



Welcome to HotDog, the easy and powerful way to create pages for the World Wide Web.

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## Build Button

This lets you create an Internet address for a hypertext link. The link screen is the same one shown if you choose [Jump to a Document on Another System](#) from the **Insert** menu.



## **Browse Button**

This lets you choose the file graphically, instead of typing its name.

## **en**

an en is a publishing unit, equivalent to half a font point size.

**drag**

to drag something, click on it with the left mouse button, and keep the button pressed down. If the item you clicked on can be dragged, a picture will appear when you move the mouse. Move this picture to another object and let go of the mouse button; this is called "dropping". In HotDog, items from the [Tags List](#), [Character Codes List](#), and [File Manager](#) can be dragged and dropped into your documents.

## **Clipboard**

The Clipboard lets you store text in the computer's memory, and retrieve it into different documents, and different programs. It works in much the same way as the "memory" button on a calculator. The standard Windows clipboard only remembers the last thing it contained; other versions of Windows have more sophisticated Clipboard tools.

**cell**

one section of a table - the text at a specific row and a specific column.

# Introduction to HotDog

The HotDog Web Editor helps you design pages for the World Wide Web (WWW). Web pages are written in HyperText Markup Language (HTML), a text-based language. Browsers like Netscape and Mosaic read the HTML files, and display them on the screen. The difference between an HTML document and a word processing document is that the same HTML document can be read on many different computer platforms, for example PC, Macintosh and UNIX.

HotDog is a stand-alone program. This means that it doesn't need an expensive word processing program to run. It also means that you can deal with your HTML documents directly, instead of having to "pretend" that they're standard word processor documents.

HotDog offers many ways to making creating HTML documents easier. If you are an experienced HTML author, you can type all the formatting tags directly, or select them from menus and pop-up lists. If you are new to HTML, HotDog has screens to let you insert images, formatting, and hypertext links into your document without having to learn the HTML language.

## See also

[HTML Overview](#)

[HotDog Features](#)

[System Requirements](#)

[Contacting Sausage Software](#)

[Price and Ordering Information](#)

[Differences Between HotDog Standard and HotDog Professional](#)



# Contacting Sausage Software

The preferred source of information about the HotDog Web Editor is our Web site:

**<http://www.sausage.com>**

Here you can download updates and bug fixes to HotDog, follow links to a large number of HTML resources on the Web, and subscribe to our mailing lists.

## Extending Your Evaluation Period

**If you have a time-limited demonstration copy of HotDog, and you need more time to evaluate it, you can extend your evaluation period by sending e-mail to [evaluation@sausage.com.au](mailto:evaluation@sausage.com.au)**

You will receive a serial number that will extend the time limit.

## Technical Support

Technical support for HotDog is available by e-mail to [registered](#) users only. The e-mail address to write to is:

**[support@sausage.com](mailto:support@sausage.com)**

If you would like to upgrade to a newer version of HotDog, or upgrade to [HotDog Professional](#), please e-mail:

**[sales@sausage.com](mailto:sales@sausage.com)**

## Fax and Snail Mail

We can also be contacted by fax: **+61 3 9816 3922**

or by post: **Sausage Software  
1st Floor, 10 Stutt Avenue  
Doncaster VIC 3108  
AUSTRALIA**

**See also**

[Registering HotDog](#)

# System Requirements

We recommend a 486 with 4 Mb RAM as the minimum system for running HotDog. It will run on a less powerful system (it's been used successfully on several low-powered 386 systems), but will be more "dog" than "hot"!

HotDog needs approximately 2 Mb of disk space.

You will also need a suitable browser for viewing your HTML, for example Netscape or one of the Mosaics. If you do not have a browser, please download one from our [Web site](#).

HotDog requires enhanced mode Windows to run. It has so far been run successfully on these platforms:

- Windows for Workgroups 3.11
- Windows 3.1
- Windows NT 3.5 (Build 807) - Intel
- Windows NT Server 3.51 - Intel
- Windows 95 beta
- OS/2 Warp (Windows edition)

If you manage to run HotDog in another environment (e.g. SoftWindows, NT on an Alpha) please let us know.

# HotDog Professional

The Professional edition of the HotDog Web Editor offers you everything that the Standard one does, plus:

**Unlimited file size** - HotDog Standard can't handle files larger than 32k. In HotDog Pro, you can use files as large as your available memory will allow. Please note: some functions may not work correctly in files larger than 2 MB.

**Rover - the Real-time Output ViewER** - see what your web page will look like, while youre working on it

**Auto-Upload** upload the current document or an entire web site to the Internet, with a single mouse click

**Colored Tags** - for instant identification of standard and non-standard tags

**Background Reality Checker** - the easiest way we could think of to let you pick backgrounds and text colors for your web pages.

**HTML Converter** - automatically convert your existing text files into HTML documents

**Syntax Checker** - let HotDog examine your pages for common problems and mistakes

**Web Projects** - open and save multiple files with a single mouse click.

**Customizable Button Bars** - assign your own icons and functions

**Customizable Shortcut Keys** - assign any command to any key combination

**Customizable Tags** - create your own beginning and end tags, or modify the existing ones

**Spelling Checker** - with several different language modules available

**Templates** - create new documents from an unlimited number of custom templates

**Embedded Fields** - set fields that are updated when you create, save, or publish documents. These fields can prompt the user for information, read it from a file, or automatically calculate internal functions like date and time, the HotDog version, the user name, and so on.

**Multi-level Undo** - you can undo up to 99 previous actions.

## See also

[HotDog Standard Features](#)  
[Price and Ordering Information](#)  
[Contacting Sausage Software](#)

# Introduction to HTML

**HyperText Markup Language** is a way of adding various attributes to plain text files which are published on the World Wide Web. HTML lets you mix graphics with text, change the appearance of text, and create hypertext documents which interact with the user.

HTML is based around the concept of "tags". A tag looks like this: `<B>`. Most HTML functions have an opening and closing tag - the tag applies to all text in between. For example, `<B>` is the tag for "bold". Any text between a `<B>` and a `</B>` will be displayed in bold type when the document is viewed by the appropriate browser. So `<B>hello world</B>` would be displayed as **hello world**.

HotDog will let you type these tags directly into your document, or to apply them using a combination of toolbars, dialog, menus, and pop-up lists. To put the text in the above example in italics, you could type `hello world` in your document, highlight it with the mouse, then press the Italics button on the [Elements Bar](#). HotDog would automatically translate this to `<I>hello world</I>`.

The HTML language has a number of different "flavors", or specifications. Most browsers today support the HTML 2 specification, although at the time of writing this has not yet been finalized by the appropriate Standards Committees. The Netscape Navigator implements its own extensions to HTML 2. These are not supported by all browsers; if you use them then not everyone will be able to read your pages.

HTML 3 is the next generation of the HTML language. At the time of writing, it is still a draft proposal and (if HTML 2 is anything to go by) a long way from being finalized. There are only a few browsers that fully support it, and these have all been developed purely as HTML 3 test tools. Don't be surprised if they're not as powerful or flexible as some of the commercial offerings.

HotDog supports both HTML 2+ and HTML 3, as well as other Netscape and Microsoft extensions to HTML.

One of the key strengths of HTML is that a document conforming to the HTML standard can be understood no matter what sort of software or computer the reader has. For example, the same page can be interpreted by someone using Netscape in Windows, someone using Lynx on UNIX, or even a blind person using special software.

There is much debate on the Internet about what constitutes "good" HTML. The original intention of HTML was to create a universal way of storing and viewing information. The subscribers to this theory see HTML as a content-based language - what's in the document is much more important than how it looks.

New features added to HTML, especially those supported by the Netscape browser, allow authors to create fancy graphical effects. This has spawned a whole new class of HTML "artists", for whom creating aesthetically pleasing pages is the main concern. Unfortunately, if you're using a text-based browser or one that doesn't support some of the special tricks involved in these pages, they won't display properly - or at all.

The first group maintain that standards are there to be followed, and deviations from the standards simply to make pages look pretty are unacceptable. The second group believe that the only way standards will advance is if they're broken, sort of like George Bernard Shaw's idea that "all progress depends on the unreasonable man".

We've tried to stay out of this debate with HotDog. You can use HotDog to write "standard" HTML, or to implement Netscape and HTML 3 extensions; we're not going to stop you from either. In much the same way that a chainsaw can be used to chop wood, or as an instrument of destruction in B-grade movies, the choice to use HotDog's power for "good" or "evil" is yours and yours alone!

It is worth noting that the best HTML authors manage to create attractive and innovative Web sites that display well on all browsers. This obviously takes more work; it's up to you to decide if you're prepared to put this effort in for the benefit of all Internet users.

**See also**

[HTML Tutorials](#)  
[HTML Reference](#)

# Creating an HTML Document

This tutorial will take you through creating your first HTML document. We'll create a simple personal home page.

1. Start HotDog. You will see the default editing template, which looks like this:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 3.0//EN" "html.dtd">
<HTML>
<HEAD>
<TITLE> type_Document_Title_here </TITLE>
</HEAD>
<BODY>

