

Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers
Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers
Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers Resource Managers
Resource Managers Resource Managers Resource Managers Resource Managers



Favorites Box

A Favorite directory is one that you commonly use (such as a graphics directory). By selecting a directory from this list, PageWiz automatically opens it for you.

- ▶ To add a directory to the Favorite Directories list:
 - 1 Right click in the Directories window of the Local File Manager.
 - 2 Select “Add the Favorite Directories”.

{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Local_File_Manager.htm")} [Overview](#)



File Types Box

Lists the types of files to display. This is useful for narrowing the list of files displayed to only those files you're interested in.

{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Local_File_Manager.htm")} [Overview](#)



Directories Listing

This window displays the directory listing of your local hard drive. By clicking on a directory, the files it contains are displayed in the **File List** below.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Local_File_Manager.htm")} [Overview](#)



File List

The File List displays all the files in the currently selected Directory. These files are then further narrowed down by the selection in the File Types box.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Local_File_Manager.htm")} [Overview](#)



Attribute List

The HTML property sheet helps you code HTML. It contains all the tags and attributes used by the major browsers, Netscape and Microsoft Internet Explorer.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Property_Sheet.htm")} [Overview](#)



HTML Property Sheet Help

This help dynamically updates as you create HTML. For example, if you place a cursor in a <H1> tag, this window will display the relevant help.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Property_Sheet.htm")} [Overview](#)



Tag List

The Tag List displays all the HTML tags page recognises and their associated colors.

► To insert a tag into your document:

- 1 Do one of the following:
 - n Place the cursor in your document where you want to insert a tag.
 - n Highlight some text.
- 2 Double click on the tag you want to insert.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Tag_Manager.htm")} [Overview](#)



Shortcut Keys

Use shortcut keys as a quick way of inserting Tags into your document.

► To define a shortcut key for a Tag:

- 1 In the Tag Manager, click on the Tag you want to which you want to add a shortcut key.
- 2 Select the ALT, CTRL, SHIFT and key combination you want to use for the shortcut.
- 3 Click OK.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Tag_Manager.htm")} [Overview](#)



Clear

This button removes the shortcut key from the currently selected Tag (in the Tag Manager).

► To remove a ShortCut Key:

- 1 In the Tag Manager, click on the tag with the associated shortcut you want to remove.
- 2 Click “Clear”.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Tag_Manager.htm")} [Overview](#)



Colors

xxxx

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Tag_Manager.htm")} [Overview](#)



Show/Hide All Tags

xxxx

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>HTML_Tag_Manager.htm")} [Overview](#)



Internet Explorer and Netscape Bookmarks

This list contains all your bookmarks and favorites. To change from the Netscape Bookmark list to the Internet Explorer list, use the drop down list. To insert a link into your document, just drag it into your web page.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bookmarks_Favorites_Manager.htm")} [Overview](#)



Extended Character List

This list contains all the extended characters that HTML supports. Double click on a character to insert it into your document.

{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Extended_Character_Manager.htm")} [Overview](#)

Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help
Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help
Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help
Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help Forms Help

CheckBox



Check Box Name

Each form element needs a name that uniquely identifies it. For example, a check box asking visitors if they want to be sent email might be called "chk_bx_email". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmCheckBox.htm")}
```

[Overview](#)



Default Value to Return

If a visitor checks your check box and submits your form, the default return value is 'on'. You can define your own, more meaningful, message using the Default Value to Return box. For example, entering "Clicked_On" would result in the message "Clicked_On" being sent if a visitor checked your check box and submitted your form.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>C:/data/HTML Help/pagewiz/frmCheckBox.htm")}

[Overview](#)



Checked by Default

When a visitor first views your check box, it can be by default on or off.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>C:/data/HTML Help/pagewiz/frmCheckBox.htm")}
```

[Overview](#)

Text Area



Name

Each Form Element needs a name that uniquely identifies it. For example, a Text Area asking a visitor for comments might be called "TextArea_Name". Remember - the names of Form Elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Elements_TextArea.htm")}
```

[Overview](#)



Rows

The height of a Text Area is defined by the number of rows of text it spans. As such, you can not perfectly define how high the Text Area is. Hopefully, later additions to HTML will allow for pixel definitions for the height and width of a Text Area.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Elements_TextArea.htm")} [Overview](#)



Number of Characters Long

Specifies the size of the Text Area's width in characters. As such, you can not perfectly define how wide the Text Area is. Hopefully, later additions to HTML will allow for pixel definitions for the height and width of a Text Area.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Elements_TextArea.htm")}
```

[Overview](#)



Default Text to Appear

When a visitor first views your Text Area, it can already contain some text. For example, a Text Area might contain the text "Please enter your comments here..."

