value:
 - 9 (TAB) as four spaces (ASCII 32);
 - 10 (LF) and 13 (CR) as end of lines;
 - 32 to 126;
 - 127 to 160 skipped because unused;
 - 161 to 255;
-

- Added filter for:
 - Á À Â Ã Å Ä Æ
 - Ç
 - É È Ê Ë Í Ì Î Ï
 - Ð Ñ Ó Ò Ô Õ Ö Ø
 - Ú Ù Û Ü Ý Þ
 - ß á à â ã ã ä
 - æ
 - ç é è ê ë í ì
 - î
 - ï ð ñ ó ò ô õ ö
 - ø ú ù û ü ý ÿ þ
- MWM v. 1.03 Apr 12 1996
 - Fixed a liiiitttle bug for "Amiga + Q" (quit).
 - Fixed a bug changing "heading size" default.
- MWM v. 1.02 (never released)
 - New versions of the docs.
 - Removed a dangerous bug deleting multiobjects.
 - Now MWM uses Cut, Copy and Past via Clipboard.
- MWM v. 1.01 Apr 04 1996
 - Now MWM works only on OS 3.0 or higher.
 - Removed a bug in opening requesters.
 - I have never tested MWM without MCP! (;-))
 - I'm really sorry for this!
- MWM v. 1.00 Apr 01 1996
 - ...FINALLY!!!
 - First release for all Amiga's Web makers!!

1.10 Credit where credit's due!

9. CREDITS

I want to thank all my beta testers for their good bug reports about MWM.

In particular, I'd like to thank:

Troy Bouchard (Snowy Hill) and Mel Greer for their incredible minds!

Alessandro Di Michele for his advice about the GUI.

Kirk Strauser for his various and detailed reports.

Girish V Nath for his very professional reports.
(waiting for the beer.;-)

Paul Stevens (another beer dependent..(; -))

Arnold Schwarzenegger ... (Hey Arnie, are you really you or it's
just the effect of the beer ? (; -))

And for the rest of MWM development:

Ross Delaforce for his FTP support.

Jeff Lavin for his great help about this doc!

David Putzier for his wonderful MWMlogo.iff.
Check it Out!!!

Pierluigi Sferrella for the Italian Amigaguide doc.

Mike Handley for the English Amigaguide doc.

Wolfgang G. Wettach for the German doc.

Moreover, a big kiss (!) is flying to my Boss (Maurizio Fabiani)
for his never ending patience!

The last credit is reserved for the Amiga: (All together)

.....THANKS AMIGA!!!!

-----+-----

-=> * \X/ Amiga! \X/ MAUI BBS! \X/ Love and Beer! * <=-

The revenge of the Italian Products

...enjoy this program!!!

1.11 How to Register MWM

10. SHAREWARE REGISTRATION

If you like this program, and you would like to use the disabled
functions, you can send me US\$25 to the following address:

Massimo Baglione
Via Della Chiesa 1
67019 Civitatomassa
Scoppito L' AQUILA (Italy)

Please specify where I should send the complete version of MWM.

Pirated key will corrupt your data!!

For any suggestions, ideas or mail bombs, you can contact us at:

Massimo Baglione

Maurizio Fabiani

39:102/1.5 Amiganet

39:102/1 Amiganet

39:102/2.5 Amiganet

39:102/2 Amiganet

2:335/602.5 Fidonet

2:335/602 Fidonet

2:335/607.5 Fidonet

2:335/607 Fidonet

maui@mbbox.vol.it

(Internet email)

1.12 Keys

2. THE MAIN WINDOW

Keys

====

If the text is larger than the window, you can scroll it using the cursor keys or the scroll gadgets.

The cursor keys by themselves will scroll one line or column.

Shifted Cursor Keys will scroll one page up/down/left/right.

Pressing the ALT key with the cursor keys will go to the beginning/end/top right/top left.

Pressing the CTRL key with the cursor keys will attempt to resize the window to fit the text.

The HELP Key will open or close the Log Window.

The DEL key will open or close the "What is?" Window.

Pressing ENTER will edit the first selected line.

Pressing RETURN will insert an empty line.

1.13 The Action Gadgets

2. THE MAIN WINDOW

The Action Gadgets
=====

Starting from the left, the Action Gadgets are:

TEXT Gadget
IMAGE Gadget
LIST Gadget
FORM Gadget
MORE Gadget
HEAD Gadget
VIEW Gadget
PREFS Gadget

1.14 TEXT Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The TEXT Gadget

This action will define a particular type of text for selected lines.

MWM will show a window with some gadgets:

- "Type" gadget:
 - Plain; all selected text will be saved into HTML.
 - Link into this document;
it makes an hyperlink to the current document.
 - Link to another document;
A web browser like AMosaic will highlight this part of the text.
If the user click on this object, a new text defined by this action will called.

