



**JAVASCRIPT ACCESS**

Allows the JAVA application to access the HTML document's JavaScripts

**ACTION**

Specify the address used to submit the form. The addresses (or protocol types) each have their own formats which must be respected.

**ADDRESS OR TYPE OF PROTOCOL**

Address or type of protocol used to submit the form.

**DISPLAY THE "TIP OF THE DAY" AT STARTUP**

If this option is selected, the " Tip of the Day " dialog box will appear every time you start AceHTML. This option can be disabled from the "Tip of the Day" window. This option is enabled by default.

**GENERAL HELP BUTTON**

This button calls the general help file for the active box.

**ADD A DESTINATION TO THE URL LIST**

Press this button to add a new URL destination to the bottom of the list.

**ADD IMAGE TO THE LIST BOX**

Press this button to add the new text value to the list's content and associate it with an image.

**POINTER OVER IMAGE**

Press this button to specify the image that will be displayed when the mouse pointer is over the image.

**POINTER OUT OF IMAGE**

Press this button to specify the graphics image that will be displayed when the pointer moves away from the image.

**ADD A VALUE**

Press this button to insert the new text value in the form's element contents.

**DESTINATION LINK**

Specify an **external** or **internal** link which will be called when the user clicks on alternative image.

**ADD A ROTATING IMAGE**

Press this button to add a new rotating image to the list.

**ERASE A ROTATING IMAGE**

Press this button to delete the selected rotating image(s) from the scrolling list.

**MODIFY A ROTATING IMAGE**

Press this button to modify the rotating image selected from the scrolling list and assign it the new values entered in the property boxes.

**COPY A ROTATING IMAGE**

Press on this button to copy the rotating image selected from the scrolling list to the properties box in order to modify the properties.

**URL DESTINATION OF A ROTATING IMAGE**

Specify the URL destination associated with the selected image. Each of the images is associated with a URL link which is activated when it is clicked.

**GRAPHIC IMAGE**

Insert an image in the rotating images section.

**ADD A PARAMETER**

Press this button to add a parameter at the bottom of the parameter list. A parameter consists of a name and a value.

**PANEL OR PROGRAM ALIGNMENT**

Select the desired alignment for the panel with respect to text found on the same line.

### **APPLICATION'S ALIGNMENT**

Select the desired alignment for the JAVA application with respect to the text. The default value is **left**.

## **SPACER ALIGNMENT**

Indicate the spacer alignment with respect to the text or to an image. The text or the image is aligned differently according to the type of alignment. By default the alignment is at the bottom.

**LINE ALIGNMENT**

Select the desired alignment by clicking on one of the three options. You can change the horizontal line's alignment to the left or to the right. The default alignment is in the middle (centered).

**FRAME ALIGNMENT**

The alignment of a (floating) frame determines the frame's position in the HTML document.

## **BANNER TEXT ALIGNMENT**

This option is used to specify the alignment of text in the scroll box by selecting one of three options: **top**, **centered** or **bottom**.

## **HORIZONTAL ALIGNMENT**

Specify the horizontal text alignment within the cell. The alignment can be **left** (default), **right**, **justified**, **centered** or **based on the characters**.

### **HORIZONTAL ALIGNMENT OF CELLS IN A ROW**

Select the horizontal alignment for the text and images in the cells in a row. The alignment can be left, (default), right, or centered.

## TABLE TITLE HORIZONTAL ALIGNMENT

The **Microsoft Internet Explorer** browser allows alignment of the title to the **left**, **centered** (default) or **to the right** of the table.

## **VERTICAL ALIGNMENT**

Specify text vertical alignment in a cell at the **top**, **centered** (default), **bottom**, or **based on the line alignment** (TR alignment in case of rows or COL alignment in case of columns).

### **VERTICAL ALIGNMENT OF CELLS IN A ROW**

Select the vertical alignment for the text and images in the cells of a row. This alignment can be **top**, **centered** (default), **bottom** or **based on the rows alignment** (TR alignment).

### **TABLE TITLE VERTICAL ALIGNMENT**

The vertical alignment for the title determines its vertical position with respect to the table. It can be at the **top** (default) or **bottom** of the table.

**ALTERNATIVE TEXT**

Specify an alternative text to be displayed if the browser being used does not support JAVA applications. However, the browser must support the <APPLET> tag. This attribute is optional.

**PREVIEW OF LINK'S CONTENTS**

Quick preview of the contents of the referred link. You can also add a new internal destination inside this link by right-clicking on the mouse in the desired position in the file.

**PREVIEW OF LINK**

Check this box to examine the contents of the external link.

**PREVIEW**

Select this option to see a preview of the image, as well as information pertinent to the image you have selected.

## **FIXED BACKGROUND**

If you select the **Fixed background** option, the background image (wallpaper) will seem to be frozen or suspended.

**AVAILABLE FONT ATTRIBUTES**

List of available font attributes. Check the desired font attributes.

**AUTHOR OF THE DOCUMENT**

This field is used to identify the author of the HTML document.

**STATUS BAR**

The Status Bar is displayed at the bottom of the edit window. It indicates the document status: position of the cursor in the edit page, modifications made, etc. This option is enabled by default.

**CODE BASE**

Specify the Code Base (or URL) which contains the JAVA application. If this attribute is not defined, the document's URL will be used by default. This attribute is optional.

### **IN THE TEXT BOX OR ON THE STATUS BAR**

Indicate if it is a banner which will be displayed in a **text box** or a banner which will be displayed on the browser's **status bar**. The first is a text box found directly in your HTML document. The latter is located in the status bar (at the bottom of the screen) of the Netscape browser.

**LIST BOX**

Type of box displayed as a list; its length is determined by the number of items in the list.

**MENU LIST BOX**

Type of box which is displayed as a drop-down list.

**PANEL OR PROGRAM BORDER**

You can add a border around the area where the specified source file will be displayed.

**FRAME BORDER**

Select this option if you wish to display a border around the frame.

**CANCEL BUTTON**

Press the **Cancel** button for close this dialog box without accepting the changes that were made. You can also use the Esc key as a keyboard shortcut.

## **STOP SEARCH**

The **Stop** button cancel the current automatic browser search.

**ORDER BUTTON**

Click on this button to find out how you can order AceHTML.

### **AUTOMATIC BROWSER SEARCH**

Press the **Search** button to start the automatic search for the selected browser in the specified disk drive.

**OK BUTTON**

Press the **OK** button to close this dialog box and accept the changes that were made.

## **OPEN FILE ICON**

To search manually for a file in a directory, press the **Open File** icon.

## **RESTORE BUTTON**

The **Restore** button restores all the dialog box fields to their initial (default) value.

**HIDE CONTROL PANEL**

If this box is checked, the user will not see the multimedia control panel.

## TABLE HEADER AND DATA CELLS

Table header (TH) cells are typically used on the first row or on the first column. They are distinguished from regular cells because they are automatically **bold** and **centered**.

Table data (TD) cells are the default table cells. Text is displayed normally, **left** aligned by default.

**CHANGE TO A LIST BOX**

Select this option to change the drop-down list box to a list box.

**CHANGE LINE BREAKS TO <BR>**

If selected, this option automatically converts line breaks found in imported files to **<BR>** HTML tags.

## **SEARCH BROWSER**

The **Search** button starts the automatic search for the browser in the specified drive. First, select one browser, **Netscape** or **Microsoft Internet Explorer**.

**DESTINATION LINE FOR THE LINK**

In this window, select the destination line for the link.

**CHOOSE EXISTING DESTINATIONS**

In this window, select the existing link destination inside the internal link. You must open the external link before you can view the existing internal links.

**TARGET**

*TARGET* is used with *FRAMES*.

The target allows you to determine the destination frame for a hyperlink. Use the frame *NAME*) defined when you created the frames to choose the destination frame for the hyperlink. If the contents of the hyperlink must appear in the current frame, you do not have to specify a target. You can also use predefined targets for a specific action.

## **PREDEFINED TARGETS**

List of predefined targets for the **TARGET** option

**CHECKED BY DEFAULT**

If this box is checked, the check box or the radio button will be checked automatically.

**CODE**

Specify the name of the **.class** file of the Java application. This file must have a relative address, it cannot be absolute. The use of this attribute is mandatory.

**INSTRUCTION CONTENTS**

Specifies the contents of the instruction. For the predefined **REFRESH** instruction, the instruction content is a URL.

**NUMBER OF COLUMNS IN A TEXTAREA BOX**

Number of columns displayed in a textarea box.

**BEHAVIOR**

Indicates the manner in which the banner will scroll. The default value is **Scroll**, which makes the text move from right to left. If you select **Slide**, text will move across the length of the scroll box until it reaches the left margin.

If you select **Alternate**, text will move across the length of the scroll box, stop when it reaches one of the margins, and then move in the opposite direction.

## **BANNER BEHAVIOR**

Indicates the manner in which the banner will scroll. The default is **Scroll**, which makes text scroll horizontally from right to left. If you select **Slide**, text will appear to be sliding from right to left.

If you select **Typewriter**, text will appear one character at a time, as if being typed. The text will not go beyond the width of the text box.

**CELL CONTENTS**

A table cell may contain text and all the HTML tags available in the document body.

**LIST CONTENTS**

These boxes contain the items included in the list.

**COPY**

Press this button to copy a selected value from the list to its properties.

**AUTOMATICALLY COPY THE REFERENCED FILES IN THE CURRENT FOLDER**

When you copy the referenced files directly in the current folder of the referencing file (in hypertext referencing), you prevent the file path from becoming relative.

**BACKGROUND COLOR**

Press this button to change the color of the HTML document's background. This color will not be visible if you have selected a wallpaper.

**BANNER BACKGROUND COLOR**

Press this button to change the banner's background color.

**EDIT SCREEN BACKGROUND COLOR**

Press this button to select the background color for the edit screen.

**SCREEN BACKGROUND COLOR**

Press this button to change the background color of the explanation window.

**COLOR GRADATION**

Choose the color used for the graded text. Text gradation goes from darkest color to lightest color.

### **HORIZONTAL LINE COLOR**

Press this button to change the color of the horizontal line. The default color is black.

### **CELL BORDER COLOR**

Press this button to change the color of the cell border. **In order for the color to be visible**, the value for the cell border must be at least 1.

Cell colors **have preference** over row colors and general table colors.

### **ROW CELLS BORDER COLOR**

Press this button to change the color of the row cells border. **In order for the color to be visible**, the value for the cell border must be at least 1.

Row cells border colors have preference over general table colors but not over those colors specified in the cells.

### **TABLE CELLS BORDER COLOR**

Press this button to change the color of the table cells border colors. **In order for the color to be visible**, the value for the cell border must be at least 1.

Table cells border colors do not have preference over the row and cell colors.

## FRAME BORDER COLOR

If a frame border is visible, you can change its color. To do this, press the **Choose color** button and select the desired color.

### **CELL BACKGROUND COLOR**

Press this button to change the color inside the cell.  
Cell colors **have preference** over row colors and general table colors.

**TAGS COLOR**

Press this button to change the color of tags in the edit screen.

## **ROW CELLS COLOR**

The background color for the row corresponds to color inside each cell in the row.

Row cell colors **have preference** over general table colors, **but not** over the colors specified in the cells.

## TABLE CELL COLORS

The table background color corresponds to the color inside each table cell.  
General table colors **do not have preference** over row and cell colors.

**FONT COLOR FOR COMMENTS**

Press this button to change the font color for comments in the edit screen.

**COLOR OF LINKS**

Press this button to change the color of regular hyperlinks in the HTML document.

## **COLOR OF ACTIVE LINKS**

Press this button to change the color of the active links in the HTML document. A link is active only when you click on it with the mouse.

### **COLOR OF VISITED LINKS**

Press this button to change the color of visited links in the HTML document. A link has been visited when you have clicked on it recently. A visited link becomes a regular link again after the number of days indicated in the browser's preferences has elapsed.

**FONT COLOR**

Press this button to select the font color.

**TEXT COLOR**

Press this button to change the font color of text in the HTML document.

**BANNER FONT COLOR**

Press this button to change the banner's font color.

**TEXT FONT COLOR IN THE SCREEN**

Press this button to change the font color for the text in the explanation window.

**LINE BREAK**

Select the **Deactivated** option to prevent word wrapping, the **Virtual** option so that the scroll bars are displayed only if required (if the text surpasses box limits), or the **Physical** option so that scroll bars are automatically displayed.

**START LIST AT**

Number of the first item on the list.

**BANNER DISPLAY DELAY**

Display delay (in seconds) of a rotating image before the next image on the list is displayed.

**INSTRUCTION DELAY**

Specify the desired delay in seconds.

**SCROLL DELAY**

Specify the scroll delay by indicating a delay in hundredths of seconds. You must enter a value between 1 and 100.

**BANNER DELAY IN MS**

Enter the delay, in milliseconds, in order to adjust the speed at which the text scrolls through the box. The smaller the value, the higher the speed.

**AUTOMATIC START**

If this box is checked, the specified source file will start automatically when the HTML page is opened.

**MOVE DOWN**

Press on this button to move the value one level down on the list.

**MOVE UP**

Press on this button to move the value one level up on the list.

**SCROLL**

Horizontal and vertical scroll bars in the frame can be displayed or not depending on the option you choose. The automatic option will display the bars if the frame contents are wider or taller than the space provided (default value).

**DOCUMENT DESCRIPTION**

The document description is used by most search engines in order to describe the contents of the document in question.

**URL DESTINATION**

Indicate the URL destination which will be searched upon selection of the associated text in the list box. The URL destination can be an HTML file, an e-mail address, or any other type of file.

**EXISTING DOCUMENT DESTINATIONS**

From this box, select an existing link destination within the document.

**DIRECTION OF TEXT**

This option allows you to specify the direction of text from two possible options: **left** or **right**.

**SEARCH ON DISK**

Search on disk determines the disk drive where the automatic or manual search for the browser will begin.

**CASE SENSITIVE**

If this option is selected, the search will find only those occurrences with the exact combination of uppercase and lowercase letters specified in the "Text to find" box.

**FOLDER**

Select the folder where the graphics image is located.

**DIRECTION FROM CURSOR OR GLOBAL**

Indicates in which direction, starting from the cursor, the search will be performed.



## **TYPE OF SEARCH**

The option **In all open files** will look for text in all the files open in AceHTML.

The option **In all open files included in the project** will look for the specified text in all the files open in AceHTML that belong to the current project.

**TIP ON LINK**

Displays a description of the link when the mouse is moved over it.

**EDIT IMAGE TEXT**

Press this button to edit the value (text only) selected from the list contents.

**EDIT A PARAMETER**

Press this button to edit the parameter selected from the list.

**EDIT A VALUE**

Press this button to modify the value of the selected item.

**EDIT NEWS BOX**

In this box, enter the phrases which will appear progressively in the news box.

**ERASE A VALUE**

Press on this button to erase the selected value.

**ERASE A PARAMETER**

Press this button to erase the parameter selected from the parameter list.

**ERASE AN ITEM FROM THE LIST BOX**

Press on this button to delete the selected item from the list box.

**3D EFFECT**

This option provides a three-dimensional effect to the horizontal line.

## **POSSIBLE FONT ATTRIBUTES**

The possible font attributes are bold and/or italics.

## PREDEFINED ELEMENTS

**ENTER YOUR TEXT**

Enter the text which will be displayed in the scroll box.

**SPACE BETWEEN FRAMES**

This option is used to adjust the space between frames.

**JAVA APPLICATION'S HORIZONTAL SPACE**

Specify the empty space, in pixels, to the left of the application. This attribute is optional.

**BANNER'S HORIZONTAL SPACE**

Indicate the left and right margins for the scroll box. This value must be in pixels.

**FRAME'S HORIZONTAL SPACE**

Space, in pixels, between the left margin of the HTML page and the frame.

**BANNER'S VERTICAL SPACE**

Indicate the top and bottom margins for the scroll box. This value must be in pixels.

**FRAME'S VERTICAL SPACE**

Space, in pixels, between the top margin of the HTML page and the frame.

**JAVA APPLICATION'S VERTICAL SPACE**

Specify the empty space, in pixels, from the top of the application. This attribute is optional.

**SPACER PREVIEW**

The preview allows you to observe the effect of the changes made to the spacer attributes.

**TIME/DATE PREVIEW**

This option allows you to preview the effect of the changes made to the display style.

**PREVIEW OF THE LINK'S ALTERNATIVE IMAGE**

This preview allows you to observe how the alternative image is displayed on the Web page.

**BANNER PREVIEW**

The preview allows you to observe the effect of the changes made to the banner attributes.

## **PREVIEW OF THE JAVASCRIPT BANNER**

The preview allows you to appreciate the changes made to the JavaScript banner's attributes.

**TEXT BOX PREVIEW**

The text you enter in this box will be displayed in the text box and serves as the default value.

**TEXT AREA BOX PREVIEW**

Preview of the text that will be displayed in the text area box.

**LIST BOX PREVIEW**

This preview allows you to appreciate how the list box will appear in the Web page.

## **HORIZONTAL LINE PREVIEW**

The preview allows you to appreciate the changes made to the horizontal line's attributes.

## **PREVIEW OF URL DESTINATION LIST**

This preview allows you to see the results of the list of URL destinations.

**PREVIEW OF ROTATING IMAGES**

Graphic preview of the rotating images included in the list.

**IMAGE PREVIEW**

In this box you can see a preview of the image selected in the list box.

## **BUTTON PREVIEW**

This preview allows you to view how the button will look.

**DOCUMENT BODY PREVIEW**

The preview allows you to appreciate the changes made to the document's body attributes.

## **FONT PREVIEW**

The preview allows you to appreciate the changes made to the font's attributes.

**EDIT SCREEN PREVIEW**

The preview allows you to appreciate the changes made to the edit screen's attributes.

**VIDEO OR VRML TRIGGERING EVENT**

This option determines the event that will start the video or VRML on the screen.

**JAVASCRIPT EVENT**

The JavaScript events are used to determine when the above-mentioned JavaScript function is called.  
(Refer to general help for more information on these events)

**NETSCAPE EXTENSION**

Extension exclusive to the **Netscape** browser.

**MICROSOFT EXPLORER EXTENSION**

Extension exclusive to the **Microsoft Internet Explorer** browser.

**FILE**

Select the graphics image file.

**BACKUP COPY**

If selected, this option creates an automatic backup copy **(.bak)** for every document you save. Each new save replaces the previous .bak file.

## **SOURCE FILE**

The source file is an HTML file which makes reference to the selected frame. Press the **Open File** icon to select it.

**MEDIA SOURCE FILE**

This field contains the directory and the **.AVI** (video) or **.WRL** (VRML) source file name.

## **CODE TYPE**

There are 2 types of formatting: **Encoded format** and **text format**.

The **text format** is supported by **Netscape** only, it allows you to send a form in text format.

The **encoded format** is valid only if the protocol you are using does not have any format.

**CELL HEIGHT**

Determine the cell height. The height of an empty cell on the first row serves to create a top margin in terms of the value entered.

**JAVA APPLICATION HEIGHT**

Specify the height, in pixels, of the area where the JAVA application will be displayed. The use of this attribute is mandatory.

**SPACER HEIGHT**

Enter a value for the vertical space. This value must be in pixels.

**BANNER HEIGHT**

Indicate the height of the scroll box. This value may be expressed as a percentage or in pixels.

**NEWS BOX HEIGHT**

Specify the height of the news box in terms of number of rows.

**IMAGE HEIGHT**

You can change the height of the images by entering a new value in this box.  
All the images contained in this script have the same width and height.

**FRAME HEIGHT**

Height of the frame in the HTML document, expressed in **pixels**.

**PANEL OR PROGRAM HEIGHT**

You can specify the height, in pixels or as a percentage, of the area where the source file will be displayed or specify the height of the control panel.

**TIME/DATE**

Indicate whether you want the text box to display the time or the date.

**IMPORT FILE**

These options allow you to determine where the imported file will be inserted in the HTML document.

**INSERT LINE BREAK**

If selected, this option automatically converts line breaks found in imported files to **<BR>** HTML tags.

**INSERT FUNCTION IN DOCUMENT HEADER**

If selected, this option inserts the function in the HTML document's header. Otherwise, it will be inserted at the cursor's position.

**INSERT JAVASCRIPT FUNCTION**

Press this icon to insert the JavaScript in the HTML document's header.

**COMPACT FORM**

This option compacts the list.

**CELL WIDTH**

Determine the cell width. The width of an empty cell in the first column can be used to create a left margin determined by the value entered.

**PANEL OR PROGRAM WIDTH**

You can specify the width, in pixels or as a percentage, of the area where the source file will be displayed or specify the width of the control panel.

**SPACER WIDTH**

Indicate a value for the horizontal space. This value must be in pixels.

**BANNER WIDTH**

Indicate the width of the scroll box. This value can be expressed as a **percentage** or in **pixels**. The default value is 100%.

**BANNER WIDTH**

Enter the width, in pixels, for the scroll box.

**NEWS BOX WIDTH**

Specify the width of the news box in terms of the number of columns.

## LINE WIDTH

Indicate the width of the horizontal line. The width is expressed in **pixels** or as a **percentage** of the browser's window width. The default value is 100%.

**IMAGE WIDTH**

You can change the width of the images by entering a new value in this box.  
All the images contained in this script have the same width and height.

**FRAME WIDTH**

Height of the frame in the HTML document, expressed in **pixels**.

**JAVA APPLICATION WIDTH**

Specify the width, in pixels, of the area where the JAVA application will be displayed. The use of this attribute is mandatory.

**DRIVE**

Select the directory where the graphics image is located.

**RELATION LINK**

Specify the name of the HTML file which will be used as a link.

**MULTIPLE SELECTION**

Check this box if you want the user to be able to select more than one item at the same time in the list box.

## **LIST OF ROTATING IMAGES**

This list displays the rotating images included in the list.

**MAXIMUM AUTHORIZED LENGTH**

In this box, enter the maximum length of text which will be submitted with the form.

**MAXIMUM LENGTH DISPLAYED**

In this box, enter the length (number of characters) which will be displayed in the text box.

**FRAME'S LEFT MARGIN**

The width of the frame's left margin determines the empty space, in pixels, to the left of the frame. The smallest value accepted is 0 pixels.

**DOCUMENT'S LEFT MARGIN**

You can change the left margin of your HTML document by entering a value in pixels in this box. The margin makes the document's text begin after the indicated space from the left.