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Elements_TextArea.htm")}

[Overview](#)

Submit button



Name

When the user submits the form, no message usually accompanies the data. However, using the name option, the name of the submit button can also be included in the submitted data.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_SubmitButton.htm")}
```

[Overview](#)



Caption

By default, the text on the Submit button reads 'Submit'. However, this text can be changed by using this text box.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_SubmitButton.htm")}
```

[Overview](#)

Reset Button



Caption

By default, the text on the Reset button reads 'Reset'. However, this text can be changed by using this text box.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_ResetButton.htm")}
```

[Overview](#)

Radio Buttons



Name

As the visitor can only select one choice from a group of radio buttons, all radio buttons in the same group must have the same Name.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_RadioButton.htm")} [Overview](#)



Default Value to Return

The text that will be returned to you when the user selects a choice. Note: this text should be different for every radio button.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_RadioButton.htm")}
```

[Overview](#)



Selected

Checks one of the radio buttons by default.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>frmFormWiz_Element_RadioButton.htm")}
```

[Overview](#)

passwords



Name

Each form element needs a name that uniquely identifies it. For example, a password box asking for a visitor's password might be called "PW_PASSWORD". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Password.htm")}
```

[Overview](#)



Element Size

Specifies the size of the Password Box in characters. As such, you can not perfectly define how large the text box is. Hopefully, later additions to HTML will allow for pixel definitions for the height and width of a text box.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Password.htm")} [Overview](#)



Maximum Number of Characters

Places a limit to the number of characters a visitor can enter into a password box.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>frmFormWiz_Element_Password.htm")}
```

[Overview](#)



Default Value to Return

Specify a default password (for example, the password for a visitor might already be entered into the password box).

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>frmFormWiz_Element_Password.htm")}
```

[Overview](#)

List Box



Name

Each form element needs a name that uniquely identifies it. For example, a list box might be called "LB_BOOKLIST". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_ListBox.htm")}
```

[Overview](#)



Number of Items to Display

If you are creating a scrollable list (as opposed to a drop down list) then you define how many elements are displayed. For example, if you choose 'three' then your scrollable list will be three lines high.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_ListBox.htm")}
```

[Overview](#)



Allow Multiple Selections

There are two different menus; scrollable menus and drop down lists. A drop down list does not allow multiple selections while a scrollable menu list does.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_ListBox.htm")} [Overview](#)



List

Value	Text	Selected
Fruit	Orange	--
Fruit	Grapes	--
Fruit	Apple	--
--	Bread	--
--	Carrots	--

In the list above, if a user selected any of the fruits from the list and submitted your form, the form would indicate that they choose "Fruit" and not Orange, Grapes or Apple's. If the user selected "Bread" then, as there is no "Value" field defined, the form would return "Bread".

The Selected field indicates which of the text items is selected by default when the visitor first views the form.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_ListBox.htm")} [Overview](#)

Image Element



Name

Each form element needs a name that uniquely identifies it. For example, an Image Element might be called "IE_PIC". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Image.htm")}
```

[Overview](#)



File

The location of the Image to be used as the submit button. The syntax is identical to the IMG SRC tag.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>frmFormWiz_Element_Image.htm")}
```

[Overview](#)



Image Preview

This window displays what image you currently have selected for the Image Element.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Image.htm")} [Overview](#)