- Link to a site.
- Preformatted;
Selected lines will be included between <PRE> and </PRE>.
They will usually be displayed in a fixed width (typewriter) font.
- Address.
Selected lines will be included between <ADDRESS> and </ADDRESS>.
- Paragraph.
Selected lines will be included between <P> and </P>.
You can also specify an alignment as:

DEFAULT, LEFT, RIGHT, JUSTIFY.

- "Link" gadget:

Active for "link to another document", it lets you choose the file name to be linked.

- "Label" gadget:

Active for "link into this document" and "link to another document", it lets you choose the label name to be linked.

- "URI" gadget:

Active for "link to a site";
MWM will give you the following list of URI's types:

file://localhost/
http://
ftp://
mailto:
news:
gopher:
telnet:

- "Site" gadget:

Active for "link to a site";
MWM will show a requester to find out where it can go to read the site name. You can choose from:

- Selected line
If the site name is the current selected text, MWM will reduce to one all the selected lines.
- Keyboard
The site name will be defined manually from the keyboard.
- PATH:file
The site name is defined in the site file.
You may define a list of sites in advance for MWM to use.
The list MUST look like this:

www.vol.it

```

agnus.livewire.com
www.lycos.com
www.yahoo.com
...
```

If the location of the site list has not been previously defined, MWM will look for it in "PROGDIR:MWM.sites". You may define a different location for the site file using the "PREFS" gadget, "Sites list" item.

- "Markup" gadget:

Adds a markup to the current text.
You can choose from:

- Citation (Typically in italic). (CITE)
- Emphasis (EM)
- Strong emphasis (STRONG)
- Code (CODE)
Looks like preformatted text,
for example: 1 + 1 = 2.
- Author (AU)
For an author of a book, etc.
- Person (PERSON)
For a generic person name.
- Sequence of chars. (SAMP)
- Keyboarded text. (KBD)
- Variable name. (VAR)
- Definition. (DFN)
- Short quote. (Q)
- Acronyms. (ACRONYM)
- Abbreviations. (ABBREV)
- Inserted text. (INS)
- Deleted text. (DEL)
- Bold text. (B)
- Italic text. (I)
- Typewriter text. (TT)
- Underscored text. (U)
- "Lined" text. (S)
- Big text. (BIG)
- Small text. (SMALL)
- Subscripted (SUB)
- Superscripted (SUP)
- Nothing (to clear current markup)

- "Font" gadget:

With this you can modify the font size (headings) of the selected lines. The following choices are possible:

- <H1> Very large font, bold.
 - <H2> Large font, bold.
 - <H3> Large font, italic..
 - <H4> Normal font, bold.
 - <H5> Normal font, italic.
 - <H6> Small font.
-

Note that these values are just an indication. Depending on what browser they are using, and how the browser and their system is set up, your text may look different on each system.

MWM sets this value to <H5> for all lines defined as simple text. Use the "HTML defaults" option in PREFS action to change this default.

- "Align" gadget:

This gadget is used to specify the alignment for the headings.

- Left;
- Center;
- Right;
- Justify;

If you need to retouch a text object, just click "TEXT" gadget when that object is selected (or double click on it).

1.15 IMAGE Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The IMAGE Gadget

This action will REPLACE selected text with an image.

MWM will show a window with some gadgets:

- "Choose" gadget:

A file requester will ask you to select the image file.

- "Alt" gadget:

The alternative text (ALT) for this image.

- "Type" gadget:

- Simple;
- Map;
- Link to current; (See the TEXT Gadget, above)
- Link to another; (See the TEXT Gadget, above)
- Link to a site; (See the TEXT Gadget, above)

- "Align" gadget:

- TOP
- MIDDLE
- BOTTOM

- "Link" gadget: (See the TEXT Gadget, above)
- "Label" gadget: (See the TEXT Gadget, above)
- "URI" gadget: (See the TEXT Gadget, above)
- "Site" gadget: (See the TEXT Gadget, above)

If you need to retouch an image object, just click "IMAGE" gadget when that object is selected (or double click on it).

1.16 LIST Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The LIST Gadget

This action will define selected lines as a list.

MWM will show a window with some gadgets:

- "Type" gadget:
 - Unnumbered; for example:
 - * it's cold
 - * it's warm
 - * it's rain
 - Numbered, for example:
 - 1- Don't drink if you must drive
 - 2- Don't drive if you have drunk
 - 3- Cappuccino is more greedy than beer
 - 4- Milk is finish, give me a beer!
 - Definition, for example:
 - Colors
 - Red
 - Green
 - Blue
 - Planets
 - Mercury
 - Mars
 - Jupiter
 - Earth
 - ...
- "Add image" and "Add text" gadgets:

This action will add an image or a text to the current line showed into the text gadget.