</BODY>
</HTML>
```

2. The first step we recommend is saving your work. This will put the file name on the documents bar at the end of the screen, and make it easier for HotDog's [autosave](#) feature to recover files.

To save your file, choose **Save** from the [File Menu](#), or click the  button on the [Elements Bar](#).

Enter a name for the file. HotDog does not yet support long file names.

3. All HTML documents must have a title. You can type this directly into your document, where it says `type_Document_Title_here`, or you can specify it from the [Format Document](#) screen.

To give your document a title, choose **Document** from the [Format Menu](#).

Enter the title in the box provided. The document title will appear in the caption bar of most browsers when your document is viewed; it will not otherwise be visible to users.

You can enter any text you like for the document title.

4. The content of your document must come after the `<BODY>` tag. Everything before the `<BODY>` is information that describes your document to Web Browser and Server software.

To enter information in your document that is visible to the user, position the cursor between the `<BODY>` opening tag and the `</BODY>` closing tag.

5. It often pays to give your document a heading that will be visible to the user. In most cases, this will be the same as or similar to the document title.

To create a heading for your document, just type the text you want for the heading. Then highlight it with the mouse, and click one of the buttons on the [Elements Bar](#) marked H1 through H6.


H1 is the largest size heading, which you would normally use at the start of a document. H6 is very small. Click the H1 button now.

6. We'll divide our document into two sections: [Who Am I?](#), and [Hobbies and Interests](#). Each of these sections will need its own heading. Let's do [Who Am I](#) first.

Type the text: [Who Am I?](#) into your document. As with step 5, highlight the text. This time, instead

of using the H1 button, we'll use the next size down. Click the H2 button

7. Now we need to enter some information into the document. A paragraph about who you are and what you do is probably enough.

To create a Paragraph, click the  button on the [Elements Bar](#). This will insert a <P> tag.

Next type the paragraph. It will probably make things clearer for you if you get in the habit of putting a </P> closing tag at the end of each paragraph, but this is not currently required.

8. At this stage, you should have a document containing two headings, and a paragraph of text. Now is probably a good time to take a look at how this will actually be displayed on the World Wide Web.

To preview your work, click the Preview button on the [Button Bar](#) or choose **Preview Document** from the [File Menu](#).

If this is the first time you've used HotDog, you will need to tell it where to find your browser. If you don't have a browser, you will need to download one from our [web site](#).

Select the browser from the file dialog, then click OK. HotDog will start your browser and display a copy of your document. Notice the difference in size between the H1 and H2 text.

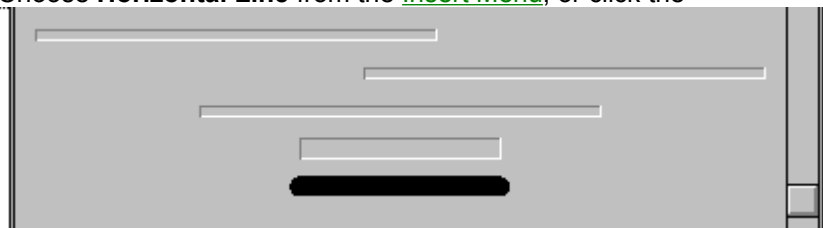
To return to your document, just minimize your browser. HotDog will interact with it, so you don't have to start a new copy of your browser every time.

9. Follow steps 6-8 again to create another paragraph for your [Hobbies and Interests](#).

10. By now, you should have a document containing two paragraphs of text, each with its own heading. Let's provide a visual clue to the user to separate these two paragraphs further.

Position the cursor before the <H2> tag that starts the heading for the second paragraph.

Choose **Horizontal Line** from the [Insert Menu](#), or click the



[Bar](#). This will insert an <HR> tag at the cursor position.

Preview your document again. There should be a recessed horizontal line dividing the two paragraphs.

11. Save your work again. You have created a basic HTML document!

## Further Tutorials

[Adding Hypertext Links](#)

[Adding Pictures](#)

# HotDog Menus

[File Menu](#)

[Edit Menu](#)

[View Menu](#)

[Insert Menu](#)

[Tags Menu](#)

[Format Menu](#)

[Tools Menu](#)

[Window Menu](#)

[Help Menu](#)



# File Menu

[New](#)  
[Open](#)  
[Save](#)  
[Save As](#)  
[Save All](#)

[Close](#)

[Preview Document](#)  
[Publish Document](#)

[Print](#)  
[Print Preview](#)  
[Print Setup](#)

[Open Project](#)  
[Save Project](#)  
[Report On Project](#)

[Exit](#)

# New

**Menu:** [File Menu](#)

Opens a new window for editing. The new document will be referred to as "Untitled" in the [Documents Bar](#).

HotDog Standard can't handle files bigger than 32k. If you need to edit large files, you should upgrade to [HotDog Professional](#).

**See also**

[File Menu](#)

# Open

**Menu:** [File Menu](#)

Open an existing file for editing. The file will appear in its own window, and its name will be listed on the [Document Bar](#) at the bottom of the screen.

HotDog will automatically detect UNIX text files. These will be converted to normal text for editing, then converted back to UNIX when they are saved. If you want to permanently convert a UNIX file into a Windows text file, use the Save As command in the file menu and choose a non-UNIX type (for example HTML file or Text file).

HotDog Standard can't handle files bigger than 32k. If you need to edit large files, you should upgrade to [HotDog Professional](#).


**See also**

[File Menu](#)

# Save

**Menu:** [File Menu](#)

Saves the current document. If you have not saved this file before, this option has the same effect as choosing [Save As](#) from the **File** menu.

When you leave HotDog, you will be asked if you want to save changes to any documents that have not been saved since the last alteration. Documents that have not changed are indicated on the [Documents Bar](#) with the  icon. Unsaved documents are marked with a



If you want to save an existing document under a new name, choose [Save As](#) from the **File** menu.

When you save a document, the Most Recent Files list in the **File** menu will be updated.

HotDog automatically recognizes UNIX text files. These will be converted to normal text for editing, then converted back to UNIX when they are saved. If you want to permanently convert a UNIX file into a Windows text file, use the Save As command in the file menu and choose a non-UNIX type (for example HTML file or Text file).

HotDog Standard can't handle files bigger than 32k. If you need to edit large files, you should upgrade to [HotDog Professional](#).

**See also**

[File Menu](#)

# Save As

**Menu:** [File Menu](#)

Saves the current document with a new name. This can also be used to convert Windows text files to UNIX text, or UNIX text files to Windows text. Choose one of the UNIX options in the **List Files Of Type** box to change Windows to UNIX. To convert the other way, choose any option but a UNIX one.

HotDog Standard can't handle files bigger than 32k. If you need to edit large files, you should upgrade to [HotDog Professional](#).

**See also**

[File: Save](#)

# Preview Document

**Menu:** [File Menu](#)

This option launches the default Browser so you can see what your document will look like to a user.

If you have not told HotDog where to find your Browser, you will be asked to locate it. Choose the appropriate program file, for example **C:\NETSCAPE \NETSCAPE .EXE**.

You can change the default Browser at any time from the File Locations section of the [Options](#) screen.

It is a good idea to test your document with as many different browsers as possible. HotDog provides an [option](#) to let you select which browser you want to use every time you preview.

## See also

[Choose Browser Screen](#)

[General Options](#)

# Publish Document

**Menu:** [File Menu](#)

This option will format the current document, ready for uploading to the Internet. It will have exactly the same effect as [saving](#) the document, unless you have set [Publishing Options](#). The publishing options let you do things like keep final documents in a separate directory, convert DOS file names like `hotdog\readme.txt` into UNIX file names like `hotdog/readme.txt`, and replace text with "aliases".

**See also**

[Publishing Options](#)

# Print

**Menu:** [File Menu](#)

Prints the current document to the default printer.

**See also**

[Print Preview](#)  
[Print Setup](#)



# Print Preview

**Menu:** [File Menu](#)

Displays the current document, as it would look if it was printed.


To print the document from the Print Preview screen, just click the Print button.

**See also**

[Print](#)  
[Print Setup](#)

# Close

**Menu:** [File Menu](#)

Closes the current document. If the document has been changed since the last time it was saved, you will be asked if you want to save the changes. Documents that have not changed are indicated on the [Documents Bar](#) with the  icon. Unsaved documents are marked with a





**See also**

[Save](#)  
[Save As](#)

# Exit

**Menu:** [File Menu](#)

Leaves HotDog. If any documents have been changed since the last time they were saved, you will be asked if you want to save the changes. Documents that have not changed are indicated on the [Documents Bar](#) with the  icon. Unsaved documents are marked with a .

HotDog will save the size and position of the main window, [Tags List](#), and [Character Codes List](#) when you leave.

If you set the [Restore Last Session](#) option, HotDog will also save the size and positions of all currently open documents. Next time you start HotDog, these will be restored.

**See also**

[File Menu](#)

# Edit Menu

Undo

Cut

Copy

Paste

Append

Find

Replace

Tag Information

Select All

# Undo

**Menu:** [Edit Menu](#)

Reverses the last action. For example, if you accidentally deleted some text, you could use Undo to get it back.

# Cut

**Menu:** [Edit Menu](#)

This removes highlighted text from your document and puts it in the [Clipboard](#) . The text may then be [pasted](#) from the Clipboard.

**See also**

[Copy](#)  
[Paste](#)  
[Append](#)

# Copy

**Menu:** [Edit Menu](#)

This takes a copy of highlighted text in your document and puts it in the [Clipboard](#) . The text may then be [pasted](#) from the Clipboard.

**See also**

[Copy](#)  
[Paste](#)  
[Append](#)

# Paste

**Menu:** [Edit Menu](#)

This inserts the contents of the [Clipboard](#) in your document. The information remains in the clipboard, so you can use Paste to insert the same information repeatedly.

**See also**

[Cut](#)  
[Copy](#)  
[Append](#)



# Append (HotDog Standard only)

Menu: [Edit Menu](#)

This takes a copy of highlighted text in your document and adds it on the end of any text already in the [Clipboard](#) . The text may then be [pasted](#) from the Clipboard.

**Append** is different from **Copy** because Copy will replace whatever is in the Clipboard already.

**See also**

[Cut](#)

[Copy](#)

[Paste](#)

# Find

**Menu:** [Edit Menu](#)

This command lets you search for text in your documents.

## Find

The text you want to search for.

## Case Sensitive

If this option is enabled then a search for **the** will find **the** but not **The**

## Match Whole Word Only

If this option is enabled then a search for **the** will find **the** but not **then**

## Search All Documents

This will search all open documents, instead of just the current one.

## Find Next

This will find the next match for the specified text, starting from the current cursor position.

## See also

[Multi-File Find and Replace \(Pro version only\)](#)

# Replace

**Menu:** [Edit Menu](#)

This command lets you search for text in your documents, and replace it with something else.

## Find

The text you want to search for.

## Replace With

HotDog will replace any text that matches the **Find** criteria with the text entered here. If this box is blank, HotDog will delete any text that it **Finds**.

## Case Sensitive

If this option is enabled then a search for **the** will find **the** but not **The**

## Match Whole Word Only

If this option is enabled then a search for **the** will find **the** but not **then**

## Search All Documents

This will search and replace text in all open documents, instead of just the current one. You will not be able to [undo](#) this replacement.

## Replace All

When you click this button, HotDog will replace all the occurrences of the text it finds in your document.

## See also

[Multi-File Find and Replace \(Pro version only\)](#)

# Edit Tag Information (Pro Version Only)

**Menu:** [Edit Menu](#)

HotDog lets you customize tags inserted through the [Tags Menu](#) or the [Tags List](#). From the **Edit** menu, choose [Tag Information](#). This will load the Edit Tag Information screen, which lets you move tags between menus, change their descriptions, create custom tags, and specify the HTML codes and text each tag inserts.

Changes to the Tags menu will not be made until you click the OK button to close the Edit Tag Information screen.

## Edit Tag Information screen

### **Menu**

This determines which section of the **Tags** menu the tag will belong to. To move a tag to a different menu, [drag](#) the tag description onto the new menu.

### **Tag Description**

The description of the tag appears as a menu item in the Tags menu, and a list item in the Tags list. To change the description, click on it and type a new one.

### **Beginning Markup**

This is the HTML text that will be inserted **before** the cursor and/or any selected text. This does not have to be HTML code - it can contain any text you like.

### **Ending Markup**

This is the HTML text that will be inserted **after** the cursor and/or any selected text. This does not have to be HTML code - it can contain any text you like.

### **Add New Tag**

Adds a new tag to whatever menu is selected in the **Menu** list.

### **Delete Tag**

Deletes the tag that is currently selected in the **Tag Description** list.

### **Type**

Lets you assign the tag to a particular group. HotDog ships with tags grouped into either standard tags, [Netscape Extensions](#), or [Microsoft Extensions](#). You can create your own groups by

# View Menu

[Button Bar](#)

[Elements Bar](#)

[Documents Bar](#)

[Status Bar](#)

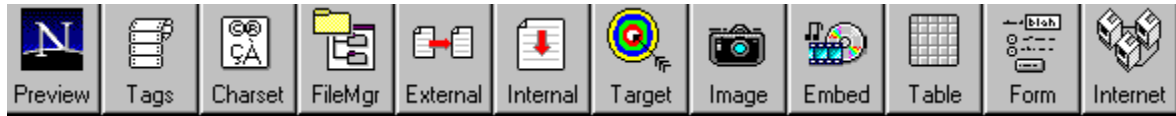
[Tags](#)

[Special Characters](#)

[HotDog File Manager](#)

# Button Bar

Menu: [View Menu](#)



The Button Bar provides fast access to commonly-used HotDog functions. For more information about what a particular button does, hold the mouse pointer over it for a few seconds and a brief description of the button will appear on the screen.

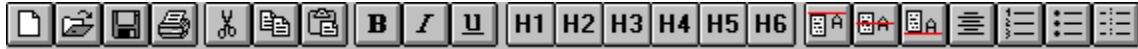
If you don't want to see the Button bar, it can be hidden from the **View** menu.

## See also

[Elements Bar](#)  
[Documents Bar](#)  
[Status Bar](#)

# Elements Bar

Menu: [View Menu](#)



The Elements Bar provides fast access to commonly-used HotDog functions and tags. For more information about what a particular button on the Elements Bar does, hold the mouse pointer over it for a few seconds and a brief description of the button will appear on the screen.

If you don't want to see the Elements bar, it can be hidden from the **View** menu.

## See also

[Button Bar](#)  
[Documents Bar](#)  
[Status Bar](#)



# Documents Bar

Menu: [View Menu](#)



The Documents Bar provides a convenient way to switch between the documents you are currently editing, and to check at a glance if you have saved your work.

To switch to another document, click the tab containing its name. This has the same effect as choosing the document name from the [Window List](#).

Documents that have not changed since the last time they were saved are indicated with the  icon next to their name. Unsaved documents are marked with a .

If you don't want to see the Documents bar, it can be hidden from the **View** menu.

## See also

[Button Bar](#)  
[Elements Bar](#)  
[Status Bar](#)



# Status Bar

**Menu:** [View Menu](#)

HotDog uses the Status bar at the bottom of the screen to tell you what it is doing. For example, when you first start HotDog, it will tell you when it loads the Tags and Character lists into memory.

If you don't want to see the Status bar, it can be hidden from the **View** menu.

If you disable the [ToolTips option](#), HotDog will show information about any toolbar button the mouse pointer is over in the Status bar.

## See also

[Button Bar](#)  
[Elements Bar](#)  
[Documents Bar](#)

# Tags List

**Menu:** [View Menu](#)

The Tags List provides an easy way to insert any tag or attribute into your document. Just select the tag from the list, and double-click on it with the left mouse button, or [drag](#) it into your document.

If you have selected some text in your document, the tag will be applied to this text. For example if you have selected the word **HotDog**, and you double-click the Blinking tag, the selection will be replaced with **<BLINK>HotDog</BLINK>**

Note that the contents of the Tags List and the [Tags Menu](#) are identical.

**See also**

[Tags Menu](#)

[Customizing Tags \(Pro version\)](#)

# Special Character Codes List

**Menu:** [View Menu](#)

This provides easy access to non-English characters, like accents and symbols. To insert a character code in your document, choose it in the list and double-click on it with the left mouse button, or [drag](#) it onto your text.

The character codes list can be seen by choosing [Special Characters](#) from the **Insert** menu or clicking the [Charset](#) button in the button bar.

## See also

[Convert Extended Characters while typing Option](#)

[Translate Extended Characters when publishing Option](#)

# HotDog File Manager

**Menu:** [View Menu](#)

The HotDog File Manager provides an easy way to insert [local](#) hypertext links, [images](#), and pre-formatted text into your document. Choose the file you want to insert from the File Manager, then [drag](#) it into your document. If HotDog cannot determine whether the file is a hypertext link, image, or text file, you will be asked to choose the type from a list.

The HotDog File Manager will stay on screen until you click **OK** or **Cancel**.

To delete a file in the HotDog File Manager, click on it then press the Delete key on your keyboard. You will be asked to confirm that you want to delete this file.

HotDog can also accept files dragged from the Windows File Manager. If you drag multiple files from the Windows File Manager, they will all be inserted.

# Insert Menu

[Image](#)

[Image \(Advanced\)](#)

[Embedded Item](#)

[Form Elements](#)

[Hypertext Targets](#)

[Tables](#)

[Lists](#)

[Horizontal Line](#)

[Insert Text File](#)

[Special](#)

[Insert Simple URL](#)

[Jump to a Document in This System](#)

[Jump to a Document on Another System](#)

[Jump Within This Document](#)

[Launch an Internet Service](#)

# Image Dialog

**Menu:** [Insert Menu](#)

This screen provides a simple and convenient way to create in-line images. For more control over how the image is displayed, use the [Image \(Advanced\)](#) option from the **Insert** menu.

Images can be used to take the user to another document when they are clicked. If you want the image to work this way, choose a document in the [Document To Launch](#) field. If you want to create an image that does nothing when clicked, all you need to do is choose the image file.

## Fields

### **Image File**

This will usually be in GIF format, but newer browsers also support the JPG format. The image file can be in the same directory as the current document (for example [apicture.gif](#)), in a relative directory (for example, [pictures/apicture.gif](#)), or any valid Internet address (such as [HTTP://WWW.ASITE.COM/PUB/GRAPHICS/apicture.gif](#)).

### **Document to Launch**

If you want to use the image as a hypertext link, specify the document to go to here. Note that images can launch CGI scripts, files to download, or other internet items.

### **Text Label**

This is the description of the hypertext link. The user can link on either the image or the text, and they will be taken to the same document.

### **See also**

[Image \(Advanced\)](#)  
[Hypertext Links](#)

# Advanced Image Dialog

**Menu:** [Insert Menu](#)

This screen lets you specify all properties for an image **<IMG>** or a figure **<FIG>**. The information in this topic will refer to [images](#), but applies equally to [figures](#).

The Advanced Image screen can be accessed by choosing [Image\(Advanced\)](#) from the **Insert** menu. For simple images, you might want to use the [standard Image](#) screen instead.

## Fields

### **Insert As**

Specifies whether the picture will be created as an Image or a Figure. Figures should be used for large pictures.

### **Image Map**

Specifies that the picture is a clickable image map. For example, you could create a picture of an office. Clicking on the bookshelf might take the user to a library; the computer screen might go to a computer-related page or a telnet session; the telephone might provide information about contacting the authors.

### **Source File**

The image file. This will usually be in GIF format, but newer browsers also support the JPG format. The image file can be in the same directory as the current document (for example [apicture.gif](#)), in a relative directory (for example, [pictures/apicture.gif](#)), or any valid Internet address (such as [HTTP://WWW.ASITE.COM/PUB/GRAPHICS/apicture.gif](http://WWW.ASITE.COM/PUB/GRAPHICS/apicture.gif)).

### **Low Resolution Source File**

Some browsers support an alternate, low-resolution file. The low resolution file is displayed initially, then the high-resolution file is gradually painted over the top of it. This means that users on slow connections can see the basic image quickly, or wait and see the full image.

### **Alternate Description**

Text-only browsers will not be able to see your graphics. This field lets you provide a brief description of the picture for these people, so its meaning is not lost.

### **Width, Height**

The width and Height of the image. By default, this is specified in pixels. You can change this to [en](#) by typing `UNITS="en"` in the tag. Most browsers that support this tag will resize images to fit these attributes. Specifying width and height can speed image display (since the browser doesn't have to determine them itself).

### **Distance From Text**

Lets you specify the horizontal (left-right) and vertical (up-down) space between the image and any text that flows around it. This prevents text from appearing right against the image.

### **Border Width**

Specifies the width of the border around the image. If Border Width is 0 the image will not have a border. This may make it difficult for the user to determine if the image is clickable or not.

### **Alignment**

Sets the way the image is aligned against text on the same line.

**See also**

[Image Dialog](#)



# Embedded Items

**Menu:** [Insert Menu](#)

Embedded items can be viewed by users who have a suitable application set up on their computer. For example, you could embed an Excel spreadsheet, and any user with Excel would be able to view it (of course, it's probably meaningless to any user that doesn't have Excel). The user views the spreadsheet by double-clicking it. This works in the same way that OLE objects do in Windows.

At the moment, embedded items can only be viewed by Windows users.

To create an Embedded Item in HotDog, choose [Embedded Item](#) from the **Insert** menu, or click the [Embed](#) button on the [button bar](#).

**See also**

[Insert Menu](#)

# Form Elements Dialog

**Menu:** [Insert Menu](#)

Forms let users send information to you or your server. For example, you might use a form to let users subscribe to a mailing list. They would enter their name and e-mail address, then click a button to send the form to you. The form could be linked to a program which automatically adds their name to your mailing list.

Forms run programs, or scripts, through the **C**ommon **G**ateway Interface (CGI). CGI lets forms be processed by programs written in just about any language, although the most common languages used on the Internet for CGI are probably Perl and C.

Forms can also be used to send mail to someone. This can be useful if you don't know anything about CGI programming: the form can mail the information directly to your account. Information sent this way is not formatted, but can still be understood.

To create a form in HotDog, choose [Form Element](#) from the **Insert** menu.

You will be asked to choose what sort of form element you want to create. If this is the first form element in your document, when you choose OK you will be taken to the [Form Details](#) screen.

The Forms screen will remain visible when you press OK. This is so that you can create a form with multiple elements without having to reload the screen each time.

## Form Elements

The HTML 3 specification supports the following form elements:

[Text Box](#)  
[Text Area](#)  
[Submit Button](#)  
[Reset Button](#)  
[Check Box](#)  
[Radio Button](#)  
[Password Box](#)  
[Hidden Box](#)  
[Image](#)  
[List Box](#)

### **See Also**

[Form Details](#) screen.  
[Insert Menu](#)

# Form Details

**Screen:** [Define Form Elements](#)

This specifies attributes for the entire form.

## Method

This may be either GET or POST. This depends on what you want to do with the form, and the setup of your server.

## URL to Send Data to (Action)

The ACTION attribute is the URL that will process the form data. Generally, this will be a [CGI](#) program, but can be any valid Internet resource. For example, you could use <mailto:sales@sausage.com> as your Action URL.

## MIME Content Type

Specifies the MIME encoding for the form. This will vary depending on what the form does and how it works. The MIME Content Type is not required.

## URL for Script (HTML 3)

This lets you specify the URI for scripts that will be downloaded to the user's machine and processed locally.

## See also

[Form Elements](#)

# Text Box

**Screen:** [Define Form Elements](#)

This is a single-line area where the user can type text. For example, you would use this to let readers enter their name or e-mail address.

**See also**

[Form Elements](#)

# Text Area

**Screen:** [Define Form Elements](#)

This is a multi-line area of text, usually used to enter brief messages. You can specify the number of rows and columns in the Text Area.

**See also**

[Form Elements](#)

# Submit Button

**Screen:** [Define Form Elements](#)

When this button is clicked, the data in the form will be send to the URL specified in the [Form Details](#) screen.

**See also**

[Form Elements](#)

# Reset Button

**Screen:** [Define Form Elements](#)

When this button is clicked, all the choices the user has made and text they have entered will be cleared. The form will look exactly as it did when the user first entered the page.

**See also**

[Form Elements](#)

# Radio Button

**Screen:** [Define Form Elements](#)

This provides a "radio" or "option" button for the user to choose from a list of options.

The difference between a radio button and a check box is that when the radio button is clicked, all the other radio buttons in its group will be cleared. You can click several check boxes in a group without affecting any of the others.

**See also**

[Form Elements](#)



# Check Box

**Screen:** [Define Form Elements](#)

This provides a square box for the user to click. If they select the corresponding option by clicking on the Check box, the box will appear with a **X** in it.

The difference between a radio button and a check box is that when the radio button is clicked, all the other radio buttons in its group will be cleared. You can click several check boxes in a group without affecting any of the others.

**See also**

[Form Elements](#)

# Hidden Text

**Screen:** [Define Form Elements](#)

This provides a [Text Box](#) that can't be seen by the user. You might use this to store specific data about the form which you want to pass to your [CGI](#) program but don't want the user to see.

**See also**

[Form Elements](#)

[Password Box](#)

# Password Box

**Screen:** [Define Form Elements](#)

This provides a [Text Box](#) that will display a special character like \* each time the user presses a key. This lets them enter passwords, but prevents anyone looking at their screen from seeing what the password is.

**See also**

[Form Elements](#)

[Hidden Text](#)

# Image

**Screen:** [Define Form Elements](#)

Lets you define an Image the user can click on. This image will have the same effect as the [Submit Button](#), except that the X and Y co-ordinates of the mouse pointer when the image was clicked will also be passed to the [CGI](#) program.

**See also**

[Form Elements](#)

[Insert Image Dialog](#)

[Advanced Image Dialog](#)

# List Box

**Screen:** [Define Form Elements](#)

This lets you create a list for the user to select items from. By default this list will be a combo box (also known as a pull-down menu), where the list will drop down when the user clicks the arrow at the right of the box.

You can create lists that allow the user to select more than one item.

**See also**

[Form Elements](#)

# Hypertext Target Dialog

**Menu:** [Insert Menu](#)

Hypertext Targets let you jump to specific locations within documents. You can jump to a target in the same document, or another document. Targets are most often used in long documents which are divided into several sections.

To create a hypertext target, choose [Target](#) from the **Insert** menu, or click the [Target](#) button on the [Button Bar](#).

To create a link to a target in the current document, choose [Jump Within This Document](#) from the **Insert** menu or click the [Internal](#) button on the button bar. You can then choose the desired target from a list of all targets in the current document.

To link to a target in a different document, choose [Jump to a Document in This System](#) or [Jump to a Document on Another System](#) from the **Insert** menu to create the initial link. Specify the target name after the file name, with a #. For example,

`<A HREF="document.htm">` links to a document on the same system.

If this document contained a target called "[contents](#)", you would use:

`<A HREF="document.htm#contents">`

## Target Syntax

The current HTML 3 draft defines targets with the **ID** token. For example,

`<P ID="contents">` will make a paragraph a target, with the name [contents](#).

Previous versions of HTML used the **NAME** token in an **Anchor**. For example,

`<A NAME="contents">`

HotDog defaults to the first (HTML 3) method. If you prefer to use the older method, you can change the default target code from the [General](#) section of the [Options](#) screen.

**See also**

[Insert Menu](#)  
[Hypertext Links](#)

# Tables Dialog

**Menu:** [Insert Menu](#)

Tables are new to the HTML specification. They are supported in [Netscape 's Extensions to HTML](#) as well as [HTML 3](#).

HotDog gives you a graphical way to create tables and fill them with information. Choose [Table](#) from the **Insert** menu, or click the [Table](#) button on the [Button Bar](#). This will display the Table Dialog. You can use the Sample Table here to define how your table will look.

Once you've created a table with HotDog, you can use the Table editor to make changes to it. Just highlight everything from (and including) the `<TABLE>` to the `</TABLE>`, then click the [Table](#) button.

## Table Dialog Fields

### **Caption**

Specifies a caption for your Table.

### **Border**

If you want a border around the edge of your table, specify the width here. If you enter 0, your table will not have a border.

### **Rows**

Sets the number of rows in the table.

### **Columns**

Sets the number of columns in the table.

### **Heading Rows**

Sets the number of Heading Rows in the table. These will be shown in the Sample Table with a gray background.

### **Heading Columns**

Sets the number of Heading Columns in the table. These will be shown in the Sample Table with a gray background.

### **Width**

Sets the Width of the entire table. This can be an absolute value in pixels, or a relative value. HotDog treats Widths with a % symbol at the end as relative, and anything else as absolute. This attribute will not be displayed in the Sample Table.

### **Height**

Sets the Height of the entire table. This can be an absolute value in pixels, or a relative value. HotDog treats Heights with a % symbol at the end as relative, and anything else as absolute. This attribute will not be displayed in the Sample Table.

### **Cell Spacing**

Cell Spacing is the amount of space between each cell. This attribute will not be displayed in the Sample Table.

### **Cell Padding**

Cell Padding is the amount of space between the border of the cell and the contents. This attribute will not be displayed in the Sample Table.

### **Sample Table**

You can modify the Sample Table to set the width and alignment of columns. Text in columns can be aligned to the Left, the Right, or Centered. To set the alignment for a column, click on it to place the cursor there, then choose the alignment from one of the three buttons shown.

To change the width of a column, move the mouse pointer over the line at the column's edge. The cursor will change to a pair of arrows. Press the left mouse button down and move the mouse to the left or right to resize the column.

To enter data in the table, just type the information you want in each [cell](#). When you click OK, the contents of the table will be inserted in your document.

### **See also**

[Insert Menu](#)



# List Dialog

Menu: [Insert Menu](#)

There are four list types supported in HTML:

## Ordered (or Numbered) List

1. Frogs
2. Flies
3. Bees

## Unordered (or Bulleted) List

- Frogs
- Flies
- Bees

## Plain List

- Frogs
- Flies
- Bees

## Definition List

Frogs: green things that go "ribbit"  
Flies: black things that go "bzzzzz"  
Bees: black and yellow things that go "bzzzzz"

The Plain list is actually an Unordered list with no bullets.

HotDog gives you two ways to create lists (apart from typing the HTML yourself or inserting it from the [Tags List](#) or [Tags Menu](#)).

1. Type the list as plain text, then select it with the mouse and choose one of the List buttons from the [Elements Bar](#).



Numbered list



Bulleted list

Term

This is the definition of the first term.

Term

This is the definition of the second term.

Definition list

This will create the list, and format the selected text as list items `<LI>`

or

2. Choose [List](#) from the **Insert** menu. This brings up the List Dialog, which gives you more control over the list's attributes.

# List Dialog Fields

## List Heading

The list header. The list items will normally be indented below this. For example,

```
<OL>
<LH>A List</LH>
<LI>Frogs
<LI>Flies
<LI>Bees
</OL>
```

...would be rendered as

```
A List
  1.Frogs
  2.Flies
  3.Bees
```

## Type

Applies to Bulleted and Numbered lists. Lets you change the appearance of the bullets or numbers, for example to use lower case Roman numerals (i,ii) instead of Arabic (1,2), or to use square bullets instead of round ones.

## Use Image

Applies to Bulleted lists only. Lets you specify a graphics file to use for the bullets. This can be a local file (strongly recommended), or any [URL](#) . New to [HTML 3](#) (and not supported in Netscape 1.1).

## Use Icon

Applies to Bulleted lists only. This option lets you specify a standard icon, or "dingbat", to use for the bullets. Choose the icon you want from the list. It is up to the Browser to display the icon to the user, so unfortunately we can't let you choose the actual icon (since each Browser might be different!). New to [HTML 3](#) (and not supported in Netscape 1.1N)

## Compact List

Reduces the space between list items, and possible reduces the font size, to make the list more compact. The exact way this is done is up to the Browser.

## Continue From Previous List

Applies to Numbered lists only. If you have several lists on the page, this will pick up the automatic numbering where the last list left off.

## First Number

Applies to Numbered lists only. Lets you start the automatic numbering from a specific number, instead of from 1.

## Multi-Column

Applies to Bulleted and Plain lists only. This will arrange list items down the page, then wrap to the next column (like newspaper columns). It is up to the Browser to determine how many columns are appropriate.

## See also

[Insert Menu](#)

# Special Items

**Menu:** [Insert Menu](#)

HotDog lets you insert a number of special codes into your documents.

## Date and Time

You can either insert the current date and time, or the publishing date and time. The latter will be updated whenever you [Publish](#) the document.

Choose the format you want to display the date and/or time in from the list provided.

## File Name

The name of the current file.

## HotDog Version

The version of HotDog used to create the file. This number is displayed in the [About](#) box.

## Windows Version

The version of Windows used. This is returned by the operating system.

## User

The person this version of HotDog is registered to. This is set when you [register](#) HotDog, and cannot be changed.

## Company

The company this version of HotDog is registered to. This can be changed from the HOTDOG.INI file if you're a registered user.

## See also

[Insert Menu](#)

# Jump To A Document In This System

**Menu:** [Insert Menu](#)

This creates a [Hypertext Link](#) between the current document and another document on your computer. You can test the link between these "local" documents without being connected to the Internet.

You can create a local hypertext link by choosing [Jump To A Document On This System](#) from the **Insert** menu. You can also create the links by [dragging](#) files from the HotDog or Windows [File Manager](#).

## See also

[Hypertext Links](#)

[Jump to a Document on Another System](#)

[Jump Within This Document](#)

[Launch an Internet Service](#)

[Simple URL dialog](#)

# Jump to a Document on Another System

**Menu:** [Insert Menu](#)

This creates a [hypertext link](#) between the current document and (usually) a document on another computer. You can only test these "external" links when you are connected to the Internet.

You can create an external hypertext link by choosing [Jump To A Document On Another System](#) from the **Insert** menu. Fill in all the required details to create the [URL](#) for the external document.

External hypertext links can also be made to other Internet elements, such as gophers, FTP servers, and news groups. HotDog provides separate dialogs for [news](#) and [mail](#) links. This makes it easier for you to keep track of all the different types of URL, by giving news and mail addresses their own drop-down lists.

## See also

[Hypertext Links](#)

[Simple URL Dialog](#)

[Jump to a Document in This System](#)

[Jump Within This Document](#)

# Hypertext Links

Hypertext links let you define a section of text that can be clicked by the user. When they click this text, they will go to another document, download a file, listen to a sound, or perhaps go to an Internet service like a WAIS database.

Hypertext links are defined with the **<A>** Anchor element. Each anchor specifies the address of the document it goes to, with the **HREF** property. Anchors can be images or text, or a combination of the two. For example,



image only

[About HotDog](#) text only



[About HotDog](#) image and text

Documents on the same system are usually inserted as relative addresses. For example, let's say that your Internet account has the following directories:

[public\\_html](#) for document files  
[public\\_html/graphics](#) for images

If all your documents are in [public\\_html](#), you do not have to specify a [URL](#) for each one. Instead of