**FRAME'S TOP MARGIN**

The frame's top margin determines the empty space, in pixels, above the frame. The smallest value accepted is 0 pixels.

**DOCUMENT'S TOP MARGIN**

You can change the top margin of your HTML document by entering a value in pixels in this box. The margin makes the document's text begin after the indicated space from the left.

**MAXIMIZE BROWSER WINDOW ON STARTUP**

If this option is selected, the external browser window will be maximized at each time the application is started for the first time.

**META INFORMATION**

Specify the desired instruction.

## **TRANSFER TYPE**

Indicates how the form will be submitted to the server. The **GET** method (the oldest) is typically used when the purpose of the request is to obtain information from the server. In contrast, the **POST** method is used to change or add information in the server. Note that many CGI programs use the **POST** method given the disadvantages of the **GET** method.

**MODIFY VALUE**

Press this button to modify a value selected from the list.

**WHOLE WORD ONLY**

If this option is selected, the search will find only those occurrences which exactly matches "Text to find".

## **BROWSER DIRECTORY**

Specify the directory and the file name of the browser to be used. You can browse the directories manually by pressing the **Browse** button or you can perform an automatic search for the browser by pressing the **Search** button.

**INTERNAL BROWSER**

The internal browser is part of AceHTML. It allows you to preview the Web page you are editing. When this option is activated, an additional window opens when the program is started.

**APPLICATION NAME**

Specify the name which identifies the application. This name permits communication with other JAVA applications found in the same HTML page. This attribute is optional.

**PARAMETER NAME**

Specify the name of the JAVA class or ActiveX object parameter. You must use this field to transfer the arguments contained in your Java or ActiveX application to your HTML page.

### **JAVASCRIPT FUNCTION NAME**

The name(s) of the JavaScript functions listed in this edit box will be called when the associated event is triggered.

If the body of the JavaScript function (corresponding to the function's internal code) is defined later, it must have the same function name and parameters as its definition. Upper and lower case letters must be respected.

**Example:**

1. *Function without parameter: calculation()*
2. *Function with two parameters: process(client.name, client.address)*
3. *Call 2 functions: verify(form1);display()*

**NAME OF THE NEW LINK**

Name which identifies the new internal link in the document.

**INDIVIDUAL OR COMPANY NAME**

In this box, enter the name of the individual or company who holds this copy of AceHTML.

**LICENSE HOLDER'S NAME**

In this box, enter the name of the individual who holds the current AceHTML user license.

**FILE NAME**

You can enter the name of the graphics image.

**NAME OF EXTERNAL LINK**

This edit box must contain the referenced file's directory and name, that is, the hyperlink's destination file.

**FORM IDENTIFIER NAME**

Specify the name used to identify the form element (this field is mandatory).

This name is necessary to identify and handle the element in a JavaScript or to process a submitted form with CGI.

**FRAME NAME**

The frame name identifies the frames in links which use TARGETS. This option is necessary when you want the contents of a link to be displayed in a frame other than the current frame.

**FORM IDENTIFIER NAME**

Name which is used to identify the form in a JavaScript reference.

**JAVASCRIPT LINK IDENTIFIER NAME**

Name which is used to identify the form in a JavaScript reference.

**NUMBER OF ITEMS**

Indicate the number of items in the list.

**NUMBER OF LINES DISPLAYED**

Specify the number of lines displayed in the list box (minimum 2).

**NUMBER OF ROWS IN A TEXTAREA BOX**

Number of rows displayed on the screen in a text area box.

**NUMBER OF ITEMS DISPLAYED**

Number of items displayed in the list box.

**REGISTRATION NUMBER**

In this box, enter the registration number which has been assigned to you.

## EXTERNAL BORDERS AND INNER BORDERS OPTIONS

You can change the appearance of a table with predefined inner borders. The size **of the border must be at least 1** in order for inner border options to be valid.

**DISPLAY VIDEO OR VRML PANEL**

If you select this option, a window containing the video or VRML animation control panel will be displayed on the screen.

**REDUCED CONTROL PANEL**

If this option is selected, a smaller version of the control panel is displayed.

**BACKGROUND IMAGE**

You can add an image to the cell's background. To add an image, press the **Open file** button and select the desired image.

## WINDOW WALLPAPER

You can add an image to the explanation window's background. To do so, press the **Open file** button and select the desired image.

## **BACKGROUND WALLPAPER**

If you wish to insert a background wallpaper, type in the image file's directory and the name of the image in the **Wallpaper** text box

## TABLE WALLPAPER

The wallpaper is a background image for the table cells. To add a wallpaper, press the **Open file** button and select the desired image.

**APPLICATION'S PARAMETERS**

In this list box, you can add, edit, or erase the application's parameters. To do so, you must press the appropriate buttons found to the right of the box.

**BROWSE DISK DRIVE**

This button allows you to browse the disk drive manually when searching for the browser. First, select one browser, **Netscape** or **Microsoft Internet Explorer**.

**EDIT SCREEN FONT TYPE**

Specifies the font type you wish to use in AceHTML's main edit screen.

**AVAILABLE FONTS**

You can select the desired font. In case that a platform does not have this font available, you may select more than one to ensure that one of them is accepted.

**SELECTED FONTS**

This dialog box contains the list of selected fonts. In the event that a platform does not support that font, the system will display the first possible font on the list.

**PERCENTAGE OR PIXELS**

Determines if the associated value will be treated as a percentage or as a pixel values.

**RELATION**

Enter the type of relation between the document and the link.

**REVERSE RELATION**

Specify the type of reverse relation between the document and the link.

**REPLACE BUTTON**

Starts the text search and replaces Text to find with Text to replace

**REPLACE ALL BUTTON**

Replace all occurrences of Text to find with Text to replace. Use this command carefully and only if you are sure of the word you are searching for; words are replaced without asking you to confirm.

**ICON LIBRARY DIRECTORY**

Press this button to go directly to the icon library directory.

**REPEAT SOUND**

Indicate the number of times you want the music or sound file to be played on the HTML page. The default value is 1. If you indicate a value of -1, the file will play as long as the page containing this tag is open.

**REPEAT INFINITELY**

The specified source file will play as long as the page containing this tag is open.

**LOOP**

Indicate the number of times the text will move through the length of the scroll box. The default value is **INFINITE**.

**VIDEO OR VRML FILE LOOP**

Indicate the number of times you want the video or VRML file to play. The default value is 1. If you indicate a value of -1, the file will play as long as the page is open.

**SEARCH RESULTS**

This box displays the directories found for the specified browser in the disk drive you indicated. Click twice on the name to select it.

## **NO WRAP**

The **No wrap** option prevents word wrapping within a cell.

**NO RESIZING OF FRAME**

If the **No Resizing** option is selected, the user will not be able to resize the frame. By default, all frames can be resized.

**MANDATORY SAVE**

If selected, this option requires that the document be saved when starting the external browser. Saving a project is always mandatory and thus, if a project is opened, this option has no effect.

**MUSIC OR SOUND FILE SOURCE**

In this box, indicate the directory and the file name of the music or sound file. This file must be in **.WAV**, **.MID** or **.AU** format.

**MUSIC, SOUND OR OTHER SOURCE FILE**

Enter the directory for the music, sound, or other file.

**HOUR/DATE STYLE**

Select the desired type of display.

**LINE SIZE**

Used to modify the width, in pixels, of the horizontal line. The size is expressed in pixels and its default value is 1 pixel.

**EDIT SCREEN FONT SIZE**

Specify the font size you wish to use in AceHTML's main edit screen.

**EDIT SCREEN FONT SIZE**

Select the font size for the text displayed in the explanation window.

**FONT SIZE FOR TEXT GRADATION**

Select the font size to be used for the graded text.

**FONT SIZE**

Select the font size. This value ranges from 1 (smallest) to 7 (largest). By default, the font size is 3.

### **MUSIC OR SOUND TEST**

Press the right arrow (play) button to test the music or sound file.  
The stop button (square) is used to interrupt play of the sound file.

**REPLACE WITH**

Enter the replacement text for the text you are searching for in the document. To delete the text entered in the Text to Search field, the Replace With field must be left empty.

**SEARCH**

Enter the text you wish to search for in the document. You can also select different search options.

**TEXT DISPLAYED IN THE EXPLANATION WINDOW**

In this window, enter the text which will be displayed in the explanation window.

**ALTERNATIVE TEXT**

Specify the text to be displayed.

**TEXT ASSOCIATED WITH THE IMAGE**

Enter the text in the list box that will be associated with the image.

**TEXT ASSOCIATED WITH THE DESTINATION URL**

Enter the text associated with the destination URL and displayed in the list box. The destination URL is not visible in the list box.

**TEXT GRADATION**

Insert the text line which will appear in graded text.

**TEXT DISPLAYED ON THE BUTTON**

In this box, enter the text you wish to appear on the button.

**HTML DOCUMENT TITLE**

The title of the document appears in the browser's title bar; it identifies your page if it is added to the bookmarks. This tag is placed in the Header section of your HTML document.

**MENU TITLE WHEN DISPLAYED**

Enter the text that will be displayed in the first line of the drop-down list box.

**SCROLL AMOUNT**

Indicate the text scroll speed in pixels. You must enter a value between 1 and 100.

**FIND BUTTON**

Starts the search and highlights the text found, if applicable.

## **TYPE OF BOX**

Select the desired type of box

### **1. Text Box**

Allows the user to enter a line of text in a form's dialog box.

### **2. Password box**

This command allows the user to enter a password in a line of text where the characters are hidden by asterisks.

## **TYPE OF BUTTON**

Select the desired type of button:

**Button:** regular push-button in a form, used with JavaScript.

**Reset button:** Push-button which allows the user to reset all the fields in the form to their initial values.

**Submit button:** Push-button which allows the user to submit the information entered on the form.

**TYPE OF LINK**

These options determine the type of destination for your hyperlink.

**TYPE OF FILES**

Select the type of graphics file. Only files in .GIF, .JPG, .PNG ,and .BMP format are acceptable.

**TYPE OF LIST**

Select the type of list you wish to create: bulleted, numbered, or hierarchical.

**FONT TYPE IN EXPLANATION WINDOW**

Select the font type which will be used for the text in the explanation window.

**TYPE OF FONT FOR GRADED TEXT**

Select the font to be used for the graded text.

**BASE URL**

Specify an http:// base address.

**VALUE OF THE ELEMENT**

In this box, enter a new value to be inserted in the form element. To insert it, press the **Add** button.

**ASSOCIATED HIDDEN ENTRY VALUE**

Enter a value which will serve as the hidden entry in the transmission of the form's contents.

**PARAMETER VALUE**

Specify the value associated with the parameter name. The value must be initialized according to the definition established in the JAVA class or the ActiveX object.

Example of current values: Text, Image Maps, URL destinations, and colors are common examples.

**FORM ELEMENT PREVIEW**

This preview allows you to appreciate how this element will appear in the Web page.

### **EXPLORER DEFAULT VALUES**

If you select this option, the **Microsoft Internet Explorer** browser's default values will be used.

**NETSCAPE DEFAULT VALUES**

If you select this option, the **Netscape** browser's default values will be used.

**DISPLAY AS A LIST BOX**

Select this option to display as a list from which you can edit and erase the contents of the drop-down list box.

**VOLUME**

If necessary, you can adjust the sound volume. This value ranges from a minimum of 0 to a maximum of 100.

**DISPLAY THE "ABOUT" DIALOG BOX AT STARTUP**

If this option is selected, the "About..." box will be displayed every time you start the AceHTML program.

**ADD A FONT**

Press this button to add a new font to the list of selected fonts.

**ERASE A FONT**

Press this button to delete a font type from the list of selected fonts.

**DISPLAY IMAGES WITH THE INTERNAL BROWSER**

This option allows you to choose whether or not to display graphics with AceHTML's internal browser. By disabling the display of graphics, actual display will be faster.

**SCREEN FLASH START COLOR**

Select the starting color for the screen flash.

**SCREEN FLASH END COLOR**

Select the last color for the screen flash.

**NUMBER OF GRADATIONS**

Determine the number of gradations for the screen flash start and end colors. The flash duration depends on the number of gradations entered.

## PREDEFINED APPLETS

Select an applet from the list of predefined applications in the program. An example of how the applet works will be loaded with the application's parameters. Many of the values included in the parameters will have to be changed by the user.

When you select an applet, the program will prompt you to confirm the applet's **.class files** in the HTML's file directory. The **.class files** must be in the same directory for the Java application to run.

**ALIGNMENT**

Align the text around the object. The default value is to the left.

**BORDER**

Specify the width for the object's border. This parameter is valid only if the object is a hyperlink.

**OBJECT CODE BASE**

Identifies the code base for the object. This attribute is used to specify the URL from which the control will be loaded.

**CODE TYPE**

Specify the type of media for the code.

**DATA**

Specify the data associated with the object.

**DECLARE OBJECT**

Declare the object when you have to use it as a parameter for another object.

**HEIGHT**

Specify the height of the object.

**HORIZONTAL SPACE**

Specify the empty horizontal space between the object and the text or the images to the left of the text.

**NAME**

Specify a name for the object when you have to use it in a script.

**NO TAB**

Exclude the object from the order of the components of the HTML document.

**STANDBY**

Specify a standby message to be displayed while the object is being loaded.

**TAB**

Specify the position of the object within the order of the components of the HTML document.

**MEDIA TYPE**

Specify the type of media for the data.

**VERTICAL SPACE**

Specify the empty vertical space between the object and the text or the images below the text.

**WIDTH**

Specify the width of the object.

**OBJECT IDENTIFICATION**

Indicate a unique label for the label to allow dynamic operations with VBScript.

**LIST OF CUSTOM BUTTONS**

List of custom buttons presently active in AceHTML. It is possible to have a maximum of 10 custom buttons.

### **ADD A NEW CUSTOM BUTTON**

Click on this button to add a new custom button to AceHTML.

**DELETE A CUSTOM BUTTON**

Click on this button to delete the custom button selected from the list.

## **CUSTOM BUTTON PROPERTIES**

Click on this button to modify the properties of the custom button selected from the list.

**CUSTOM BUTTON TITLE**

Indicate a title that will appear as a tip for the custom button you added to the program.

**SHORTCUT FOR CUSTOM BUTTON**

Indicate a shortcut key combination for the custom button you have added to AceHTML. The shortcut key selected must not be one of the shortcuts used for other functions in the program.

**CUSTOM BUTTON ICON**

Select from among the list of icons, an icon for your custom button.

**CONTENTS OF CUSTOM BUTTON**

In this text box you can indicate the contents that will be inserted in your HTML document when you press the custom button. The content can be one command or a block of HTML commands, JavaScript or other script codes.

**IMPORT CONTENTS INTO A CUSTOM BUTTON**

Click on this button to import the contents of an HTML or other file into a custom button.

**DOCUMENT KEYWORDS**

Indicate in this area keywords to identify your document. These words will be detected by search engines when the document is indexed.

Keywords inserted must be separated by commas. *For example: JavaScript, cgi, Java programming, html*

**USING MICROSOFT INTERNET EXPLORER AS THE INTERNAL BROWSER**

This option allows you to use Microsoft Internet Explorer as your internal browser to view the progress you are making while editing your Web page. Internet Explorer version 4 is required to enable this function.

**ACEHTML VIEWER**

This option allows you to use AceHTML as your internal browser to view the progress you are making while you edit your Web page. AceHTML's internal browser supports HTML 3.2 specifications.

**FRAME PREVIEW**

By using this preview window, you can adjust the size of your frames with the mouse.

**E-MAIL ADDRESS SUBJECT FIELD**

Indicate a default subject field in an e-mail address for a user clicking on the link.

**LINKS TO STYLE SHEET**

Indicate in this box the external style sheet you would like to use in your document.

## POSITIONING (STYLE SHEETS)

**AREA DEFINITION (STYLE SHEETS)**

**VISIBLE SCROLLING BAR**

Indicate if the browser's scrolling bar is visible. By default the scrolling bar is visible.

**BASEFONT**

With this command you specify the default font to be used in your HTML document.

**NEW FILE**

With this command you can create a new document (new Web page). A new document is automatically called "NoName" in the tab at the top of the page.

**OPEN FILE**

This command allows you to open an .HTML document saved on disk. The document will be displayed in its own window and its name will be displayed in a tab.

## **SAVE FILE**

This buttons allows you to save a file on a given location. If the document has not been saved before, this option will have the same effect as the "**Save As....**" command.

**CLOSE FILE**

This command closes the current document without exiting AceHTML. If the document has not been saved, or if it has been modified since the last time it was saved, AceHTML will remind you to save it before you close it. If the document has been modified the word **Modified** will appear on the status bar at the bottom of the edit screen.

**NEW PROJECT**

This option allows you to create a new project. The open project will be closed.

**OPEN PROJECT**

This option allows you to open a project saved to disk. A project file has a .PROJ extension and it can contain .HTML or other types of files.

## **SAVE PROJECT**

This command allows you to save your project as well as the open documents contained in the project. If the project had not been saved previously, this option works the same as the **"Save Project As..."** option. If the project has been modified since the last time it was saved, AceHTML will remind you to save it before closing it.

**CLOSE PROJECT**

This command allows you to close the Project Manager without exiting AceHTML. If the project has not been saved or if it has been modified since the last time it was saved, AceHTML will remind you to save it before closing it.

**PRINT DOCUMENT**

This command allows you to print a document on the default printer.

**FIND**

This command is used to search for one or more words in the document.

**CUT**

This command is used to remove selected text and place it on the Clipboard. Afterwards, the text can be reinserted elsewhere by means of the **Paste** command.

**COPY**

This command is used to copy selected text and place it on the Clipboard. Afterwards, the text can be reinserted elsewhere by means of the **Paste** command.

**PASTE**

This command is used to insert the contents of the Clipboard into the current document at the position of the cursor. Since the information remains in the Clipboard's memory, you can paste the contents any number of times as long as new information is neither copied nor cut.

**UNDO**

This command allows you to reverse previous actions. The first time you select this option, the program will reverse the last change you made. If you select this option again, the program will reverse the action before that, and so forth.

**REDO**

This command allows you to redo the last actions you had undone. The first time you select this option, the program will redo the last action you have undone. If you select this option again, the program will redo the action before that, and so forth.

**START INTERNAL BROWSER**

This command launches the internal browser in order to view the results of your document with AceHTML's browser or Microsoft Internet Explorer.

**START INTERNAL BROWSER**

This command launches the internal browser in order to view the results of your document . Netscape Navigator and Microsoft Internet Explorer are part of the predefined list of choices. You can also define a different external browser.

**START FTP EXPERT**

With this command you can launch FTP Expert without exiting AceHTML in order to transfer your files to your server.

## **FILES MANAGER**

AceHTML's File Manager allows you to work with your files in the same way you do with Windows Explorer file management system.

**FONT**

This command is used to indicate font properties in the document, such as size, color and type. Once the BASEFONT command is inserted in your document, all fonts are displayed with the attributes you specified.

## **HEADING STYLE**

This command is used to assign H1, H2, H3, H4, H5 or H6 heading styles to text. The first heading (H1) formats text in a larger font and/or darker than normal text, while the sixth heading type (H6) is the smallest. With any of these tags, the titles or headings are automatically placed on a line of their own within the document.

**BOLD**

This option specifies the text that will be displayed in bold.

**ITALIC**

This option specifies the text that will be displayed in italics.

**UNDERLINE**

This option specifies the text that will be underlined.

**ALIGN LEFT**

This option aligns text to the left side of the document.

**CENTER**

This option centers text in the document.

**ALIGN RIGHT**

This option aligns text to the right side of the document

**JUSTIFY**

With this command text is justified to the right and left margins of the document.

**PREFORMATTED**

Displays text with a fixed width without collapsing spaces. Spaces, new lines and tabulation are interpreted as in a text editor. Avoid using other HTML commands within sections defined by **PRE**.

**BLOCK QUOTATION**

This command is usually used to display quotation blocks with an indent, in order to separate them from the rest of the text in the page.

**LINE BREAK**

This command inserts a line break in your document.

**PARAGRAPH**

This command inserts a paragraph in your document.

## **COMMENT**

This command inserts comment tags in your document. These tags are: `<!-- et à`.

**FONT COLOR**

With this command you can change the color of selected text in the document.

**IMAGE**

This command inserts an image in your document.

**IMAGE MAP**

This command allows you to make reference to different zones in an image that are linked to internal or external destinations.

## **DOCUMENT BODY**

With this command you can modify the attributes of the BODY of your document . . . You can insert an image in the BACKGROUND, indicate a background color, and modify the color of text and links in your page.

**EXTERNAL LINK**

This commands inserts an external hyperlink in your document, that is, a link to another HTML document, an image, or other types of files.

**INTERNAL LINK**

This command inserts an internal hyperlink in your document. The hyperlink references the current document.

## **EXISTING INTERNAL DESTINATION**

This command allows direct access to the **Existing Destination** tab of the **Internal Link** window in order to insert or modify target links inside a document.

**JAVA APPLET**

This command inserts one of AceHTML's predefined Java applications or an external applet in your document. It is also possible to change the HTML code of a Java Application by selecting it and then pressing the Java Applet icon.

## **HTML TAGS SUMMARY**

These commands allow you to access the HTML 4.0 command lists, and those particular to Netscape and Microsoft Explorer. These commands can be inserted directly into your document.

## **TOOL BAR**

The tool bar has the following eight tabs: "Common", "Specialized", "Tables, Frames and Lists", "Forms", "Header", "Extensions", "JavaScript", and "Custom buttons".

## **INSERT A TABLE**

With this command you can insert a table in your document. You can also modify your table by selecting the HTML code and pressing the **Insert a table** icon.

**INSERT FRAMES**

With this command you can insert frames in your document. With frames you can create a main page displayed in several windows or display different HTML documents in each frame.

**UNORDERED LIST**

This command inserts an unordered list with bulleted items.

**ORDERED LIST**

This command is used to create an ordered list with the index increasing by one (1) automatically.

**DEFINITION LIST**

With this command you can have a list of terms with its definitions, that is, a list where each term is followed by a definition.

**MENU LIST**

This command inserts a list of menus. This list is characterized by having an item per line and it is more compact than an unordered list.

**FORM SHEET**

This command inserts a form sheet in your document.

**CHECK BOX**

This command inserts check mark boxes in a form sheet.