Hidden



Name

Each form element needs a name that uniquely identifies it. For example, a Hidden Element might be called "H_FRMINFO". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Hidden.htm")}
```

[Overview](#)



Default Value to Return

When a visitor submits their form, all the information in the Default Value box is also submitted with it. This information usually consists of notes to yourself such as the build of your form, what the form is about, where the form resides on the Internet etc.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_Hidden.htm")} [Overview](#)

Text Box



Name

Each form element needs a name that uniquely identifies it. For example, a text box asking the visitor's name might be called "TextBox_Name". Remember - the names of form elements can not contain spaces.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_TextBox.htm")}
```

[Overview](#)



Text Element Size

Specifies the size of the text box in characters. As such, you can not perfectly define how large the text box is. Hopefully, later additions to HTML will allow for pixel definitions for the height and width of a text box.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_TextBox.htm")}
```

[Overview](#)



Maximum number of Characters

Places a limit to the number of characters a visitor can enter into a text box.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_TextBox.htm")}
```

[Overview](#)



Default Text To Appear

When a visitor first views your text box, it can already contain some text. For example, a text box might contain the text “Enter name here...”


```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>frmFormWiz_Element_TextBox.htm")}
```

[Overview](#)

Insert Image Dialog



Image Filename

This is the filename of the image you want to insert into your document. Click the  button to find the image you want to insert or click the wizard button to start the Insert Image Wizard.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}

[Overview](#)



Image Height

After selecting an image, its height in pixels is automatically displayed in the height box. You can change this height to whatever value you want. But remember, the file size of the image always remains the same, so if an image is too large, don't shrink it using the height and width parameter, instead, use a smaller image.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")} [Overview](#)



Image Width

After selecting an image, its width in pixels is automatically displayed in the width box. You can change this width to whatever value you want. But remember, the file size of the image always remains the same, so if an image is too large, don't shrink it using the height and width parameter, instead, use a smaller image.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}

[Overview](#)



Text Description

Some users, to save time or bandwidth, don't display images. For this reason you should always have a meaningful text description accompanying your image. This text description is only displayed when the image is loading, or if a user has turned off images on their browser.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}

[Overview](#)



Image Alignment

The alignment of an image is relative to the text around it, and the alignment you choose affects how text wraps around your image. Full examples and tutorials are provided in the “Using HTML Alignment Attributes to Layout your Web Page” tutorial. Click the related topics button below for more details.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}

[Overview](#)



Border Width

This defines the border around the image. When you make an image clickable - that is, insert a URL around an image, an ugly border appears. You can remove this border by setting the Border Width to zero.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}
```

[Overview](#)



Horizontal Distance from Text

This defines an area around your image. The units are in pixels. Effectively it creates an invisible border around your image. It is useful to prevent text from coming hard up against your images.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}

[Overview](#)



Vertical Distance from Text

This defines an area around your image. The units are in pixels. Effectively it creates an invisible border around your image. It is useful to prevent text from coming hard up against your images.

`{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_ Images_into_Web_Page.htm")}` [Overview](#)

insert link



URL

This is the location of the document that the link jumps to. It can be a relative link (i.e. just specifying the file name of the new link) or it can be an absolute link (eg. <http://www.sausage.com>).

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Links_to_Other_Documents_In_Web_Page.htm")}
```

[Overview](#)



Text Description

Each link inserted into your web page has some clickable text associated with it. The textual description is the text that a visitor to your WebSite clicks to follow a link.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Links_to_Other_Documents_In_Web_Page.htm")}
```

[Overview](#)



Frame Target

If you are using frames, you need to not only control where the link points to, but also in which frame window the link opens. Using this box you can enter the frame name.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Links_to_Other_Documents_In_Web_Page.htm")}
```

[Overview](#)



Jump to Named Target

If you have defined any internal targets inside your document they will be listed in this drop down box. Just select the target you want to jump to.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Internal_Links_or_Anchors.htm")} [Overview](#)

frmDocProperties context help




Text Preview

This window displays the background image and various text colors you have chosen for your current document.

{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Background Image

This image appears as the background to your document. To select an Image, click the  button and use the “**file picker**” to select a picture.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Background Color

This is the color that forms the background of your document. Even if you are using a background image, you should still choose an appropriate background color for your document because this color loads before your background.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Document Text Color

This is the basic color that all of the text in document will be displayed in if left unchanged.