```
<A HREF="http://www.sausage.com/intro.html"> Sausage Software </A>
```

you can use

```
<A HREF="intro.html"> Sausage Software </A>
```

This works as long as there is a document called [intro.html](#) in the same directory as the current document.

Directories can be relative as well. For example, we could use a picture for the above hypertext link:

```
<A HREF="http://www.sausage.com/graphics/HotDog.gif"> Sausage Software </A>
```

or

```
<A HREF="graphics/HotDog.gif"> Sausage Software </A>
```

This works as long as the current directory has a sub-directory called [graphics](#).

## See also

[Simple URL Dialog](#)

[Jump to a Document in This System](#)

[Jump to a Document on Another System](#)

[Jump Within This Document](#)

[Launch an Internet Service](#)



# Jump Within This Document

**Menu:** [Insert Menu](#)

This lets you create a [Hypertext Link](#) to a [Target](#) in the current document. Targets are most often used in long documents which are divided into several sections.

To create a link to a target in the current document, choose [Jump Within This Document](#) from the **Insert** menu or click the [Internal](#) button on the button bar. You can then choose the desired target from a list of all targets in the active document.

## See also

[Hypertext Targets](#)

[Simple URL Dialog](#)

[Jump to a Document in This System](#)

[Jump to a Document on Another System](#)



# Launch an Internet Service

**Menu:** [Insert Menu](#)

This lets you create a [Hypertext Link](#) to an Internet service. You might want to take the user to your favorite newsgroup, or let them send mail to you.

The dialog for this option shows a list of common Internet services. For some, like [news](#) and [mail](#), you need to enter a specific newsgroup or mail address; for others, you will need to build the [URL](#).

## See also

[Hypertext Links](#)

[Simple URL Dialog](#)

[Jump to a Document on Another System](#)

[Mail Dialog](#)

[News Dialog](#)

# Tags Menu

Use this menu to insert raw HTML tags into your document. The Tags menu has the same effect as using the [Tags List](#) to select HTML tags.

If you have selected text in the current document, HotDog will insert beginning and ending tags around the text. This lets you easily apply tags like `<CENTER>` over multiple elements.

If you're using [HotDog Professional](#), the Tags Menu can be customized by choosing [Tag Information](#) from the **Edit** menu.

## See also

[HTML Overview](#)

# Interlaced Images

Interlaced images are a good way to display graphics for users with slow Internet connections (ie. modems).

An interlaced image will show a very low-resolution sample of the image initially, which will gradually become clearer. The browser can load the other information on the page while the rest of the image is loading.

To make a GIF interlaced, it has to be saved as an Interlaced GIF in the GIF/89 format. There are a number of shareware utilities available to do this, including LVIEW and POLYVIEW.

# ALIGN

The Align attribute is most commonly used to position in-line images, but in HTML 3 and can be applied to most other elements.

There are a number of alignments supported:

<b>left</b>	Makes an image <i>float</i> against the left margin. Text will flow around this image.
<b>right</b>	Makes an image <i>float</i> against the right margin. Text will flow around this image.
<b>top</b>	Aligns the <a href="#">top</a> of the image with the <b>top</b> of the tallest <b>item</b> in the line.
<b>texttop</b>	Aligns the <a href="#">top</a> of the image with the <b>top</b> of the tallest <b>text</b> in the line.
<b>middle</b>	Aligns the <a href="#">middle</a> of the image with the <b>baseline</b> of the current line.
<b>absmiddle</b>	Aligns the <a href="#">middle</a> of the image with the <b>middle</b> of the current line.
<b>baseline</b>	Aligns the <a href="#">bottom</a> of the image with the <b>baseline</b> of the current line.
<b>bottom</b>	The same as baseline.
<b>absbottom</b>	Aligns the <a href="#">bottom</a> of the image with the <b>bottom</b> of the current line.

If you choose [Alignment](#) from the **Format** menu, HotDog will provide you with a dialog to easily see the effects of each option.

## See also

[Alignment](#)

# Format Menu

Document

Font

Alignment

Bold

Italics

Underline

Blinking

Big First Letter

Center

# Format Text Dialog

Menu: [Format Menu](#)

There are a number of ways to format font and other character attributes in HotDog.

Choose [Font](#) from the **Format** menu. This will take to you the Font formatting dialog, where you can select the attributes you desire and change the font size.

Choose [Bold](#), [Italics](#), [Underline](#), [Blinking](#) from the **Format** menu

Click one of the formatting buttons on the [Elements Bar](#) :



**Bold**



*Italics*



Underline

If you highlight text in your document before using one of the above options, the appropriate tags will be inserted at the start and end of the text, so that only the selected text is formatted.

If no text is highlighted, the start and end tags for the attributes will be inserted together.

## Character Formatting Attributes

### Font Size

Font sizes can be expressed either as a size relative to the [base font size](#), or as an absolute size. Sizes range from 1 to 7; the default size is 3. For example, normal text would be rendered in the base font size (3):

HotDog is a great program

If you formatted this text with **FONT SIZE=+1**, it would be rendered as the base font size + 1, or size 4:

HotDog is a great program.

If you use FONT SIZE=7 (an absolute number), the font would be formatted as Size 7.

HotDog is a great program.

### Bold

This formats the text in **Bold** type. The use of Bold is not recommended; you should use Strong instead.

### Italics

Formats the text in *Italics*. The use of Italics is not recommended; you should use Emphasized instead.

### Underline (HTML 3)

Underlines the text.

### **Emphasized**

This provides some emphasis of the text. Emphasized should be used instead of Italics.

### **Strong**

This provides strong emphasis of the text. Strong should be used instead of Bold.

### **Blinking (Netscape only)**

Makes the text blink on and off when it is displayed. Some people object very strongly to blinking text on (mainly) aesthetic grounds, although it can provide useful emphasis.

### **Subscript (HTML 3)**

Formats the text as a subscript..

### **Superscript (HTML 3)**

Formats the text as a superscript.

### **Big (HTML 3)**

Makes the text big.

### **Small (HTML 3)**

Makes the text small.

### **See also**

[Big First Letter](#)  
[Format Document](#)

# Document Dialog

**Menu:** [Format Menu](#)

The Document dialog gives you an easy way to set document-wide attributes, like colors and background graphics.

The Document dialog is divided into three sections.

## Document Information

### Title

The name of the document. This will not be displayed in the document, but most browsers will display it on their caption bar. The document title is required.

### Base URL Address

This provides a convenient way to record the [URL](#) of a document, in case it is read out of context (for example, if some downloads the document and reads it off-line). Relative [Hypertext Links](#) within the document will be based on this address. For example, if you use the base address of