**RADIO BUTTON**

This command inserts radio buttons in a form sheet.

**COMBO BOX**

This command is used to insert a list of possible items as a drop-down list box in a form.

**TEXT BOX**

This command allows entering a line of text in a form's dialog box.

**PASSWORD BOX**

This command allows entering a password in a line of text where the characters are hidden by asterisks.

## **TEXT AREA**

With this command you can create a rectangular area for the user to enter text.

**FORM BUTTON**

This command inserts a simple push button in a form that is used with JavaScript.

## **SUBMIT BUTTON**

This button allows submitting information on a form. The **VALUE** attribute assigns a name to the button.

**RESET BUTTON**

This button allows the user to reset the form's fields to their initial values.

**HIDDEN ENTRY**

This command allows sending a value with the submitted form. This value is not visible to the user.

**FORM IMAGE**

This command inserts an image in the form.

## **DOCUMENT HEADER PROPERTIES**

With this dialog box you can add a title and a description to your document and also indicate the author. .

**BASE**

This command allows registering the current URL address. In this way, when a document is read out of context and the reader wants to refer to the original, the document is searched at the address: relative base address. The BASE command can have the attribute HREF that identifies the URL. The BASE command is inserted in the Header section of the document.

## **DOCUMENT HEADER**

The **META**, **REFERENCE LINK** and **BASE** commands associate your HTML document with header information that will be read by the http server. This information is inserted in the header **HEAD** section of your document.

**ACTIVE X (EXPLORER)**

With this command you can insert objects in an HTML document. These objects may be ActiveX controls or other types of media, (such as an image, a video sequence or a Java application).

**MARQUEE (EXPLORER)**

With this command you can make text scroll from left to right or right to left in a scroll box.

**BACKGROUND SOUND (EXPLORER)**

This commands allows playing music or sounds in the background.

**SPACER (NETSCAPE)**

With this command you can enter empty space in your document. This command is useful to format the page contents of your HTML document. **SPACER** is an extension of Netscape 3.0.

**DEFINE A SCRIPT**

With this command you can define a JavaScript function. This is the first step to define a JavaScript function.

## **JAVASCRIPT COMMANDS SUMMARY**

This option displays a list of the JavaScript language, with its existing objects, properties, methods and corresponding events.

## **JAVASCRIPT COMMANDS SUMMARY**

This JavaScript inserts in your document a Scrolling List where each item refers to an URL. When the user clicks on one of the items in the scrolling list, he has a choice of addresses.

## **TEXT GRADATION**

This JavaScript inserts in your document a line of text with the graded colors of your choice (red, green or blue). The text will have the initial color you chose, turning lighter and ending in white.

## **SELECT IMAGES**

With this JavaScript you can insert a list box or a combo box in your document where each option or line is associated with an image. The image is displayed to the left of the box when the user selects an option.

## **ALTERNATIVE LINK IMAGES**

This JavaScript allows inserting in your document an image that acts a hyperlink and a second image the second alternative image which replaces the first image when the user moves the mouse pointer over it.

## **ROTATING IMAGES**

This JavaScript inserts in your document images that appear one after the other. These are usually used in publicity themes.

## **EXPLANATION WINDOW**

This JavaScript inserts a hyperlink in your document. When the user moves the pointer over the link, an explanation window is displayed. You can indicate the text you want displayed, together with the type, size and color of the font.

**NEWS BOX**

This JavaScript inserts a textarea box in your document where you can insert one or several information messages.

**SCREEN FLASH**

This JavaScript inserts a flashing screen when the document opens. You can indicate the initial color, the final color and the number of gradations between the first and last color.

## **CONFIGURE CUSTOM BUTTONS**

With this command you can configure custom buttons. Custom buttons are helpful in situations where you want to insert a series of HTML commands or JavaScript code with a single click of the mouse.

**MAIN IMAGE**

In the text box " Source ", indicate the access path and the name of the image. The image must be in GIF or JPG format.

**LOW SOURCE IMAGE**

Enter the access path and filename of a fast loading image. The LOWSRC attribute will be added to the IMG command.

### **ALTERNATIVE TEXT BOX**

In this text box you can indicate a name or description for the image. This option inserts the attribute **ALT** in the **<IMG><F0>** command.

**NAME**

In this text box you can assign a name to the image. This name is useful when working with JavaScripts. This option inserts the attribute **NAME** in the <IMG> command.

**OPEN FOLDER**

With this option you can search all the folders in your hard disk to find a specific directory and file.

## **VERTICAL SPACE**

With this attribute you can insert vertical spacing around the image. This value must be in pixels. This option inserts the attribute **VSPACE** in the **<IMG>** command.

## **HORIZONTAL SPACE**

With this attribute you can insert horizontal spacing around the your image. This value must be in pixels. This option inserts the attribute **HSPACE** in the <IMG> command.

## **ALIGNMENT**

With this command you can choose how to align your image.

## **VIDEO EXTENSIONS AND VRML**

With this option you can insert a multimedia sequences in your document.

**MAIN IMAGE BUTTON**

This button shows the main image inserted in the document. This is the default option when inserting an image.

**LOW IMAGE BUTTON**

This button shows the fast loading image inserted in the document.

**IMAGE MAP BUTTON**

This button shows the image map inserted in the document.

**IDENTIFIER NAME OF IMAGE MAP**

Type a name in this box to identify the image map.

**X**

Specify in this box the horizontal coordinate of the image map.

**Y**

Specify in this box the vertical coordinate of the image map.

**TYPE OF SHAPE ICON**

With this option you can choose the shape of a referenced zone. You can choose between three (3) types of shapes: a rectangle, a circle or a polygon. The default shape used is a rectangle.

**IMAGE ICON**

This icon allows you to look for the graphic you want to use as an image map. There are two (2) options: insert an image with default attributes or an image with attributes.

**ADD ZONE**

This option allows you to reference a zone of the image. You can reference the zone to an external link, an internal link or no link at all.

**ERASE ALL ICON**

This icon lets you restart from zero. It resets all fields to their default values.

**SPACE BETWEEN CELLS**

You can adjust the space between the contents of the border and the cells. This value is expressed in pixels and the default value is 1.

**SPACE BETWEEN CELLS**

This attribute is used to adjust space between cells in a table. The value is expressed in pixels and the default is 2.

**MERGE SELECTED CELLS**

You can merge two or more cells in a table. Select the cells you want to merge by clicking once in each cell. You can only merge adjacent cells.

**CELL OR ROW PROPERTIES**

You can modify the properties of a cell or a row of cells in a table. You have to select a cell or a row before clicking on this icon.

**TABLE TITLE PROPERTIES**

With this command you can specify a title for your table. This option will insert the tags `<CAPTION>` and `</CAPTION>` after the `<TABLE>` command.

**ADDITIONAL TABLE PROPERTIES**

With this option you can make other changes to your table such as: background and border colors, as well as other options available with Microsoft Internet Explorer such as: wallpaper, vertical alignment, and internal and external borders.

**ONLINE HELP**

This button brings up AceHTML's online help.

## **MARQUEE(SCRIPT)**

With this JavaScript you can insert a banner and make text scroll from right to left in a scroll box.

## **HORIZONTAL LINE**

This command inserts a horizontal line in your document. You can edit the HTML code by selecting it and then pressing the **Horizontal Line** icon.

## **STYLE SHEETS**

Style sheets allow Web site developers to create sophisticated Web pages. They make indenting paragraphs, changing heading styles and spacing between paragraphs easier.

## **SPECIAL CHARACTERS**

This command lets you access the list of special characters. You can add directly these special characters converted to the HTML code in your document.

**VIDEO EXTENSIONS AND VRML (MICROSOFT INTERNET EXPLORER)**

With this option you can insert a video sequence with the extension AVI or a VRML file.

**IMAGE WIDTH**

With this attribute you can change the width of the image in your document.

**TABLE WIDTH**

With this attribute you can change the width of the table in your document.

**IMAGE MAP WIDTH**

With this attribute you can change the width of the image map zones in your document.

**IMAGE MAP HEIGHT**

With this attribute you can change the width of the image in your document.

**TABLE HEIGHT**

With this attribute you can change the height of the table in your document.

**IMAGE MAP HEIGHT**

With this attribute you can change the height of the image map zone in your document.

**IMAGE BORDER**

This attribute adds a border around the image. The default value is zero.

**TABLE BORDER**

This attribute lets you define the width of the border around the table. The default value is zero.

**NUMBER OF COLUMNS**

Indicate the number of columns you want to place in the table.

**NUMBER OF ROWS**

Indicate the number of rows you want to place in the table.

**LOOK IN**

In this list box you can select the directory you want to view.

## **UP ONE LEVEL**

With this command you can move up one level in the directory structure.

## **CREATE NEW FOLDER**

With this command you can create a new folder under the selected directory.

## **LARGE ICONS**

With this option, files are displayed as large icons in the **File List** window, with their names shown below them.

## **SMALL ICONS**

With this option files are displayed as small icons in the file list window, with their names shown to the right **File List**.

**LIST**

With this option files are displayed as small icons in the file list window, with their names shown to the right **File List**. Contrary to **Small icons** , this option displays files in ordered columns.

**DETAILS**

With this option you can view files in the files list window as small icons with their names, size and type of file, as well as the date they were last modified.

**PREVIEW**

With this option you can view the contents of the file selected. The files must be of the .HTML, .GIF or .JPG format. To close the preview, simply click the icon **Preview** once again.

## **FOLDERS**

With this command you can view all the folders in your hard disk displayed in the **Folder List** window and a second window **File List** window, or only the files in the current window by closing the **Folders List** window.

## **PROPERTIES**

With this option you can display the "File Properties" window. To close the display, simply click the "Properties" icon once again.

**ICONS DIRECTORY**

With this option you can select the sub-directory "Images" found in the AceHTML folder, as the current directory in the "Folder List" window.

## **FOLDER LIST WINDOW**

In this window you can view all the folders found in the internal and external drives.

**FILE LIST WINDOW**

In this window you can view the files contained in the selected folder or directory.

**CLOSE BUTTON**

Clicking on this button closes the active dialog window.

**MODIFIED**

This box indicates the date the selected file was last modified.

**FILE SIZE**

This box indicates the size of the selected document.

**FILE NAME**

Specify the name of the file to be searched.

**FILE TYPE**

Specify the file type to be searched.

**TEXT OR PROPERTY**

You can indicate in this box the text or property that meets the search criteria.

**LAST MODIFIED**

In this box you can select a period of time when the file was last modified.

**SEARCH BUTTON**

Pressing this button starts the search.

**NEW SEARCH BUTTON**

Pressing this button starts a new search.

**FORM'S LIST BOX**

This command allows creating a list of available items in a form's menu.

**JAVASCRIPT TIME/DATE**

This JavaScript option inserts a box in your document with the time or date.

**SPECIAL CHARACTERS BAR**

This bar displays the list of special characters. To insert a special character in your document, place the cursor in the desired position in your document and then double click on the special character required.

**MARGINS BAR**

With this bar you can set the right and left margins.

**DISPLAY SPECIAL CHARACTERS BAR CHECK BOX**

The specified characters bar lets you have quick access to many specified characters (characters with accents, symbols, etc.)  
When displayed, the bar appears on top of the edit window.

This option is enabled by default.

**REFRESH BROWSER BUTTON**

Pressing this button refreshes the browser with the changes made to the HTML document.

**MAXIMIZE BROWSER BUTTON**

Pressing this button maximizes the browser window, hiding the HTML document that is sent to the background. The browser now occupies both the edit screen and the smaller browser window that was only visible before in its "Minimize" mode.

**MINIMIZE BROWSER BUTTON**

Pressing this button minimizes the browser window so that again both the edit screen with the HTML document is visible, placed above the browser window.

**CLOSE BROWSER**

Pressing this button closes the browser.

## **HTML DOCUMENTS**

This is the area where the contents can be edited and the document's HTML code is displayed.

**OPENED DOCUMENTS TABS BAR**

This bar displays tabs for each open document; the tabs indicate the name of the documents, without the .html extension.

**PASSWORD (SCRIPT)**

With this script you can insert a password (minimum security) in an HTML document. The password corresponds to the name of another HTML document without the file extension.

**FILE ATTACH**

With this command the user can attach one or several files to the form.

**DISPLAY THE PROLOG IDENTIFIER**

With this option selected, every time you create a new document, the first line of the document indicates the HTML version that you are using.

**DISPLAY ACEHTML HEADER COMMENTS**

With this option selected, you can display comments lines after the prolog identifier in the document, indicating the document was created using AceHTML and the date it was created and when it was last modified. These lines follows the document's prolog identifier.

**PASSWORD FIELD**

Enter the name of the file (without the html or htm extension) that corresponds to the password.

**IDENTIFIER NAME FIELD**

Enter a name that will identify the attached file.

**ATTACHED FILE NAME FIELD**

Enter the name of the file that you want to attach.

**SPECIFIED FILES**

If selected, this option allows you to replace the text found with a character string indicated in the **Text to replace** box in all the files found in the **Apply to files** list.

### **SEARCH ALL FILES IN PROJECT**

If this option is selected, it allows you to replace all the text found with the character string indicated in the **Text to replace** box in all the files of the open project.

**SEARCH IN DIRECTORY**

If selected, this option allows you to replace the text found with a character string in the **Text to replace** < F 0> **box in all files found in the directory selected for the search.**

**SEARCH IN DIRECTORY**

Select the directory where you want to conduct the extended replacement.

**FILE MASKS**

When you select the type or types of files that you want to search, a filter is created to ignore all other files and the search is conducted only in the selected file types.

**INCLUDE SUBDIRECTORIES**

If selected, this option replaces the contents of files in the subdirectory of the specified directory.

**START**

Starts the block search for the indicated text and replaces it with the text entered.

**IMAGE BROWSE**

Pressing this button displays all the .bmp, .gif and .jpg format images found in your current directory. You can also display all the images found in the current document or in the current project by selecting one of the two options in the drop-down list.

## **VIEW THE DESKTOP**

This button displays the desktop items in the **File list** window.

**ALWAYS SUGGEST A NAME FOR THE FRAME**

If this option is checked, the program will suggest an identifying name for the frame. The name suggested corresponds to the HTML file (without the .html extension) that you have identified as the source file.

**HTML FRAMES PREVIEW**

If this option is checked, the frames are displayed in the screen.

**WORD WRAP**

If this option is checked, the elements in the HTML document are found between the right margin and the left margin of the HTML page. If the option is not checked, the right margin is eliminated and replaced with the elements of the document.

**WORD WRAP IN COLUMN**

Indicates the column where long lines will be wrapped. This option is activated only if the check box **Word wrap** is checked.

**ACTIVATE LINE TRUNCATION**

Sets a right margin beyond which lines of text are truncated.

## **AUTO INDENT**

If selected, the text inserted after pressing the **Tab** key will be indented automatically to the right. The indent consists in aligning the text of lines to the right at the location where the tab is set.

**SELECT WORD BY DOUBLE-CLICKING**

When activated, this option allows you to select a word by double-clicking on it.

**TRUNCATION OF LONG LINES**

When activated, this option allows you to identify with bullets the truncated lines, in the left margin. Bullets are only displayed if the Line Truncation option is activated.

**OVERWRITE MODE**

If selected, this option allows you to insert a character over an existing character at the position you insert the cursor.

**ACTIVATE SYNTAX COLOUR**

When selected, this option allows the individual colours set in the Colour tab (in Preferences) to be displayed for HTML elements in your document, such as comments, tags, etc.

**PRINT LINE NUMBERS**

When activated, this option numbers all the lines in the printed HTML document.

**FILENAME IN HEADING**

When activated, this option allows you to print the HTML document name as well as its folder name, in the top left corner of your document.

**IDENTIFY TRUNCATED LINES**

When activated, this option allows you to print the HTML document with long lines truncated.

**PAGE NUMBERS**

If selected, all pages of the printed copy of the HTML document are numbered.

**VISIBLE RIGHT MARGIN**

If selected, a margin is displayed to the right of the HTML document.

**BLOCK INDENT STEP SIZE**

Indicate in this box the step size.

**TAB STOP**

Enter in this text box the number of spaces inserted between the line of text and the document's right margin when the **TAB** is pressed.

**TAB COLUMNS**

Used to set the columns where the TAB key will stop. For example, values 4, 15 and 20 set three tabulation columns.

**CURRENT LANGUAGE STYLE**

Indicates the language style used in colors depending on the type of document.

**COLOR PREVIEW WINDOW**

Displays a preview of the colors for the specified elements.

**SYNTAX ELEMENTS**

This box contains a list of elements for which the colour and properties may be edited.

**FOREGROUND**

This button displays the AceHTML colour palette used in the foreground characters for the previously selected element. When the foreground option is not available, this button is greyed out.

**BACKGROUND**

This button displays the AceHTML colour palette used in the background for the previously selected element. When the background option is not available, this button is greyed out.

**BY DEFAULT FOR**

When activated, this option specifies the default foreground or background element colour.

## TEXT ATTRIBUTES

Indicate the text attributes to be applied to an element: **Underline**, *italic*, **bold**.

**TABLE'S BACKGROUND COLOR**

With this button you can change the background color of all the cells in the table.

### **COLOR OF TABLE'S BORDERS**

With this button you can change the color of the external borders of the table.

**SHIFT CELLS RIGHT**

With this option you can insert a new cell on the left side of the selected cell, and in doing so, the selected cell and all the other cells in the row are shifted to the right.

**SHIFT CELLS DOWN**

With this option you can insert a new cell on top of the selected cell, thus creating a new row.

**INSERT WHOLE COLUMNS**

With this option you can insert a new column in the table, to the right of the selected cell.

**INSERT WHOLE ROWS**

With this option you can insert a new row in the table, below the selected cell.

**SHIFT CELLS LEFT**

If you select this option, the cells to the right of the cell deleted will be shifted to the left, leaving an empty space at the end of the row.

**SHIFT CELLS UP**

If you select this option, the remaining cells in the column found below the cell deleted will be shifted up, leaving an empty space at the end of the column.

**DELETE WHOLE ROWS**

With this option you can delete the completed selected row.

**DELETE WHOLE COLUMNS**

With this option you can delete the complete select column.

**MERGE BEFORE SPLITTING**

With this option you can merge two or more cells into one cell before dividing it in a number of columns and rows.

**GROUP (ROW)**

If selected, this options allows grouping two or more rows.

**GROUP (COLUMN)**

If selected, this options allows grouping two or more columns.

**COLUMN WIDTH**

Indicates the column width in pixels or as a percentage of the table. By default this value is expressed in pixels.

**TABLE TITLE**

This option is used as a link to other HTML commands. The table title is not displayed on the browser page. The **<CAPTION>A NAME</CAPTION>** tag is added to the HTML document.

**TABLE SUMMARY**

Enter a summary describing the table.

**HOST ADDRESS**

In this text box enter the FTP server address you wish to connect to.

**HOST ADDRESS**

Indicate the identification information of the user.

**ANONYMOUS**

If checked, this option allows user to connect to a server anonymously.

**PASSWORD (FTP)**

In this text box enter the user's password, that is, the user's identification.

**FTP SITES**

In this box you can enter the name of you favorite sites to which you usually connect to transfer files.

**PORT**

Indicate the connection port used. By default the port value is 21.

**HOST FOLDER**

Indicate the directory of the server that you want opened when you connect to the site. This field is optional.

**DOWNLOAD IN**

Indicate the path to the local directory where you want to download the files selected from the server.

**LINE NUMBER**

Enter the line number in which you want to move the cursor.

**NEW HTML TAG**

Enter the name of the new tag that you want to add to the reference file.

**TAG NAME TO BE EDITED**

Edit the name of the selected tag.

**END TAG**

**Required:** indicates if you want the closing tag to be mandatory.

**Optional:** indicates if you want the tag to be optional.

**Forbidden:** indicates you don't want a closing tag.

**OPTIONAL START TAG**

If checked, this option makes the start tag optional.

**TAGS OPENED WITHIN THE TAG MUST BE CLOSED WITHIN THE TAG**

If checked, the tags opened with this tag must also be closed, otherwise a notice of syntax error will be displayed.

**DON'T INTERPRET TEXT WITHIN THE TAG**

If checked, the text found inside the tag is ignored.

**LIST OF TAGS**

This text box contains the list of HTML tags found in the reference file.

**TAG ALLOWED WITHIN SELECTED TAG**

With this option you can specify that the tag's rule is allowed with the selected tag.

**CAN INCLUDE THE TAGS WHICH ARE ALLOWED WITHIN SELECTED TAG**

With this option you can specify that the tag can include tags that are allowed within the selected tags. For example, the <LAYER> tag can include several <BODY> tags.

**ATTRIBUTE NAME**

Enter the attribute name of the tag.

**ATTRIBUTE IS MANDATORY**

This option makes the attribute mandatory.

**URL ATTRIBUTE**

This option indicates that the attribute is a URL. For example: SRC for an image.

**URL BASE ATTRIBUTE**

This option indicates that the attribute is based on a URL. For example, a tag with an http link.

**LOADED WITH DOCUMENT**

Indicates that the attribute is a URL that makes reference to a link within the document. For example: the attribute USEMAP in an image.

**ANCHOR ATTRIBUTE**

This option indicates that the attribute is an anchor. For example, the attribute NAME for an internal link.

**MAXIMUM NUMBER OF WARNINGS**

Indicates the maximum number of warnings in the message window during the HTML verification. When this number is reached, HTML verification is halted.

**ATTRIBUTES INTEGRITY**

Indicates that the mandatory attribute or attributes specified in the HTML syntax editor will be respected. By default this option is checked.

### **OPTIONAL END TAG WITHOUT START TAG**

A warning is displayed in the message window if, during verification, the program detects that an end tag was used without the start tag. For example: The paragraph end tag `</P>` is found but not the start tag `<P>`. By default this option is checked.

**UNKNOWN START TAG**

A warning is displayed in the message window if, during verification, the program detects a start tag that is not found in the HTML reference file specified by the syntax editor. By default this option is checked.

**OPTIONAL END TAG NOT FOUND**

If you use a tag without an end tag that is not mandatory, a warning is displayed. For example, if this option is checked and you use the `<P>` tag and you don't include the `</P>` end tag, a warning is displayed. By default this option is not checked.

**DEAD LINKS**

If you use a link in a document that refers to a non-existing destination, a warning is displayed. By default this option is checked.