- "Prev" and "Next" gadgets:

Lets you to add text or image to every line of the LIST.

If you need to retouch a list object, just click "LIST" gadget when that object is selected (or double click on it).

1.17 FORM Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The FORM Gadget

This action is composed by two steps:

In the first step you define the part of the text that will become the FORM. MWM will show a window with some gadgets:

- "Method" gadget:

- GET
- POST

- "Action" gadget:

Here you can specify the ACTION (a URL, for instance) of that FORM.
This is an example of an Action: "http://x/y/sample".

You will see that the color of the selected text has changed.
With FORM objects you may select one or more lines for each group.

In the second step you get to define all other parts of the FORM.
Select as many or as few of the previously selected lines as you wish, and select the FORM Gadget again. MWM will show a window with some gadgets:

- "Type" gadget:

- Plain text;
This is useful to describe some other more important objects.

- INPUT;

- List of INPUTs;
This won't work if you are working in the Single Line Window.
Any single INPUTs to define will be included in a list.

- "Input" gadget:

This gadget contains the following type of INPUTs:

Text, Password, Checkbox, Radio, Range, Scribble,
File, Hidden, Submit, Image, Reset and Textarea.

If you choose RADIO, MWM will check if you have selected the
"Same RADIO group" gadget.
If yes, the RADIO group will have the same field name.
In this way, a program like AMosaic can be sure that one, and only
one, of them can be selected by the user.

- "Name" gadget:

Here you can specify the NAME of the INPUT.

- "Value" gadget:

Here you can define the default, or initial, VALUE for the INPUT.

- "Width" and "Max" gadgets:

With these gadgets you can define the size in chars and the maximum
number of chars allowed for the TEXT and PASSWORD inputs.

- "Rows" and "Cols" gadgets:

With these gadgets you can define the size in chars for the TEXTAREA
input.

- "From", "To", "Value" gadgets:

If you are working for RANGE input, all of these gadgets will
be abled.

- "Accept" gadget:

Used for the ACCEPT field of the FILE input.

- "Source" gadget:

Used to define the SRC field for all of the inputs elements that
would need it.

- "Next" and "prev" gadgets:

Ghosted if the "Same Radio group" gadgets are not selected.
Otherwise, you can specify the VALUE and the selection (SELECTED) for
every element of the same RADIO group.

Every element of the FORM (except that inserted in a list) will be saved
into the final HTML file prefixed by the <P> string in order to print each
line separately.

If you need to insert two or more element of the FORM into the same line,
you can double-click on it working in the Single Line Window.

If you need to retouch a FORM object, just click "FORM" gadget when that object is selected.

1.18 MORE Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The MORE Gadget

MWM will consider the first selected line and ask you what you want to do with this line. The possibilities are:

- Insert label here (<ID>) for hyperlinks;
- Insert comment here (<!-- -->);
- Insert empty line. (<P>)
- Insert horizontal graphic line (<HR>).

1.19 HEAD Gadget

2. THE MAIN WINDOW

The Action Gadgets

The HEAD Gadget

This action will define selected lines as the HEAD.
A window will help you in this job.

1.20 VIEW Gadget

2. THE MAIN WINDOW

The Action Gadgets

The VIEW Gadget

This action allows you to call a program like AMosaic to see how

the page looks at any time. The program that will be called is defined by using the "PREFS" gadget, "Browser" item.

Try to open MWM and your browser to the same screen.

1.21 PREFS Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The PREFS Gadget

This action will open the following list of options:

- Texts path
Define a common path for all text files.
- Images path
Define a common path for all image files.
- Work dir
Define your favorite working directory (RAM:T, for example).
- Browser
Choose the preview program, for example AMosaic, AWeb or IBrowse.
- Sites list
Choose the file containing the list of sites.
- Screen prefs
You can choose from Default, Named and Owner public screens.
- Select new font
Change the current font in the Main Window.
- Log window
Allows you to personalize the Log Window.
- Log level
MWM provides you three levels of informations:
 - None; Nothing about objects will be showed.
 - Medium Simple informations about selected object.
 - High Full informations, all data into an object will be displayed.
- HTML defaults
Allows you to personalize some defaults in the final HTML file.

This action will open the following requester:

- Heading size;

when you load an ASCII text, MWM assign to every line a value equal to zero (default) so, if you need to change default heading size, MWM saves the selected value instead of zero.

If you want a different heading size, select one of:

H1 H2 H3 H4 H5 H6

in the listview.