```
<BASE HREF="http://www.sausage.com/index.html">
```

then a link like

```
<IMG SRC="gifs/sausage.gif">
```

would be translated as

```
<IMG SRC="http://www.sausage.com/index.html/gifs/sausage.gif">
```

### This Document Is A Searchable Index

This generates the **ISINDEX** tag, indicating that this document is an index document. As well as reading it, the reader may search for keywords in it. The document can be queried with a keyword search by adding a question mark to the end of the document address, followed by a list of keywords separated by plus signs.

The ISINDEX tag would normally be generated automatically by the Web Server. If the server does not have a search engine, then this option will do nothing.

### URL for Processing Queries

This provides the server with a [URL](#) to direct search queries to. This field is optional.

### Text to Ask User for Keywords

Replaces the default message of "This is a searchable index. Enter search keywords:" with whatever message you like.

## Graphics and Colors

### Background Graphic

Specifies an image to use as a background for the document. This image will be tiled across the page, and nothing else will be visible until the browser has rendered it. For this reason, these images should be very small files, and should not be [interlaced](#).



### Banner (HTML 3)

The banner stays at the top of the page at all times - it does not scroll with the document. This is useful for logos, tool bars, and so on.

### Base Font Size

The size to base all relative [Font Size](#) changes on. The default is 3. Base Font Size can range from 1 (the smallest) to 7 (the largest).

### Colors

Our color sampler gives you an easy way to choose the colors for your document. Click on the item you want to change, then adjust its color with the RGB sliders, or click the RGB code button to choose the color graphically.

You can change the colors of the following elements:



**Background** - the document background.



**Foreground** - the document text.



**Standard Link** - a [hypertext link](#) that the user has not yet followed.



**Visited Link** - a [hypertext link](#) to a page the user has already been to.



**Active Link Color** - a [hypertext link](#) that is currently loading.

## Links and Meta

### Links to Other Documents

This lets you define relationships between this document and other documents. See the help on the **LINK** element for a deeper discussion of these relationships.

### Meta Information

Lets you define **META** information about the document. This is a useful way of providing the Web Server and Browser with information not contained in any other elements.

### See also

[Insert Menu](#)

# Alignment Dialog

**Menu:** [Format Menu](#)

In HotDog, there are a number of ways to align text and graphics on the page.

Choose [Alignment](#) from the **Format** menu. This will show the alignment dialog, which gives you graphical examples of each alignment option.

Choose one of the alignment buttons on the [Elements Bar](#):



Align Top



Align Middle



Align Bottom



[CENTER](#)

**See also**

[Format Menu](#)

# Big First Letter

**Menu:** [Format Menu](#)

This option provides a handy way to begin paragraphs with large letters (usually referred to as drop caps). For example:

**T**his option provides a...

To use it, select the text you want to begin with a large letter, then choose [Big First Letter](#) from the **Format** menu.

HotDog provides an [option](#) for setting the default size of the first letter.

Note that this formatting will only be visible to browsers that can render the <FONT> tag.

**See also**

[Format Font](#)

# Tools Menu

[Options](#)

[Shortcut Keys \(Pro version\)](#)

[Customize Button Bar \(Pro version\)](#)

[Make Template From Document \(Pro version\)](#)

[Create Template Field \(Pro version\)](#)

[Find Duplicate Links](#)

[Remove Hypertext Links](#)

[Remove HTML Tags](#)

[Check HTML Syntax \(Pro version\)](#)

[Multi-File Find and Replace \(Pro version\)](#)

[Spell Check \(Pro version\)](#)

[Real-time Output Viewer](#)

[HTML Converter](#)

# Options

**Menu:** [Tools Menu](#)

The Options screen gives you a great deal of control over how HotDog works. There are six sections:

[General](#)

[Editing](#)

[Publishing](#)

[Display](#)

[File Locations](#)

[Saving/Starting](#)

[Color](#)

[Dictionary](#)

# General Options

Screen: [Options](#)

## Show ToolTips when mouse is over a button

When you hold the mouse pointer over a button on one of the toolbars for a few seconds, a yellow window will pop up with a brief description of what the control does. Check this box to disable this feature. If ToolTips are disabled, the information will appear on the [Status Bar](#) instead.

## Use Strong and Emphasis, not Bold and Italics

**<STRONG>** and **<EM>** are the preferred HTML alternatives to **<B>** and **<I>**. If this option is checked, HotDog will automatically insert these tags for you when you choose Bold or Italics from the [Format Menu](#) or the [Elements Bar](#).

## Choose Browser before each Preview

If this option is checked, every time you choose Preview, HotDog will display a dialog to let you choose the browser you want to use. If it's not checked, HotDog will always use the default browser.

## Publish Files for Previews

This option lets you Publish your files before previewing them. This has the advantage of always displaying the document as it will look when published, but some of the [Publishing Options](#) you use might not work properly for locally-viewed documents.

## Always Use Absolute file references

Normally when you insert a file, HotDog tries to make its location relative to the current document. For example, if you're working on a document saved in the C:\HTML directory, and you insert an image from the directory C:\HTML\GRAPHICS, HotDog will create the [hypertext link](#) as **HREF="graphics\animage.gif"**. If this option was enabled, then HotDog would insert the full path name, e.g. **HREF="c:\html\graphics\animage.gif"**.

## Always use Current Directory in File Dialogs

When HotDog shows a dialog for open, saving, or inserting files, it normally defaults to an appropriate directory as set in the [File Locations](#) options. For example, the documents directory for HTML files or the Graphics directory for images. If you have files spread all over your computer this behaviour may become annoying. The **Always Use Current Directory** option will open the file dialogs to the current directory (normally the last directory they were in).

## Insert <P> on Elements Bar as a Container

The HTML draft suggests that the paragraph tag **<P>** is used as a container. However, this is not required by any current browsers. If you check this option, when you select the Paragraph button on the [Button Bar](#), HotDog will insert the **</P>** closing tag as well as the **<P>**.

## Insert Text as Pre-formatted <PRE>

By default, HotDog [Inserts Text Files](#) as Pre-formatted text, using the **<PRE>** tag. Most browsers will display this in a monospaced font like Courier.

If you want to insert text files as a normal part of your document, you can disable this option to save you from removing the **<PRE>** tags manually.

## Use a Fixed Name for Temp Files

This option is only required if you are having problems with the way documents are displayed in your browser when you [Preview](#) your documents.

HotDog communicates with browsers using [DDE](#). When you choose **Preview**, HotDog will take a copy of the current document and instruct your browser to display it. By default, HotDog uses a unique file name

for each copy, which forces the browser to load the document.

If your browser does not support [SDI](#) standard DDE commands, then HotDog will start a new copy of the browser each time you choose preview. This can quickly eat up resources and slow down your system. To prevent this from happening, turn this option on. HotDog will start your browser the first time you choose **Preview**; after that, you will need to switch to your browser (for example by using ALT+TAB), and **Reload** the document (see your browser's documentation for instructions on how to do this).

#### **Drag & Drop from File Mngr opens file(s)**

If this option is enabled, you will be able to drag files from the Windows File Manager or a similar program, and drop them somewhere in the HotDog window. HotDog will then open all the files that you dropped. Disabling this option may improve performance on slower machines. Note that if this option is disabled, you can still drag and drop files from the [HotDog File Manager](#).

#### **Target Identifier**

The current HTML 3 draft defines targets with the **ID** token. For example,

`<P ID="contents">` will make a paragraph a target, with the name [contents](#).

Previous versions of HTML used the **NAME** token in an anchor. For example, `<A NAME="contents">`

HotDog defaults to the first (HTML 3) method. If you prefer to use the older method, you can change the default target code in this box.

#### **Big First Letter Size**

This lets you set the size for the Big First Letter (drop caps) option. Sizes can be either relative (for example, +2) or absolute (for example, 5). Note that you can set a size smaller than the default font size, in effect giving you a "small first letter" option. We have no idea why anyone might want to do that, but who knows? If you find a use for it please let us know.

#### **See also**

[Editing Options](#)

[Publishing Options](#)

[Display Options](#)

[File Locations](#)

[Saving/Starting Options](#)

[Color Options](#)

[Dictionary Options](#)

# Display Options

**Screen:** [Options](#)

These options give you some degree of control over HotDog's display.

## 3D Windows

If this option is checked, HotDog will use the [Windows 95-style](#) windows instead of the more traditional Windows 3.1 style. This option is not available in Windows 95 (because there wouldn't be any point!)

## Rounded Tabs

This option lets you toggle between the Windows 95-style straight tabs on the document bar and in dialogs, and a more rounded look.

## Fast Draw

Checking this option may reduce flickering when displaying screens and dialog boxes, but HotDog will use more of your system resources.

## Word Wrap

Turn this option off if you have very long lines in your document, and you do not want HotDog to reformat them to fit in the screen. This option will have no effect on your HTML file; it is just provided to help you edit documents. If you want to prevent word wrap in your HTML documents, use the [<PRE>](#) tag.

## Icons And Text

Shows both pictures and descriptions on the [Button Bar](#)

## Icons Only

Shows only pictures on the [Button Bar](#) (the buttons will be smaller)

## Text Only

Shows only descriptions on the [Button Bar](#) (the buttons will be smaller).

## See also

[General Options](#)

[Editing Options](#)

[Publishing Options](#)

[File Locations](#)

[Saving/Starting Options](#)

[Color Options](#)

[Dictionary Options](#)



# 3D Windows



## Close Button

Closes the current screen. This is the same as choosing [Close](#) from the **File** Menu.



## Minimize Button

Reduces the current window to an icon.



## Maximize Button

Increases the size of the current window to take up as much of the screen as possible.



## Help Button

Provides context-sensitive help about the current screen.

# Publishing Options

**Screen:** [Options](#)

These options let you make some automatic changes to your documents when you [Publish](#) them.

## Remove All Carriage Returns

A Carriage Return/Line Feed is generated whenever you press Enter. Carriage Returns are useful for laying out your source document, but when it gets on the Internet it may cause problems with some browsers. You should use Line Breaks **<BR>** or Paragraphs **<P>** instead. This option will remove all Carriage Returns entirely.

## Publish as UNIX Text File

This will convert all Windows text files to UNIX ones when publishing. Windows and DOS text files use the Carriage Return/Line Feed combination (CRLF) at the end of each line; UNIX files only use Line Feeds (LF).

## Convert Extended Characters to HTML Codes

This option will automatically translate extended characters like acutes and umlauts into the appropriate HTML code (for example, **&euml;**). HotDog can also translate all extended characters automatically [while you're typing](#). Note that HotDog will not replace ampersands (&) with **&amp;**. This is to allow you to specify extended characters manually.

## Replace \ With / in File Names

This will convert Windows file references for use on UNIX systems. For example, **HREF="graphics\animage.gif"** would be replaced with **HREF="graphics/animage.gif"**

## Extension For Published Documents

HotDog will save published documents to the Publish directory, as specified in [File Locations](#). By default, HotDog renames these documents with the extension **.PUB**. This is to remind you to rename them as **.HTML** when you upload them to the Internet. If you do not like this behaviour, you can enter any valid DOS extension in this box.

## Replace Words During Publishing

HotDogs Replace Text List (see below) is a very useful feature, but there are times when you do not want to scan the entire document for text to replace. This option lets you disable and re-enable the Replace Text List without deleting all the items in the list.

## The Replace Text List

When publishing, HotDog will replace **any** text listed in the Replace column with the appropriate entry in the With column. For example, you can replace **{home}** with **http://www.sausage.com**, or **.htm** with **.html**.

Because this only gets changed when a document is published, you can use this feature to design site- and directory-independent documents. For example, instead of referring to your copyright page as **HREF="/home/web/copyright.html"** in all of your other pages, you can use something like **[copyright page]**. If the name or directory of your home page changes, you only need to change the entry on this screen, rather than in every single document.

The replace process is case sensitive. There is no limit to how many entries you can have, but HotDog will take longer to publish documents if you have a very large number.

**See also**

[General Options](#)

[Editing Options](#)  
[Display Options](#)  
[File Locations](#)  
[Saving/Starting Options](#)  
[Color Options](#)Color  
[Dictionary Options](#)

# File Locations

## Screen: [Options](#)

This screen lets you tell HotDog where to look for files.

### Preview Browser

The default browser. This will be loaded when you choose [Preview Document](#) from the [File Menu](#) or click the [Preview](#) button on the [Button Bar](#).

When you set the default browser, HotDog will change the icon on the Preview button to the browser's icon. This lets you quickly see which browser is the default.

If you want to test your document with a number of browsers (always a very good idea), you can set the [Choose Browser before each Preview](#) option.

### Documents

The location of your HTML documents.

### Published Files

The directory to store published files, ready for uploading to the Internet.

### Graphics Files

The location of your image files.

### AutoSave Files

The directory to store automatically-saved files in.

### .INF Files

INF files are used by HotDog for configuration information.

### Templates

The location of the Normal (default) template in [HotDog Standard](#), and for all [templates](#) in [HotDog Professional](#).

### Temporary Files

The location to store any temporary files HotDog creates. These will normally be deleted when you exit HotDog.

## See also

[General Options](#)

[Editing Options](#)

[Publishing Options](#)

[Display Options](#)

[Saving/Starting Options](#)

[Color Options](#)Color

[Dictionary Options](#)

# Document Templates (Pro Version)

[HotDog Professional](#) lets you create templates. This is an easy way to give all your documents a similar look and feel, or to include common information in each one.

To create a template, design the file you want to use as a template in the editing window. Then choose [Make Template From Document](#) in the **Tools** menu. The document will be saved in whatever directory is specified for templates in the [Options](#) screen.

To use a template, select [New](#) from the **File** menu. A list of all available templates will be shown. Choose one from the list and press enter or click OK.

If you use the  button on the [Elements Bar](#) to create a new document, the document created will use the **Normal** template. If there is no file called [NORMAL.TPL](#) in your Template directory, HotDog will create one.

To change the Normal template, simply replace the file [NORMAL.TPL](#) with the template you want to use as the default.

## See also

[Creating Embedded Fields](#)  
[Tools Menu](#)

# Window Menu

Cascade

Tile

Arrange Icons

Close All

Window List

# Arranging Windows

**Menu:** [Window Menu](#)

HotDog uses the Windows **M**ultiple **D**ocument Interface (MDI). This means that you can have several documents open for editing on the screen at the same time. The [Window Menu](#) provides some easy ways to manage them.

## **Cascade**

Overlaps all open documents from the top left to the bottom right of the screen, so that the title bars of all documents are visible.

## **Tile**



Arranges all open documents from top to bottom across the screen. The height of each document window will be reduced so they all fit in the screen.

## **Arrange Icons**

Reduces all documents to icons, and lines them up from left to right along the bottom of the screen.

# Close All

**Menu:** [Window Menu](#)

This command provides a quick way to close every open document. If a document has been changed since the last time it was saved, you will be asked if you want to save the changes. Documents that have not changed are indicated on the [Documents Bar](#) with the  icon. Unsaved documents are marked with a .

**See also**

[Save](#)  
[Close](#)



# Window List

**Menu:** [Window Menu](#)

This lists all the documents you currently have open. The information is the same as that provided on the [Documents Bar](#), except the Documents Bar indicates whether the document has been saved or not, while the Window List shows the full path name of the document instead of just the file name.

# Help Menu

[Contents](#)

[Search](#)

[Registering HotDog](#)

[About HotDog](#)

# About HotDog

**Menu:** [Help Menu](#)

This screen displays version and copyright information about HotDog. It also gives you some information about your system resources.

## Free Memory

This is the amount of RAM (Random Access Memory) available to the system. It includes Virtual Memory as set in the 386 Enhanced Section of Windows Control Panel, or the System section for Windows 95 and Windows NT. It is expressed in bytes (one Megabyte is a little over 1 million bytes).

## Free Graphics

This is the percentage of free GDI resources. Windows 3.1 or Windows for Workgroups users should be careful if this gets very low (say, below 20%), as their system might crash. This figure is not as relevant for Windows NT and Windows 95 users.

# HotDog Features

We've put a lot of work into making HotDog easy to use, flexible, powerful, and fun! Here's just some of the ways that HotDog makes life easier for you:



Supports both [Netscape Extensions](#) to HTML, [Microsoft Extensions](#) to HTML, *and* proposed [HTML 3](#) elements. Don't be fooled by our competitors, who promise you HTML 3 but only deliver Netscape !



**Windows 95-style interface** in Windows 3.1 and Windows NT.



**Dialogs** let you perform complex tasks like creating [forms](#) and [tables](#) in a few seconds.



HotDog **saves you time** with features like [finding duplicate links](#) and converting DOS files for use on UNIX systems.



Unlike most of our competitors, HotDog gives you a lot of **control** over how it works. Don't like the way HotDog does something? You can easily set almost 50 [options](#) to change how HotDog behaves.



HotDog **remembers** your [hypertext links](#), so you don't need to keep typing long URLs.



Insert [links](#), images, and [text files](#) by **dragging** them from File Manager or the internal [HotDog File Manager](#).



Edit your **CGI scripts** as well as HTML files.



Never lose your work again! HotDog has options for [automatically saving](#) your work, and creating [backup files](#) whenever it saves.



Advanced options like [translating extended characters](#) into HTML codes, *while you're typing!*



Our [publishing](#) feature lets you [automatically replace text](#) when your document is ready to Preview. Why type the URL for your home page all the time, when you can type something like {home} and let HotDog translate it automatically?



Context-sensitive help. Press F1 from any screen to get help on what each part of the screen means or does.

## See also

[HotDog Professional Features](#)  
[Pricing and Ordering Information](#)  
[Contacting Sausage Software](#)

# Pricing And Ordering Information

## Pricing

Product	Price	Australian Price
<a href="#">HotDog Standard</a>	US\$29.95	\$39.95
<a href="#">HotDog Professional v2</a>	US\$99.95	\$129.95
HotDog Professional v2 (upgrade from Standard)	US\$70.00	\$90.00
HotDog Professional v2 (upgrade from Pro v1)	US\$30.00	\$50.00

We also offer discounts for [site licenses](#)

The Australian Price is for **Australian residents** only. These prices may change if there is a large fluctuation in the value of the Australian dollar (US\$0.72 at the time of writing).

Please note that if you purchase by credit card, the price you are actually charged may vary slightly from the one listed above. We process all credit card charges at the current exchange rate, but due to fluctuations in the value of the dollar we cannot guarantee that this exchange rate will be exactly the same when the transaction is processed by your bank.

Purchasing HotDog entitles you to **unlimited technical support** by e-mail.

If you purchase HotDog Standard, you can upgrade to the Professional version at any time, for the difference between the price you paid and the current price of HotDog Pro.

## Ordering HotDog

There are a number of ways to order HotDog from us. Whatever method you choose, your order must be accompanied by our [Order Form](#). When we receive your payment, we will e-mail you the serial number to register HotDog.

### **Credit Card.**

We accept VISA, MasterCard, and Bankcard. You can send us your credit card details by [fax](#), [post](#), or [PGP-encrypted e-mail](#). We do not recommend sending your credit card number over the Internet without encryption, and will not be held responsible for the consequences if you do. Having said that, we receive the majority of our orders via unencrypted e-mail, and have not heard of any problems so far.

If you are using e-mail or a fax modem, a signature is not required on the [Order Form](#) (although we do recommend a PGP signature on e-mail).

### **Secure Server**

If you are using the Netscape Navigator, Microsoft's Internet Explorer, or another SSL-compliant browser, you can order online via our Netscape Commerce Server. Transactions conducted on this server are encrypted, so your credit card details are completely safe.

### **Check**

You can [post](#) us a check drawn on any bank in the world, **in that country's currency**. The amount should be equivalent to the price in US\$. For example, if you are in Great Britain you could order HotDog Standard by sending a check made out in Pounds Sterling, for an amount in pounds equivalent to US\$29.95. The check should be made out to **Sausage Software**.

### **International Money Order/Bank Draft**

These are normally available from banks or Post Offices. The draft should be payable to **Sausage Software**. The currency of the draft should be **Australian Dollars**, and the amount of the draft should be the equivalent in AUD\$ of the price in US\$.

#### **Cash**

We will accept cash in US or Australian dollars. However, we will take no responsibility for the cash while it's in transit. For your own protection if you want to pay in cash, we **strongly** recommend sending it to us by registered mail.

#### **Purchase Order**

We're happy to accept a purchase order from your organisation and send you an invoice. We prefer to fax invoices, but we can mail them if necessary.

### Where Do I Send The Payment?

**Fax:** +61 3 9816 3922 (the + means an international call; in the US dial 011 for this).

**E-mail:** sales@sausage.com

**Post:** Sausage Software  
1st Floor, 10 Stutt Avenue  
Doncaster VIC 3108  
AUSTRALIA

### What Happens When I Purchase HotDog?

We don't ship anything physical - when you order HotDog, we will e-mail you a serial number. This registers the program in your name, and removes the nag screen and time limit.

# Print Setup

**Menu:** [File Menu](#)

This option lets you change the default printer, and change the setup of the printer. For example, you can choose to print documents in Landscape mode instead of Portrait. For more information, see the documentation for your printer.

**See also**

[Print](#)  
[Print Preview](#)

# Horizontal Line Dialog

Menu: [Insert Menu](#)

Toolbar: 

This will create a Horizontal Line **<HR>**

This dialog offers options only available under the [Netscape Extensions to HTML](#) or [HTML 3](#). If you want to maintain compatibility with most current browsers you should leave these fields blank.

## Width

The horizontal width of the line. This can be either an absolute number in pixels, or a relative number expressed as a percentage. Relative widths are preferred to ensure compatibility with all screen sizes.

## Alignment

Lets you position the line against the left edge of the screen, the right, or in the middle.

## Thickness

Sets the vertical size of the line.

## No Shading

If you check this box, your line will display as a solid bar in Netscape .



# Insert Text File

**Menu:** [Insert Menu](#)

This lets you insert the contents of a plain text file into your document, at the cursor position. You can also do this by dragging the file into your document from File Manager or the [HotDog File Manager](#).

By default, HotDog will insert the text as Pre-formatted, using the **<PRE>** tag. This means that most browser will render it in a monospaced font like `Courier`. If you do not want HotDog to do this, you can disable it from the [Options](#) screen.

# Simple URL Dialog

**Menu:** [Insert Menu](#)

This is the fastest way to create [hypertext links](#).

## URL

The Universal Resource Location, for example <http://www.sausage.com>. Click the drop-down arrow at the right of this box to see a list of all the URLs you've used before, in alphabetical order.

## Description

The text that the user will click on to follow the link. This defaults to the URL, but you can change it to anything you like.

## See also

[Hypertext Links](#)

[Jump to a Document in This System](#)

[Jump to a Document on Another System](#)

[Jump Within This Document](#)

[Launching an Internet Service](#)

# Find Duplicate Links

**Menu:** [Tools Menu](#)

This option will search for duplicate [hypertext links](#) in the current document.

If you have more than one link pointing to the same place, HotDog will alert you. Note that it's quite acceptable to have several links to one place in the same document; for example, you might have several references to your home page or a Table of Contents.

**See also**

[Find](#)  
[Replace](#)

# Remove Hypertext Links

**Menu:** [Tools Menu](#)

This option will remove any [hypertext links](#) from the selected text. If no text is selected, HotDog will ask you if you want to remove all the links in the document.

If you choose this option accidentally you will be able to [undo](#) it.

**See also**

[Remove All Tags](#)

# Remove HTML Tags

**Menu:** [Tools Menu](#)

This option will remove all the HTML tags from the selected text. This is useful for converting HTML documents into plain text.

If not text is selected, HotDog will ask you if you want to remove tags from the entire document.

If you choose this accidentally you will be able to [undo](#) it.

**See also**

[Remove Hypertext Links](#)

# Saving/Starting Options

Screen: [Options](#)

## Auto-save every xx Minutes

Specify how often you want HotDog to automatically save your files for you. Files are saved into the AutoSave directory specified in [File Locations](#), with the extension [.HDB](#).

## Show Handy Hints when HotDog Starts

By default, HotDog will display a handy hint every time it starts. This can be switched off by checking the **Get Rid Of These Things!** box on the Handy Hints screen, and can be switched on and off from the **Show Handy Hints** option.

## Create Backup Files when saving

By default, HotDog creates a **.BAK** file before it overwrites any existing files when saving or publishing. This option will disable this behaviour.

## Restore Last Session When HotDog Starts

If this option is checked, HotDog will remember the size and position of all open windows when it last closed. When HotDog next starts, these documents will be opened and arranged accordingly. Note that whether or not this option is selected, HotDog will remember the positions of the [Tags](#) and [Special Characters](#) lists.

## Open New Document When HotDog Starts

By default, HotDog will always start with a blank document open. If you do not want this to happen then disable this option.

**See also**

[General Options](#)

[Editing Options](#)

[Publishing Options](#)

[Display Options](#)

[File Locations](#)

# Editing Options

**Screen:** [Options](#)

## Default Font Name

This lets you control the font used for editing documents.

## Default Font Size

This lets you control the size of the font used for editing documents.

## Color tags after *nn* seconds idle (Pro version)

If this option is enabled, HotDog will display HTML tags in a different color from the rest of the document. Different tag types, for example Netscape or Microsoft tags, will be displayed in a different color from standard HTML tags.

HotDog waits *nn* seconds after you finish typing before going through your document to change the tag colors. If you have a slow computer, or you are working on large documents, you will probably want to set this to a fairly high number, e.g. 30, so that HotDog does not interfere with your work.

## Convert Extended Characters while typing

This option is designed primarily for European users. If it is enabled, whenever you type an extended character like an umlaut or acute, HotDog will automatically translate it into the appropriate HTML code (for example, `&euml;`). If you don't want this to happen while you're typing, HotDog can also translate all extended characters when you [publish](#) your document.

HotDog might take longer to process keystrokes if you use this option.

## Show Paragraph Marks (Pro version)

This option will display a character to mark every hard return in your document.

## Show Spaces (Pro version)

This option will display a character to mark every space in your document.

## Tags in lower case

If this option is enabled, any tags HotDog inserts will be in lower case. HotDog will not automatically convert tags you type into lower case.

## Tab Indent (Inch)

Specifies the space (in inches) that HotDog will insert whenever you hit the Tab key.

## Undo Depth (Pro version)

Tells HotDog how many previous actions to remember for the multi-level Undo function. HotDog can remember up to 99 actions; the default is 10. The higher this number is, the more memory HotDog will use.

## See also

[General Options](#)

[Publishing Options](#)

[Display Options](#)

[File Locations](#)

[Saving/Starting Options](#)

[Color Options](#)

[Dictionary Options](#)

# Order Form

Please print this form out and send it to Sausage Software. If you're an Australian resident, please check our [Australian Prices](#).

We accept the following payment methods for HotDog:

- \* credit card (VISA/Mastercard/Bankcard); via fax, e-mail, or post
- \* International Money Order, payable in Australian dollars; via post
- \* a cheque drawn from any bank in your country, in your country's currency for the equivalent price in \$US; via post

Our fax number is: +61 3 9816 3922  
Our e-mail address is: sales@sausage.com  
(See the file PGPKEY.TXT or our web site for our PGP key)  
Our postal address is: Sausage Software  
1st Floor, 10 Stutt Avenue  
Doncaster VIC 3108  
AUSTRALIA

All payments should be made out to "Sausage Software".

Please fill out this form and send it to us via one of the above methods. A serial number to register HotDog will be e-mailed to you in a few days.

Sausage Software Order Form

=====

Product	Price	Quantity	Total
=====	=====	=====	=====
HotDog Standard	US\$29.95	_____	_____
HotDog Professional v2.0	US\$99.95	_____	_____
HotDog Pro v2.0 (upgrade from Standard)	US\$70.00	_____	_____
HotDog Professional v2.0 (upgrade from v1)	US\$30.00	_____	_____
		-----	
Total Price (in US\$)			=====

How would you like to pay for HotDog? (check one)

Check (enclosed) ( )  
International Money Order (enclosed) ( )  
Credit card: VISA ( )  
MasterCard ( )  
Bankcard ( )  
(we regret that we cannot accept any other credit cards)

Name on card: \_\_\_\_\_

Card number: \_\_\_\_\_

Expiry Date: \_\_\_\_\_



Signature: \_\_\_\_\_

Name for Registration: \_\_\_\_\_

E-mail address: \_\_\_\_\_

Thank you for purchasing HotDog, we hope you enjoy using it.

# Sausage Software PGP Key

We strongly recommend that you use this if you're sending us your credit card number via e-mail. You can download the documentation for the PGP program from our [Web site](#). Unfortunately, due to US government regulations relating to munitions export, we can't make the PGP program itself available to you, but if you search **www.yahoo.com** for it, you'll find a number of links to the US and International versions of PGP.

This key is for the User ID [Sausage Software <sales@sausage.com>](#)

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.2i

mQCNAY/onO4AAAEEOB1hUpJyQfkx/GUdSyiPdnoAhzK6WkI0fSiNbPat0Onxka  
s7EsdvypkiN6IvIm/HSNh8SMj6J+0EsYg6WC3iL8HlQmW+Uo2QrjDccJJhFLwNBS  
nnj4utgh/+etZ7M6/dZMWLgLTxpqbJJI/7e84izGpjwqC38kzeKJL6+Z6+vVAAUR  
tCRTYXVzYWdlIFNvZnR3YXJlIDxzYWxlc0BzYXVzYWdlLmNvbT4=  
=DX8C

-----END PGP PUBLIC KEY BLOCK-----

# News Dialog

**Screen:** [Launch an Internet Service](#)

This lets you create a [hypertext link](#) that will take the user to a UseNet newsgroup.

## **Name**

The newsgroup name, for example [alt.elvis.sighting](#). Click the drop-down arrow at the right of this box to see a list of all the newsgroups you've used before, in alphabetical order.

## **Description**

The text that the user will click on to follow the link. This defaults to the name of the newsgroup, but you can change it to anything you like.

## **See also**

[Hypertext Links](#)

[Launching an Internet Service](#)

# Mail Dialog

**Screen:** [Launch an Internet Service](#)

This lets you create a [hypertext link](#) that will let the user create an e-mail message to the specified address.

## Mail Address

The e-mail address of the user, for example [sales@sausage.com](#). Click the drop-down arrow at the right of this box to see a list of all the e-mail addresses you've used before, in alphabetical order.

## Description

The text that the user will click on to follow the link. This defaults to the e-mail address, but you can change it to anything you like.

## See also

[Hypertext Links](#)

[Launching an Internet Service](#)

# Credits and Copyrights

HotDog and The HotDog Web Editor are registered trademarks of Sausage Software.

Parts of this help file were developed by Stephen Le Hunte

The RGB color picker was very kindly licensed to Sausage Software by Doug Jacobson

Microsoft, Windows, Windows NT, Windows 95, Excel, Internet Explorer, and Visual Basic, are registered trademarks of Microsoft Corporation.

Netscape and the Netscape Navigator are the registered trademarks of Netscape Communications.

The VSVBX and VSVIEW modules are the copyright of VideoSoft Corporation.

The TRUEGRID module is the copyright of Apex Software.

HotDog was developed with the assistance of almost 800 people from 28 countries. Sausage Software would like to thank everyone involved in our test programme for their feedback and participation.

The award for slowest system used to test HotDog goes to: Rob Mohns. Congratulations Rob!

## See also

[Contacting Sausage Software](#)  
[Pricing and Ordering Information](#)

# Site Licensing Policy

Our policy is simple:

<b>Number Of Copies Bought</b>	<b>Discount Per Copy</b>
5-9	20%
10-14	25%
15+	30%

We're also very happy to quote you for large (anything from fifty to several million) or unlimited licenses, or special requests, on a case-by-case basis.

## See also

[Pricing and Ordering Information](#)  
[Contacting Sausage Software](#)

# Multi-File Find and Replace (Pro Version only)

This function lets you replace information in a number of different HTML files at once.

**Caution:** This is a **very** powerful feature. It can make your life much easier, but it also has the potential to do a lot of damage if you make a mistake and replace the wrong thing. We **strongly** recommend that you make backups of all files you want to replace before using this function.

**See also**

[Tools Menu](#)

# CGI

CGI stands for the **C**ommon **G**ateway **I**nterface. It is a way of letting HTML documents interact with programs.


CGI programs can be written in almost any programming language, but the most commonly used ones on the Internet are Perl and C. This means that to use CGI, you will need to learn a programming language. We recommend taking a course if you're serious about using it.



# Choose Browser Screen

**Menu:** [File Menu](#)

This screen will be displayed whenever you Preview a document if you have activated the [Choose Browser before each Preview option](#).

The drop-down list contains all the Browsers you've used in the past. To add a new browser, type the file name or click the  button to choose the file. When you click the OK button the new browser will be started to preview the document.

## See also

[Preview Document](#)  
[General Options](#)

# Handy Hints Screen

This screen is displayed when HotDog starts. The tips are intended to give you a brief idea of the capabilities of HotDog, or refresh your memory on features you may have forgotten about.

If you don't want the hints screen to show when HotDog starts, check the [Get Rid Of These Things!](#) box at the bottom of the screen itself, or turn the [Show Handy Hints when HotDog starts](#) option off from the [Saving/Starting](#) section of the Options screen.

If you get rid of the hints, and then decide you'd like to see them again, you can restore them from the [Options](#) screen.

## See also

[Saving/Starting Options](#)

# **Input Dialog**

Use this screen to enter information. Type the requested information, then choose OK or press the Enter key.

If you press Cancel then whatever function asked you for information will stop.

# Adding Hypertext Links

This Tutorial will take you through creating several different types of [Hypertext Link](#) in your document. You should be comfortable with the concepts explained in the [Creating HTML Documents](#) tutorial.

Hypertext links make your documents "interactive". When the user clicks on the link, something will happen. This tutorial will show you how to create links that:



Take the user to another document



Take the user to another point within this document



Let the user download a file



Let the user send mail to you



Take the user to a UseNet newsgroup

1. Start HotDog and open a document. If you've just completed the [Creating HTML Documents](#) tutorial, keep working in that document.

2. The first link we'll create is to an HTML document somewhere else on the Internet. The document we'll use is the Sausage Software home page at <http://www.sausage.com>

To create a link to a document on another system, choose **Jump To A Document On Another System** from the [Insert Menu](#), or click the **External** button in the [Button Bar](#).

You will be taken to the **Build External Hypertext Link** dialog. Enter the document information here:

**Resource type** is http  
**Host Address** is www.sausage.com

Leave the other fields blank.

As you typed the above information, you would have seen the contents of the **URL** box change. This is the full [URL](#) address for the hypertext link. When you choose OK, this URL will be added to the drop-down list for future reference.

Move down to the **Description** box. This lets you specify the text that the user will click on to follow the link. Type [Sausage Software's home page](#) here.

Now choose OK. HotDog will insert something like:

```
<A HREF="http://www.sausage.com">Sausage Software's home page</A>
```

into your document.

3. Preview the document to see the results of Step 2. Just click the **Preview** button in the [Button Bar](#). If you're connected to the Internet, when you click the text [Sausage Software's home page](#) your browser will

take you to this page.

4. Next, we'll create a hypertext link that will take the user to another place in the same document. This is a little more involved, because we have to create a destination for the link, as well as the link itself.

To create a destination target for a hypertext link, position the cursor at the point you want users to jump to, then click the **Target** button in the [Button Bar](#), or choose **Hypertext Target** from the [Insert Menu](#).

You will be asked to enter a name for this link. This should be something that makes sense if you want to refer to the link from another document. Type the name and press Enter.