**UNKNOWN END TAG**

If you use an end tag that is not found in the HTML reference file of the syntax editor, a warning is displayed. By default this option is checked.

**MAXIMUM NUMBER OF ERROR MESSAGES**

Indicates the maximum number of error messages during the HTML verification. When this number is reached, HTML verification is halted.

**TAGS NOT ALLOWED**

A tag not allowed is one that does not follow the rules found in the HTML syntax editor. For example, a <META> tag inserted outside the <HEAD> tags. By default this option is checked.

**REQUIRED ATTRIBUTE ABSENT**

If a tag's mandatory attribute is absent, an error warning will be displayed. For example, if the <HREF> attribute to a link is absent. By default this option is checked.

**END TAG WITHOUT START TAG**

If the program detects that an end tag was used without the start tag, an error message will be displayed. By default this option is checked.

**REQUIRED END TAG NOT FOUND**

If you do not insert a required end tag, an error message will be displayed. By default this option is checked.

**ILLEGAL SYMBOL WITHIN TAG**

If you use an illegal symbol, such as "& " within a tag, an error message will be displayed because this symbol is not acceptable within tags. By default this option is checked.

**TAG BRACKET NOT FOUND**

Tags are always enclosed within brackets "<" and ">". If a bracket is missing, an error message will be displayed. By default this option is checked.

**ATTRIBUTES IN END TAG ARE NOT ALLOWED**

Usually end tags do not contain attributes. If you enter an attribute in an end tag, an error message will be displayed. By default this option is checked.

**DUPLICATE INTERNAL LINK**

If you use two internal links with the same name, an error message will be displayed. By default this option is checked.

**UNKNOWN WORD**

Indicates a possible mistake, a word incorrectly spelled, a repeated word or incorrect use of lower or upper case. Correct the text in this box and then click on the Change button. You can also select the correct word from the **Suggestions** box and then click on the **Change** button.

**SUGGESTIONS**

List of suggested correct words to replace the error found.

### PROPERTIES OF THE TRANSITION EFFECT

From this menu select the desired transition effect for your image from the **Effect list**, and indicate in the **Delay** text box the time the effect will last when the image is loaded.

**TRANSITION EFFECT DELAY**

Indicate the time the special effect will last. The delay is expressed in seconds.

**TRANSITION EFFECT**

Select the transition effect from the 23 effects available. Effect 24 a random transition effect from the 23 effects available.

## **DIRECTION OF TEXT WITH TRANSITION EFFECT**

This option allows you to specify the direction of text from four possible options: **Left**, **Right**, **top** or **bottom**.

**START POSITION**

Indicate the position where the text will start to scroll.

**END POSITION**

Indicate the position where the text will end scrolling.

**OFFSET**

Indicate the speed of scrolling in pixels.

**AVAILABLE ITEMS**

This box contains the predefined items (titles) from which you can choose to create a menu for your Web site.

**ITEMS INCLUDED IN THE MENU**

The box contains the predefined items (titles) that will be automatically inserted in the menu of your Web site.

**CODE TEMPLATE**

Enter the series of instructions that you wish to customize.

**NAME OF CODE TEMPLATE**

Enter a name for the code template.

**CODE TEMPLATE DESCRIPTION**

Enter a description for the code template.

**LOAD REFERENCE FILE**

With this command you can open an HTML reference file.

**SAVE REFERENCE FILE**

With this command you can save an HTML reference file.

**ADD TAG**

With this command you can add a tag to an HTML reference file.

**DELETE TAG**

With this command you can delete an existing tag in an HTML reference file.

**EDIT TAG**

With this command you can edit the properties of an existing tag in an HTML reference file.

**ADD RULE**

With this command you can indicate between which tags you can insert this tag. For example: the <BODY> tag must be inserted within the <HTML> and </HTML> tags.

**DELETE RULE**

With this command you can delete the rules and attributes of an existing tag in an HTML reference file.

**EDIT RULE**

With this command you can edit the rules and attributes of an existing tag in an HTML reference file.

**MAIN FILE**

With this command you can define the main project file that is displayed when you run the browser. This file calls the other HTML documents. It is usually used as the file containing frames.

**REMOVE FILE FROM THE PROJECT**

Removes the selected file from the project.

**OPEN PROJECT FILES**

Opens selected file.

**ADD FILES TO PROJECT**

Adds one or several HTML documents to the project.

**OPEN ALL PROJECT FILES**

Opens all project files at the same time.

**LARGE ICONS FOR PROJECT FILES**

With this option project files are displayed as large icons in the "Project Manager" window, with their names shown below them.

**SMALL ICONS**

With this option project files are displayed as small icons in the "Project Manager" window, with their names shown to the right.

**LIST OF PROJECT FILES**

With this option project files are displayed as small icons in the "Project Manager" window, with their names shown to the right. As opposed to the "Small Icons" option, with this option you can view files in columns if the list of files is too long.

**DETAILS**

With this option you can view the project files in the "Project Manager" window as small icons with their names, size and type of file, as well as the date they were last modified.

**IMPORT**

Click this button to import the list of FTP sites found in AceFTP.

**JAVASCRIPT DEFINITION SOURCE FILE**

Indicate the source file that contains the JavaScript function.

**VERSION**

Choose the version of the JavaScript language used.

**NO COLOR**

If this box is checked, no color will be specified as an attribute.

**HORIZONTAL ALIGNMENT**

Indicates the horizontal alignment of the table in the document. The alignment can be to the **left** (default), **centered**, or to the **right** of the page.

**TITLE**

The title is a name given to the element.

**TABLE'S EXTERNAL BORDERS**

Indicate which borders will surround the table.

**MINIMUM RELATIVE VALUE**

Indicate if the number will be considered a minimum relative value. Example, a width of 300 will be displayed as 300\*.

**RIGHT MARGIN**

Indicates the size of the right margin in pixels.

## **NEW TEMPLATE**

With this button you can customize a new template of a Web site. It will be added to the **Custom** tab.

## **DELETE TEMPLATE**

This button allows you to delete a custom site template from AceHTML. This command can only be enabled with the **Custom** tab.

**NEW TYPE OF DOCUMENT**

With this button you can create a new HTML, JavaScript or CSS (Style Sheet) document.

## GENERAL TEMPLATE

This tab displays the icons of predefined Web sites found under the **General** category. These templates let you create custom Web sites.

**BUSINESS-FRAMES TEMPLATE**

This tab displays the icons of predefined Web sites found under the Business Frames category. These templates help you to create business Web sites containing frames.

**BUSINESS TEMPLATE**

This tab displays the icons of predefined Web sites found under the Business category. These templates help you to create business Web sites without the use of frames.

## **CUSTOM TEMPLATE**

This tab displays the icons of Web site templates defined by the user.

**TEMPLATE NAME**

Enter an identifying name for your new Web site template.

**DIRECTORY FOR THE TEMPLATE**

Indicate the directory where you want to place the new Web site template.

**PREVIOUS**

With this button you can move to the previous step of the process.

**NEW**

With this button you can move to the following step in the process. It remains disabled until the required information is completed.

**ADD FILE(S)**

This button is used to add the necessary files to the list so that you can create a new template for a custom Web site.

**ADD FOLDER**

This button allows you to add to the file folders those files necessary for creating you customized Web site template.

**DELETE**

With this button you can delete file(s) or folder(s) selected from the list of folders.

**TEMPLATE'S FILE LIST**

This box displays the list of files and folders of the new Web site templates. The list includes the names, path, size, type of document and the date the files were last modified.

**SELECT A MAIN FILE**

From the template files, select the main file that is displayed as the first page (home page).

**FOLDER FOR THE PROJECT**

Indicate the folder which will contain the new template.

## **TAB TOOLBAR**

This toolbar displays the 9 available tabs in AceHTML. Buttons and times may be configured using the Options->Button Configuration menu.

### **ADD FILES TO SEARCH**

With this button you can add specific files where you want to conduct the search. The files will be placed in the **Apply to files** box.

### **DELETE FILES FROM SEARCH**

This button deletes one or several files from the box **Apply to files** that were previously included for the search.

**DELETE ALL FILES FROM SEARCH**

This button deletes all the files from the box **Apply to files** that were previously included for the search.

**FILE NAME**

Indicate the file whose contents will be displayed in the new window.

**WINDOW TITLE**

Indicate a title for the window.

**WINDOW SIZE**

Indicate the width of the browser window on the screen. The value must be expressed in pixels.

**WINDOW HEIGHT**

Indicate the height of the browser window on the screen. The value must be expressed in pixels.

**SIZE OF INACTIVE TEXT**

Indicate the size of text displayed on the page when the mouse is not over it.

**COLOR OF INACTIVE TEXT**

Indicate the color of text displayed on the page when the mouse is not over it.

**INACTIVE TEXT**

Indicate the text that will be displayed on the page when the mouse is not over it.

**SIZE OF ACTIVE TEXT**

Indicate the size of text displayed on the page when the mouse is placed over it.

**COLOR OF ACTIVE TEXT**

Indicate the color of text displayed on the page when the mouse is placed over it.

**ACTIVE TEXT**

Indicate the text that will be displayed on the page when the mouse is placed over it.

**LINK**

If checked, text with a style will have an external link. By default this box is checked. If it isn't checked, the style effect will be that of simple text.

**LINK TEXT BOX**

Indicate in the text box the path and file name.

## **FONT TYPE FOR SPECIAL EFFECTS**

Choose the type of font for text to be displayed with special effects.

**FONT SIZE FOR SPECIAL EFFECTS**

Select the font for the element.

**COLOR FOR SPECIAL EFFECTS**

Indicate the color of text to be displayed with special effects.

### **ALIGNMENT OF TEXT WITH SPECIAL EFFECTS**

Indicate the text alignment. Alignment can be to the **left**, **centered** (default) or to the **right**.

**ENTER YOUR TEXT**

Indicate the text to be displayed on the page.

**ITEMS IN THE MENU**

This box contains the items (titles) that will be displayed in the dynamic menu.

**TYPE OF FONT FOR THE TEXT TRANSITION**

Indicate the type of font for the text that will be displayed with a transition special effect.

**SIZE OF FONT FOR THE TEXT TRANSITION**

Indicate the font size for text.

**COLOR OF FONT FOR THE TEXT TRANSITION**

Indicate the font color.

**WIDTH OF TEXT BOX**

Indicate the width of the text box in pixels.

**TRANSITION IMAGE**

Insert an image.

**HEIGHT OF TEXT BOX**

Indicate the height of the text box in pixels.

**TAGS IN UPPERCASE**

If checked, tags are inserted in uppercase in the editor window.

**LANGUAGE**

Indicate which language to use when running the spelling check on you HTML documents.

**CUSTOM DICTIONARY**

Activates the custom dictionary specified in the text box.

**IGNORE LOWER/UPPER CASE**

If checked, the program does not distinguish between upper and lower case while running the spell check.

**IGNORE ROMAN NUMERALS**

If checked, the program ignores Roman numerals while running the spell check.

**IGNORE MIXED DIGITS**

If checked, the program ignores words with letters and numbers while running the spell check.

**FIND EXTRA SPACES**

If checked, the spell checking program will find words with extra spaces.

**FIND UNCAPPED SENTENCES**

If checked, the spell checking program will find sentences that start with lower case.

**FIND MISSING SPACES**

If checked, the spell checking program will find missing spaces.

**FIND REPEATED WORDS**

If checked, the spell checking program will find consecutive repeated words in the document.

**FIND SPACE BEFORE PUNCTUATION**

If checked, the spell checking program will find spaces placed before punctuation marks.

**FIND SPACE AFTER PUNCTUATION**

If checked, the spell checking program will find spaces placed after punctuation marks.

**OPEN**

Starts AceFTP and connects to the specified site in order to open files.

**SAVE**

Starts AceFTP and connects to the specified site so that you can save your files.

**ADD**

With this button you can add a new site to the FTP site list.

**MODIFY**

With this button you can modify an existing site in the FTP site list.

**DELETE A SITE**

With this button you can delete the site selected from the FTP site list.

**DARK BORDER**

Select a color that will give make the border appear darker.

**LIGHT BORDER**

Select a color that will make the border appear lighter.

**GROUP**

If checked, this option groups two or more columns or a set of rows.

**INSERT LINK**

This button inserts an external link in your current document that makes reference to a document selected with the file manager.

**INSERT IMAGE**

This button inserts directly in the current document an image file selected with the file manager.

**IGNORE**

Ignores the error reported by the spell checking program.

**IGNORE ALL**

Ignores all occurrences of the error reported by the spell checking program.

**ADD**

Adds the unknown word to the existing dictionary.

**CHANGE**

Replaces the unknown word with the corrected word or one of the selected suggested words.

**CHANGE ALL**

Always replaces the unknown word with the corrected word or one of the selected suggested words.

**OPTIONS**

Opens the options window of the spell checking program.

**RESUME**

Resumes the check spelling from the location of the cursor.

**REPLACE**

Enter the text that is automatically replaced with the correct text.

**WITH**

Enter the text that automatically replaces the incorrect text..

**LIST OF AUTO CORRECT ITEMS**

This box contains the list of items that are automatically corrected.

**ADD TO LIST OF AUTO CORRECT ITEMS**

With this button you can add items to the list of auto correct items.

**DELETE**

With this button you can delete an item from the list of auto correct items.

**ACT KEY(S)**

Indicate all the keys that will start the auto correct process.

## **ADD CODE TEMPLATES**

With this button you can add templates to the list of Code Templates.

## **DELETE CODE TEMPLATES**

With this button you can delete templates from the list of Code Templates.

**CODE TEMPLATES HOT KEY**

Indicate the hot key you want to use to access the code templates. By default the hot key assigned is CTRL+J.

**LIST OF CODE TEMPLATES**

This box contains the list of code templates inserted by the user.

**META COMMANDS LIST**

This box contains a list of the META commands inserted in the header section of the document.

**ADD META INFORMATION**

With this button you can add META information.

**MODIFY META INFORMATION**

With this button you can modify existing META Information.

**DELETE META INFORMATION**

With this button you can delete the selected META information.

**HTTP-EQUIV**

Indicates that the META information command is type HTTP-EQUIV.

**EXAMPLE**

This commands specifies the blocs of text displayed as an example.

**SUBSCRIPT**

This command allows entering subscript text, that is, characters slightly below the line.

**SUPERSCRIP**

This command allows entering superscript text, that is, characters slightly higher on the regular line.

**BLINK**

This command makes text blink on the screen. (Only Netscape supports this command.)

## **PREVENT A CARRIAGE RETURN**

This command prevents a carriage return, between the opening and closing **NOBR** tags.

**EXISTING INTERNAL DESTINATION**

This command inserts an internal link that makes reference to an existing internal destination in the document.

**INSERT A QUICK TABLE**

This command inserts a quick table where you only need to indicate its size.

## **JAVA BANNERS**

This commands lets you add a built-in Java applet from AceHTML belonging to the **Java Banners** category.

## **JAVA TOOLS**

Whit this command you can insert in your document a predefined Java Applet from AceHTML's **Java Utilities** category.

## **JAVA SPECIAL EFFECTS**

This command adds one of AceHTML's Java applets in your document pertaining to the **Special Effects** category.

## **JAVA MENUS**

This command is used to insert in your document one of AceHTML's predefined Java applets found in the **Menus** category.

**CUSTOM APPLETS**

CUSTOM APPLETS ARE APPLETS INSERTED BY THE USER.

## **JAVASCRIPT TUTORIAL**

This button starts the JavaScript Tutorial. This tutorial explains how to use AceHTML's JavaScripts and gives you a general overview of how to use JavaScript.

**WINDOW (SCRIPT)**

This script insert a new browser window on the screen.

**DHTML TUTORIAL**

This command starts the DHTML Tutorial. This tutorial will help you discover and try new techniques for creating Web pages which makes them more attractive, interactive and dynamic. The tutorial will benefit all Web page developers.

**UTILITIES BUTTON (SCRIPT)**

This button opens DHTML so that you can access predefined DHTML scripts. From the Script category you can choose the effect you want to apply to text and images, select other effects, as well as modify the different parameters and their values.

## **SPECIAL EFFECTS (SCRIPT)**

This DHTML script makes text move in different directions (up, down, left, right).

**MENU BUTTON (SCRIPT)**

This button opens the DHTML file which lets you access predefined DHTML scripts. From the Script category you can choose the effect you want to apply to text and images, select other effects, as well as modify the different parameters and their values.

**SPECIAL EFFECTS FOR TEXT SCRIPT)**

This button opens the DHTML file which lets you access predefined DHTML scripts. From the Script category you can choose the effect you want to apply to text and images, select other effects, as well as modify the different parameters and their values.

**SPECIAL EFFECTS FOR GRAPHICS (SCRIPT)**

This button opens the DHTML file which lets you access predefined DHTML scripts. From the Script category you can choose the effect you want to apply to text and images, select other effects, as well as modify the different parameters and their values.

**FTP MANAGER**

This command offers you several options to manage FTP sites. The FTP Manager allows you to open or to register directly HTML files in your favorite sites. It also lets you launch FTP Expert from AceHTML

## **SHOW PROJECT MANAGER**

With this command you can display or hide the Project Manager window.

**REPLACE BY...**

With this command you can search for text and replace it with some other text in an extended manner.

**LEFT INDENT**

With this command you can move a line of text or HTML code to the left. This move can only be made on a line of text or HTML code already indented to the right, that is, it erases the tab or tabs to the right and moves the text or code to the left again.

**RIGHT INDENT**

With this command you can move a line of text or HTML code to the right. Adding indents makes it easier to view lines of text and tags of HTML documents in the edit screen.

**START SPELL CHECKING**

With this command you can start the spell checking program on your HTML document. With the spell checking program you can correct the spelling and grammar mistakes found in your document.

**START SYNTAX CHECKING**

With this command you can run a syntax checking of the current or selected HTML document. When you run the syntax checking, the program will give you a list of errors (if any), the total number of lines and warnings (if any) in the Syntax Checking box.

**SAVE ALL FILES**

With this command you can save all open files.

**DISPLAY TOOL BAR**

Display the browser's tool bar.

**DISPLAY URL BAR**

Display the browser's URL bar.

**DISPLAY DIRECTORY BAR**

Display the browser's directory bar that contains links, favorite Web sites, etc.

**DISPLAY STATUS BAR**

Display the browser's status bar.

**DISPLAY MENU BAR**

Display the browser's menu bar.

**DISPLAY SCROLL BAR**

Display the browser's scrolling bar.

**RESIZING ALLOWED**

Allows resizing the height and width of the browser's window with the mouse.

## **EDIT SCREEN**

This is AceHTML's main window where you enter HTML tags and text.

**SYNTAX CHECKING WINDOW**

This window displays warning messages and/or errors contained in the HTML document(s) that are verified. To go directly to the error in the edit screen, double click on the warning or error message.

**CODE DIRECTORY WINDOW**

This window opens to the left of the edit screen. It displays the links, image and other sources, the Java code as well as the JavaScript and VBScript functions found in the current HTML document.

**SPLIT FRAME VERTICALLY**

With this button you can split a frame vertically into two frames.

**SPLIT FRAME HORIZONTALLY**

With this button you can split a frame horizontally into two frames.

**FRAME PROPERTIES**

With this button you can assign properties and the files referenced by each of the frames.

**DELETE FRAME**

With this button you can delete the selected frame.

## **FRAMESET PROPERTIES**

With this button you can assign properties to the set of frames.

**DELETE FRAMESET**

Deletes the set of frames.

**APPLET PREVIEW**

With this button you can view or refresh the current applet's preview window.

**ADD APPLET**

With this button you can add an applet to the list of custom applets.

**DELETE APPLET**

With this button you can delete the applet selected from the list of custom applets.

**INSERT APPLET**

With this button you can insert an applet in your document.

**ADD CUSTOM APPLET**

With this button you can add a custom applet to your document.

## **JAVASCRIPT BUTTON**

Pressing this button displays the JavaScript events available for the given HTML command.

**APPLY TO FILES**

This box contains the list of specified files where the search will be carried out.

**ISO8859-1 CHARACTERS CONVERSION**

Conversion of specified characters as per the ISO8859-1 standard. Please note that this standard is not supported by Netscape 4 and lower.

**LIST OF FILES TO TRANSFER**

This box contains the list of files that will be transferred to the server. This list of files will be registered when the program is exited.

**ADD FILES**

With this button you can add files to the list of files to be transferred.

**DELETE**

With this button you can delete the files or files selected form the list of files to be transferred.

**ERASE ALL**

With this button you can delete all the files from the list of files to be transferred.

**DOCUMENT EVALUATION WINDOW**

This window displays the size of the document(s), taking into consideration the images, the Java .class files and all the external links. A yellow bulb to the right of a document name indicates that it doesn't contain any dead links. A red bulb signals broken links.

**APPLET HELP**

This button opens the help file for the selected applet.

**DISPLAY CODE DIRECTORY**

If checked, the Code directory window is displayed.

**TYPE OF DOCUMENT**

Allows you to select the type of document according to its extension. The following type of documents are available: html, JavaScript/JScript, css and txt. The document color takes into account the specified document.

## **LIST OF EXTENSIONS**

Contains the list of documents extensions that will be associated with the type of document selected. For example :extensions  
**.html** and **.htm** are associated with HTML documents.

**NEW EXTENSION**

Enter the new extension to be added to the list of document type selected.

## **DELETE EXTENSION**

With this button you can delete an extension from the list of extensions selected in the **extensions list** box.

### **ADD EXTENSION**

With this button you can add a new extension to the **list of extensions** for the type of document selected.

**BUTTONS AVAILABLE ON THE TOOL BAR**

Displays the list of available buttons that can be placed on the tool bar and provides options to customize them.

## TOOL BAR BUTTONS

Displays the list of buttons on the tool bar.

### **START SIZE EVALUATION OF DOCUMENT**

It displays the size of document(s), taking into consideration the images, the Java .class files and all the external links. A yellow bulb to the right of a document name indicates that it did not contain any dead links when the document was loaded. A red bulb indicates the presence of dead link(s) when the document was loaded.

**IDENTIFICATION NUMBER**

If you have the AceHTML **box** version, enter in this field the identification number found in the box containing the registry number  
If you do not have the AceHTML **box** version, leave this field empty.

**STOP SEARCH**

This button interrupts the current search.