{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Active Link Text Color

As a visitor clicks on a link, it changes color to indicate it is being selected. This color is known as the Active Color.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S");DisplayHelp("URL>Web_Page_Properties.htm")}
```

[Overview](#)



Standard Link Text Color

A link, before it has been clicked, is displayed underlined in the Standard Link Color.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Visited Link Text Color

A link, after it has been clicked, is displayed underlined in the Visited Link Color.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>Web_Page_Properties.htm")}
```

[Overview](#)



Scheme Name

You can save your background graphic and different text colors as a Color Scheme for later use. These saved schemes are listed in the Scheme List box. To apply one of these schemes to your document, just select the scheme from the Scheme List box.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Save As

You can save your background graphic and different text colors as a Color Scheme for later use. To save your scheme, click "Save As" and enter a scheme Name.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Remove

To remove a scheme, select it from the Scheme List box, and click “Remove”.

{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)



Visitor Connection Speed

To give you an indication of how long your document takes to download under different modem speeds, select the speed of the modem (or connection) from the "Visitor Connection Speed" box.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Web_Page_Properties.htm")} [Overview](#)

frm Internal link



Internal Link Name

If you are using Internal Links (i.e. links to different parts of the same document) each link needs to be uniquely identified. Type the name of the link here.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Internal_Links_or_Anchors.htm")} [Overview](#)

Email Stuff - 2 popups

xxxx

xxxx

frmInsRule context help



Rule Thickness

In the Thickness box, choose the thickness of the line. Typical values are 2-4 pixels.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Line_into_Web_Page.htm")} [Overview](#)



Width

The width of a line can be defined in two ways, as a percentage of screen width, or absolutely in pixels. The difference lies in how the line is displayed when a visitor resizes their browser. If you define a line's width as a percentage of the screen width (100%) say, then no matter how a visitor resizes their browser, the line will always fit exactly across their screen. If a line's width is defined in pixels, then the line will always appear the same width, no matter how a visitor resizes their browser. If the browser window is smaller than the line, then scrollbars appear in the window.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Line_into_Web_Page.htm")} [Overview](#)



Width Units

Defines the units used for the width box.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Line_into_Web_Page.htm")} [Overview](#)



Include Line Shading

Line shading makes the line look a little more interesting. However, don't make the line distracting to visitors reading your web page.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Line_into_Web_Page.htm")} [Overview](#)



Alignment

Using the Alignment menu, choose the alignment of the line on your web page. The typical value for alignment is 'Center'.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Inserting_Line_into_Web_Page.htm")} [Overview](#)



List Type

Choose the list style you want to use for your list.

Bulleted

Numbered

None

- Item A
 - Item B
- 1. Item A
 - 2. Item B
- Item A
 - Item B

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bulleted_and_Numbered_Lists.htm")}

[Overview](#)



Numbering Style

You can number your list in several different ways. Select the numbering system you want to use from the Numbering Style List.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bulleted_and_Numbered_Lists.htm")} [Overview](#)