```
<A NAME="test target"></A>
```

Next, move to the place in your document where you want the users to click to go to the destination target.

Click the **Internal** button in the [Button Bar](#), or choose **Jump Within This Document** from the [Insert Menu](#).

You will see a list of all links in the current document. At this stage, there's probably only one, for the link you've just created. Click on this link to highlight it.

Type the text you want the user to click on in the Description box, then press Enter or click the OK button. HotDog should insert something like this:

```
<A HREF="#test target">Go to the test target</A>
```

Preview this again, to test the effects.

5. Now we'll create a link that will let the user download a file. There are a number of ways to do this, but we'll show you the way we think is easiest. As an example, we'll create a link to download the latest version of the HotDog Web Editor.

To create a link to a file, position the cursor at the point where you want to insert the link, then choose **Launch an Internet Service** from the [Insert Menu](#), or click the **Internet** button on the [Button Bar](#).

You will see a list of common Internet services. Click the **FTP** button.

You will be taken to the **Build External Hypertext Link** dialog, just like in Step 2. Enter the document information here:

Resource Type is FTP  
Host Name is sausage.clever.net  
Path is pub/sausage  
File Name is hdgsetup.exe

Enter the description for the link, then press Enter.

HotDog will insert something like this:

```
<A HREF="ftp://sausage.clever.net/pub/sausage/hdgsetup.exe">Download the  
HotDog Web Editor</A>
```

6. The next type of link we'll create will let the reader send e-mail to you (or anyone else you like).

To create an e-mail link, position the cursor at the point where you want to insert the link, then choose **Launch an Internet Service** from the [Insert Menu](#), or click the **Internet** button on the [Button Bar](#).

You will see a list of common Internet services. Click the **Mail** button.

Enter your e-mail address and the link description in the boxes provided, then click OK.

HotDog will insert something like this:

```
<A HREF="mailto:sales@sausage.com">Sausage Software</A>
```

## 7. Creating a link to a newsgroup is almost exactly the same as creating an e-mail link.

To create a link to a UseNet newsgroup, position the cursor at the point where you want to insert the link, then choose **Launch an Internet Service** from the [Insert Menu](#), or click the **Internet** button on the [Button Bar](#).

You will see a list of common Internet services. Click the **News** button.

Enter the name of the newsgroup and the link description in the boxes provided, then click OK.

HotDog will insert something like this:

```
<A HREF="news:alt.elvis.sighting">Find out if anyone's seen the  
King!</A>
```

## 8. The final type of link we'll create is to a document on your web site. Save the current document, then open a new one by choosing **New** from the [File Menu](#) or clicking the button.

To create a hypertext link to another document on your web site, choose **Jump to a Document in this System** from the [Insert Menu](#).

You will see a standard Windows file dialog. Find the test document that you've just saved and click OK. HotDog will insert something like this:

```
<A HREF="test.htm"></A>
```

You will need to type the description of the link between the `>` and the `</A>`.

Note that this link uses a *relative* reference "test.htm", rather than an absolute reference `HREF="http://www.sausage.com/pub/sausage/test.htm"`. This link will always jump to [test.htm](#), no matter what web site it's stored on (provided, of course, that a file called [test.htm](#) exists in the same directory).

## Further Tutorials

### [Adding Pictures](#)


# Adding Pictures


This Tutorial will take you through adding images to your document. You should be comfortable with the concepts explained in the [Creating HTML Documents](#) and [Adding Hypertext Links](#) tutorials.

This Tutorial will assume that you have some .GIF or .JPG files in your system to use for images.

1. Start HotDog and open a new document.
2. The first type of picture we'll create is called an **In-Line Image**. This is a picture that displays inside your document, but doesn't do anything. If the reader clicks on it, nothing will happen.

To create an in-line image, position the cursor at the point where you want to insert the image, then choose **Image** from the [Insert Menu](#) or click the **Image** button on the [Button Bar](#).

You will see the Insert Image dialog. If you want to use an image that you already have in your system, click the  button and choose the file.

If you want to link to an image on another system, click the  button. This will let you create a [hypertext link](#) to the image.


Leave the **Document To Launch** field box blank, and click OK. HotDog will insert something like this:


```
<IMG SRC="hr_brass.gif">
```

Preview your document to see the effects of this.

3. As well as these "static" in-line images, you can create an image that is also a [hypertext link](#). When the reader clicks on it, they follow the link in the same way as if they clicked on a text link.

To create a hypertext image, position the cursor at the point where you want to insert the image, then choose **Image** from the [Insert Menu](#) or click the **Image** button on the [Button Bar](#).

You will see the Insert Image dialog. If you want to use an image that you already have in your system, click the  button and choose the file.

If you want to link to an image on another system, click the  button. This will let you create a [hypertext link](#) to the image.

In the **Document To Launch** box, choose the document the reader will be taken to when they follow the link. As with the image, this can be a file on the current system or an external link. If you've completed the [Adding Hypertext Links](#) tutorial, click the drop-down arrow at the right of this box. Some of the links you created in that tutorial will be listed.

When you enter something in the **Document To Launch** box, another box will appear for you to describe the link. If you fill this in, the image will have some text next to it, which the reader can also click on to follow the link. If you leave it blank, then only the image will be displayed.

When you choose OK, HotDog will insert something like this:

```
<A HREF="hotdog.htm"><IMG SRC="hotdog.gif"> Sausage Software</A>
```

**See also**

[HTML Tutorials](#)



# HTML Tutorials

The following lessons are available:

[Creating an HTML Document](#)

[Adding Hypertext Links](#)

[Adding Pictures](#)

## See also

[HTML Overview](#)

[HTML Reference](#)

# URL

URL stands for **U**niversal **R**esource **L**ocator. This is an Internet address to a HTML document, a file, a gopher, or any other Internet service.

## <CENTER>

The **<CENTER>** tag lets you center text. It only works for Netscape browsers, and is not part of the HTML 3 specification. It may be wiser to use the ALIGN token instead. For example,

Instead of `<CENTER>This is in the middle</CENTER>`

use `<P ALIGN="center">This is in the middle</P>`

**See also**

[Netscape Enhancements to HTML](#)

# HotDog HTML Reference

This reference is divided into the following sections:

- [1\) The HTML 2 Specification](#)**
- [2\) Netscape Enhancements to HTML](#)**
- [3\) Microsoft Enhancements to HTML](#)**
- [4\) Quick Reference Guide](#)**

This is an on-line reference for the syntax and use of HTML 2 elements. HotDog also supports proposed [HTML 3.0](#) elements, but at the time of writing the HTML 3 specification has not been finalized.

Information on specific browsers, or the broader topic of 'The World Wide Web' can be obtained by reading the [World Wide Web FAQ](#).

The World Wide Web FAQ is posted  
(every four days) to the following UseNet  
newsgroups:

- news.answers
- comp.infosystems.www.users
- comp.infosystems.www.providers
- comp.infosystems.www.misc
- comp.infosystems.gopher
- comp.infosystems.wais

The most recent version is also always held at :  
[http://sunsite.unc.edu/boutell/faq/www\\_faq.html](http://sunsite.unc.edu/boutell/faq/www_faq.html)

The FAQ is maintained by Thomas Boutell

# HTML Specification

## [Quick Reference](#)

The vast range of HTML Markup elements specified in "text/html; version=2.0" Internet Media Type (RFC 1590) and MIME Content Type (RFC 1521), otherwise known as the HTML Specification, version 2.0 can be divided into seven sections. These make up the defined specification and it can be assumed that all World Wide Web user agents (Web browsers : Netscape , Mosaic, Cello, Lynx etc..) will support rendering of these elements.

### [Document Structure Elements](#)

#### [Anchor Element](#)

#### [Block Formatting Elements.](#)

#### [List Elements.](#)

#### [Information type and Character formatting Elements.](#)

#### [Image Element.](#)

#### [Form Elements.](#)

Also included in this part of the reference is information pertaining to the following sections of the HTML 2.0 specification.

### [Character Data](#)


### [Obsolete and Proposed Elements](#)

Details of elements that will be included in the HTML 3.0 specification, but which are supported by currently available browsers, can be found here :

### [HTML 3.0 elements](#)

**NOTE :** While a proposal for the HTML 3.0 specification *is* available, this reference will only be updated when browsers support new HTML elements. That way it will remain current with available browsers, avoiding confusion over which elements can be used.



Wherever this symbol :  appears, a screen shot showing typical rendering of the element in question is available. To see the screenshot, click the picture.

Exactly...just like you did then.

# Document Structure Elements

## [Quick Reference](#)

These elements are required within a HTML document. Apart from the [prologue document identifier](#), they represent the only HTML elements which are explicitly required for a document to conform to the standard.

The essential document structure elements are :

<HTML> ... </HTML>  
<HEAD> ... </HEAD>  
<BODY> ... </BODY>



In order to identify a document as HTML, each HTML document should start with the prologue:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN//2.0">.
```

However, it is worth noting that if the document doesn't contain this type declaration, a HTML user agent should infer it.

# <HTML> ... </HTML>

## [Quick Reference](#)

This element identifies the document as containing HTML elements. It should immediately follow the [prologue document identifier](#) and serves to surround all of the remaining text, including all other elements. That is, the document should be constructed thus :

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN//2.0">
<HTML>
Here is all the rest of the document, including any elements.
</HTML>
```

The HTML element is not visible upon HTML user agent rendering and can contain only the [<HEAD>](#) and [<BODY>](#) elements.

# <HEAD> ... </HEAD>

## [Quick Reference](#)

The head of an HTML document is an unordered collection of information about the document. It requires the Title element between <HEAD> and </HEAD> elements thus :

```
<HEAD>
<TITLE> Introduction to HTML </TITLE>
</HEAD>
```

The <HEAD> and </HEAD> elements do not directly affect the look of the document when rendered.

The following elements are related to the head element. While not directly affecting the look of the document when rendered, they do provide (if used) important information to the HTML user agent.

<BASE> - Allows base address of HTML document to be specified  
<ISINDEX> - Allows keyword searching of the document  
<LINK> - Indicate relationships between documents  
<NEXTID> - Creates unique document identifiers  
<TITLE> - Specifies the title of the document  
<META> - Specifies document information useable by server/clients.

NOTE : The Title element is the **only** element described here that is **required** as part of the Head of a HTML document.

## <BODY> ... </BODY>

### [Quick Reference](#)

The body of a HTML document contains all the text and images that make up the page, together with all the HTML elements that provide the control/formatting of the page. The format is :

```
<BODY>
The document included here
</BODY>
```

The <BODY> and </BODY> elements do not directly affect the look of the document when rendered, although they are ***required*** in order for the document to conform to the specification standard.

The <BODY> element has been enhanced in recent Netscape versions. It is now possible to control the [document background](#).

## <BASE...>

### [Quick Reference](#)

The Base element allows the URL of the document itself to be recorded in situations in which the document may be read out of context. URLs within the document may be in a "partial" form relative to this base address.

Where the base address is not specified, the HTML user agent uses the URL it used to access the document to resolve any relative URLs.

The Base element has one attribute, `HREF`, which identifies the URL.

## <ISINDEX...>

[See Also](#)

[Quick Reference](#)

The Isindex element tells the HTML user agent that the document is an index document. As well as reading it, the reader may use a keyword search.

The document can be queried with a keyword search by adding a question mark to the end of the document address, followed by a list of keywords separated by plus signs.

**NOTE :** The Isindex element is usually generated automatically by a server. If added manually to a HTML document, the HTML user agent assumes that the server can handle a search on the document. To use the Isindex element, the server must have a search engine that supports this element.

**NOTE :** The <ISINDEX> element has been [Netscape enhanced](#).

Netscape enhancement to <ISINDEX>

## <LINK...>

### [Quick Reference](#)

The Link element indicates a relationship between the document and some other object. A document may have any number of Link elements.

The Link element is empty (does not have a closing element), but takes the same attributes as the Anchor element.

Typical uses are to indicate authorship, related indexes and glossaries, older or more recent versions, etc. Links can indicate a static tree structure in which the document was authored by pointing to a "parent" and "next" and "previous" document, for example.

Servers may also allow links to be added by those who do not have the right to alter the body of a document.



## <NEXTID...>

### [Quick Reference](#)

The Nextid element is a parameter read by and generated by text editing software to create unique identifiers. This element takes a single attribute which is the next document-wide alpha-numeric identifier to be allocated of the form z123 :

```
<NEXTID N=z127>
```

When modifying a document, existing anchor identifiers should not be reused, as these identifiers may be referenced by other documents. Human writers of HTML usually use mnemonic alphabetic identifiers. HTML user agents may ignore the Nextid element. Support for the Nextid element does not impact HTML user agents in any way.

# <TITLE> ... </TITLE>

## [Quick Reference](#)

Every HTML document must have a Title element. The title should identify the contents of the document and in a global context, and may be used in history lists and as a label for the windows displaying the document. Unlike headings, titles are not typically rendered in the text of a document itself.

The Title element must occur within the head of the document and may not contain anchors, paragraph elements, or highlighting. Only one title is allowed in a document.

**NOTE :** The length of a title is not limited, however, long titles may be truncated in some applications. To minimize the possibility, titles should be fewer than 64 characters. Also keep in mind that a short title, such as 'Introduction' may be meaningless out of context. An example of a meaningful title might be 'Introduction to HTML elements'

This is the **only** element that is **required** within the Head element. The other elements described are optional and can be implemented when appropriate

```
<HEAD>
<TITLE> Introduction to HTML </TITLE>
</HEAD>
```

# <META...>

## [Attributes](#)

## [See Also](#)

## [Quick Reference](#)

The Meta element is used within the Head element to embed document meta-information not defined by other HTML elements. Such information can be extracted by servers/clients for use in identifying, indexing and cataloging specialised document meta-information.

Although it is generally preferable to use named elements that have well defined semantics for each type of meta-information, such as title, this element is provided for situations where strict SGML parsing is necessary and the local DTD is not extensible.

In addition, HTTP servers can read the content of the document head to generate response headers corresponding to any elements defining a value for the attribute `HTTP-EQUIV`. This provides document authors a mechanism (not necessarily the preferred one) for identifying information that should be included in the response headers for an HTTP request.

Attributes of the Meta element :

### **HTTP-EQUIV**

This attribute binds the element to an HTTP response header. If the semantics of the HTTP response header named by this attribute is known, then the contents can be processed based on a well-defined syntactic mapping whether or not the DTD includes anything about it. HTTP header names are not case sensitive. If not present, the `NAME` attribute should be used to identify this meta-information and it should not be used within an HTTP response header.

### **NAME**

Meta-information name. If the name attribute is not present, then name can be assumed equal to the value `HTTP-EQUIV`.

### **CONTENT**

The meta-information content to be associated with the given name and/or HTTP response header.

Examples :

If the document contains :

```
<META HTTP-EQUIV="Expires" CONTENT="Tue, 04 Dec 1993 21:29:02 GMT">
<META HTTP-EQUIV="Keywords" CONTENT="Fred, Barney">
<META HTTP-EQUIV="Reply-to" CONTENT="fielding@ics.uci.edu <Roy
  Fielding">
```

Then the HTTP response header would be :

```
Expires: Tue, 04 Dec 1993 21:29:02 GMT
Keywords: Fred, Barney
Reply-to: fielding@ics.uci.edu (Roy Fielding)
```

When the `HTTP-EQUIV` attribute is not present, the server should not generate an HTTP response header for this meta-information. e.g,

```
<META NAME="IndexType" CONTENT="Service">
```

Do *not* use the Meta element to define information that should be associated with an existing HTML element.

Example of an inappropriate use of the Meta element :

```
<META NAME="Title" CONTENT="The Etymology of Dunsel">
```

Do *not* name an HTTP-EQUIV equal to a responsive header that should typically only be generated by the HTTP server. Some inappropriate names are "Server", "Date" and "Last-modified". Whether a name is inappropriate depends on the particular server implementation. It is recommended that servers ignore any Meta elements that specify HTTP-equivalents equal (case-insensitively) to their own reserved response headers.

The META element is particularly useful for constructing [Dynamic documents](#).

The following attributes are allowed  
within the <META . . .> element.

HTTP-EQUIV

NAME

CONTENT

## Dynamic Documents

# Block Formatting Elements

## [Quick Reference](#)

Block formatting elements are used for the formatting of whole blocks of text within a HTML document, rather than single characters. They should all (if present) be within the body of the document. The essential block formatting elements are :

<ADDRESS> ... </ADDRESS> - Format an address section

<H1> ... </H1> - Format six levels of heading

<HR> - Renders a hard line on the page

<BR> - Force a line break

<P> ... </P> - Specify what text constitutes a paragraph

<PRE> ... </PRE> - Use text already formatted

<BLOCKQUOTE> ... </BLOCKQUOTE> - To quote text from another source

# <ADDRESS> ... </ADDRESS>

## [Quick Reference](#)

The Address element specifies such information as address, signature and authorship, often at the top or bottom of a document.

Typically, an Address is rendered in an italic typeface and may be indented. The Address element implies a paragraph break before and after.

Example of use:

```
<ADDRESS>  
Newsletter editor<BR>  
J.R. Brown<BR>  
JimquickPost News, Jumquick, CT 01234<BR>  
Tel (123) 456 7890  
</ADDRESS>
```





*Newsletter editor*

*J.R. Brown*

*JimquickPost News, Jimquick, CT 01234*

*Tel (123) 456 7890*

# <H1> ... </H1> Headings

[See Also](#)

[Quick Reference](#)

HTML defines six levels of heading. A Heading element implies all the font changes, paragraph breaks before and after, and white space necessary to render the heading.

The highest level of headings is <H1>, followed by <H2> ... <H6>.

Example of use:

```
<H1>This is a heading</H1>
Here is some text
<H2>Second level heading</H2>
Here is some more text.
```

The rendering of headings is determined by the HTML user agent, but typical renderings are:

<H1> ... </H1>

Bold, very-large font, centered. One or two blank lines above and below.

<H2> ... </H2>

Bold, large font, flush-left. One or two blank lines above and below.

<H3> ... </H3>

Italic, large font, slightly indented from the left margin. One or two blank lines above and below.

<H4> ... </H4>

Bold, normal font, indented more than H3. One blank line above and below.

<H5> ... </H5>

Italic, normal font, indented as H4. One blank line above.

<H6> ... </H6>

Bold, indented same as normal text, more than H5. One blank line above.

Although heading levels can be skipped (for example, from H1 to H3), this practice is discouraged as skipping heading levels may produce unpredictable results when generating other representations from HTML.

**NOTE :** This element is to be enhanced in [HTML 3.0](#). Alignment attributes are to be added.



**NOTE :** These Headings are a screenshot of Mosaic 2.0 beta 4 heading rendering, using a default installation. The exact format can be altered within Mosaic, this screenshot is provided to show the six different headings in relation to each other.

This is Heading 1

This is Heading 2

This is Heading 3

This is Heading 4

This is Heading 5

This is Heading 6

## HTML 3.0 - Headings

## <HR>

[See Also](#)

[Quick Reference](#)

A Horizontal Rule element is a divider between sections of text such as a full width horizontal rule or equivalent graphic.

Example of use:

```
<HR>  
<ADDRESS>February 8, 1995, CERN</ADDRESS>  
</BODY>
```

**NOTE :** The <HR> element has been [Netscape Enhanced](#)

See the Netscape enhanced <HR> page for screenshots.

Netscape enhancements to <HR>

## <BR>

[See Also](#)

[Quick Reference](#)

The Line Break element specifies that a new line must be started at the given point. A new line indents the same as that of line-wrapped text.

Example of use:

```
<P>  
Pease porridge hot<BR>  
Pease porridge cold<BR>  
Pease porridge in the pot<BR>  
Nine days old.
```

**NOTE :** The <BR> element has been [Netscape enhanced](#).

Netscape enhancements to <BR>



## <P> ... </P>

[See Also](#)

[Quick Reference](#)

The Paragraph element indicates a paragraph. The exact indentation, leading, etc. of a paragraph is not defined and may be a function of other elements, style sheets, etc.

Typically, paragraphs are surrounded by a vertical space of one line or half a line. This is typically not the case within the Address element and or is never the case within the Preformatted Text element. With some HTML user agents, the first line in a paragraph is indented.

Example of use:

```
<H1>This Heading Precedes the Paragraph</H1>
<P>This is the text of the first paragraph.
<P>This is the text of the second paragraph. Although you do not need to
start paragraphs on new lines, maintaining this convention facilitates
document maintenance.
<P>This is the text of a third paragraph.
```

**NOTE :** This element is to be enhanced in [HTML 3.0](#). Alignment attributes are to be added. See this page for screenshots.

## HTML 3.0 - Paragraph

## <PRE> ... </PRE>

### [Quick Reference](#)

The Preformatted Text element presents blocks of text in fixed-width font, and so is suitable for text that has been formatted on screen.

The <PRE> element may be used with the optional `WIDTH` attribute, which is a Level 1 feature. The `WIDTH` attribute specifies the maximum number of characters for a line and allows the HTML user agent to select a suitable font and indentation. If the `WIDTH` attribute is not present, a width of 80 characters is assumed. Where the `WIDTH` attribute is supported, widths of 40, 80 and 132 characters should be presented optimally, with other widths being rounded up.

Within preformatted text:

- Line breaks within the text are rendered as a move to the beginning of the next line.
- The <P> element should not be used. If found, it should be rendered as a move to the beginning of the next line.
- Anchor elements and character highlighting elements may be used.
- Elements that define paragraph formatting (headings, address, etc.) must not be used.
- The horizontal tab character (encoded in US-ASCII and ISO-8859-1 as decimal 9) must be interpreted as the smallest positive nonzero number of spaces which will leave the number of characters so far on the line as a multiple of 8. Its use is not recommended however.

**NOTE:** References to the "beginning of a new line" do not imply that the renderer is forbidden from using a constant left indent for rendering preformatted text. The left indent may be constrained by the width required.

Example of use:

```
<PRE WIDTH="80">
This is an example line.
</PRE>
```

**NOTE:** Within a Preformatted Text element, the constraint that the rendering must be on a fixed horizontal character pitch may limit or prevent the ability of the HTML user agent to render highlighting elements specially.

## <BLOCKQUOTE> ... </BLOCKQUOTE>

### [Quick Reference](#)

The Blockquote element is used to contain text quoted from another source.

A typical rendering might be a slight extra left and right indent, and/or italic font. The Blockquote element causes a paragraph break, and typically provides space above and below the quote.

Single-font rendition may reflect the quotation style of Internet mail by putting a vertical line of graphic characters, such as the greater than symbol (>), in the left margin.

Example of use:

I think the poem ends

<BLOCKQUOTE>

<P>Soft you now, the fair Ophelia. Nymph, in thy orisons, be all my  
sins remembered. </BLOCKQUOTE> but I am not sure.



**NOTE :** This screenshot shows how Netscape 1.1 would display text using the `<BLOCKQUOTE>` element. Renderings using different HTML user agents may differ.

I think the poem ends

Soft you now, the fair Ophelia.  
Nymph, in thy orisons, be all my  
sins remembered.

but I am not sure.

# <A...> ... </A> Anchor

## Attributes

## Quick Reference

An Anchor element is a marked text that is the start and/or destination of a hypertext link. Anchor elements are defined by the <A> element. The <A> element accepts several attributes, but either the `NAME` or `HREF` attribute is required.

Attributes of the <A> element :

### **HREF**

If the `HREF` attribute is present, the text between the opening and closing anchor elements becomes hypertext. If this hypertext is selected by readers, they are moved to another document, or to a different location in the current document, whose network address is defined by the value of the `HREF` attribute.

Example :