**COPY OF BACK-UP FILE**

If selected, this modified file will be saved under the file name with the specified extension. By default this is a **.bak** extension.

**NAME OF EXTENSION**

Indicate the name of the extension for the back-up file. By default, the back-up file will have the **.bak** extension.

**CURSOR BEYOND LINE END**

When selected, this option allows you to place the cursor beyond the line wrap margin. You must activate this margin in order to use this option.

**NUMBER OF LINES IN THE MARGIN**

If checked, this option displays the number of lines in the left margin.

#### **EXTENSIONS VISIBLE BY DEFAULT**

Specify in this text box which file extensions will be visible when the **Open** and **Save** dialog boxes are opened.

The \* and ? characters may be used as wildcards. The different extensions must be separated by semicolons ; .e.g.: \*.html;  
vi-\*.asp; \*.shml

**REMEMBER THE LAST STARTUP OR SAVE FOLDER**

When this option is active, the application will remember the address of the folder used. Activated by default, this option is coordinated with the file open and file save commands.

**YES**

Replace all occurrences of Text to find with Text to replace within the active document.

**YES TO ALL**

Replace all occurrences of Text to find within the active document with Text to replace.

**NO**

Do not replace the text found and continue.

**IGNORE FILE**

End the replacement within the current document and go to another file, if any.

**UNDO**

Undo the ongoing replacement and close the dialog box where you are located.

**REPLACE WITHOUT CONFIRMATION**

Allows the replacement to take place in all files without displaying any confirmation message.

**ACTUAL PREVIEW**

This window lets you view the document being replaced.

**POST REPLACEMENT PREVIEW**

This window lets you review the document after the replacement has taken place.

**SEARCH DIRECTORY FOR CONVERSION**

Select the directory where you want to make the conversion.

## **CHARACTERS CONVERSION**

If **Conversion of special characters** is selected, this option will allow for all the specified characters (é, à, î, etc...) of your document to be converted into HTML code (&eacute; &egrave; etc...). In this way you can be sure that these characters will be correctly interpreted by all browsers.

If **Return to normal characters** is selected, this option will allow for all the HTML code (&eacute; &egrave; etc...) in your document to be converted to special characters (é, à, î, etc...) .

## APPLY TO

Specify in which folders the conversion of characters is applicable.

- **Current file:** to folder presently opened (by default).
- **Specified files:** to files specified by the user.
- **Project files:** in all files included in the open project.
- **Specified directory:** within the directory files specified by the user.

**START CONVERSION**

Start conversion of characters.

**STOP CONVERSION**

This button serves to stop the ongoing conversion of characters.

**CURRENT FILE**

If selected, this option allows for the conversion within the current file.

**MODIFIED FILE LIST**

Displays the modified files list for the conversion of characters.

**PRINT DOCUMENT**

This command displays the **Print** dialog box.

**SAVE**

Save list of files modified in `.txt` format.

**DEACTIVATE JAVA AND SCRIPT IN THE INTERNAL BROWSER**

When this option is activated, the AceHTML internal browser will not execute a Java or script element. This will facilitate the execution of the display command.

**KEEP THE FULL NETWORK ACCESS PATH FOR REFERENCED FILES**

This option is used to keep the full network access path when referencing to other files (graphics, pictures, external links, etc.). Useful for intranet applications on networks.

**X-POSITION OF WINDOW**

Indicate the horizontal position of the JavaScript window.

## **Y-POSITION OF WINDOW**

Indicate the vertical position of the JavaScript window.

**CLOSING OF OPTIONAL TAGS**

This option allows the automatic insertion of closing tags when they are required.  
This option is activated by default.

**REFRESH VIEWER**

This option is used to automatically refresh the Web page being edited in order to check progress made. The refresh date is indicated in milliseconds.

**SEARCH ONLY**

This option allows to search for a text block without modifying any of the files found.

**CHANGE FILE NAMES TO LOWERCASE**

This option is used to change to lowercase the name of files referenced in links, and the names of image files and their reference to an access path.

**SUPPORT FLASH**

This option activates the Macromedia FLASH element.

**DIRECT CONNECTION**

Allow running Java when loading the animation when there is a link to JavaScript in the document (optional).

**URL ELEMENT**

Indicate the URL address containing the FLASH module necessary to run the animation. This option is mandatory.  
*For example: [http://www.macromedia.com/shockwave/download/index.cgi?P1\\_Prod\\_Version=ShockwaveFlash](http://www.macromedia.com/shockwave/download/index.cgi?P1_Prod_Version=ShockwaveFlash)*

**QUALITY**

Specify the quality level for viewing the element.

Note: The higher the quality level, the longer the element will take to load.

**SIZING**

Indicates whether the animation display is auto-sized or not.

**BACKGROUND COLOR**

Specify the background color for the element.

**FLASH MENU**

Define the type of context menu in the element.

**CLOSE ALL**

With this button you can close all opened documents without exiting AceHTML. If certain documents have not been saved or they have been modified, AceHTML will remind you to save all your documents before closing them.

**TYPE OF BUTTON**

Select the type of button. HTML Tag for a single line command, Script for a multiple lines command or external program to start an external program.

**PREVENT ON-LINE CONNECTION**

Prevents an on-line connection if you click on a hyperlink in the internal browser's window.

**HELP TOPICS**

This command allows the user to access AceHTML's help contents.

**CONTEXT HELP**

This command lets you view a context help window for the area on which you clicked after activating the command. The presence of a help window depends on how the program is setup.

**ADD CURRENT DOCUMENT TO PROJECT**

This command adds the current document to the list of project files.

**REMOVE CURRENT DOCUMENT FROM PROJECT**

This command removes the current document from the list of project files.

**SAVE PROJECT IN FTP**

Lets you save the project directly on to an FTP site by using FTP Expert.

## **DESKTOP CONFIGURATION**

List existing desktop configurations.

**SAVE CURRENT DESKTOP**

Click on this button to add the current desktop configuration to desktop list.

**DELETE CURRENT DESKTOP**

Click on this button to delete the current desktop configuration from the desktop list.

**OPEN DOCUMENTS**

This window displays all documents currently opened. Beside other features, this window gives you access to documents which otherwise could not be viewed on the open documents tab bar, for lack of space. Double click on the name of the document to be viewed.

**STARTING POINT**

Indicates that the search will begin from the point where the pointer is located.

**REPLACE**

This button displays the dialog box options for replacing text.

**DELETE FOLDER**

Deletes the indicated folder, including all the files and sub-folders it contains. This action cannot be reversed.

**PRINT FILES LIST**

Prints the list of files modified by the conversion of characters command.

**MARGINS BAR**

This bar displays the number of lines.

**LINE BREAKS BAR**

This bar indicates and modifies line breaks both in the text and code inside the edit screen. The automatic line breaks have no bearing on the text layout in the browser.

## **STATUS BAR**

This bar displays information about cursor position in the page, document status (**Modified** since last time saved) and the keyboard's mode (**Insert** or **Overwrite**).

**PREVIEW BUTTON**

Displays or conceals a preview of the selected item.

**END BUTTON**

Press this button to execute the Wizard commands. This button is not enable until all required information is completed.

**CREATE FOLDER**

Click on this button to create a new directory category. The folder will be created within the selected folder.

**DELETE FOLDER**

Click on this button to delete the selected folder. Deleting the folder will entail deletion of all files and folders it contains.

**OPEN BUTTON**

This button opens the selected document. It becomes enabled when a file is selected.

**SAVE**

Save the active document within the specified directory.

**CODE INSPECTOR**

The inspector allows for the verification of the properties, events and styles, as well as their respective value, as they apply to an HTML code, and their modification.

## TAB PROPERTIES

This tab contains a set of properties and their associated value. If a property is used by the selected code, its value is identified in the second column.

For example, the page's background color **<BODY>**, font size **<FONT>**, etc.

**EVENT TABS**

This tab contains a set of events which can be executed. If an event is used by a selected code, its value is identified in the second column.

For example, a behavior by moving the mouse.

**TAB STYLES**

This tab contains a set of styles corresponding to a CSS rule. If a style is used, its value is identified in the second column.

**CODE EDITING WINDOW**

From this window, input the selected code for the property, event or style.

**CODE EXPLORER**

The code explorer displays, in the form of a tree, both internal and external links, the source folders linked to a document (images or others), the Java Applets (.class) code, as well as the JavaScript and VBScript functions contained in the HTML document. Particularly useful to easily locate items in your document, and likewise for adding nodes and custom sheets.

**CODE TREE**

This window displays nodes and customized and predefined sheets.

**NEW NODE**

Click on this button to create a new node (code category).

**DELETE NODE**

Click on this button to delete the selected node.

**NODE PROPERTIES**

Click on this button to modify the characteristics of the node selected.

**ADD SHEET**

Click on this button to add an element (HTML tag and attribute) to a node.

**SHEET PROPERTIES**

Click on this button to modify the properties (HTML tag and attribute) of the selected sheet.

**DELETE SHEET**

Deletes the selected sheet.

**RESTORE OBJECTS**

Restores the nodes and sheet properties to their default values, and deletes those nodes and sheets which you created.

**NODE NAME**

Type a name to identify the node you want to add.

**TREE LEAF**

Select the icon of your choice to identify the sheets associated with the node.

## **NODE DIRECTION**

The direction of the node determines the side of the graphic explorer where the node's icon will be displayed. If the **None** option is selected, no icon will be displayed. The direction of the node has no bearing on the code inspector.

**ITEMS LIST**

Select the desire item (HTML tag).

**LIST OF ATTRIBUTES**

Select the attribute to be associated with the item.

**GRAPHIC EXPLORER**

The graphic explorer represents the internal and external links of your HTML document (with image files, sound files, and other HTML documents).

## **BACKWARD BUTTON**

Click on this button to retrieve any of the documents consulted before the active document. You can also use the **Backward** command of the context menu.

## **FORWARD BUTTON**

Click on this button to retrieve any of the documents consulted after activating this document. You can also use the **Forward** command of the context menu.

**INTERNAL BROWSER WINDOW**

This window allows you to view the page being edited.

**STOP BUTTON**

Stops loading the current page.

## **DOCKABLE BUTTON**

Once this command is activated, you can drag the internal browser window over the title bar of the edit screen to integrate it to the latter. Click again on the **Dockable** button to separate the internal browser from the edit screen.

**STAY ON TOP BUTTON**

Activate this command so that the internal browser stays on top of the edit screen. When disabled, the internal browser is concealed when you click on the edit screen.

**INTERNAL BROWSER RESOLUTION**

Simulated choice of different screen resolutions for viewing your Web page.

## **STANDARD PALETTES**

This list proposes a choice of standard color palettes. The 216 colors palette is proposed by default. It corresponds to the Web Palette. These are colors that can be interpreted by the 256 color screen resolution without any risk of alteration. The 140 colors palette is the standard one for Windows. The 16 colors palette (W3C) corresponds to those colors defined by the W3C standard.

## **CUSTOMIZED COLORS**

Displays the representation of colors that you have defined.

**SELECTED COLOR**

Displays information about the color selected: an enlarged size of the sample, its name and hexadecimal value.

### **ADD COLOR BUTTON**

Click on the **Add** to add the selected color to your customized colors.

**MORE DETAILS**

Enlarges the dialog box while displaying an area which allows you to mix your own colors.

### **CUSTOMIZED COLORS PALETTE**

Click on this palette to make your own color selection. The exact values for the selected color can be defined within the **Red**, **Green**, **Blue**, **Hue** and **Saturation** areas below.

## **BRIGHTNESS**

Adjust the brightness level for the selected color by dragging the cursor. The value can be defined in the **Brightness** area below.

**VALUES**

Here you can indicate the exact values for red, green, blue, hue, saturation and brightness of the color chosen.

## **STYLES LIST**

This area represents the list of styles you have already defined.

**ADDRESS OF IMPORTED FRAGMENTS**

This area represents the list of URL Addresses of imported fragments.

**PROPERTIES LIST**

List of properties and of modifiable values.

## **STYLE PARAMETERS**

This area is modified according to the main property selected in the **Properties List**. The type of entry field (entry text area, single choice drop-down list) indicates the type of information that you must enter here.

**SELECTOR**

The selector represents the element (tag, class, ID, pseudo-element) to which the styles defined in the declaration will be applied. When a tag is selected in the HTML tag area, it will be displayed automatically as a selector.

**CLASS NAME**

The CLASS selector allows you to apply the same styles to more than one HTML tag at a time. Furthermore, many different styles can be applied to the same tag.

**HTML TAG (STYLE)**

You must select one HTML tag to define the base styles which will serve to develop the style that you are in the process of customizing. This style will become the "parent" of all types of styles which you will develop.

## **PSEUDO-ELEMENT**

The CSS1 standard authorizes two pseudo-elements: first-line and first-letter. They correspond to typographical effects which we will be using.

First-line serves to modify the style of the first line of a paragraph, while first-letter serves to change the appearance of the first letter of a phrase.

**ID SELECTOR**

As opposed to the CLASS selector, the ID selector applies to only one and only element. This serves as an identifier title. To put it differently, all the elements of a document can use an ID selector, provided that the name of each is different from the other.

COMMENT (STYLE)

**RESTORE STYLE**

By clicking this button, all the styles displayed here take their default values, and the properties you had defined are deleted.

## **LIST OF FAVORITES**

List of shortcuts for internal or external style sheets.

**ADD FAVORITES**

This button allows you to add an example to the list.

**RENAME FAVORITES**

With this button you can rename the selected favorite.

**DELETE FAVORITE**

This button allows you to delete the selected favorite.

**LINKED STYLE SHEETS**

This area displays the list of external and internal style sheets linked to your HTML document..

**CSS ADDRESS**

Enter the name of the external style sheet to be linked, including its relative address.

**ADD CSS**

Click on this button to add the external style sheet identified in the **CSS Address** area.

**CSS MODIFIER**

This button allows you to modify the link corresponding to the selected style sheet.

**DELETE CSS**

This button allows you to delete the link corresponding to the selected style sheet. This style sheet will be deleted from the list of style sheets linked to the HTML document.

## **EXTERNAL STYLE SHEETS**

This button allows you to link external style sheets so that their rules may be used in your HTML documents. Linking external style sheets allows synchronizing the formatting of several HTML documents at the same time.

**INLINE STYLE**

This command is used to define a style whose rules only apply to the present tag.

**EXTERNAL STYLE SHEET PROPERTIES**

This command gives you access to the dialog box which will allow you to create or modify an external style sheet.

**COMMENTS (STYLE)**

Here you can type a text to describe, for example, what is the intended used of the style.

**TEXT FOR TRANSITION EFFECTS**

Enter the text that will exhibit the transition effect.

**INSERT LINE BREAK**

A line break <BR> is automatically inserted after every check or selection box in the form.

**RESTORE IMAGE**

Restore all the image values to their default values.

**APPLET NAME**

Enter a significant name for your new applet.

**FOLDER FOR APPLET**

Indicate the folder where you want to save your new Applet.

**FILES LIST FOR APPLET**

List of files and folders necessary for the new Applet. These files include the names, access path, size, type and date of the last modification.

**ADD FILES TO APPLET**

This button allows you to add the list of files necessary for the creation of your new applet.

**ADD FOLDER FOR APPLET**

This button adds to the list those folders containing the files necessary for the creation of your new applet.

**DISPLAY METHODS**

Click on this button to display those methods associated with the object selected.

**DISPLAY EVENTS**

Click on this button to display those events associated with the object selected.

**LIST OF OBJECTS**

Displays the list of JavaScript objects, grouped by type.

**ENTER COMMAND**

Click on this button to enter the object in your document at the location where the cursor is positioned.

**REFERENCE AREAS**

This box displays all the reference areas of the image: its shape, coordinates and reference. The reference areas can be changed or deleted by placing the pointer over the desired area and clicking the right mouse button.

**IDENTIFIER NAME OF CSS LINK**

Name of link used to identify a CSS reference.

**LINK TO STYLE SHEET OPTION**

Enable this option to define a relation link to a style sheet (CSS).

**NAME OF THE ASP FUNCTION**

From this list, select the type of ASP script to be inserted.

**LIST OF ASP OBJECTS**

This window displays the list of ASP objects available, classified by type of folder. Double click on a script to insert it in the document.

**TYPE OF PARENT SCRIPT**

This button is used to go back in the folder of the parent type script.

**NEW SCRIPT/ASP FOLDER**

This command serves to create a new customized ASP script or a type folder.

**CONTENT OF ASP SCRIPT**

Input the text which must be contained in the script.

**DELETE SCRIPT/ASP FOLDER**

This command deletes the ASP script or the selected type folder. You cannot delete the scripts or the customized type folders.

**DISPLAY LIST**

With this option scripts and type folders are displayed, with their name shown to the right of the **ASP Files List** window.

**DISPLAY DETAILED LIST**

With this option scripts and type files folders are displayed in the form of small icons, accompanied by their name and description.

**ASP CODE**

When this button is pressed, the tags<% %> are inserted around the ASP commands inserted in the text.

**RESTORE ASP SCRIPTS**

This command serves to restore default values of the script directory. It deletes customized scripts and type folders.

**ASP PARAMETERS**

Indicate or select, as the case may be, the parameters for the ASP command.

**CREATE NEW SCRIPT/FOLDER**

Indicate whether you want to create a new ASP script or a type folder.

**LOCATION OF SCRIPT/FOLDER**

Indicate the type folder where you want to locate the script or folder. By default, the application displays the type folder where you were located before the execution of the command.

**SCRIPT/FOLDER DESCRIPTION**

Type the information which will let you identify your script or type folder later on.

## **CONTENTS**

Specify the contents of the ASP command between the `<%CONTENTS%>` tags.

## **SPECIAL CHARACTERS WINDOW**

This window displays the list of special characters. To insert a special character in your document, place the cursor in the desired position, and then double click on the character required, or select the character and then click on the check mark.

**HTML EQUIVALENT**

HTML equivalent of the special character selected.

**INSERTION OF SPECIAL CHARACTERS**

Inserts the special character selected in the document. You can also double click on the selected character to insert it.

## **LIST OF HTML COMMANDS**

Displays the list of HTML commands in alphabetical order. Click on one of the letters above to reach the corresponding section in the list.

**DESCRIPTION OF HTML COMMANDS**

Displays the description of the HTML command selected from the list of commands.

**ENTER HTML COMMAND**

Enter the selected HTML command in the document, at the cursor position. You can also double click on the selected command to insert it in the document.

**CLASS ID**

Indicate a unique identifying name for the object to be inserted in the HTML document.

**ASP COMMAND**

This command lets you enter predefined or customized ASP commands in your HTML document.

**TABLE PREVIEW**

This window displays a preview of the table. It also lets you input the text in the cells and modify the structure and appearance of the table.

**TABLE TITLE**

When moving the mouse over the table, the indicated title will be displayed at the bottom of the table in the Preview window. The **TITLE=» «** code will be entered in the HTML page.

**UNIQUE FRAME WIDTH**

Specify the width of the unique frame. By default, the unit of measurement is a percentage of the page display size in the window.

**UNIQUE FRAME HEIGHT**

Specify the height of the unique frame. By default, the unit of measurement is a percentage of the page display size in the window.

**DISPLAY NONPRINTING CHARACTERS**

Displays all characters in the edit sheet, including nonprinting characters such as spaces, tabs and paragraph marks.

**ALPHABET**

The drop-down list lets you access the type of alphabet to be set for the element previously selected.

**CHOICE OF TOOL BARS**

Select which tool bar you want displayed every time you start AceHTML. A check mark placed next to the tool bar indicates it is displayed.

**NEW TOOL BAR BUTTON**

It lets you create a new tool bar. This option is useful for organizing the commands that can be accessed through the tool bar in accordance with you work habits.

**BUTTON FOR RENAMING TOOL BAR**

It lets you modify the name of a tool bar. This command only modifies the name of tool bars that you have created.

**DELETE TOOL BAR BUTTON**

Allows you to delete a tool bar. This command only deletes tool bars that you have created.

**RESTORE TOOL BAR BUTTON**

Lets you restore the original configuration of a tool bar or a tab.

## CATEGORIES LIST

List of command categories. Click on a category to change the commands list in the **Commands** area.

**COMMANDS LIST**

Lists the commands for the selected category. Drag the command to the selected tool bar.

**TABS LIST**

Displays the list of tabs available. Check the adjacent box to display or hide a tab in the tool bar.

**NEW TAB**

Lets you create a new tab in the tool bar. You can drag the selected commands.

**RENAMING TABS**

Lets you assign a new name to a tab.

**DELETE TAB**

Delete selected tab.

**COMMANDS USED**

This option activates the chevrons list at the bottom of menus. It allows inserting the most often used commands and the commands that you add after having used them.

This option is activated by default. If you disable it, AceHTML will always display the complete menus.

## **COMPLETE MENUS**

This option is not available if the **See the menus previously used at start** is enabled. It allows displaying automatically full menus after the menu list has been displayed for a certain time.

The commands displayed are identified by highlighted areas; the hidden commands by the inactive areas.

**RESTORE TOOL BARS**

This option restores the default configuration to the menu and tool bars.

**LARGE ICONS**

This option lets you modify the presentation of icons by enlarging their images.

**INFO-BOXES**

This option is used to display info-boxes over the icons. The information boxes appear when you leave the mouse pointer over an icon for a few seconds.

### **INFO-BOXES SHORTCUTS**

This option is not available if the **See the tips on the bars** option is active. The info-boxes display the keyboard shortcut you can use.

## **MENU ANIMATION**

This drop-down list provides access to several modes of menu drop-down lists.

**END VERIFICATION BUTTON**

Stop spelling verification and close dialog box.

**DISPLAY CODE EXPLORER**

The code explorer is displayed in the window with a tab to the left of the editing window. By default this option is enabled.

**DISPLAY GRAPHIC EXPLORER**

The graphic explorer is displayed in the window with a tab to the left of the editing window. This option is activated by default.

**DISPLAY THE CODE INSPECTOR**

The inspector code is displayed in the window with a tab to the left of the editing window. This option is activated by default.

**CREATE NEW DOCUMENT ON START**

If this option is enabled, AceHTML will create a new document each time the program is launched. This option is enabled by default.

## **FOLDERS HISTORY**

This option lets you define the number of files to be kept in the history record. The list of files in history is displayed after you click open the list from the **Open** item on the **File** menu.