Heading

The Heading appears at the top of the list.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bulleted_and_Numbered_Lists.htm")}
```

[Overview](#)



Begin Numbering List At

Rather than beginning your list count at '0' (which is the default) you can specify that your list begin at a different number.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bulleted_and_Numbered_Lists.htm")} [Overview](#)



List Terms

Enter all the different terms (i.e., items in the list) into the List Box. Press ENTER after defining each item.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Bulleted_and_Numbered_Lists.htm")} [Overview](#)

frmDefList context help



Heading

This heading appears at the top of your list. For example:

My Heading

Term1

defn for Term1

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Definition_Lists.htm")} [Overview](#)



Add Term

A term is an item in a list. It may or may not be followed by a definition. Click the “Add Term” button to add a term to a list.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Definition_Lists.htm")} [Overview](#)



Remove Term

A term is an item in a list. To remove a term (and its definition) click on the term you want to delete and then click the “Delete Term” button.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Definition_Lists.htm")} [Overview](#)



Definition Term

A Definition Term is an item in a list. It may not or may not have an corresponding definition. For example:

Defn Term1

Corresponding Definition

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Definition_Lists.htm")} [Overview](#)



Definitions For Terms

A Definition Term is an item in a list. Each term may also have a corresponding definition. This definition is defined in the "Definitions" window.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Definition_Lists.htm")} [Overview](#)

frmSyntaxManager context help



Syntax File Description

Each Syntax File (including files you create) appear in the “**Tags Filter**” dialog. The description you enter here will be used to specify the name of your syntax file in the “**Tags Filter**” dialog.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



New Tag

Click this button to create a New Tag. Enter the name of the new tag into the “Name” box below. Then click “<< ADD” to add your new tag to a syntax file. The next step is adding attributes to the tag.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



New Attribute



To add a new attribute to a tag:

- 1 Click on a tag in the Syntax File list.
- 2 Use the Name, Type and Description boxes to define it's properties.



To edit an attribute:

- 1 Click on an attribute in the Syntax File list.
- 2 Use the Name, Type and Description boxes to change it's properties.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Syntax File List

This window that lists all the different syntax specification HotDog can check. Just click on a syntax specification to activate checking for it.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Attribute Templates

Some attributes are used very frequently as part of tags. For example, the `ALIGN="LEFT | RIGHT | CENTER"` is an attribute of many different tags.



To use an Attribute Template:

- 1 Click on the tag you want to add an attribute template to.
- 2 Drag an attribute from the “Attribute Template” list to your tag.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")}
```

[Overview](#)



Add Enumerated Value

An Enumerated Value is the name of the type given to values that can only be specified text values. For example, `ALIGN="LEFT|RIGHT|CENTER"`. Here the only values the `ALIGN` attribute can have are "LEFT", "RIGHT" and "CENTER". These values are called Enumerated Values.

`{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")}` [Overview](#)



Delete

Click on the Tag or Attribute you want to delete and click “Delete”. Remember, if you delete a tag all the attributes you have already defined for that tag will also be deleted.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")}

[Overview](#)



Name

This is name of the Tag or Attribute you are defining.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>Defining_New_HTML_Tags.htm")}
```

[Overview](#)



Type

A type is the class of value that can be used with an attribute. An attribute can have anywhere up from zero attributes. For example, if your tag was used to define the width or height of some object, the sort of values it can use are integers and/or proportional sizes (30%). In this example you would choose “Proportional Integer” as the value type.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Description

The Tag or Attribute Description appears when a user leaves their mouse over your tag or attribute in the editor.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Closing Tag Required

Some tags require a closing tag (e.g. `<BODY>`) while others don't (``). This checkbox lets you define whether the tag you are creating needs a closing tag.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("Defining_New_HTML_Tags.htm")} [Overview](#)



Add Color

Click this button to add a new color to a syntax file.

```
{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")}
```

[Overview](#)



Edit HTML Tags

This button opens the “Syntax File Manager” dialog. This dialog lets you edit and define your syntax files.

```
{button ,RR("helpprev.dll", "DisplayHelp", "S"); DisplayHelp("URL>Defining_New_HTML_Tags.htm")}
```

[Overview](#)



Edit Defined Colors

This window lets you create new defined colors. For example, if you ever wanted to HotDog to recognize the color “PUCE” then you need to tell it that puce is a valid color using this dialog.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")}

[Overview](#)



List of All Tags

This window contains all the tags and their attributes for the Syntax File you loaded. To edit a tag or its attributes, click on it and use the Name, Type and Description boxes to change it's properties.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



New Color

Click this button to begin defining a new color. Use the “Name” and “Color” box below to choose a name and color for your new color.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Color Name

Use this box to define a new name for your color. Use the “Color” box below to choose a color for your new color.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Select Color

Use this box to pick a new color for your color. Use the “<< Add” button below to add your new color to the color list.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Add

Use the “<< Add” button below to add your new color to the color list.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)



Color List

This list displays all the defined colors that HotDog recognizes.

{button ,RR("helpprev.dll","DisplayHelp","S");DisplayHelp("URL>Defining_New_HTML_Tags.htm")} [Overview](#)

Filter Tags

xxxx

xxxx

