

HTMLview

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COLLABORATORS

	TITLE : HTMLview		
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REVISION HISTORY

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Contents

1	HTMLview	1
1.1	HTMLview - AmigaGuide documentation	1
1.2	HTMLview / Introduction	1
1.3	HTMLview / Disclaimer: Blah, blah, blah...	2
1.4	HTMLview / Licence	2
1.5	HTMLview / Author	2
1.6	HTMLview / Installation	2
1.7	HTMLview / History	3
1.8	HTMLview / Bugs	3
1.9	HTMLview / Future	3
1.10	HTMLview / Credits	3
1.11	MUI - MagicUserInterface	4

Chapter 1

HTMLview

1.1 HTMLview - AmigaGuide documentation

Table of contents

Welcome to HTMLview V12.4 AmigaGuide, © 1999 by Allan Odgaard.

IntroductionWhat HTMLview is! **Legal stuff**What you should know! **Licence**I
veloper conditions! **Author**Who you should contact!

InstallationHow you install HTMLview!

HistoryWhere the class has been! **Bugs**Which bugs exist! **Future**What
is planned! **Credits**Who the author wish to thank!

This guide will not appear correctly if you do not have AmigaGuide_DT V40+

1.2 HTMLview / Introduction

Introduction

Description:

HTMLview.mcc is a MUI class that will load, parse and display HTML formatted text.

It has been created for use in IProbe, which is a web browser that I'm working on.

Features:

- It's very fast!
- Extensive HTML support, this include frames, floating tables and a few exotic features such as background images in table cells etc.
- Asynchronous document parsing and image decoding, with incremental display of the document, and images, for those formats where a decoder module exists - currently JFIF, PNG & GIF (anim). See **credits...**
- The user can mark'n'copy text, plus search for strings in the document.

Install...

1.3 HTMLview / Disclaimer: Blah, blah, blah...

Disclaimer

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Contact [Allan Odgaard](#), author.

1.4 HTMLview / Licence

Licence

Conditions:

- Freeware authors can use this gadget for free, aslong as it isn't distributed together with a commercial product.
- All others (incl. shareware and commercial) will need to obtain a license from the [author](#).

1.5 HTMLview / Author

Author

HTMLview is made by:

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1.6 HTMLview / Installation

Installation

HTMLview Requires:

Kickstart V39 (OS 3.x) or above.

68020 or better.

[MagicUserInterface](#) V3.6 or above.

HTMLview.mcp requires BetterString.mcc and HotkeyString.mcc (included)

Install HTMLview:

Double-click on the install icon. Follow the prompts.

Manual Installation:

Copy the entire contents of the Libs/MUI directory to MUI:Libs/MUI/.

Rename HTMLview020.mcc and HTMLview020.mcp to HTMLview.mcc & HTMLview.mcp.

1.7 HTMLview / History

History

V12.6 (x-xxx-99)

The datatype object used for listitem graphics wasn't disposed properly.

If a definition-data block (DD) starts with a paragraph (P) then no extra space is added.

· Rudi Chiarito <chiarito@cli.di.unipi.it>

MUIM_HTMLview_GotoURL was invoked twice for frames.

· Christian Packmann <packc000@mail.uni-mainz.de>

V12.5 (6-Jun-99)

The FS-dither was broke and could give bad results.

· Magnus Holmgren <lear@algonet.se>

Recompiled the GIF.decoder, which seems to have fixed the lacking dither for GIF pictures.

V12.4 (27-Feb-99)

First public release.

1.8 HTMLview / Bugs

Bugs

I'm aware of the following problems

If a document doesn't contain a BODY element, then nothing is displayed.

Each HTMLview instance require a signal bit, so when browsing frames, it may run out of them. This results in empty/useless frames, and/or sometimes images aren't loaded.

The datatype.decoder only works with the V43 picture.datatype by Olaf Barthel.

If you find any other bugs, please let me know. However, if it's related to the display of some HTML page, then please first verify that the page actually contain proper HTML. I can recommend getting `tidy' (from Aminet) to do so.

1.9 HTMLview / Future

Future

I'm currently working on stylesheets, and a friend of mine will probably do a javascript interpreter.

The stylesheet version will use bullet.library directly (i.e. for truetype fonts), it is also based on a much faster parser (currently 5-10 times)

1.10 HTMLview / Credits

Credits

I would like to thank the following:

Benny Kjær Nielsen for a conversion function, which converts an integer to a roman number.

Gunther Nikl for the JFIF and PNG decoders. They are based on his datatypes, so please refer to the manual of these, for further information.

Haage & Partner for StormC++.

Kai Hofmann for MCC-Install.

Matthias Henze for StormAmiga.lib.

Ole Friis for HTMLview-Demo.c.

Roman Patzner for the included list item graphics.

Stefan Stuntz for **MagicUserInterface**

1.11 MUI - MagicUserInterface

MUI - MagicUserInterface

© 1993/97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

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