## PROJECTS HISTORY

This option lets you define the number of projects to be kept on the history record. The list of files in history is displayed after you click open the list from the **Open project** item from the **Project** menu.

**REFRESH WINDOW**

Refreshes the window display in order to reflect the latest modifications.

**VIEW ICONS**

Choice of display mode for files in project: large icons, small icons, list and details.

**ARRANGE ICONS**

Lets you group project files according to name (alphabetically, size of file, by type and by date last modified).

**LIST OF FOLDERS TO BE ADDED**

In the left side of the display, select the files that you want to add. Choose the required drive and folder. You can select the complete contents of a directory by inserting a check mark in the appropriate box.

**LIST OF FILES TO BE ADDED**

In the left side of the display, select the folder or file that must be added to the project, by placing a check mark in the appropriate box. You can enable several boxes by selecting several files and folders.

**OPEN REFERENCES**

Lets you open reference files. The arrow lets you access a list of file types of available references.

**SAVE REFERENCES**

Lets you register the modifications made in a given section.

**SAVE ALL**

Lets you register all modifications made on a set of sections.

**ADD ATTRIBUTE**

Lets you add an attribute to a selected reference.

**DELETE REFERENCE**

Lets you delete a reference line.

**DISPLAY PROPERTIES**

Makes a new section appear at the extreme right of the reference editor window to verify and change properties.

**EDIT TYPE**

Opens the reference types window to allow modifications.

**NEW TYPE**

Activates the References **Editor Wizard** that will help you to create a new reference type.

**DISPLAY TYPES**

Display the types of references lists and their associated properties.

**HELP TOPICS**

This command lets you access the help topics of AceHTML.

**NEW CSS RULE**

Enter name of the new CSS rule.

**NEW SSI COMMAND**

Enter name of the new CSS command.

**LOAD WITH DOCUMENT**

This option lets you automatically load the document that the URL refers to.

**URL BASE ATTRIBUTE**

Identifies the code base for the attribute.

**ANCHOR ATTRIBUTE**

Lets you determine whether the attribute is anchored in the document.

**NONE**

Disable all attribute options.

**RESTORE ATTRIBUTE/TAG/ATTRIBUTES**

Restores default values of the attribute, of the tag or of the property, as the case may be.

**TAG NAME**

Tag Name of HTML being edited.

## **HTML COMPATIBILITY**

Define the tag's level of compatibility with the standards.

**CLOSING ORDER**

Specify the closing order of tags.

## TEXT INTERPRETATION

## **STRUCTURE ELEMENTS**

List of tags which define the structure of an HTML document.

## **WRAPPING ELEMENTS**

List of "parent" tags.

## **EQUIVALENT ELEMENTS**

Wrapping elements which do not constitute a parent.

## **OPEN COMPATIBILITY REFERENCES**

It lets you open a compatibility reference file. The folder used by AceHTML is called **compat.ref**.

**SAVE COMPATIBILITY REFERENCES**

Lets you save modifications made to the compatibility folder.

**ADD COMPATIBILITY REFERENCE**

Lets you add a row to include a new compatibility reference.

**DELETE COMPATIBILITY REFERENCE**

Lets you delete a row to delete a compatibility reference.

**NAME OF NEW TYPE**

Enter the name of the new type in this field.

**DESCRIPTION OF NEW TYPE**

Enter a descriptive text for your new type in this field.

**NATURE OF NEW TYPE**

Check the category to which the new type belongs.

**TEXT FORMAT**

Select a text format from this list. Its description appears in the bottom area of the dialog box.

**SET MAXIMUM LENGTH PARAMETERS**

Check this option to display the definition area of the maximum number of characters.

**MAXIMUM LENGTH**

Specify the maximum number of characters.

**FINISH BUTTON**

Click on this button to halt the creation of a new type. The button is disabled until all the required information is completed.

**LIST OF VALUES**

List of elements that can be used as values.

**LOGICAL VALUES**

Elaborate a list of two elements that are mutually exclusive (like TRUE and FALSE).

**ELEMENTS LIST**

The elements list that are part of the list.

**OBSERVE CASE**

Forces the display of characters (uppercase and lowercase) as they were defined.

**VALUES NOT LISTED**

Authorize a value that is not defined in the list of allowed values.

**SAVE TYPES**

This command is used to register new defined types.

**CREATE A NEW TYPE**

This command is used to edit a new type of reference using the Wizard.

**DELETE TYPE**

This command is used to delete a reference type.

**TYPE PROPERTIES**

This command is used to modify the properties of type references.

**MILLISECONDS**

This option is used to define the frequency with which the viewer is refreshed.

**AUTOSAVE DESKTOP**

When this option is enabled, all changes made to your work environment (customized tool bar, settings for displaying and hiding elements, etc. ) are saved. These settings will be displayed next time you start AceHTML. The display setting can also be saved for future use.

**GENERATING UNICODE CHARACTERS**

This option is used to automatically convert characters to UNICODE mode (international code). This option is useful if you use a foreign language (Russian, Chinese, etc.)

**AUTO INDENT**

Since this box is not checked, this option sets tabulation (TAB key) to the equivalent of the first space occupied by the preceding line.

**SMART FILL**

This option modifies the auto indent feature and does not take into account the minimum possible characters, or use tab and spaces except when required.

**PRINT IN COLOR**

This option allows printing the editing page using colors, which is useful to identify the colored tags on paper.

**FTP'S OPEN BUTTON**

This button is used to open a file using AceFTP.

**OPEN BUTTON FOR A FTP SITE**

This button is used to open a file in an FTP site using AceFTP.

**OPEN BUTTON FOR WEB SITE**

This button is used to open a file in a Web site using AceFTP.

### **SAVE BUTTON USING FTP**

This button is used to save a file on an FT site. If the document has never been saved, this option returns the same result as the **Save as... FTP**.

**SAVE TO FTP AS ... BUTTON**

This button is used to save a file on an FTP site and to change its name.

### **SAVE ALL TO FTP BUTTON**

This button allows you to save all files on an FTP site or to save under a different name. If one of the document had not been saved previously, the result is the same as that of the **Save to FTP as** command.

**EXIT BUTTON**

This button is used to quit AceHTML.

**REPEAT LAST COMMAND BUTTON**

This button is used to repeat the last command you carried out.

## **CLEAR BUTTON**

This button is used to delete the selection highlighted. The **Clear** button has the same effect as the DELETE key on the keyboard.

**SELECT ALL BUTTON**

This button is used to select all the contents of the active document.

**REPLACE BUTTON**

This button is used to search for a word or a text string in the document and to replace it with another word or text string.

**FIND NEXT BUTTON**

This button is used to repeat the last search or the last replacement made.

**CONVERT CHARACTERS BUTTON**

This button is used to place normal characters found in your document to special characters.

**RETURN TO CHARACTERS BUTTON**

This button is used to convert special characters to normal characters again.

**COMPRESS TAGS BUTTON**

This button compresses the HTML tags in your document to make it illegible.

**CLEAR TAGS BUTTON**

This button is used to erase the HTML tags found in a highlighted selection.

**CLEAR TAGS BUTTON**

This button is used to go directly to a specific line quickly.

**DISPLAY CODE EXPLORER**

This button is used to display the code explorer window with tabs to the left of the edit window.

**DISPLAY GRAPHIC EXPLORER BUTTON**

This button is used to display the graphic explorer window with tabs to the left of the edit window.

**DISPLAY CODE INSPECTOR BUTTON**

This button is used to display the code inspector window with tabs to the left of the edit window.

**DISPLAY STATUS BAR BUTTON**

This button is used to display the status bar at the bottom of the edit window.

**DISPLAY MARGINS BAR BUTTON**

This button displays the margins bar to the left of the edit window.

### **DISPLAY LINE BREAK COLUMN BUTTON**

This button is used to display on the edit window the column where lines are cut. This command works in conjunction with the **Line breaks** option in the editor preferences.

**DISPLAY THE SPECIAL CHARACTERS BAR BUTTON**

This button is used to display on top of the edit window a bar containing special characters that can be inserted in the document.

**DISPLAY INTERNAL BROWSER BUTTON**

This button is used to display AceHTML's internal browser.

**AUTO REFRESH VIEWER BUTTON**

This button is used to auto refresh the viewer to update the contents of the window.

### **SYNTAX CHECKING PREFERENCES BUTTON**

This button displays the **HTML Syntax** tab found in the general preferences window. On this window you can select options regarding warning and error messages related to checking and evaluating your documents.

**REFERENCE EDITOR BUTTON**

This button displays the AceHTML's reference editor. The reference editor allows you to edit your own HTML, CSS, SSI and ASP references.

## **CHECK PROJECT BUTTON**

This command is used to check the HTML syntax of your current (selected) project. When you run the check on the HTML syntax, you will find the number of errors (if any), the total number of lines as well as the number of warnings (if any) displayed in the **Syntax checking** dialog box.

## **EVALUATE PROJECT BUTTON**

Display the size of a projects documents, including all the files containing graphics, .class and Java files, and other external links. A yellow bulb on the left side of a document's name indicates that said document did not contain any dead links when it was loaded. A red bulb indicates the presence of a dead link or links when the document was loaded.

## **EDITOR PREFERENCES BUTTON**

This button displays the **Editor preferences** dialog box where you can make changes to the options regarding editing and color attributes of your document.

## **GENERAL PREFERENCES BUTTON**

Pressing this button opens the **General preferences** dialog box which allows making changes to the configuration options of the AceHTML editor and the working environment.

### **INTERNET EXPLORER BUTTON**

This button launches Internet Explorer. If this has not been configured, the **General** tab of the general preferences window is opened so that you can search your drive for the browser.

## **NETSCAPE BUTTON**

This button launches Netscape Navigator. If this has not been configured, the **General** tab of the general preferences window is opened so that you can search your drive for the browser.

### **OTHER BROWSER BUTTON**

This button launches a browser different to Internet Explorer or Netscape Navigator. If this has not been configured, the **General** tab of the general preferences window is opened so that you can search your drive for the browser.

**OBJECTS EDITOR BUTTON**

This button launches the nodes edit window of the code inspector.

**START FTP BUTTON**

This button launches the file transferring program, AceFTP.

**DOCUMENT WINDOW BUTTON**

This button opens the window where you can view all the documents opened with AceHTML.

**HOW TO ORDER BUTTON**

This button is used to access Visicom's Web site in order to order a licensed version of the program or an update of the program.

**ORDER BUTTON**

This button is used to access Visicom's Web site to allow you to order your registration number for the program.

**UPDATE ORDER BUTTON**

This button is used to access Visicom's Web site to allow you to order an update of the program.

**REGISTER ACEHTML BUTTON**

This button an AceHTML registration dialog box where you can enter your registration number.

**HELP CONTENTS BUTTON**

This button opens the window with the help items: the contents, index and search tool.

**HTML REFERENCES BUTTON**

This button displays the window with the AceHTML help items that contain a set of HTML references.

**JAVASCRIPT REFERENCES BUTTON**

This button displays the window with the AceHTML help items that contain a set JavaScript references.

**PREDEFINED APPLETS HELP BUTTON**

This button displays a window with AceHTML's help items on the predefined applets (functions and parameters) that are supplied with AceHTML.

**PREDEFINED CGI BUTTON**

This button displays a window with AceHTML's help items on the predefined CGI programs supplied with AceHTML.

**WHAT'S THIS BUTTON**

When you click on this button, a question mark is added to the mouse pointer. When you click on any item with this pointer, you obtain help on the item.

**DHTML TUTORIAL BUTTON**

This button gives connects you to the Web so you can load a tutorial on designing and using DHTML functions in your documents.

**JAVASCRIPT TUTORIAL BUTTON**

This button connects you to the Web so you can load a tutorial on designing and using JavaScripts in your documents.

**ASP TUTORIAL BUTTON**

This button connects you to the Web so you can load a tutorial on designing and using ASP in your documents.

**TIP OF THE DAY BUTTON**

This button displays a dialog box when you start AceHTML which gives you tips on how to use the HTML editor.

## **THE ABOUT BUTTON**

This button displays AceHTML's opening window that indicates the program's version and if the program is registered, or the trial time that has already elapsed if the program is not registered.

**VISICOM ON THE WEB BUTTON**

This button gives you access to Visicom's Web site and to several practical references.

**PAGE OF DOWNLOAD BUTTON**

This button connects you to Visicom's Web site so that you can download the latest versions of Visicom's products.

**PRODUCT NEWS BUTTON**

This button connects you to Visicom's Web site so that you can be kept informed on news about Visicom's products.

**FREQUENTLY ASKED QUESTIONS BUTTON**

This button connects you to Visicom's Web site so that you can check out the section on Frequently Asked Questions (FAQ) on AceHTML.

**SEND FEEDBACK BUTTON**

This button connects you to Visicom's Web site so that you can send feedback and comments on the program and its use.

### **WEBDEVELOPPEUR.COM BUTTON**

This button connects you to the Web de WebDéveloppeur page (developed by Visicom's team) that allows you to access an important database on Web development and other related subjects.

**EXPERT REFERENCE BUTTON**

This button connects you to Visicom's Web site that has information on how you can reference and promote your Web site.

**VISICOM MEDIA HOME PAGE BUTTON**

This button connects you to Visicom's Web site.

**SAVE FILE IN UNIX FORMAT**

Use this option if you site is hosted by a Unix server.

**GENERATE SPECIAL CHARACTERS**

This option is used to automatically convert characters into special characters. This is useful if you are using older versions of browsers.

**VALIDATE FIELDS IN CODE INSPECTOR**

This option is used to verify, using the code inspector, the integrity of a modification made to a reference. This option is enabled by default.

**NOT FLOATING BOXES**

This option prevents tool bars to be displayed as floating tool bars. The tool bars will remain fixed in their location. This option is not defined by default.

**DESKTOP**

Gives you access to commands that allow you to save the way you have organized your work area or desktop.

**TOOL BARS**

Gives you access to the available tool bars and allows displaying them.

**SAVE PROJECT AS**

This button allows you to save the current project (as well as the HTML files that are part of the project) under another name or in a different directory.

**SAVE FILE AS**

This button is used to save the current file under a different name or in a different directory.

**SAVE TO FTP.. SAVE AS**

This option is used to save the current file under another name or a different directory in the FTP site.

**PASTE AS HTML**

This command pastes the contents of the clipboard in the active document using the necessary HTML tags.

## **CHECK ALL OPEN DOCUMENTS**

This command is used to check the HTML syntax in all files open in AceHTML. After launching the HTML syntax checking, you will see in the **Syntax checking** dialog box, the number of errors (if any), the total number of lines and the warning messages (if any)

## **EVALUATE ALL OPEN FILES**

This command is used to evaluate all the file open in AceHTML. It displays the size of the project documents , taking into consideration the images, the Java .class files and other external links. A yellow bulb to the right of a document name indicates that it did not contain any dead links when the document was loaded. A red bulb indicates the presence of dead link(s) when the document was loaded.

**SSI REFERENCE**

Displays a SSI reference window that describes the more common functions and scripts used.

**ASP REFERENCE**

Displays an ASP reference window that describes the more common functions and scripts used.

**CSS REFERENCE**

Displays the CSS reference window that describes the functions used when designing Cascading Style Sheets.

**ADVANCED COMPATIBILITY**

Gives you access to display compatibility features and commands so that you can modify them and define new ones.

## **COLORED SECTIONS**

Different colors used in sections and subsections of the reference editor.

**RESTORE (RESTORE REFERENCE FILES)**

Restore reference files modified by the default files found in AceHTML.

**SAVE AS (REFERENCE FILES)**

Allows saving modifications to references under a new file name.

**EXIT EDITOR**

Used to exit the reference editor, the compatibility editor or the type editor, depending on the situation.

**LIST OF REFERENCES**

Displays a list of all the references included in the reference files.

**TYPES LIST**

Displays the list of all the types corresponding to the reference files.

**DEPENDENT TYPES**

Displays the list of types that depend on that which is being edited.

**LIST NAME**

Displays the name of the list types being edited.

**DEFINE MINIMUM VALUE PARAMETER**

Used to define the smallest value corresponding to the type being edited.

**DEFINE THE MAXIMUM VALUE PARAMETER**

Used to define the highest value corresponding to the type being edited.

**WHOLE NUMBERS ONLY**

Only values expressed as whole numbers are accepted.

**ALLOWED UNITS**

Allows defining the type of units that are allowed for the type being edited.

**FILTER FILE**

Used to identify a file that will serve as a filter for the type being edited.

**FILE FILTERS**

Used to identify the filters used by the filter file.

**DEFAULT EXTENSION**

Used to identify the file extension used by the filter file.

**REFERENCE PREFIX**

Used to indicate a prefix that allows identifying the reference.

**AUTO REFERENCE**

The editor automatically defines a reference prefix.

**FUNCTION NAME**

Used to identify the function that has to be used with the filter.

**FREE PARAMETER**

Used to define any type of parameter to be used with the filter.

**PARAMETER LIST OF FUNCTION**

Displays the list of parameters corresponding to the type being edited.

**TABLE VALUE TYPES**

Define a type among the possible values for the table. This type determines the table function. Specify an *All* type for general.

**ALLOW DUPLICATES**

Allows repeating values.

**SEPARATION CHARACTER**

Used to define the separation character that will be used to distinguish values from one another.

**DEFINE MAXIMUM VALUES PARAMETER**

Used to define the maximum number of values that can be entered.

**DEFINE MINIMUM VALUES PARAMETER**

Used to define the minimum number of values that can be entered.

**GROUP SIZE**

Used to define the size for the group of values.

**UNION MEMBER**

Display the union member available on the system.

**DISPLAY AS SUB-PROPERTIES**

Identifies the value and sub-properties of a type being edited.

**FORMAT (DATE AND TIME)**

Used to define the format for DATE or TIME data.

**TIME FORMAT**

Used to define the format for TIME data.

**DATE FORMAT**

Used to define the format for the DATE data.

**SCRIPT TAB**

Used to display predefined DHTML scripts and allows modifying or adding parameters and values.

**PREVIEW TAB**

Provides a preview of the effect that you have chosen and the defines values and parameters.

**PARAMETERS/VALUES WINDOW**

Parameters and values associated with the selected script are displayed in the left window. Certain DHTML effects belong to Internet Explorer and can only be viewed in said browser.

**SCRIPTS/DESCRIPTION WINDOW**

List of predefined DHTMLs. To choose a script, click on it. Click on the folder icon to display a list of categories of available scripts.

**PARAMETER VALUE**

Enter directly in this area the value associated with the parameter. Depending on the parameters being edited, icons are displayed to the right of this area to allow you to choose a file from your drive or to access the color palette.

**TIPS BAR**

The top of the window displays the procedure that should be followed corresponding the selected element.

**ADD AN ITEM**

Used to add a new parameter to the DHTML script being edited.

**IMPORT FILE**

Used to import a file created with another application, right into the HTML document being edited.

**DELETE ITEM**

Used to delete the script selected.

**AUTO DEFINITION**

Associate an auto definition to the selected tag or tags.

**STYLE PROPERTIES**

Select the property or properties of styles associated to the selected tag or tags.

**ABOUT THE REFERENCE EDITOR**

This button is used to check the version of the reference editor used with AceHTML.

**SAVE AS (COMPATIBILITY EDITOR)**

This button is used to save the current file under a different name or in a different directory.

## **SHORTCUT**

Indicate a shortcut for the menu element. In order to save the new shortcuts when you exit the application, you must save the desktop or enable this option in the General Preferences, by checking the "Autosave desktop" box.

**QUICK JAVASCRIPTS BUTTON**

Used to open the dialog box of a DHTML script definition in order to access the commands, methods and events of a JavaScript.

**OBJECT EDITOR**

Used to open the Object Editor and to add and modify nodes and leafs of the code explorer.

**DOCUMENT TAB**

Tab identifying the open document. A document is active if the tab is highlighted. To move a tab, click on it and drag it to a new location.

**CHECK FOR THE LATEST VERSION ON THE INTERNET**

This option is used to check Visicom's Web site in order to find out if there is a more recent version of AceHTML than the one you have installed.

**TAG PROPERTIES**

Used to access the corresponding dialog box that allows you to modify the properties of the selected tag.

**SELECT TAG**

Used to select the opening and closing tag as well as the contents located between both tags.

**DELETE TAG**

Used to delete the opening and closing tag but without deleting the contents located between both tags.

**RESOLUTION BUTTON**

Used to simulate different environment according to certain screen resolutions.

**CODE LIST**

Display the list of elements whose properties, values and attributes you can check. The inspector window displays the elements corresponding to the selected code.

**INSERT A ROW BEFORE**

Insert a row before the row where the pointer is located.

**INSERT A ROW AFTER**

Insert a row after a row where the pointer is located.

**INSERT A ROW AT THE END**

Insert a row at the end of the table.

**INSERT A COLUMN AT THE BEGINNING**

Insert a column at the beginning of the table.

**INSERT A COLUMN BEFORE**

Insert a column before the column where the pointer is located.

**INSERT A COLUMN AFTER**

Insert a column after the column where the pointer is located.

**INSERT A COLUMN AT THE END**

Insert a column at the end of the table.

### **VIDEO AND VRML EXTENSIONS DELAY**

Enter the delay, in milliseconds in order to adjust the speed at which the text scrolls through the box. The smaller the value, the higher the speed. You can watch a preview of the results achieved at the bottom of the menu.

**CLOSE TAGS <P>**

This option makes the <P> closing tag mandatory. This is necessary when using style sheets.

**CLOSING TAGS<LI>**

This option makes the <LI> closing tag mandatory. This is necessary when using style sheets.

**QUICK JAVASCRIPT BUTTON**

Displays the dialog box of scripts JavaScript, Script and DHTML so that you can attach one of these dynamic scripts to the HTML page.

**QUICK JAVASCRIPT BUTTON**

Insert a row at the beginning of the table.

**SCRIPT NOT CLOSED**

This option is used to check for the occurrence of a script (JavaScript, VBScript) that is open and has not been closed in the document.

**MOVE MOUSE OVER**

Check this option so that the video only starts when the mouse pointer is moved over it. If this option is disabled, the video's first frame will remain frozen.

**PHP COMMAND**

This command lets you insert predefined PHP commands in your document.

**WML COMMAND**

This command lets you enter predefined or customized WML commands in your HTML document.

**OPEN BY DEFAULT**

This option allows you to associate the extension to AceHTML as the default application for opening related files.

**PREVENT DISPLAY OF DIALOGS**

This option is used to prevent the display of dialogs in the internal viewer if Internet Explorer is selected.

**DISPLAY ALL CSS PROPERTIES**

Display in the code inspector all the style properties, even if these are repeated.

**SHOW NBSP CODE IN TABLES**

This option is used to automatically insert in table cells the `&nbsp;` code when these cells are empty.

**ASSOCIATED EXTENSIONS**

This area lists the extensions associated with AceHTML in Windows.

**SELECT ALL**

This button allows you to select all the list of extensions.

**SELECT NONE**

This button allows you to select none of the list of extensions.

**SELECT UNUSED**

This button allows you to select the list of extensions that have not been used.

**ADD EXTENSIONS**

This button is used to add a new extension to the list.

**REMOVE EXTENSIONS**

This button is used to remove an extension from the list.

**ADD A CONTEXT MENU**

This option lets you associate AceHTML to an extension only in the context menu.

**INSERT AN IMAGE WITH GOGRAPH**

Use GOgraph search engine to insert images in your document. You must be connected on the internet to use GOgraph.

**ENCODE THE PAGES WITHOUT DEFINED ENCODING**

This option allows the encoding of HTML pages that do not contain a specified meta encoding tag. The encoding will be made according to the encoding alphabet specified in Preferences.

**DISPLAY ENCODING CONFIRMATION WINDOW**

A confirmation window will be displayed if the document has no encoding alphabet specified.

**ALWAYS QUOTE NUMBERS**

Specifies if attribute numbers are always between quotes.

**ALWAYS QUOTE CAPTIONS**

Specifies if attribute captions are always between quotes.

**CUSTOMIZE DEFAULT DOCUMENT**

Specifies if you want to customize the default new documents HTML, CSS, JavaScript and other types.

**SAVE THE CUSTOMIZED DOCUMENT**

This button allows to save your new default document.

## SPECIAL CHARACTERS IN DECIMAL NUMBERS

**ENCODING TYPE**

Choose the type of encoding for your alphabet. Western Europe alphabets should be set to ISO-8859-1.

**ALWAYS QUOTE NUMBERS**

If this option is enabled, all attributes that contain numbers will be placed between quotation marks.

**ALWAYS QUOTE CAPTIONS**

If this option is enabled all attributes containing character strings will be placed between quotation marks.

**CUSTOM BUTTON**

Click on this button to customize the information the header section of the document.

**SAVE CUSTOM DOCUMENT**

This button is used to save the new default document.

## **CUSTOM DOCUMENT**

This window contains a default document you can customize.

### **SPECIAL CHARACTERS IN DECIMAL NUMBERS**

This option allows to display special characters in decimal format.

e.g.

character é = &eacute; as a special character and turns to &#233; into a decimal number.

**ENABLE ENCODING**

This option is used to enable or disable AceHTML's automatic international encoding system.

**TYPE OF ENCODING**

Choose the type of encoding for your alphabet. Western Europe alphabets should be set to ISO-8859-1.

**SPELL ENGINE**

Choose the spell engine for AceHTML. AceHTML supports Microsoft Word CSAPI, Microsoft Word OLE and Sun StarOffice. Microsoft Word or Sun StarOffice must be installed if you want to use the spell checking in AceHTML. Sun StarOffice can be freely downloaded in several languages from the Sun's site.

**SCRIPT NOT CLOSED**

This options allows to check if the scripts are closed in the document during the syntax checking..

**ADD ACEHTML IN MICROSOFT'S INTERNET EXPLORER EDIT MENU**

If you activate this option, the Open With AceHTML menu element will be added to the Edit menu in Internet Explorer.

**RESTORE BUTTON**

The **Restore** button restores all the fields to their initial values.

**USE HTTP PROXY**

Check this option if you need to use a proxy port to communicate in HTTP.

**PROXY PORT**

Specify the proxy port to communicate in HTTP.

**FORCE DEFAULT VALUES AS ATTRIBUTES**

Check this option if you want to force default attribute values to be visible in the generated table code.  
e.g. `<table border=0>` `border=0` would be a default value.

**QUICK TABLE CELLS IN PERCENTAGE**

Check this option if you want to generate cell widths in percentage.

**SELECTABLE CHARACTERS BY A DOUBLE CLICK**

Specifies the special characters (excluding characters A to Z and 0 to 9) that you can select by a double click on a word in the edition window.

## COMMENT AREA

In the comment area you can add, modify or delete comments, by typing in your changes directly in this area. To hide comments, click on the **Display comment** button.

**TEMPLATE PAGE NAME**

Enter the name that you want for the template page. The template is saved under the Custom tab found under the **New Document** dialog box.

## **EXTENDED**

Used to limit the search.

The **Global** option searches for the specified text in all the document. By default this option is checked.

The option **Selected text** searches for the text in the specified text only.

**SEARCH ONLY**

Enable this option if you want to disable replacing. It is used to avoid making mistakes.

## **REGULAR EXPRESSION**

Enable this option if you want to use operators in your search. Operators allows you to include in your search characters you cannot identify. With AceHTML you can use operators when using the **Extended Search and Replace** option.

Refer to **Help** to find the list of accepted operators.

**FIRST APPLY ON OPEN FILES**

Enable this box to give priority to files already open. This option is useful if you have made a search on several files (for example, files in a folder or in a project).

**MASK FILES**

Choose the type of files you want to filter. The changes will only take place on those files that were not filtered..

**IN OPEN FILES**

Enable this option to limit the replacement to files that are open.

**DISPLAY PROJECT COMMENTS**

Displays an area at the bottom of the Project Manager window where you can add, change or check comment found in the current project.

**DISPLAY PROJECT STRUCTURE BUTTON**

Display an area on the left panel of the Project Manager to check the structure of folders.

**SAVE AS A BACK UP BUTTON**

Create a compressed file in ZIP format that contains all the current project folders and files.

**TEXT**

Indicate the action that must take place. This information is displayed in **Action item** column on **the To-do list**. You can enter as much text as you like.

**PRIORITY (!)**

Indicate the level of priority of a task. You can enter the number directly or use the increase arrows. The levels of priority go from 1 to 100 with 1 indicating the highest priority.

**OWNER**

Enter the name of the person responsible for carrying out the task. Once you enter a name, it will be available from the drop down list when you add more tasks.

**CATEGORY**

Enter a name that will help you classify the type of task. Once you have entered a category it will be available from the drop down list when you add more tasks.

**MODULE**

Indicate the relative access path where the object related to a task is found. You can use the **Open** button to browse your work station.

**ACTION ITEM**

Indicate what must be done with the object shown in the **Module** column.

**PRIORITY (!)**

Level of priority of an element. The levels of priority go from 1 to 100 with 1 indicating the highest priority.

**MODULE**

Name of the object (HTML document, image file, CSS file, etc.) that has to be changed. The column indicates the object's relative address in your folder. To add a To-do task, the object must already exist.

**OWNER**

Person responsible to carry out the task.

**CATEGORY**

The category you assigned to define this task.

## **FILTER THE TO-DO LIST**

The list displays the criteria you chose to filter from the context menu (**Module**, **Owner** or **Category**). Add a check mark on the box for the information that you want to keep in the **To-do list**. If one of them doesn't have a check mark, the corresponding information will not be displayed.

## **UNIQUE DOCUMENT BUTTON**

Update the dialog box so that you can indicate the optimization options that you want to apply to one document only.

**SEVERAL DOCUMENTS BUTTON**

Update the dialog box so that you can indicate the optimization options that you want to apply to several documents or a project.

**COMPRESSION OPTIONS TAB**

Here you can define a set of options to reduce the number of elements in a document that might not be useful except when editing the page.

## **BEAUTY OPTIONS**

Here you can define the options that will allow you to enhance the esthetic quality of your document using the edit window. The esthetic value of your document will allow you to highlight the information. It has no incidence on the way your document is displayed in the Web.

## **SPECIAL CHARACTERS TAB**

This command is used to convert special characters (é, à, î, etc.) found in the document to HTML code and vice versa. This command is useful to display characters correctly in older browsers. In newer browsers (Explorer or Netscape, versions 4 or higher) it isn't necessary to convert special characters as these browsers interpret them correctly.

**FILE CONVERSION TAB**

This tab allows you to modify the case condition of certain codes in a document and to change the direction of the separators.

**START BUTTON**

Run the optimization command.

**STOP BUTTON**

Interrupt the document optimization.

**SAVE BUTTON**

Make a backup copy of documents before running the optimization function.

**FILE BACKUP COPIES**

Use this option to make back up copies of your files before running the optimization function. AceHTML creates backups with the extension `.bak`.

**APPLY FIRST ON OPEN FILES**

Enable this option to give priority to open files. This option is useful if you are conducting a search in several files (for example, files in a folder or a project).

**SPECIFIED FILES**

With this option you can modify only selected files. When you select this option, the dialog box changes.

**SEARCH ALL FILES IN PROJECT**

Use this option to modify all the files belonging to a project. The files must be open before running the optimization option. This option is not available if the file does not belong to a project and if it is not opened.

**IN THE SPECIFIED DIRECTORY**

Use this option to modify all the files found in a specific directory.

## **SEARCH IN DIRECTORIES**

This option is available if you enable the option **In Specified Directory**. Here you can select the directory that contains the files you want to modify.

**INCLUDE SUBDIRECTORIES**

This option is available if you enable the option **In Specified Directory**. If you enable this option, all the changes will be made in all the files found under the sub-directories of the specified directory.

**FILE MASKS**

Choose the type of file you want to filter. Changes will only take place in those files that were not filtered.

**IN OPEN DOCUMENTS**

This option allows you to edit only the files which are currently opened in AceHTML. If you choose this option, the Search Options area becomes inactive.

**SEARCH OPTIONS**

This area is enabled according to the type of search specified to allow you to select files, projects and directories.

**STRIP CARRIAGE RETURNS [#10 AND #13]**

Enable this option to delete all empty lines on the edit window..

**ALL CARRIAGE RETURNS**

Delete all the carriage returns found in the edit window.

**EXTRA CARRIAGE RETURNS (MORE THAN 1)**

Delete extra (duplicate) carriage returns.

**STRIP TABS**

Enable this option to delete tabs (tabulation) found in the edit window.

**STRIP HTML COMMENTS**

Enable this option to remove all comments lines (found between these tags : `<-- comment -->`).

**STRIP EXTRA SPACES**

Enable this option to remove extra spaces in the edit window and retain only one space between words and code.

**STRIP SCRIPT COMMENTS**

Enable this option to remove all comments used to announce or describe special scripts found in the document (indicated by these tags: `<!--beginning of script . . . // end of script -->`).

## **CUSTOM REMOVE**

Enable this option to delete code you developed yourself, for example, code you use to identify sections in the document.

If you enable the option, the following options are enabled:

**Start with:** indicate the expression that initiates the tags or codes you want to delete, for example, to remove a style, you would enter `<h1 class="myclass">`.

**End with:** indicate the expression that closes the tag or code to be deleted. Following the previous example, you would enter `</h1>`.

**STRIP CARRIAGE RETURNS MORE THAN**

Enable this option to indicate the number of paragraph marks (or new line marks) that you wish to keep. Any extra returns will be deleted.

**STRIP SPACES MORE THAN**

Enable this option to indicate the number of spaces you want to keep. Any extra spaces will be deleted.

**STRIP SPACES AFTER EOL**

Enable this option to delete all extra spaces found at the end of a line.

**ALIGN CODE WITH TABS**

Enable this option to make it easier to view the structure of the document using indentation for blocks of lines. When you enable this option, the following options are enabled:

**Use spaces:** Enable this option to use spaces instead of tabs.

**Tab value:** Indicate the value of the indent (equivalent to the number of characters).

**CONVERT HTML TO XHTML**

Enable this option to convert all the tags and code used in the document to XHTML language. When you enable this option, the following option, Wrap Scripts, is enabled.

**WRAP SCRIPTS**

Enable this option to include JavaScript code in the conversion process.

**CONVERSION OF SPECIAL CHARACTERS**

If your document has special characters, enable this option to convert normal characters to special characters.

**RETURN TO NORMAL CHARACTERS**

If your document has special characters, enable this option to convert special characters to normal characters.

### **SPECIAL CHARACTERS IN DECIMAL NUMBERS**

This option is used to display special character in decimal format.

character é = &eacute; as a special character and turns to &#233; into a decimal number.

**CONVERT TO LOWER/UPPER CASE**

This option is used to change the case of attribute values. For example, to change all "align="center" attributes in a document to: "align="CENTER".

## **SEPARATOR CONVERSION**

By default, no conversion is used. However, you might need to change these separators in your documents depending on their location, either local or on your server.

**CONVERT SEPARATOR FROM \ TO /**

To convert absolute address to a relative address, for example, for using the addresses locally at your work station.

**CONVERT SEPARATOR FROM / TO \**

To convert relative addresses to absolute addresses, for example, for using the addresses on a server.

**NO CONVERSION**

No conversion is carried out in the document.

**ATTRIBUTES TO CHECK**

Enable this option if you want to specify the attributes that must be part of the conversion process.

**ADD**

Click on this button to add an attribute.

**ATTRIBUTE**

Enter the name of the attribute that must be part of the conversion process (for example `align`).

**REMOVE**

Click on this button to remove an attribute you previously add to the **Attributes to check** list.

**RESTORE**

Click on this button to restore the default values. By default, AceHTML only carries out the conversion process on the attributes `href` and `src`.

**APPLY TO FILES**

Click on this button to add files to the verification process. The **Open file(s)** dialog box is displayed.

**ADD URL**

Click this button to add a Web address to the verification process. The **Web Address** dialog box is displayed. In the URL area, enter the address that should be checked and click on **OK** to start the process.

**UP/DOWN ARROWS**

Documents are checked in the same order that they appear on the Document list. You can order them according to priority using the up and down arrows.

**DOCUMENT AREA**

List of documents to be checked. If you request a verification of the current document or of the documents in a project, the address of these documents is automatically added to the list.

You can order them according to priority by using the up and down arrows to move them in this area.

## REMOVE

Click on this button to remove a document from the list. Select a document from the **Document List** and click on the button to remove it from the list of documents to be verified.

## **SUMMARY**

This area displays information on the status of the verification of all the documents and URL addresses found in the **Documents** area.

**VERIFY**

Click on this button to start the verification. The verification results are displayed on the lower part of the dialog box.

**STOP**

Click on this button to interrupt the verification process.

**REPORT**

Click on this button to obtain a report on the verification process. A new window displays the verification report. You can save the report in text format and print it.

**OPTIONS**

Display the Verification Preferences dialog box that allows you to make changes to parameters used when checking links.

**URL COLUMN**

This column displays the name of the element (image, script) or the URL that is being checked.

**DOCUMENT COLUMN**

This option displays the address of the document containing the URL address being checked

**COLUMN #**

This column displays the number of times that an element or URL is found in the document.

**RESPONSE COLUMN (MS)**

Response time expressed in microseconds.

**TRIALS COLUMN**

This column displays the number of times the program tries to connect to the Internet before completion the verification process.

**COLUMN ?**

This column displays icons that represent the verification process. Three icons are used.

**VERIFIED COLUMNS**

This column displays the date the verification process took place.

**TIME TO WAIT FOR RESPONSE**

Indicate the delay that you find reasonable before AceHTML determines the verified process has failed. The delay must be indicated in seconds.

**NUMBER OF PASSES ON FAILURE**

Indicate the number the number of times AceHTML should try connecting.

**DELAY BETWEEN PASSES**

Indicate the delay between attempts to connect. The number of maximum attempts is indicated in the **Number of passes on failure** box. This delay must be indicated in milliseconds

**SLOW RESPONDING LINK**

In this field, indicate the time (in milliseconds) within which AceHTML must receive a connection response.

**SKIP LINKS CHECKED LAST**

This delay is used to determine which documents need to be checked. A document that was checked within the period of days indicated in this box is not checked during the current verification session.

**MAXIMUM SIMULTANEOUS CHECKS**

Indicate the number of checks AceHTML can perform simultaneously. The higher the number, the slower the verification.

**MASK**

You can remove a file type from the verification process. Select the type of file you do not want to check from the drop down list.

**ATTRIBUTES AREA**

You can add HTML attributes to extend the check to other types of elements.

## **ADD BUTTON**

Click on this button to display the **Add Attribute** dialog box so that you can add an item to the **Attributes** Area.

**EDIT BUTTON**

Click on this button to modify a selected attribute in the list. The Add an attribute dialog box is displayed so you can make the changes necessary.

**REMOVE BUTTON**

Click on this button to remove the selected element from the list.

**RESTORE BUTTON**

Click on this button to return to AceHTML's default values.

**CLOSE BUTTON**

Save and close the dialog box.

**SEPARATION CHARACTER**

Enter the character used to separate columns.

**DEFINITION OF SEVERAL TAGS**

Click on this button to modify the attribute values and associate these changes to several tags. The list of HTML tags is displayed. Add or remove the check mark from a tag to make changes to the association.

**URL**

Enter the full Internet address of the document you want to open. The address must contain the protocol used, the full address and the name of the document (including its extension).

**NAME**

Name of operator being edited.

**DESCRIPTION**

Description of the object being edited. This is used for information purposes only.

**TEMPLATE**

Library of definitions (classes) related to the operator being edited.

**FOLDER**

Classifying folder that contains the **Template**.

### **OPTIONAL OPERAND**

This option is used to specify that attribute is mandatory. When you enable this option, the following two options are enabled. You must indicate the **Prefix** and **Suffix**.

**OPERAND**

Name of the operand used.

**DISPLAY LINE NUMBERS BUTTON**

Display or hide the line numbers on the margin.

**DISPLAY HIDDEN CHARACTER BUTTON**

Display or hide hidden characters in the document. New paragraph or new line characters are some of the hidden characters. These characters are useful on the edit window but are not interpreted by browsers (`b` or `p`) tags.

**HIGHLIGHT BUTTON**

This is used to highlight information on the edit window. Click on the button and highlight text.

**ADD/GOTO BOOKMARK BUTTON**

Used to add or to go to a bookmark in the edit window.

**CODE TOOLTIP**

When enabled this tool displays a tip on tags found on the edit window. The tooltip displays the attributes of properties that can be added to the code being edited.

## **CODE COMPLETION**

The completion code tool is also available from the edit window's mini toolbar. This tool helps you complete code as you enter it in the edit window. When you start entering code in the edit window you can click on the CTRL+E shortcut to display a drop down list. Double click on the desired code to insert it.

**DESKTOP DOCKED IN ONE WINDOW**

This option is used to anchor all the elements in the display in one window. If you enable this option, the edit window and the viewer are placed in one window

**KEEP LAST DOCUMENTS OPENED**

If this option is enabled, AceHTML will remember which documents were open when you closed the program. When you start the program again, the documents are opened automatically.

**QUICK TABLE CELLS IN PERCENTAGE**

Enable this option to indicate a cell width for cells in a table. By default the cell width assigned is proportional to the number of cells in a row.

If this option is not enabled, no particular size will be applied to cells. Cells will be sized according to their content.

**UNTERMINATED CSS COMMENT**

An error was encountered in the formulation of a CSS comment.

## **UNKNOWN @-RULE**

One of the special rules is unknown; it could be non-existent or simply contain a syntax error.

The `@-rule` of CSS2 rules allow supplying special information for the program that interprets style sheets.

**ILLEGAL @IMPORT**

The rule `@import` is considered illegal.

**ILLEGAL @CHARSET**

The rule @charset is considered illegal.

**BAD FORMED OR NOT CORRECT URL**

The URL address contains a syntax error.

### **UNKNOWN PSEUDO-CLASS**

The pseudo-class is unknown; it could be non-existent or simply contain a syntax error.

Pseudo-classes are elements called by the `class` attribute to apply particular effects to elements.

**UNKNOWN MEDIUM TYPE**

The media is unknown..

In a CSS rule, a medium is an external unit needed to display a visual effect: computer monitor, TV set, projector, screen, etc.

**IMPROPER CHARACTER SET OR LANGUAGE CODE**

The string of characters is not a known code or rule.

**UNKNOWN CSS PROPERTY**

The property of a rule is unknown; it could be non-existent or contain a syntax error.

**CSS PROPERTY NOT DEFINED FOR SELECTOR**

A rule property cannot be associated to a specified selector; it could be non-existent or contain a syntax error.

**BAD VALUE FOR CSS PROPERTY**

The value associated to the property of a rule is unknown; it could be non-existent or contain a syntax error.

**UNKNOWN HTML ATTRIBUTE**

The HTML attribute associated to the property of a rule is unknown; it could be non-existent or contain a syntax error.

**BAD HTML COMMENT**

the HTML comment associated to a rule has a syntax error

**SYNTAX ERRORS**

A syntax error could be explicitly detected.

**DETECTED IDENTIFIER IS A RESERVED WORD**

The specified word for an identifier was found in the document but because it is a reserved word it cannot be used as an identifier.

**IDENTIFER RESERVED FOR FUTURE USE**

The identifier cannot be used presently because it has been reserved for a different use.

**PREDEFINED OBJECT**

The predefined object was modified when it couldn't be modified.

**PREDEFINED METHOD**

The predefined method was modified when it couldn't be modified.

**ILLEGAL CHARACTER**

An illegal character was found in the script.

**EXPECTED CHARACTER NOT FOUND**

An expected character is missing the script.

**UNTERMINATED STRING**

The specified character string is not closed.

**DIGIT EXPECTED**

An expected number to run the script was not found.

**MULTILINE COMMENT NOT CLOSED**

The script's multiline comment is not closed.

**TERMINATED EXPRESSION**

The expression is complete but other elements are expected.

**OPERATOR EXPECTED**

The operator required for the information is not found.

**STATEMENT NOT ALLOWED THERE**

The statement is not inserted in the correct location in the script.

**NESTED FUNCTIONS NOT ALLOWED**

Nested functions are not allowed at the location where they are found.

**DUPLICATED FUNCTION NAME**

The function name is found twice in the script.

**IDENTIFIER EXPECTED**

The function identifier is not found.

**ARGUMENT DUPLICATED**

The function argument is found twice in the script.

**RETURN STATEMENT ABSENT**

The "return" statement necessary to run the script is missing.

`Return` is used to resend the value that must be returned by the function.

**DUPLICATED "DEFAULT" STATEMENT**

The `default` statement is found twice in the same script.

**DUPLICATED "CATCH" STATEMENT**

The `catch` statement is found twice in the same script.

**DUPLICATED "FINALLY" STATEMENT**

The `finally` statement is found twice in the same script.

**NEITHER "CATCH" OR "FINALLY" STATEMENT NOT FOUND**

These statements are necessary to run the script but are missing

**DUPLICATED LABEL**

The `label` statement is found twice in the same script.

**LABEL NOT FOUND**

The `finally` statement necessary to run the script is missing.

**JAVASCRIPT SYNTAX ERROR**

A syntax error was found.

**MISSING SEMICOLONS BETWEEN STATEMENTS**

The semicolons required to separate statements within the same function are missing.

### **IMAGE SIZES IN IMAGE BROWSE**

Click on the **Size** indicator and drag it to the desired size. The size in pixels is indicated in the corresponding area: **Height** and **Width**.

### **SPACING BETWEEN THUMBNAIIS IN BROWSE IMAGE**

Click on the Space indicator and drag it to obtain the desired spacing between thumbnails. The space size is indicated in the corresponding area: **X** (top/bottom and **Y** (left/right).

## PHP PARSER

Indicate the file that interprets PHP codes so that you can use the code interpreters supplied with AceHTML. Enter the name of the file directly in the text box or use the **Open file(s)** button to look for the file in your work station

## PERL PARSER

Indicate the file that interprets PERL codes so that you can use the code interpreters supplied with AceHTML. Enter the name of the file directly in the text box or use the **Open file(s)** button to look for the file in your work station.

**CODE TOOLTIPS**

Enable this option to display tips on code. When the pointer is placed over code, a message containing the tip is displayed after a few seconds.

## **CODE COMPLETION**

Enable this option to bring up the Code Completion Wizard. You can also use the shortcut **Ctrl+space**.

**DELAY**

Use the indicator to modify the response time to display the code tips.

**PARSER RESULTS**

This area displays the results of the verification carried out by the code parser after launching the parser. To correctly parse codes, you must first associate the files for parsing in the General Preferences window.

**ADD CELL TO TABLE BUTTON**

Used to insert a cell inside a table directly from the edit window. Place the cursor at the location where you want to enter a cell and then click on the button.

**ADD ROW TO TABLE**

Used to insert a row of several cells inside a table directly from the edit window. Place the cursor at the location where you want to enter the row and click on the button.

**ADD HEADER ROW TO TABLE BUTTON**

Used to add a row of several cells to a table. This row is the header row identified by the `<th>` `</th>` tags. Place the cursor in the location where you want to insert the row and click on the button

**DEAD LINKS LIST**

Displays a list of the broken links found in the document.

**SELECT ALL**

Click on this button to select all the dead links found in the list.

**UNSELECT**

Click on this button to cancel the selection.

**REMOVE**

Click on this button to remove all links previously selected. The links selected are identified a check mark in the adjacent box. A message is displayed requiring confirmation.

**DELETE ALL**

Click on this button to delete all the dead links found in the list, including those not selected.  
A message is displayed requiring confirmation.

**PRINT**

Click on this button to display a Print dialog box to print the list of dead links.

**VERIFY RELATIVE LINKS**

Relative links are those that point to exact locations. Enable this option to include them in the verification process.

**GO TO NEXT LINK AFTER TRIAL**

Enable this option to perform the verification of the next link if the number of passes indicated in the **Number of passes on failure** box has been reached.

**DISPLAY FILE MANAGER**

Enable this option to display the File Manager.

**DEFAULT DOCUMENT**

Enable this option to define the type of document you want to identify as the default edit document.

**FILE EXTENSIONS EXCLUDED FROM ENCODING**

This list of file extensions contains the encoding exclusions i.e. the files which may not take encoding into account. Enter the file extensions in that field. Each file extension must be separated using a comma (.). The asterisk (\*) replaces any character before the file extension and must be entered.

**PRINT SELECTION**

Enable this option to print only the area you selected in the edit window. If no area is selected, this option is disabled.

## **CONFIGURATION**

Click on the **Configuration** button to display a dialog box where you can enter different print parameters support by your printer.

**SHEET VALUE**

If the attribute you specified requires a value, this field is enabled. Enter the value.

**SHEET NAME**

Enter a name for the sheet you just created.

**DUPLICATE VARIABLE OR CONSTANT**

The specified variable or constant is found twice in the same script.

**INCORRECT REGULAR EXPRESSION**

The expression contains errors.

**DEFAULT VISIBLE EXTENSIONS**

List of extensions displayed when no mask has been applied to the display. Enter the file extension that you want to exclude from the list. Each extension must be separated by a comma (.). The asterisk (\*) is the wildcard inserted that indicates all file names for the extension.

**COMMENT**

Enable this option if you want to add a comment area to the document header. The comment contains information on the date the document was created: <!-- Created: 2001-10-12 -->.

### **CUSTOM BUTTON**

Click on this button to display a preview of the edit window. In this window you can enter directly the text you want displayed in the document header. Click on the **OK** to save changes.

## **FILE SHARING WITH OTHER APPLICATIONS**

If you open a file with AceHTML that is already open in another application, you may encounter problems. The following options allows you to determine the degree of file sharing you want to have in place.

**Only if read access is requested:** you can open the document as read only. If you make changes to the document you have to save it under a different name.

**Files cannot be shared:** AceHTML warns you that the file is already being used by another program and will not open it.

**Files can be shared without restrictions:** AceHTML will open the document and allow you to make changes to it. Be careful when you use this option since problems could arise with the different versions of the document.

**ADD THE DEFAULT EXTENSION**

Allows you to change the default extension of the document.

**USE SPACES FOR TABULATION**

Allows you to automatically replace a group of spaces with a tab.

**GO TO NEXT TAG**

Select this option to jump to the next tag.

**GO TO PREVIOUS TAG**

Select this option to jump to the previous tag.

## **TO-DO LIST**

Select this command to display the **To-do List**.

The To-do List helps you keep track of the progress you have made in your Web project. You can add, change or remove tasks from the list, determine priorities and assign the name to the person responsible.

**DISPLAY THE MINI TOOLBAR**

Used to display a Mini Toolbar on the left side of the edit window.

The Mini Toolbar has several tools that make editing easier: you can use it to display or hide line numbers or bookmarks, highlight text or use the code completion tool.

**SHIFT TO EDIT WINDOW**

Allows you to alternate between the tools window and the edit window.

**ENCODING**

Displays a list of encoding languages available.

Encoding is used in complex HTML documents that incorporate several languages (ASP, XML, CSS). It allows a better encoding of characters that will subsequently interpreted (decoded) y different servers.

## PHP PARSER

Run the PHP code parser.

If the interpreting file is missing, AceHTML displays an error message. click on the **OK** button to display the General Preferences window so that you can indicate the path to the file

## **PERL PARSER**

Run the PHP code parser.

If the interpreting file is missing, AceHTML displays an error message. click on the **OK** button to display the General Preferences window so that you can indicate the path to the file

**SEND FEEDBACK**

Use this option to send comments to the developers of AceHTML.

**GOGRAPH**

Use this option to access the GOgraph Web site.

GOgraph is a search engine for graphics. There are six different categories that make searching easier.

## **CHECK ONLINE LINKS**

Opens the **Check Online Links** dialog box.

All links are checked: links to image files, script files, external scripts (JavaScript, CSS, ...) and hypertext external links to documents found in your work station or the Internet.

**INSERT A TABLE CELL**

Insert a cell in the table at the position of the cursor in the table.

**INSERT A ROW IN A TABLE**

Insert a row in the table at the position of the cursor in the table.

**INSERT A HEADER ROW IN A TABLE**

Insert a header row in a table at the position of the cursor in the table.

## **WEB TOOLS**

With this option you can access different Web sites that offer different tools for the development of Web pages. For example, you can find a Hitbox counter.

## **SCRIPTS – SPECIAL TEXT EFFECTS**

Displays a dialog box that contains a group of predefined scripts.

These are dynamic special effects that can be applied to text to make the document more attractive and bring attention to special content.

**SCRIPTS – SPECIAL GRAPHIC EFFECTS**

Displays a dialog box that contains a group of predefined scripts.

These are dynamic special effects that can be applied to images to make the document more attractive.

**SCRIPTS - TOOLS**

Displays a dialog box that contains a group of predefined scripts.

These are tools to add special utilities to Web pages, such as calendar, clocks, a button to print text, etc.

**SCRIPTS - MENU**

Displays a dialog box that contains a group of predefined scripts.  
Dynamic menus that make surfing the Web site easier.

## **SCRIPTS – MATHEMATICAL CALCULATIONS**

Displays a dialog box that contains a group of predefined scripts.

These scripts are useful tools that you can add to your documents that perform mathematical calculations, such as amortization tables, calculation of interests, number of days, etc.

**FOCUS ON THE ACTIVE LINE**

Surrounds the line on which rests a border cursor.

**DEFAULT EXTENSION**

Default file extension used when creating a type of document selected in the **Types** list. This extension must have been previously named in the **File Extensions** field.

**NEW DOCUMENT CONTENTS**

This window displays the default prologue corresponding to the previously selected language in the File associations' general preferences dialog. You can edit the prologue with relevant information.

**ILLEGAL STATEMENTS**

The encountered character string is not authorized.

**VERIFY DOMAIN**

Verifies if the URL domain is valid.

## **TYPES**

List of documents that you can edit using WebExpert. This function allows you to associate different extensions to each of the types. First select the type in order to display the associate extensions in the **File Extensions** field.

## **ENCODING TOOLBAR**

This toolbar displays a drop-down list with the different types of encoding that you can use to design your page. The toolbar can be configured using the **Options-> Button Configuration** menu.

**DISPLAY RULER**

Displays horizontal and vertical rulers in the internal browser window, thus allowing you to evaluate the placement of objects on your page.

**CREATE A FOLDER BUTTON**

Creates a new folder for your files.

**AUTOMATIC SAVE OF YOUR PROJECT IN ORDER TO SEE THE RESULTS IN THE BROWSER**

WebExpert automatically saves your project when you request the pages display.

**NAME OF THE ELEMENT**

Assign a name to the code you wish to create.

**TEXT TO INSERT BEFORE THE SELECTION**

Enter the text to display before the selected content on the edit sheet; that is, at the beginning of the declaration. For example, for HTML or XML code, this is where you enter the opening tag.

**TEXT TO INSERT AFTER THE SELECTION**

Enter the text to display after the selected content on the edit sheet; that is, at the end of the declaration. For example, for HTML or XML code, this is where you enter the closing tag.

**DO NOT OVERWRITE THE SELECTED TEXT**

Activate this option to prevent overwriting of the selected contents when you insert code.

**INSERT INTO THE DOCUMENT BUTTON**

Inserts the selected code in the document library. Inserting library code is similar in function to standard HTML code. You first select the contents to be framed by the code and then insert the code. If the code definition prevents the deletion of the selected contents, the text at the beginning and at the end surrounds the contents. You can also insert the code and enter the contents on which the code's effect is to be applied.

**DISPLAY THE FILE EXTENSION ON THE TABS**

Displays the file extensions on the open pages tab. This function is very useful if you need to work with different file types (.html, .asp, .css, etc.).

**DISPLAYED NAME**

Required. Name of the site that you wish to connect to. There are no restrictions on the name.

**SERVER**

Required. Name of the FTP server that you are connecting to. For example, `http:\\www.sitename.com` or `ftp:\\sitename.servername.com`.

**PORT**

Required. Enter the communications port. Generally, an FTP connection uses port 21 by default. This protocol is also used for HTTP connections initiated by an FTP client.

**USERNAME**

Required. Unique identification authorizing you to log on to the FTP site.

**PASSWORD**

Required. A password authenticates your username.

**FOLDER AT LOGON**

Optional. You can specify the folder that opens by default when you connect to this FTP site.

**HTTP URL**

Specify the HTTP address if you're going through a web site to access the FTP site.

**PASSIVE (PASV)**

Check this box if you use a passive connection (PASV). The PASV connection mode is a passive exchange mode used to prevent conflicts when simultaneously transferring more than one file. Use of the passive mode is required by some servers behind a firewall. Such firewalls require that the server initiates the connection.

**CREATE**

Click on this button to create the connection.

### **ADD AN ELEMENT BUTTON**

Allows you to add new code to the library. First click on the folder in which you wish to file the code and then click on the button. The **Element Properties** dialog allows you to define the code contents.

## PROPERTIES BUTTON

Click on this button to edit code in the library. The **Element Properties** dialog allows you to edit the code contents.

## **E-MAIL**

When the **E-mail** dialog displays with the **E-mail contents in message body** command option active, the current web page is e-mailed within the body of the message. When the **E-mail** dialog displays with the **E-mail contents as attachment** command option active, the current web page is e-mailed as an attachment. Enter your web page recipient's e-mail address and then click on the **OK** button. The web page is then e-mailed using the computer's default e-mail client.

**UNLIMITED LEVELS OF UNDO/REDO**

An unlimited number of operations are retained in memory. These can be undone using **Undo** and reinstated using **Redo** in the **Edit** toolbar.

**KEEP THE LAST PROJECT OPEN**

This option directs WebExpert to remember the currently open project when you quit the application. When you subsequently start WebExpert again, that project is automatically opened.

**AUTOMATICALLY SAVE DOCUMENT USING FTP BEFORE DISPLAYING**

When you request the display of your web page in the internal browser, WebExpert first saves it on your default FTP site before displaying it.

**DISPLAY STATUS BAR**

Displays the status bar in the internal browser.

### **USE A ROOT URL ADDRESS**

The internal browser connects directly to the URL address set in the **Root URL** field on startup.

**USE A HTTP PROXY**

Activate this option if your computer goes through a proxy server. When this option is active, the **Proxy Port** area becomes active. In the adjacent field, specify the port number used by your server. By default, a proxy server uses Port 80.

**AUTOMATIC SEARCH**

If you don't know the path to your computer's Web browser, use this function to search for it on your drive. You must select the drive on which the external browser resides. By default, drive C is selected. Click on the Start button to initiate the search.

**USE A TEMPORARY FILE FOR DISPLAY**

When you display a Web page, WebExpert creates a temporary file in the same folder. When this option is active, the last displayed file in the internal browser will be displayed.

**AUTOMATIC SAVE OF YOUR FILES IN ORDER TO SEE THE RESULTS IN THE BROWSER**

WebExpert automatically saves your document when you request that it be displayed.

## **DEFAULT TYPE FOR NEW DOCUMENTS**

List of documents that you can edit using WebExpert. This function allows you to associate different extensions to each of the types.

**FILE EXTENSIONS**

File extensions associated with the type of file selected in the **Types** list. Extensions are separated by a semicolon (;).

### **INSERT COMMENTS AT CREATION**

A comment is inserted at the beginning of the document when you create new file of the type selected in the **Types** list.

## **INSERT PROLOGUE**

A prologue is inserted at the beginning of the document when you create a new file subtypes selected in the **Types** list. For example: `<!doctype html public "-//w3c//dtd html 4.0//en">`.

## **CUSTOMIZE CREATION**

Activate this option to activate the **Edit** button. Click on that button to display the **New Documents Contents** dialog box, which allows you to personalize the heading script.

## **SYNTAX COLOUR**

Indicator of the colour used for the selected document type. The code colors are defined in the **Colour** tab in Preferences.

**HTML COMMENT NOT CLOSED**

The closing tag for the comment is missing.

**OPTIONAL OPENING TAG**

If you use a non-mandatory opening tag, a warning message will be displayed.

**TAG MUST BE EMPTY**

If you add parameters or values which are unauthorized for this tag, a warning message will be displayed.

**ILLEGAL LABEL**

The label used in the function is illegal.

**ERRONEOUS SWITCH DECLARATION**

A syntax error has been detected in the `Switch` declaration.

**ERRONEOUS TRY DECLARATION**

A syntax error has been detected in the `Try` declaration.

**ILLEGAL CLASS NAME**

The use of this class name in the function is not authorized.

**VERIFY OBJECTS, METHODS AND FUNCTIONS**

The application will verify the declaration of objects, methods and functions. If errors are found, a message will be displayed.

**VERIFY .NET MODIFIATORS**

The application will verify the .NET modifiers. If errors are found, a message will be displayed.

## **USE THE BROWSER TO DISPLAY RESULTS**

You can see the results of your code in the browser window.

**EDIT PROPERTIES USING TOPSTYLE BUTTON**

This function allows you to edit the style properties using the TopStyle CSS editor.

### **EDIT INTRALINE STYLE USING TOPSTYLE BUTTON**

This function allows you to edit the intraline styles using the TopStyle CSS editor.

## **CODE LIBRARY**

The code library allows you to create a list of customized code segments that you can insert in your document. You can classify your customized code segments by category, by programming language type, etc. The Code library panel displays (in tree format) the complete list of folders and subfolders that you have created and all of the code segments within.

**DELETE HTML TAGS**

Check this box to delete all HTML tags in your document. This function is useful if your document is not HTML (such as JS, ASP or PHP) and if you wish that it contained no HTML tags.

**IGNORE HTML TAGS**

Disregards the HTML tags. This function is useful if your optimized document has been created using several programming languages.

**IGNORE ASP/PHP TAGS**

Check this box to ignore all ASP and PHP scripts in your document.

**TAGS IN LOWERCASE**

Check this box to convert the tags' character case. All recognized tags in uppercase or mixed case (uppercase and lowercase) will be converted to lowercase.

**ATTRIBUTES IN LOWERCASE**

Check this box to convert the attributes' character case. All recognized tag attributes in uppercase or mixed case (uppercase and lowercase) will be converted to lowercase.

**ATTRIBUTE VALUES IN QUOTES**

Check this box to add quotes to all attribute values.

### **AUTO-CORRECT**

Automatically corrects the word in the **Not Found** area using the last correction made on this same spelling error. This button is inactive if the error has never been encountered before and if the dictionary cannot recognize any of the suggestions.

**ANCHOR TYPE BUTTON**

Click on that button to access the anchor functions for the window. You can anchor the window as a tab on the edit sheet; deactivate the window anchor in order to change its dimensions or move it or to keep it within the work area.

**EXPECTED AN IDENTIFIER BUT FOUND A RESERVED WORD**

The word specified as an identifier (ID) has been found in the document but cannot be used as an identifier.

**LANGUAGE**

Programming language used. By default, WebExpert uses HTML.

## **PREDEFINED FUNCTIONS DECLARATIONS**

These functions declarations are predefined and cannot be modified.

**ILLEGAL CHARACTERS**

Unauthorized characters have been encountered in the script.

**CANNOT FIND EXPECTED CHARACTERS**

A character is missing in the script.

**CHARACTER STRING NOT TERMINATED**

A specified character string is not terminated.

**MULTILINGUAL COMMENTS NOT CLOSED**

The script's multilingual comment is not closed.

**EMBEDDED FUNCTION DECLARATIONS**

The embedding of functions is not authorized at this location.

**IDENTIFIERS DECLARED TWICE**

The name of the function is found twice in the script.

**CANNOT FIND EXPECTED IDENTIFIERS**

The function's identifier (ID) cannot be found.

**ERRONEOUS SWITCH STATEMENT**

A syntax error has been detected in the `Switch` declaration.

**SYNTAX ERRORS**

A syntax error may be explicitly detected.

**SEMICOLON PRESENT BETWEEN STATEMENTS**

A semicolon illegally appears in the declarations.

**ERRONEOUS HEREDOC STRING DECLARATION**

The validated syntax in the `heredoc` declaration is incorrect.

## **ERRONEOUS IF STATEMENTS**

There are syntax errors in your `IF` statements.

**CANNOT FIND EXPECTED VARIABLES**

A variable is missing in the declaration.

## **ERRONEOUS CLASS DECLARATION**

The syntax in the `CLASS` declaration is incorrect.

**EXPECTED CHARACTER STRINGS**

A character string is searched but not found.

**ERRONEOUS USE OF RESERVED WORDS**

The identifier (ID) cannot be used at the moment it is called because it is reserved for another use.

**IDENTIFIERS DECLARED TWICE**

The name of the function is found twice in the script.

**UNAUTHORIZED STATEMENTS AND OPERATORS**

The encountered character string is not authorized.

## **ERRONEOUS FUNCTION STATEMENTS**

There are syntax errors in the `FUNCTION` statements.

## **ERRONEOUS CLASS STATEMENTS**

There are syntax errors in the `CLASS` statements.

## **ERRONEOUS FOR STATEMENTS**

There are syntax errors in the `FOR` statements.

## **ERRONEOUS IF STATEMENTS**

There are syntax errors in your `IF` statements.

## **ERRONEOUS SELECT CASE STATEMENTS**

There are syntax errors in the `SELECT CASE` statements.

**CONFLICTING VISIBILITY (SCOPE) DEFINITIONS**

If conflicts appear in the use of these functions, a message will be displayed.

**CONFLICTING DECLARATION MODIFIERS**

The application will verify the modifiers. If usage conflicts are detected, a message will be displayed.

**VB SYNTAX ERROR**

A syntax error may be explicitly detected.

**IGNORE WORDS CONTAINING DIGITS**

The spellchecker ignores words containing numerical characters.

**IGNORE INTERNET ADDRESSES**

The spellchecker ignores character strings that it recognizes as Internet addresses (http, mailto, etc.)

**IGNORE EXPRESSIONS ENCLOSED IN QUOTES**

The spellchecker ignores character strings tagged with the `blockquote` tag.

**IGNORE ABBREVIATIONS**

The spellchecker ignores character strings tagged with the `ABBR` tag.

**OFFER SUGGESTIONS FROM THE MAIN DICTIONARY ONLY**

Limits the spell checker to refer only to the main dictionary. If this option is not activated, the spell checker will refer to the main dictionary as well as the selected personal dictionary.

**FLAG REPEATED WORDS**

The spellchecker will warn the user every time it encounters repeated words (*at at*).

**AUTOCORRECT DOUBLE UPPERCASE**

The spellchecker will convert in lowercase the second letter of a word, if found in uppercase.

## **DICTIONARIES**

List of integrated spellcheckers in WebExpert.

## **PERSONAL DICTIONARY**

When WebExpert is launched for the first time, a personal dictionary is created. Each time the user adds a term during a spellchecking operation, it is added to this dictionary. If the **Offer suggestions from the main dictionary only** option is not activated, the spell checker will refer to the main dictionary as well as the personal dictionary.