```
See <A HREF="http://www.hal.com/">HaL</A>'s information for more details.
```

In this example, selecting "HaL" takes the reader to a document located at `http://www.hal.com`. The format of the network address is specified in the URI specification for print readers.

With the `HREF` attribute, the form `HREF="#identifier"` can refer to another anchor in the same document.

Example :

```
The <A HREF="document.html#glossary">glossary</A> defines terms used in the document.
```

In this example, selecting "glossary" takes the reader to another anchor (i.e. <A `NAME="glossary">Glossary</A>`) in the same document (document.html). The `NAME` attribute is described below. If the anchor is in another document, the `HREF` attribute may be relative to the document's address or the specified base address.

### **NAME**

If present, the `NAME` attribute allows the anchor to be the target of a link. The value of the `NAME` attribute is an identifier for the anchor. Identifiers are arbitrary strings but must be unique within the HTML document.

Example of use:

```
<A NAME=coffee>Coffee</A> is an example of...  
An example of this is <A HREF=#coffee>coffee</A>.
```

Another document can then make a reference explicitly to this anchor by putting the identifier after the address, separated by a hash sign :

```
<A NAME=drinks.html#coffee>
```

### **TITLE**

The Title attribute is informational only. If present, the Title attribute should provide the title of the document whose address is given by the `HREF` attribute.

The Title attribute is useful for at least two reasons. The HTML user agent may display the title of the document prior to retrieving it, for example, as a margin note or on a small box while the mouse is over the anchor, or while the document is being loaded. Another reason is that documents that are not marked up text, such as graphics, plain text and Gopher menus, do not have titles. The `TITLE` attribute can be used to provide a title to such documents. When using the `TITLE` attribute, the title should be valid and unique for the destination document.

#### **REL**

The `REL` attribute gives the relationship(s) described by the hypertext link from the anchor to the target. The value is a comma-separated list of relationship values. Values and their semantics will be registered by the HTML registration authority. The default relationship if none other is given is void. The `REL` attribute is only used when the `HREF` attribute is present.

#### **REV**

The `REV` attribute is the same as the `REL` attribute, but the semantics of the link type are in the reverse direction. A link from A to B with `REL="X"` expresses the same relationship as a link from B to A with `REV="X"`. An anchor may have both `REL` and `REV` attributes.

#### **URN**

If present, the `URN` attribute specifies a uniform resource name (URN) for a target document. The format of URNs is under discussion (1994) by various working groups of the Internet Engineering Task Force.

#### **METHODS**

The `METHODS` attributes of anchors and links provide information about the functions that the user may perform on an object. These are more accurately given by the HTTP protocol when it is used, but it may, for similar reasons as for the `TITLE` attribute, be useful to include the information in advance in the link. For example, the HTML user agent may choose a different rendering as a function of the methods allowed; for example, something that is searchable may get a different icon.

The value of the `METHODS` attribute is a comma separated list of HTTP methods supported by the object for public use.

The following attributes are all allowed  
within the <A . . .> element

HREF

NAME

TITLE

REL

REV

URN

METHODS



# List Elements

## [Quick Reference](#)

HTML supports several types of lists, all of which may be nested. If used they should be present in the body of a HTML document.

<DL> ... </DL> - Definition list.  
<DIR> ... </DIR> - Directory list  
<MENU> ... </MENU> - Menu list  
<OL> ... </OL> - Ordered list  
<UL> ... </UL> - Unordered list

## <DL> ... </DL>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

A definition list is a list of terms and corresponding definitions. Definition lists are typically formatted with the term flush-left and the definition, formatted paragraph style, indented after the term.

Example of use:

```
<DL>
<DT>Term<DD>This is the definition of the first term.
<DT>Term<DD>This is the definition of the second term.
</DL>
```



If the <DT> term does not fit in the <DT> column (one third of the display area), it may be extended across the page with the <DD> section moved to the next line, or it may be wrapped onto successive lines of the left hand column.

Single occurrences of a <DT> element without a subsequent <DD> element are allowed, and have the same significance as if the <DD> element had been present with no text.

The opening list element must be <DL> and must be immediately followed by the first term (<DT>).

The definition list type can take the **COMPACT** attribute, which suggests that a compact rendering be used, because the list items are small and/or the entire list is large.

Unless you provide the COMPACT attribute, the HTML user agent may leave white space between successive <DT>, <DD> pairs. The COMPACT attribute may also reduce the width of the left-hand (<DT>) column.

If using the COMPACT attribute, the opening list element must be <DL COMPACT>, which must be immediately followed by the first <DT> element:

```
<DL COMPACT>
<DT>Term<DD>This is the first definition in compact format.
<DT>Term<DD>This is the second definition in compact format.
</DL>
```





Term This is the first definition in compact format.  
Term This is the second definition in compact format.

The following are all allowed  
within the <DL> element.

<DT> : Definition list Term

<DD> : Definition list definition.

COMPACT

<DIR> : Directory list  
<MENU> : Menu list  
<OL> : Ordered list  
<UL> : Unordered list

## **<DIR> ... </DIR>**

[See Also](#)

[Quick Reference](#)

A Directory List element is used to present a list of items containing up to 20 characters each. Items in a directory list may be arranged in columns, typically 24 characters wide. If the HTML user agent can optimize the column width as function of the widths of individual elements, so much the better.

A directory list must begin with the `<DIR>` element which is immediately followed by a `<LI>` (list item) element:

```
<DIR>
<LI>A-H<LI>I-M
<LI>M-R<LI>S-Z
</DIR>
```



- A-H
- I-M
- M-R
- S-Z



<DL> : Definition list  
<MENU> : Menu list  
<OL> : Ordered list  
<UL> : Unordered list

## **<MENU> ... </MENU>**

[See Also](#)

[Quick Reference](#)

A menu list is a list of items with typically one line per item. The menu list style is more compact than the style of an unordered list.

A menu list must begin with a `<MENU>` element which is immediately followed by a `<LI>` (list item) element:

```
<MENU>
<LI>First item in the list.
<LI>Second item in the list.
<LI>Third item in the list.
</MENU>
```



- First item in the list.
- Second item in the list.
- Third item in the list.

<DL> : Definition list  
<DIR> : Directory list  
<OL> : Ordered list  
<UL> : Unordered list

## <OL> ... </OL>

[See Also](#)

[Quick Reference](#)

The Ordered List element is used to present a numbered list of items, sorted by sequence or order of importance.

An ordered list must begin with the <OL> element which is immediately followed by a <LI> (list item) element:

```
<OL>
<LI>Click the Web button to open the Open the URL window.
<LI>Enter the URL number in the text field of the Open URL
window. The Web document you specified is displayed.
<LI>Click highlighted text to move from one link to another.
</OL>
```

The Ordered List element can take the COMPACT attribute, which suggests that a compact rendering be used.



**NOTE :** The <OL> element has been [Netscape enhanced](#).

1. Click the Web button to open the Open the URL window.
2. Enter the URL number in the text field of the Open URL window. The Web document you specified is displayed.
3. Click highlighted text to move from one link to another.

<DL> : Definition list

<DIR> : Directory list

<MENU> : Menu list

<UL> : Unordered list

Netscape enhancement to <OL>

## <UL> ... </UL>

[See Also](#)

[Quick Reference](#)

The Unordered List element is used to present a list of items which is typically separated by white space and/or marked by bullets.

An unordered list must begin with the <UL> element which is immediately followed by a <LI> (list item) element:

```
<UL>
<LI>First list item
<LI>Second list item
<LI>Third list item
</UL>
```



The Unordered List element can take the COMPACT attribute, which suggests that a compact rendering be used.

**NOTE :** The <UL> element has been [Netscape enhanced](#)



- First list item
- Second list item
- Third list item

<DL> : Definition list

<DIR> : Directory list

<MENU> : Menu list

<OL> : Ordered list

Netscape enhancement to <UL>

# Information Type and Character Formatting Elements

## [Quick Reference](#)

The following information type and character formatting elements are supported in the HTML 2.0 specification

Information type elements:

(**NOTE** : Different information type elements may be rendered in the same way)

[<CITE> ... </CITE>](#) - Citation

[<CODE> ... </CODE>](#) - An example of Code

[<EM> ... </EM>](#) - Emphasis

[<KBD> ... </KBD>](#) - User typed text

[<SAMP> ... </SAMP>](#) - A sequence of literal characters

[<STRONG> ... </STRONG>](#) - Strong typographic emphasis

[<VAR> ... </VAR>](#) - Indicates a variable name

Character formatting elements

[<B> ... </B>](#) - Boldface type

[<I> ... </I>](#) - Italics

[<TT> ... </TT>](#) - Teletype (or Teletype)

Character-level elements are used to specify either the logical meaning or the physical appearance of marked text without causing a paragraph break. Like most other elements, character-level elements include both opening and closing elements. Only the characters between the elements are affected:

This is `<EM>emphasized</EM>` text.

Character-level elements may be ignored by minimal HTML applications.

Character-level elements are interpreted from left to right as they appear in the flow of text. Level 1 HTML user agents must render highlighted text distinctly from plain text. Additionally, `<EM>` content must be rendered as distinct from `<STRONG>` content, and `<B>` content must be rendered as distinct from `<I>` content.

Character-level elements may be nested within the content of other character-level elements; however, HTML user agents are not required to render nested character-level elements distinctly from non-nested elements:

plain `<B>bold <I>italic</I></B>`

may be rendered the same as

plain `<B>bold </B><I>italic</I>`

Note that typical renderings for information type elements vary between applications. If a specific rendering is necessary, for example, when referring to a specific text attribute as in "The italic parts are mandatory", a formatting element can be used to ensure that the intended rendering is used where possible.

**<CITE> ... </CITE>**

[Quick Reference](#)

The Citation element specifies a citation; typically rendered as italics.

e.g.: This sentence, containing a <CITE>citation reference</CITE> would look like:

This sentence, containing a *citation reference* would look like:

**<CODE> ... </CODE>**

[Quick Reference](#)

The Code element indicates an example of code; typically rendered as monospaced . Do not confuse with the [Preformatted Text](#) element.

e.g.: This sentence contains an <CODE>example of code</CODE>. It would look like :

This sentence contains an example of code. It would look like :

**<EM> ... </EM>**

[Quick Reference](#)

The Emphasis element indicates typographic emphasis, typically rendered as italics.

e.g.: The `<EM>Emphasis</EM>` element typically renders as Italics.

would render :

The *Emphasis* element typically render as Italics.

## <KBD> ... </KBD>

### [Quick Reference](#)

The Keyboard element indicates text typed by a user; typically rendered as monospaced . It might commonly be used in an instruction manual.

e.g.: The text inside the <KBD>KBD element, would typically</KBD> render as monospaced font.

would render as :

The text inside the KBD element would typically render as monospaced font.

## <SAMP> ... </SAMP>

### [Quick Reference](#)

The Sample element indicates a sequence of literal characters; typically rendered as monospaced.

e.g.: A sequence of <SAMP>literal characters</SAMP> commonly renders as monospaced font.

would render as :

A sequence of literal characters commonly renders as monospaced font.



## <STRONG> ... </STRONG>

### [Quick Reference](#)

The Strong element indicates strong typographic emphasis, typically rendered in bold.

e.g.: The instructions <STRONG>must be read</STRONG> before continuing.

would be rendered as :

The instructions **must be read** before continuing.

**<VAR> ... </VAR>**

[Quick Reference](#)

The Variable element indicates a variable name; typically rendered as italic.

e.g.: When coding, <VAR>LeftIndent()</VAR> must be a variable  
would render as :

When coding *LeftIndent()* must be a variable.

**<B> ... </B>**

[Quick Reference](#)

The Bold element specifies that the text should be rendered in boldface, where available. Otherwise, alternative mapping is allowed.

e.g.: The instructions <B>must be read</B> before continuing.

would be rendered as :

The instructions **must be read** before continuing.

**<I> ... </I>**

[Quick Reference](#)

The Italic element specifies that the text should be rendered in italic font, where available. Otherwise, alternative mapping is allowed.

e.g.: Anything between the <I>I elements</I> should be italics.

would render as :

Anything between the *I elements* should be italics.

**<TT> ... </TT>**

[Quick Reference](#)

The Teletype element specifies that the text should be rendered in fixed-width typewriter font.

e.g: Text between the <TT> typetype elements</TT> should be rendered in  
fixed width typewriter font.

would render as :

Text between the typetype elements should be rendered in fixed width typewriter font.

## <IMG...> In-line images

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Image element is used to incorporate in-line graphics (typically icons or small graphics) into an HTML document. This element cannot be used for embedding other HTML text.

HTML user agents that cannot render in-line images ignore the Image element unless it contains the ALT attribute. Note that some HTML user agents can render linked graphics but not in-line graphics. If a graphic is essential, you may want to create a link to it rather than to put it in-line. If the graphic is not essential, then the Image element is appropriate.

The Image element, which is empty (no closing element), has these attributes:

### **ALIGN**

The **ALIGN** attribute accepts the values **TOP** or **MIDDLE** or **BOTTOM**, which specifies if the following line of text is aligned with the top, middle, or bottom of the graphic.



### **ALT**

Optional text as an alternative to the graphic for rendering in non-graphical environments. Alternate text should be provided whenever the graphic is not rendered. Alternate text is mandatory for Level 0 documents. Example of use:

```
<IMG SRC="triangle.gif" ALT="Warning:"> Be sure to read these instructions.
```

### **ISMAP**

The **ISMAP** (is map) attribute identifies an image as an image map. Image maps are graphics in which certain regions are mapped to URLs. By clicking on different regions, different resources can be accessed from the same graphic. Example of use:

```
<A HREF="http://machine/htbin/imagemap/sample">  
<IMG SRC="sample.gif" ISMAP>  
</A>
```

**NOTE :** To be able to employ image maps in HTML documents, the HTTP server which will be controlling document access must have the correct cgi-bin software installed to control image map behaviour.

### **SRC**

The value of the **SRC** attribute is the URL of the document to be embedded; only images can be embedded, not HTML text. Its syntax is the same as that of the **HREF** attribute of the [<A>](#) element. **SRC** is mandatory. Image elements are allowed within anchors.

Example of use:

```
<IMG SRC ="triangle.gif">Be sure to read these instructions.
```

**NOTE :** The **<IMG>** element has received possibly the largest [Netscape enhancement](#).

The following attributes are allowed  
within the <IMG . . .> element

ALIGN

ALT

ISMAP

SRC

Netscape enhancement to <IMG ...>





This text is aligned at the "top" of the picture



This text is aligned at the "middle" of the picture



This text is aligned at the "bottom" of the picture

# Forms

## [Quick Reference](#)

The inclusion of the Form elements, allowing user input/feedback on HTML documents, was the major difference between the HTML specification 2.0 and its predecessors.

They are created by placing input fields within paragraphs, preformatted/literal text and lists. This gives considerable flexibility in designing the layout of forms.

The following elements are used to create forms :

[<FORM> ... </FORM>](#) - A form within a document

[<INPUT ...> ... </INPUT>](#) - One input field

[<OPTION>](#) - One option within a Select element.

[<SELECT> ... <SELECT>](#) - A selection from a finite set of options

[<TEXTAREA ...> ... </TEXTAREA>](#) - A multi-line input field

Each variable field is defined by an `INPUT`, `TEXTAREA`, or `OPTION` element and must have a `NAME` attribute to identify its value in the data returned when the form is submitted.

Example of use (a questionnaire form):

```
<H3>Sample Questionnaire</H3>
<P>Please fill out this questionnaire:
<FORM METHOD="POST" ACTION="http://www.hal.com/sample">
<P>Your name: <INPUT NAME="name" size="48">
<P>Male <INPUT NAME="gender" TYPE=RADIO VALUE="male">
<P>Female <INPUT NAME="gender" TYPE=RADIO VALUE="female">
<P>Number in family: <INPUT NAME="family" TYPE=text>
<P>Cities in which you maintain a residence:
<UL>
<LI>Kent <INPUT NAME="city" TYPE=checkbox VALUE="kent">
<LI>Miami <INPUT NAME="city" TYPE=checkbox VALUE="miami">
<LI>Other <TEXTAREA NAME="other" cols=48 rows=4></textarea>
</UL>
Nickname: <INPUT NAME="nickname" SIZE="42">
<P>Thank you for responding to this questionnaire.
<P><INPUT TYPE=SUBMIT> <INPUT TYPE=RESET>
</FORM>
```



In the example above, the `<P>` and `<UL>` elements have been used to lay out the text and input fields. The HTML user agent is responsible for handling which field will currently get keyboard input.

Many platforms have existing conventions for forms, for example, using Tab and Shift keys to move the keyboard focus forwards and backwards between fields, and using the Enter key to submit the form. In the example, the `SUBMIT` and `RESET` buttons are specified explicitly with special purpose fields. The `SUBMIT` button is used to e-mail the form or send its contents to the server as specified by the `ACTION` attribute, while `RESET` resets the fields to their initial values. When the form consists of a single text field, it may be appropriate to leave such buttons out and rely on the Enter key.

The Input element is used for a large variety of types of input fields. To let users enter more than one line of text, use the Textarea element.

## Form-based file upload in HTML

There is currently another IETF Internet Draft (draft-ietf-html-fileupload-01.txt) that describes the suggested implementation of form based upload in HTML forms. This suggestion is currently not supported by any browser and makes no suggestion as to whether it should be included in HTML 2.0, 2.1 or 3.0. Hence it will not be covered in any detail.

Essentially, it is suggested to add a `FILE` option to the `TYPE` attribute of the `INPUT` element, allow an `ACCEPT` attribute for the `INPUT` element (which is a list of media types or type patterns allowed for the input) and to allow the `ENCTYPE` of a form to be `multipart/form-data`.

Such additions to the `<FORM>` element could prove invaluable for example, for companies providing technical support, or service providers, requesting data files.

# Sample Questionnaire

Please fill out this questionnaire:

Your name:

Male ☐

Female ☐

Number in family:

Cities in which you maintain a residence:

◆ Kent ☐

◆ Miami ☐

◆ Other

↑

↓

Nickname:

Thank you for responding to this questionnaire.

## <FORM> ... </FORM>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Form element is used to delimit a data input form. There can be several forms in a single document, but the Form element can't be nested.

The **ACTION** attribute is a URL specifying the location to which the contents of the form is submitted to elicit a response. If the **ACTION** attribute is missing, the URL of the document itself is assumed. The way data is submitted varies with the access protocol of the URL, and with the values of the **METHOD** and **ENCTYPE** attributes.

In general:

- the **METHOD** attribute selects variations in the protocol.
- the **ENCTYPE** attribute specifies the format of the submitted data in case the protocol does not impose a format itself.

The Level 2 specification defines and requires support for the HTTP access protocol only.

When the **ACTION** attribute is set to an HTTP URL, the **METHOD** attribute must be set to an HTTP method as defined by the HTTP method specification in the IETF draft HTTP standard. The default **METHOD** is **GET**, although for many applications, the **POST** method may be preferred. With the post method, the **ENCTYPE** attribute is a MIME type specifying the format of the posted data; by default, is application/x-www-form-urlencoded.

Under any protocol, the submitted contents of the form logically consist of name/value pairs. The names are usually equal to the **NAME** attributes of the various interactive elements in the form.

**NOTE:** The names are not guaranteed to be unique keys, nor are the names of form elements required to be distinct. The values encode the user's input to the corresponding interactive elements. Elements capable of displaying a textual or numerical value will return a name/value pair even when they receive no explicit user input.

The following are all attributes  
of the <FORM> element.

ACTION

METHOD

ENCTYPE

All are detailed on this page.

Other <FORM> elements :

<INPUT> Element

<OPTION> Element

<SELECT> Element

<TEXTAREA> Element

# Forms - <INPUT>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Input element represents a field whose contents may be edited by the user.

Attributes of the Input element:

## **ALIGN**

Vertical alignment of the image. For use only with `TYPE=IMAGE` in HTML level 2. The possible values are exactly the same as for the `ALIGN` attribute of the image element.

## **CHECKED**

Indicates that a checkbox or radio button is selected. Unselected checkboxes and radio buttons do not return name/value pairs when the form is submitted.

## **MAXLENGTH**

Indicates the maximum number of characters that can be entered into a text field. This can be greater than specified by the `SIZE` attribute, in which case the field will scroll appropriately. The default number of characters is unlimited.

## **NAME**

Symbolic name used when transferring the form's contents. The `NAME` attribute is required for most input types and is normally used to provide a unique identifier for a field, or for a logically related group of fields.

## **SIZE**

Specifies the size or precision of the field according to its type. For example, to specify a field with a visible width of 24 characters:

```
INPUT TYPE=text SIZE="24"
```

## **SRC**

A URL or URN specifying an image. For use only with `TYPE=IMAGE` in HTML Level 2.

## **TYPE**

Defines the type of data the field accepts. Defaults to free text. Several types of fields can be defined with the type attribute:

**CHECKBOX** : Used for simple Boolean attributes, or for attributes that can take multiple values at the same time. The latter is represented by a number of checkbox fields each of which has the same name. Each selected checkbox generates a separate name/value pair in the submitted data, even if this results in duplicate names. The default value for checkboxes is "on".

**HIDDEN** : No field is presented to the user, but the content of the field is sent with the submitted form. This value may be used to transmit state information about client/server interaction.

**IMAGE** : An image field upon which you can click with a pointing device, causing the form to be immediately submitted. The coordinates of the selected point are measured in pixel units from the upper-left corner of the image, and are returned (along with the other contents of the form) in two name/value pairs. The x-coordinate is submitted under the name of the field with `.x` appended, and the y-coordinate is submitted under the name of the field with `.y` appended. Any `VALUE` attribute is ignored. The image itself is specified by the `SRC` attribute, exactly as for the Image element.



**NOTE:** In a future version of the HTML specification, the `IMAGE` functionality may be folded into an enhanced `SUBMIT` field.

**PASSWORD** is the same as the `TEXT` attribute, except that text is not displayed as it is entered.

**RADIO** is used for attributes that accept a single value from a set of alternatives. Each radio button field in the group should be given the same name. Only the selected radio button in the group generates a name/value pair in the submitted data. Radio buttons require an explicit `VALUE` attribute.

**RESET** is a button that when pressed resets the form's fields to their specified initial values. The label to be displayed on the button may be specified just as for the `SUBMIT` button.

**SUBMIT** is a button that when pressed submits the form. You can use the `VALUE` attribute to provide a non- editable label to be displayed on the button. The default label is application-specific. If a `SUBMIT` button is pressed in order to submit the form, and that button has a `NAME` attribute specified, then that button contributes a name/value pair to the submitted data. Otherwise, a `SUBMIT` button makes no contribution to the submitted data.

**TEXT** is used for a single line text entry fields. Use in conjunction with the `SIZE` and `MAXLENGTH` attributes. Use the `Textarea` element for text fields which can accept multiple lines.

#### **VALUE**

The initial displayed value of the field, if it displays a textual or numerical value; or the value to be returned when the field is selected, if it displays a Boolean value. This attribute is required for radio buttons.

The following are all allowed within  
the <INPUT> element.

ALIGN  
CHECKED  
MAXLENGTH  
NAME  
SIZE  
SRC  
TYPE :  
    CHECKBOX; HIDDEN; IMAGE;  
    PASSWORD; RADIO; RESET;  
    SUBMIT; TEXT  
VALUE

Other <FORM> elements :

<FORM> Element

<OPTION> Element

<SELECT> Element

<TEXTAREA> Element

# Forms - <OPTION>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Option element can only occur within a Select element. It represents one choice, and can take these attributes:

**DISABLED**

Proposed.

**SELECTED**

Indicates that this option is initially selected.

**VALUE**

When present indicates the value to be returned if this option is chosen. The returned value defaults to the contents of the Option element.

The contents of the Option element is presented to the user to represent the option. It is used as a returned value if the `VALUE` attribute is not present.

The following are all allowed  
within the <OPTION> element

DISABLED

SELECTED

VALUE

All are detailed on this page .

Other <FORM> elements :

<FORM> Element

<INPUT> Element

<SELECT> Element

<TEXTAREA> Element

# Forms - <SELECT ...> ... </SELECT>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Select element allows the user to chose one of a set of alternatives described by textual labels. Every alternative is represented by the Option element.

Attributes are:

## **ERROR**

Proposed.

## **MULTIPLE**

The **MULTIPLE** attribute is needed when users are allowed to make several selections, e.g. <SELECT MULTIPLE>.

## **NAME**

Specifies the name that will submitted as a name/value pair.

## **SIZE**

Specifies the number of visible items. If this is greater than one, then the resulting form control will be a list.

The **SELECT** element is typically rendered as a pull down or pop-up list. For example:

```
<SELECT NAME="flavor">
<OPTION>Vanilla
<OPTION>Strawberry
<OPTION>Rum and Raisin
<OPTION>Peach and Orange
</SELECT>
```

If no option is initially marked as selected, then the first item listed is selected.



|                  |   |
|------------------|---|
| Strawberry       | ↓ |
| Vanilla          |   |
| Strawberry       |   |
| Rum and Raisin   |   |
| Peach and Orange |   |



The following are all allowed within  
the `<SELECT>` element

- ERROR
- MULTIPLE
- NAME
- SIZE

All are detailed on this page.

Other <FORM> elements :

<FORM> Element

<INPUT> Element

<OPTION> Element

<TEXTAREA> Element

# Forms - <TEXTAREA> ... </TEXTAREA>

[Attributes](#)

[See Also](#)

[Quick Reference](#)

The Textarea element lets users enter more than one line of text. For example:

```
<TEXTAREA NAME="address" ROWS=64 COLS=6>
HaL Computer Systems
1315 Dell Avenue
Campbell, California 95008
</TEXTAREA>
```

The text up to the end element (</TEXTAREA>) is used to initialize the field's value. This end element is always required even if the field is initially blank. When submitting a form, lines in a TEXTAREA should be terminated using CR/LF.

In a typical rendering, the **ROWS** and **COLS** attributes determine the visible dimension of the field in characters. The field is rendered in a fixed-width font. HTML user agents should allow text to extend beyond these limits by scrolling as needed.

**NOTE:** In the initial design for forms, multi-line text fields were supported by the Input element with TYPE=TEXT. Unfortunately, this causes problems for fields with long text values. SGML's default (Reference Quantity Set) limits the length of attribute literals to only 240 characters. The HTML 2.0 SGML declaration increases the limit to 1024 characters.

The following are all allowed within  
the <TEXTAREA> element

NAME

ROWS

COLS

All are detailed on this page.

Other <FORM> elements :

<FORM> Element

<INPUT> Element

<OPTION> Element

<SELECT> Element

# Character Data

## [Quick Reference](#)

The characters between HTML elements represent text. A HTML document (including elements and text) is encoded using the coded character set specified by the "charset" parameter of the "text/html" media type. For levels defined in this specification, the "charset" parameter is restricted to "US-ASCII" or "ISO-8859-1". ISO-8859-1 encodes a set of characters known as Latin Alphabet No. 1, or simply Latin-1. Latin-1 includes characters from most Western European languages, as well as a number of control characters. Latin-1 also includes a non-breaking space, a soft hyphen indicator, 93 graphical characters, 8 unassigned characters, and 25 control characters.

Because non-breaking space and soft hyphen indicator are not recognized and interpreted by all HTML user agents, their use is discouraged.

There are 58 character positions occupied by control characters. See [Control Characters](#) for details on the interpretation of control characters.

Because certain special characters are subject to interpretation and special processing, information providers and HTML user agent implementors should follow the guidelines in the [Special Characters](#) section.

In addition, HTML provides [character entity references](#) and [numerical character references](#) to facilitate the entry and interpretation of characters by name and by numerical position.

Because certain characters will be interpreted as markup, they must be represented by entity references as described in [character](#) and/or [numerical](#) references.

# Special Characters

## [Quick Reference](#)

Certain characters have special meaning in HTML documents. There are two printing characters which may be interpreted by an HTML application to have an effect of the format of the text:

### Space

- Interpreted as a word space (place where a line can be broken) in all contexts except the Preformatted Text element.
- Interpreted as a nonbreaking space within the Preformatted Text element.

### Hyphen

- Interpreted as a hyphen glyph in all contexts
- Interpreted as a potential word space by hyphenation engine

The following entity names are used in HTML, always prefixed by ampersand (&) and followed by a semicolon. They represent particular graphic characters which have special meanings in places in the markup, or may not be part of the character set available to the writer.

The following table lists each of the supported characters specified in the Numeric and Special Graphic entity set, along with its name, syntax for use, and description. This list is derived from ISO Standard 8879:1986//ENTITIES Numeric and Special Graphic//EN however HTML does not provide support for the entire entity set. Only the entities listed below are supported.

<b>Glyph</b>	<b>Name</b>	<b>Syntax</b>	<b>Description</b>
<	lt	&lt;	Less than sign
>	gt	&gt;	Greater than sign
&	amp	&amp;	Ampersand
"	quot	&quot;	Double quote sign

# Control Characters

## [Quick Reference](#)

Control characters are non-printable characters that are typically used for communication and device control, as format effectors, and as information separators.

In SGML applications, the use of control characters is limited in order to maximize the chance of successful interchange over heterogeneous networks and operating systems. In HTML, only three control characters are used: Horizontal Tab (HT, encoded as 9 decimal in US-ASCII and ISO-8859-1), Carriage Return, and Line Feed.

Horizontal Tab is interpreted as a word space in all contexts except preformatted text. Within preformatted text, the tab should be interpreted to shift the horizontal column position to the next position which is a multiple of 8 on the same line; that is,  $col := (col+8) \bmod 8$ .

Carriage Return and Line Feed are conventionally used to represent end of line. For Internet Media Types defined as "text/\*", the sequence CR LF is used to represent an end of line. In practice, text/html documents are frequently represented and transmitted using an end of line convention that depends on the conventions of the source of the document; frequently, that representation consists of CR only, LF only, or CR LF combination. In HTML, end of line in any of its variations is interpreted as a word space in all contexts except preformatted text. Within preformatted text, HTML interpreting agents should expect to treat any of the three common representations of end-of-line as starting a new line.



# Numeric Character References

[See Also](#)

[Quick Reference](#)

In addition to any mechanism by which characters may be represented by the encoding of the HTML document, it is possible to explicitly reference the printing characters of the ISO-8859-1 character encoding using a numeric character reference.

Two reasons for using a numeric character reference:

- the keyboard does not provide a key for the character, such as on U.S. keyboards which do not provide European characters
- the character may be interpreted as SGML coding, such as the ampersand (&), double quotes ("), the lesser (<) and greater (>) characters

Numeric character references are represented in an HTML document as SGML entities whose name is number sign (#) followed by a numeral from 32-126 and 161-255. The HTML DTD includes a numeric character for each of the printing characters of the ISO-8859-1 encoding, so that one may reference them by number if it is inconvenient to enter them directly:

the ampersand (&#38;), double quotes (&#34;), lesser (&#60;) and greater (&#62;) characters

The following entity names are used in HTML, always prefixed by ampersand (&) and followed by a semicolon. This list, sorted numerically, is derived from ISO-8859-1 8-bit single-byte coded graphic character set:

Reference	Description
&#00- &#08	Unused
&#09	Horizontal tab
&#10	Line feed
&#11 - &#31	Unused
&#32	Space
&#33	Exclamation mark
&#34	Quotation mark
&#35	Number sign
&#36	Dollar sign
&#37	Percent sign
&#38	Ampersand
&#39	Apostrophe
&#40	Left parenthesis
&#41	Right parenthesis
&#42	Asterisk
&#43	Plus sign
&#44	Comma
&#45	Hyphen
&#46	Period (fullstop)
&#47	Solidus (slash)
&#48- &#57	Digits 0-9
&#58	Colon
&#59	Semi-colon
&#60	Less than
&#61	Equals sign
&#62	Greater than
&#63	Question mark
&#64	Commercial at

&#91	Left square bracket
&#92	Reverse solidus (backslash)
&#93	Right square bracket
&#94	Caret
&#95	Horizontal bar
&#96	Acute accent
&#97- &#122	Letters a-z
&#123	Left curly brace
&#124	Vertical bar
&#125	Right curly brace
&#126	Tilde
&#127 - &#160	Unused
&#161	Inverted exclamation
&#162	Cent sign
&#163	Pound sterling
&#164	General currency sign
&#165	Yen sign
&#166	Broken vertical bar
&#167	Section sign
&#168	Umlaut (dieresis)
&#169	Copyright
&#170	Feminine ordinal
&#171	Left angle quote, guillemotleft
&#172	Not sign
&#173	Soft hyphen
&#174	Registered trademark
&#175	Macron accent
&#176	Degree sign
&#177	Plus or minus
&#178	Superscript two
&#179	Superscript three
&#180	Acute accent
&#181	Micro sign
&#182	Paragraph sign
&#183	Middle dot
&#184	Cedilla
&#185	Superscript one
&#186	Masculine ordinal
&#187	Right angle quote, guillemotright
&#188	Fraction one-fourth
&#189	Fraction one-half
&#190	Fraction three-fourths
&#191	Inverted question mark
&#192	Capital A, acute accent
&#193	Capital A, grave accent
&#194	Capital A, circumflex accent
&#195	Capital A, tilde
&#196	Capital A, ring
&#197	Capital A, dieresis or umlaut mark
&#198	Capital AE diphthong (ligature)
&#199	Capital C, cedilla
&#200	Capital E, acute accent
&#201	Capital E, grave accent
&#202	Capital E, circumflex accent
&#203	Capital E, dieresis or umlaut mark
&#204	Capital I, acute accent

&#205	Capital I, grave accent
&#206	Capital I, circumflex accent
&#207	Capital I, dieresis or umlaut mark
&#208	Capital Eth, Icelandic
&#209	Capital N, tilde
&#210	Capital O, acute accent
&#211	Capital O, grave accent
&#212	Capital O, circumflex accent
&#213	Capital O, tilde
&#214	Capital O, dieresis or umlaut mark
&#215	Multiply sign
&#216	Capital O, slash
&#217	Capital U, acute accent
&#218	Capital U, grave accent
&#219	Capital U, circumflex accent
&#220	Capital U, dieresis or umlaut mark
&#221	Capital Y, acute accent
&#222	Capital THORN, Icelandic
&#223	Small sharp s, German (sz ligature)
&#224	Small a, acute accent
&#225	Small a, grave accent
&#226	Small a, circumflex accent
&#227	Small a, tilde
&#228	Small a, dieresis or umlaut mark
&#229	Small a, ring
&#230	Small ae diphthong (ligature)
&#231	Small c, cedilla
&#232	Small e, acute accent
&#233	Small e, grave accent
&#234	Small e, circumflex accent
&#235	Small e, dieresis or umlaut mark
&#236	Small i, acute accent
&#237	Small i, grave accent
&#238	Small i, circumflex accent
&#239	Small i, dieresis or umlaut mark
&#240	Small eth, Icelandic
&#241	Small n, tilde
&#242	Small o, acute accent
&#243	Small o, grave accent
&#244	Small o, circumflex accent
&#245	Small o, tilde
&#246	Small o, dieresis or umlaut mark
&#247	Division sign
&#248	Small o, slash
&#249	Small u, acute accent
&#250	Small u, grave accent
&#251	Small u, circumflex accent
&#252	Small u, dieresis or umlaut mark
&#253	Small y, acute accent
&#254	Small thorn, Icelandic
&#255	Small y, dieresis or umlaut mark

### [Character Entity References](#)

# Character Entity References

[See Also](#)

[Quick Reference](#)

Many of the Latin alphabet No. 1 set of printing characters may be represented within the text of an HTML document by a character entity.

Two reasons for using a character entity:

- the keyboard does not provide a key for the character, such as on U.S. keyboards which do not provide European characters
- the character may be interpreted as SGML coding, such as the ampersand (&), double quotes ("), the lesser (<) and greater (>) characters

A character entity is represented in an HTML document as an SGML entity whose name is defined in the HTML DTD. The HTML DTD includes a character entity for each of the SGML markup characters and for each of the printing characters in the upper half of Latin-1, so that one may reference them by name if it is inconvenient to enter them directly:

the ampersand (&#38;), double quotes (&#34;), lesser (&#3C;) and greater (&#3E;) characters

Kurt G&#246;uml;del was a famous logician and mathematician.

**NOTE:** To ensure that a string of characters is not interpreted as markup, represent all occurrences of <, >, and & by character or entity references.

**NOTE:** There are SGML features, CDATA and RCDATA, to allow most <, >, and & characters to be entered without the use of entity or character references. Because these features tend to be used and implemented inconsistently, and because they require 8-bit characters to represent non-ASCII characters, they are not used in this version of the HTML DTD. An earlier HTML specification included an Example element (`<XMP>`) whose syntax is not expressible in SGML. No markup was recognized inside of the Example element except the `</XMP>` end element. While HTML user agents are encouraged to support this idiom, its use is deprecated.

The following entity names are used in HTML, always prefixed by ampersand (&) and followed by a semicolon. The following table lists each of the characters specified in the Added Latin 1 entity set, along with its name, syntax for use, and description. This list is derived from ISO Standard 8879:1986//ENTITIES Added Latin 1//EN. HTML supports the entire entity set.

Name	Syntax	Description
Aacute	&Aacute	Capital A, acute accent
Agrave	&Agrave	Capital A, grave accent
Acirc	&Acirc	Capital A, circumflex accent
Atilde	&Atilde	Capital A, tilde
Aring	&Aring	Capital A, ring
Auml	&Auml	Capital A, dieresis or umlaut mark
AElig	&AElig	Capital AE diphthong (ligature)
Ccedil	&Ccedil	Capital C, cedilla
Eacute	&Eacute	Capital E, acute accent
Egrave	&Egrave	Capital E, grave accent
Ecirc	&Ecirc	Capital E, circumflex accent
Euml	&Euml	Capital E, dieresis or umlaut mark
Iacute	&Iacute	Capital I, acute accent
Igrave	&Igrave	Capital I, grave accent
Icirc	&Icirc	Capital I, circumflex accent

luml	&luml	Capital I, dieresis or umlaut mark
ETH	&ETH	Capital Eth, Icelandic
Ntilde	&Ntilde	Capital N, tilde
Oacute	&Oacute	Capital O, acute accent
Ograve	&Ograve	Capital O, grave accent
Ocirc	&Ocirc	Capital O, circumflex accent
Otilde	&Otilde	Capital O, tilde
Ouml	&Ouml	Capital O, dieresis or umlaut mark
Oslash	&Oslash	Capital O, slash
Uacute	&Uacute	Capital U, acute accent
Ugrave	&Ugrave	Capital U, grave accent
Ucirc	&Ucirc	Capital U, circumflex accent
Uuml	&Uuml	Capital U, dieresis or umlaut mark;
Yacute	&Yacute	Capital Y, acute accent
THORN	&THORN	Capital THORN, Icelandic
Szlig	&szlig	Small sharp s, German (sz ligature)
aacute	&aacute	Small a, acute accent
agrave	&agrave	Small a, grave accent
acirc	&acirc	Small a, circumflex accent
atilde	&atilde	Small a, tilde
aring	&aring	Small a, ring
auml	&auml	Small a, dieresis or umlaut mark
aelig	&aelig	Small ae diphthong (ligature)
ccedil	&ccedil	Small c, cedilla
eacute	&eacute	Small e, acute accent
egrave	&egrave	Small e, grave accent
ecirc	&ecirc	Small e, circumflex accent
euml	&euml	Small e, dieresis or umlaut mark
iacute	&iacute	Small i, acute accent
igrave	&igrave	Small i, grave accent
icirc	&icirc	Small i, circumflex accent
iuml	&iuml	Small i, dieresis or umlaut mark
eth	&eth	Small eth, Icelandic
ntilde	&ntilde	Small n, tilde
oacute	&oacute	Small o, acute accent
ograve	&ograve	Small o, grave accent
ocirc	&ocirc	Small o, circumflex accent
otilde	&otilde	Small o, tilde
ouml	&ouml	Small o, dieresis or umlaut mark
oslash	&oslash	Small o, slash
uacute	&uacute	Small u, acute accent
ugrave	&ugrave	Small u, grave accent
ucirc	&ucirc	Small u, circumflex accent
uuml	&uuml	Small u, dieresis or umlaut mark
yacute	&yacute	Small y, acute accent
thorn	&thorn	Small thorn, Icelandic
yuml	&yuml	Small y, dieresis or umlaut mark
reg	&reg	Registered TradeMark
copy	&copy	Copyright
trade	&trade	TradeMark

**NOTE :** The last three character entities are only supported in recent versions of Mosaic and Netscape . They may not appear as planned in early versions of these, or different browsers.

## Numerical Character References

# Obsolete and Proposed features

## [Elements](#)

## [Quick Reference](#)

### Obsolete Features

This section describes elements that are no longer part of HTML. Client implementors should implement these obsolete elements for compatibility with previous versions of the HTML specification.

#### Comment

The [Comment](#) element is used to delimit unneeded text and comments. The Comment element has been introduced in some HTML applications but should be replaced by the SGML comment feature in new HTML user agents

#### Highlighted Phrase

The Highlighted Phrase element (`<HP>`) should be ignored if not implemented. This element has been replaced by more meaningful elements. ([See here](#))

#### Example of use:

```
<HP1>first highlighted phrase</HP1>non highlighted text<HP2>second
highlighted phrase</HP2> etc.
```

#### Plain Text

The Plain Text element is used to terminate the HTML entity and to indicate that what follows is not SGML which does not require parsing. Instead, an old HTTP convention specified that what followed was an ASCII (MIME "text/plain") body. Its presence is an optimization. There is no closing element.

#### Example of use:

```
<PLAINTEXT>
0001 This is line one of a long listing
0002 file from <ANY@HOST.INC.COM> which is sent
```

#### Example and Listing

```
<XMP> ... </XMP> and <LISTING> ... </LISTING>
```

The Example element and Listing elements have been replaced by the [Preformatted Text element](#). These styles allow text of fixed-width characters to be embedded absolutely as is into the document. The syntax is:

```
<LISTING>
...
</LISTING>
```

or

```
<XMP>
...
</XMP>
```

The text between these elements is typically rendered in a monospaced font so that any

formatting done by character spacing on successive lines will be maintained.

Between the opening and closing elements:

- The text may contain any ISO Latin-1 printable characters, except for the end element opener. The Example and Listing elements have historically used specifications which do not conform to SGML. Specifically, the text may contain ISO Latin printable characters, including the element opener, as long as it does not contain the closing element in full.
- SGML does not support this form. HTML user agents may vary on how they interpret other elements within Example and Listing elements.
- Line boundaries within the text are rendered as a move to the beginning of the next line, except for one immediately following a start element or immediately preceding an end element.
- The horizontal tab character must be interpreted as the smallest positive nonzero number of spaces which will leave the number of characters so far on the line as a multiple of 8. Its use is not recommended.

The Listing element is rendered so that at least 132 characters fit on a line. The Example element is rendered so that at least 80 characters fit on a line but is otherwise identical to the Listing element.

### Proposed Features

This section describes proposed HTML elements and entities that are not currently supported under HTML Levels 0, 1, or 2, but may be supported in the future.

#### Defining Instance

`<DFN> ... </DFN>`

The Defining Instance element indicates the defining instance of a term. The typical rendering is bold or bold italic. This element is not widely supported.

#### Special Characters

To indicate special characters, HTML uses [entity](#) or [numeric](#) representations. Additional character presentations are proposed:

Character	Representation
Non-breaking space	<code>&amp;nbsp</code>
Soft-hyphen	<code>&amp;shy</code>
Registered	<code>&amp;reg</code>
Copyright	<code>&amp;copy</code>

#### Strike

`<STRIKE> ... </STRIKE>`

The Strike element is proposed to indicate strikethrough, a font style in which a horizontal line appears through characters. This element is not widely supported.

#### Underline

`<U> ... </U>`



The Underline element is proposed to indicate that the text should be rendered as underlined. This proposed element is not supported by all HTML user agents.

Example of use:

The text `<U>shown here</U>` is rendered in the document as underlined.

The following elements are covered on this page :

<u>&lt;!-- ...--&gt;</u>	: Comments
<u>&lt;HP&gt;</u>	: Highlighted phrases
<u>&lt;PLAINTEXT&gt;</u>	: Text to be ignored by the parser
<u>&lt;XMP&gt;</u>	: Fixed width formatting
<u>&lt;LISTING&gt;</u>	: Fixed width formatting
<u>&lt;DFN&gt;</u>	: Defining Instance
<u>&lt;STRIKE&gt;</u>	: Strike through text
<u>&lt;U&gt;</u>	: Underlined text.

## <!-- Comments -->

### [Quick Reference](#)

To include comments in an HTML document that will be ignored by the HTML user agent, surround them with <!-- and -->. After the comment delimiter, all text up to the next occurrence of --> is ignored. Hence comments cannot be nested. White space is allowed between the closing -- and >, but not between the opening <! and --.

For example:

```
<HEAD>
<TITLE Guide: Recommended Usage</TITLE>
<!-- Id: Text.html,v 1.6 1994/04/25 17:33:48 connolly Exp -->
</HEAD>
```

**NOTE:** Some historical HTML user agents incorrectly consider a > sign to terminate a comment.

# Netscape Extensions to HTML

## [Quick Reference](#)

At the time of writing, the Netscape Navigator is the most widely-used browser on the Internet. However, they are facing increasingly tough competition, particularly from the large online services like CompuServe, America Online, Prodigy, and the Microsoft Network, who provide their users with custom browsing software. It used to be a rule of thumb in web design that 80% of people viewing your pages would do so with Netscape; however, this is no longer such a sure thing.

Netscape introduced many new HTML elements that aren't defined in the *official* HTML specification and supported various extensions to elements that are defined in the specification as defined by the HTML working group.

Here, all extensions and additions to the HTML 2.0 specification are considered, as well as some of the extensions that are supported in the more recent versions of Netscape (1.1 beta 1 and above), that the Netscape authors are hoping will be implemented into HTML level 3.0 (or HTML+).

[Extensions](#) to existing elements in HTML 2.0

[Additions](#) to HTML 2.0

Proposed HTML 3.0 elements

[Background](#)

[Dynamic document updating](#)

## See also

[Microsoft Extensions to HTML](#)

# Netscape Specific Extensions to existing Elements

## [Quick Reference](#)

The following HTML 2.0 elements have all received extra attributes which are supported by Netscape , versions 1.0 and above.

**NOTE :** The new attributes that are supported by Netscape browsers may **only** be supported by Netscape browsers. Take care with document styling. If the user is not using Netscape , their view of the document may not be what you intended.

[<ISINDEX>](#)

[<HR>](#)

[<UL>](#)

[<OL>](#)

[<LI>](#)

[<IMG>](#)

[<BR>](#)

## Netscape extensions to <ISINDEX>

[See Also](#)

[Quick Reference](#)

To the <ISINDEX> element Netscape authors have added the `PROMPT` attribute. <ISINDEX> indicates that a document is a searchable index.

**PROMPT** has been added so that text, chosen by the author, can be placed before the text input field of the index. This allows any author chosen message to replace the default text of :

This is a searchable index. Enter search keywords

<ISINDEX> Element

# Netscape extensions to <HR>

[New Attributes](#)

[See Also](#)

[Quick Reference](#)

The <HR> element specifies that a horizontal rule of some sort (The default being a shaded engraved line) be drawn across the page. To this element Netscape have added 4 new attributes which allow the document author to describe how the horizontal rule should look.

<HR **SIZE**=number>

The **SIZE** attributes lets the author give an indication of how thick they wish the horizontal rule to be.

<HR **WIDTH**=number|percent>

The default horizontal rule is always as wide as the page. With the **WIDTH** attribute, the author can specify an exact width in pixels, or a relative width measured in percent of document width.

<HR **ALIGN**=left|right|center>

Now that horizontal rules do not have to be the width of the page it is necessary to allow the author to specify whether they should be pushed up against the left margin, the right margin, or centered in the page.

<HR **NOSHADE**>

Finally, for those times when a solid bar is required, the **NOSHADE** attribute lets the author specify that the horizontal rule should not be shaded at all.





The following <HR> render as shown

```
<HR SIZE=5 WIDTH=200 ALIGN=Left>
```

```
<HR SIZE=5 WIDTH=200 ALIGN=Right>
```

```
<HR SIZE=5 WIDTH=200 ALIGN=Center>
```

```
<HR SIZE=10 WIDTH=100 ALIGN=Center>
```

```
<HR SIZE=10 WIDTH=100 ALIGN=Center NOSHADE>
```



**NOTE :** The page side bars are shown to emphasise the line positioning on the page.

Netscape supports these additional attributes  
to the <HR> element

SIZE

WIDTH

ALIGN

NOSHADE

All are detailed on [this page](#)

<HR> Element

## Netscape extensions to <UL>

[See Also](#)

[Quick Reference](#)

The basic bulleted list has a default progression of bullet types that changes as you move through indented levels. From a solid disc, to a circle to a square. Netscape authors have added a **TYPE** attribute to the <UL> element so that no matter what the indent level the bullet type can be specified thus :

```
TYPE=disc  
TYPE=circle  
TYPE=square
```



**NOTE :** The types disc and circle appear the same when rendered.

TYPE=disc/circle:

- First list item
- Second list item
- Third list item

TYPE=square:

- First list item
- Second list item
- Third list item

<UL> Element

## Netscape extensions to <OL>

[See Also](#)

[Quick Reference](#)

The average ordered list counts 1, 2, 3, ... etc. Netscape authors have added the **TYPE** attribute to this element to allow authors to specify whether the list items should be marked with:

- (TYPE=A) - capital letters. e.g. A, B, C ...
- (TYPE=a) - small letters. e.g. a, b, c ...
- (TYPE=I) - large roman numerals. e.g. I, II, III ...
- (TYPE=i) - small roman numerals. e.g. i, ii, iii ...
- (TYPE=1) - or the default numbers. e.g. 1, 2, 3 ...

For lists that wish to start at values other than 1 the new attribute **START** is available.

START is always specified in the default numbers, and will be converted based on TYPE before display. Thus START=5 would display either an 'E', 'e', 'V', 'v', or '5' based on the TYPE attribute.



The following Ordered List, was rendered using TYPE=a START=3

- c. Click the Web button to open the Open the URL window.
- d. Enter the URL number in the text field of the Open URL window.  
The Web document you specified is displayed.
- e. Click highlighted text to move from one link to another.



<OL> Element

## Netscape extensions to <LI>

[See Also](#)

[Quick Reference](#)

To give even more flexibility to lists, Netscape authors have added the **TYPE** attribute to the <LI> element as well. It takes the same values as either <UL> or <OL> depending on the type of list you are in, and it changes the list type for that item, and all subsequent items. For ordered lists we have also added the **VALUE** element so you can change the count, for that list item and all subsequent.

<OL> Ordered List Element  
<UL> Unordered List Element

# Netscape extensions to <IMG...>

[New Attributes](#)

[See Also](#)

[Quick Reference](#)

The <IMG ...> attribute is probably the most extended element.

```
<IMG ALIGN= left|right|top|texttop|middle|
absmiddle|baseline|bottom|absbottom>
```

The additions to your **ALIGN** options needs a lot of explanation. First, the values "left" and "right". Images with those alignments are an entirely new *floating* image type.

**ALIGN=left** image will float the image down and over to the left margin (into the next available space there), and subsequent text will wrap around the right hand side of that image.

**ALIGN=right** will align the image aligns with the right margin, and the text wraps around the left.



**ALIGN=top** aligns itself with the top of the tallest item in the line.

**ALIGN=texttop** aligns itself with the top of the tallest text in the line (this is usually but not always the same as **ALIGN=top**).

**ALIGN=middle** aligns the baseline of the current line with the middle of the image.

**ALIGN=absmiddle** aligns the middle of the current line with the middle of the image.

**ALIGN=baseline** aligns the bottom of the image with the baseline of the current line.

**ALIGN=bottom** aligns the bottom of the image with the baseline of the current line.

**ALIGN=absbottom** aligns the bottom of the image with the bottom of the current line.

```
<IMG WIDTH=value HEIGHT=value>
```

The **WIDTH** and **HEIGHT** attributes were added to <IMG ...> mainly to speed up display of the document. If the author specifies these, the viewer of their document will not have to wait for the image to be loaded over the network and its size calculated.

```
<IMG BORDER=value>
```

This lets the document author control the thickness of the border around an image displayed.

**Warning:** setting **BORDER=0** on images that are also part of anchors may confuse your users as they are used to a colored border indicating an image is an anchor.

```
<IMG VSPACE=value HSPACE=value>
```

For the *floating* images it is likely that the author does not want them pressing up against the text wrapped around the image. **VSPACE** controls the vertical space above and below the image, while **HSPACE** controls the horizontal space to the left and right of the image.

## **LOWSRC**

Using the **LOWSRC** attribute, it is possible to use two images in the same space. The syntax is :

```
<IMG SRC="highres.gif" LOWSRC="lowres.jpg">
```

Browsers that do not recognize the **LOWSRC** attribute cleanly ignore it and simply load the image called "highres.gif".

The Netscape Navigator, on the other hand, will load the image called "lowres.jpg" on its first layout pass through the document. Then, when the document and all of its images are fully loaded, the

Netscape Navigator will do a second pass through and load the image called "highres.gif" in place. This means that you can have a very low-resolution version of an image loaded initially; if the user stays on the page after the initial layout phase, a higher-resolution (and presumably bigger) version of the same image can "fade in" and replace it.

Both GIF (both normal and interlaced) and JPEG images can be freely interchanged using this method. You can also specify width and/or height values in the `IMG` element, and both the high-res and low-res versions of the image will be appropriately scaled to match.

If the images are of different sizes and a fixed height and width are not specified in the `IMG` element, the second image (the image specified by the `SRC` attribute) will be scaled to the dimensions of the first (`LOWSRC`) image. This is because by the time the Netscape Navigator knows the dimensions of the second image, the first image has already been displayed in the document at its normal dimensions.



This picture is aligned to the left of the page. All of this text will fall neatly to the side of the image.

---

This picture is aligned to the right of the page. All of this text will fall neatly to the side of the image. This image also has a BORDER of 2



Netscape supports these additional attributes  
to the <IMG . . .> element

New alignments

WIDTH

HEIGHT

BORDER

VSPACE

HSPACE

LOWSRC

<IMG ...> Element



## Netscape extension to <BR>

[See Also](#)

[Quick Reference](#)

With the addition of *floating* images, it was necessary to expand the <BR> element. Normal <BR> still just inserts a line break. A CLEAR attribute has been added to <BR>, so :

**CLEAR=left** will break the line, and move vertically down until you have a clear left margin (no *floating* images).

CLEAR=right does the same for the right margin.

CLEAR=all moves down until both margins are clear of images.

**NOTE :** The screenshots on the [Netscape extensions to <IMG>](#) pages use <BR CLEAR=left> and <BR CLEAR=right> respectively.

<BR> Line Break Element

# Netscape Specific Additions to HTML 2.0

## [Quick Reference](#)

The following elements are all new . They are not part of the *Official* HTML specification for level 2.0, but are supported by Netscape , versions 1.1 and above and may appear in the finalised HTML 3.0 specification.

**NOTE :** The new attributes that are supported by Netscape browsers may **only** be supported by Netscape browsers. Take care with document styling. If the user is not using Netscape , their view of the document may not be what you intended.

<NOBR>

<WBR>

<FONT SIZE ...>

<BASEFONT SIZE ...>

<CENTER>

<BLINK>

<EMBED>

## Netscape addition - <NOBR>

[See Also](#)

[Quick Reference](#)

The <NOBR> element stands for **NO B**reak. This means all the text between the start and end of the <NOBR> elements cannot have line breaks inserted. While <NOBR> is essential for those character sequences that don't want to be broken, please be careful; long text strings inside of <NOBR> elements can look rather odd. Especially if during viewing, the user adjust the page size by altering the window size.

## Netscape addition - <WBR>

[See Also](#)

[Quick Reference](#)

The <WBR> element stands for **W**ord **B**reak. This is for the very rare case when a <NOBR> section requires an exact break. Also, it can be used any time the Netscape Navigator can be helped by telling it where a word is allowed to be broken. The <WBR> element does not force a line break (<BR> does that) it simply lets the Netscape Navigator know where a line break is allowed to be inserted if needed.

## Netscape addition - <FONT SIZE ...>

[See Also](#)

[Quick Reference](#)

Netscape 1.0 and above supports different sized fonts within HTML documents. This should be distinguished from [Headings](#).

The new element is <FONT SIZE=value>. Valid values range from 1-7. The default FONT size is 3. The value given to size can optionally have a '+' or '-' character in front of it to specify that it is relative the the document baseFONT. The default baseFONT is 3, and can be changed with the [<BASEFONT SIZE ...>](#) element.

e.g.

<FONT SIZE=4> changes the font size to 4 </FONT>

<FONT SIZE=+2> changes the font size to <BASEFONT SIZE ...> + 2 </FONT>

Other [Netscape additions](#) to HTML 2.0  
Setting the [<BASEFONT>](#) size

## Netscape addition - <BASEFONT SIZE ...>

[See Also](#)

[Quick Reference](#)

This changes the size of the BASEFONT that all relative [<FONT SIZE ...>](#) changes are based on. It defaults to 3, and has a valid range of 1-7.

e.g. <BASEFONT SIZE=5>



Other [Netscape additions](#) to HTML 2.0  
Changing the [<FONT SIZE>](#)

## Netscape addition - <CENTER>

[See Also](#)

[Quick Reference](#)

All lines of text between the begin and end of the <CENTER> element are centered between the current left and right margins. A new element has been introduced rather than using the proposed [<P ALIGN= CENTER>](#) because using <P ALIGN= CENTER > breaks many existing browsers when the <P> element is used as a container. The <P ALIGN= CENTER > element is also less general and does not support all cases where centering may be desired.

```
<CENTER>All this text would be centered in the page</CENTER>
```

Other [Netscape additions](#) to HTML 2.0  
HTML 3.0 - [Paragraph](#) alignment

## Netscape addition - <BLINK>

[See Also](#)

[Quick Reference](#)

Surrounding any text with this element will cause the selected text to *blink* on the viewing page. This can serve to add extra emphasis to selected text.

```
<BLINK>This text would blink on the page</BLINK>
```

Other [Netscape additions](#) to HTML 2.0

# Netscape Addition - <EMBED>

## [Quick Reference](#)

**NOTE :** This tag is **only** recognised by the Windows version of Netscape Navigator, versions 1.1 and above.

The <EMBED> element allows you to put documents directly into an HTML page.

The syntax is:

```
<EMBED SRC="images/embed.bmp">
```

The <EMBED> element will allow you to embed documents of any type. Your user only needs to have an application which can view the data installed correctly on their machine.

If a width and height are specified, the embedded object is scaled to fit the available space. For example this is the same bitmap as above, scaled:

```
<EMBED SRC="images/embed.bmp" WIDTH=250 HEIGHT=50>
```

Embedded objects can be activated by double clicking them in the Netscape window. The application that supports use of the embedded object will be launched, with the object present.

**NOTE :** Using the <EMBED> element, you should be sure that the user will have a suitable application available that is OLE compliant. Otherwise, the HTML document will not be displayed as hoped. Essentially this element produces the same results as embedding objects in Word for Windows - the object is displayed, and can be edited in a suitable application by double clicking on the object.

# HTML 3.0

## [Quick Reference](#)

When the HTML specification level 3.0 is finally decided upon, it is likely that one of the most notable improvement over level 2.0 will be the inclusion of standardised elements allowing the user to create [tables](#). While this specification has not yet been finalised, it hasn't stopped both Netscape and Mosaic authors implementing table support for their WWW browser. While such support is present, it should be used with care. As fast as authors are implementing support, the specification is changing and when designing WWW pages, you cannot envisage what version of what browser the user is using.

Also, adding alignment attributes to both [Headings](#) and [Paragraph](#) elements is proposed in HTML 3.0. At present, Netscape supports the [<CENTER>](#) element, as opposed to the `<P ALIGN=...>` element, currently supported by Mosaic 2.0b4 and proposed for the *official* HTML 3.0 specification.

**NOTE :** Elements detailed here may only be supported by the *most recent* HTML browsers. It cannot be guaranteed which version of any browser users will be using. This should be foremost in the minds of HTML authors when constructing HTML documents.

# HTML 3.0 - Heading alignment

[See Also](#)

[Quick Reference](#)

Included in the proposed HTML level 3.0 specification is the ability to align [Headings](#). Basically, **ALIGN**=left|center|right attributes have been added to the <H1> to <H6> elements. e.g :

```
<H1 ALIGN=center>Hello, this is a heading</H1>
```

would align a heading of style 1 in the centre of the page.

**NOTE :** This element is currently only supported by Mosaic 2.0 beta 4.





Hello, this is a centred  
heading

Hello, this is a right aligned  
heading

Hello, this is a left aligned  
heading

<H> Heading elements

# HTML 3.0 - Paragraph alignment

[See Also](#)

[Quick Reference](#)

Included in the proposed HTML level 3.0 specification is the ability to align [paragraphs](#). Basically, **ALIGN**=left|center|right attributes have been added to the <P> element. e.g :

```
<P ALIGN=LEFT> ... </P>
```

All text within the paragraph will be aligned to the left side of the page layout. This setting is equal to the default <P> element.

```
<P ALIGN=CENTER> ... </P>
```

All text within the paragraph will be aligned to the center of the page.

```
<P ALIGN=RIGHT> ... </P>
```

All text will be aligned to the right side of the page.

**NOTE:** To account for the commonly used yet non-standard [<CENTER>](#) element, Mosaic (2.0b4) will change the default **ALIGN=LEFT** attribute of all paragraph and header elements to **ALIGN=CENTER** until a [</CENTER>](#) element is read. Mosaic will also allow internally defined alignment attributes to take precedence over a wrapping **CENTER** element. Mosaic authors would like to encourage all HTML authors to conform to the HTML 3.0 way of centering HTML and no longer use the non-standard [<CENTER>](#) element.



All of this paragraph  
is left  
aligned

All of this  
paragraph  
is centered

All of this  
paragraph  
is right  
aligned

<P> Paragraph element  
<CENTER> element

# Tables

## [Quick Reference](#)

At present, the table HTML elements are :

[<TABLE> ... </TABLE>](#) - The Table delimiter.  
[<TR ...> ... </TR>](#) - Used to specify number of rows in a table.  
[<TD ...> ... </TD>](#) - Specifies table data cells.  
[<TH ...> ... </TH>](#) - Table Header cell.  
[<CAPTION ...> ... </CAPTION>](#) - Specifies the table Caption.

**NOTE :** Some of the attributes of these elements are at present not included in the sketchy specification for level 3.0 HTML and may only be supported by Netscape browsers (recent versions). Such attributes are marked with a \*.  
e.g. \*CELLSPACING=\*

If these details are too confusing, there is also a [graphical guide to Tables.](#)

### **Some considerations about Tables**

Blank cells which contain no displayable elements are not given borders. If a bordered but empty cell is required, put either a blank line or a non-breaking space in the cell. (<td>&nbsp; </td> or <td><br></td>)

The proposed HTML 3.0 spec. allows you to abuse row and column spans to create tables whose cells must overlap. Until this specification is finalised, don't do this, it looks awful.

Eventuall, you may create a cell containing an image and it will possibly be rendered with the image off-centre. The reason for this could be due to the HTML being written like :

```
<TD>  
    <IMG SRC="url">  
</TD>
```

That extra whitespace inside the cell and around the image gets collapsed into single space characters. It is these spaces (whose baselines by default align with the bottom of the image) that make the cell look lopsided. Instead, use :1

```
<TD><IMG SRC="url"></TD>
```

Also, please consider the user. If theyre not using a recent browser that supports table elements, then page design will be completely lost. At present, use tables with caution

# <TABLE> ... </TABLE>

## [Attributes](#)

## [See Also](#)

## [Quick Reference](#)

This is the main wrapper for all the other table elements, and other table elements will be ignored if they aren't wrapped inside of a <TABLE> ... <TABLE> element. By default tables have no borders, borders will be added if the `BORDER` attribute is specified. At the time of writing, the <TABLE> element has an implied linebreak both before and after it. This is expected to change, allowing as much control over placement of tables as is currently available for the placement of images. Aligning them to various positions in a line of text, as well as shifting them to the left or right margins and wrapping text around them.

The <TABLE> element has the following attributes :

### **BORDER**

This attribute appears in the <TABLE> element. If present, borders are drawn around all table cells. If absent, there are no borders, but by default space is left for borders, so the same table with and without the `BORDER` attribute will have the same width.

**\*BORDER=<value>\***

By allowing the `BORDER` attribute to take a value, the document author gains two things. First they gain the ability to emphasize some tables with respect to others, a table with a border of four containing a sub-table with a border of one looks much nicer than if they both share the same default border width. Second, by explicitly setting border to zero they regain that space originally reserved for borders between cells, allowing particularly compact tables.

**\*CELLSPACING=<value>\***

This is a new attribute for the <TABLE> element. By default Netscape uses a cell spacing of two. For those fussy about the look of their tables, this gives them a little more control. Like it sounds, cell spacing is the amount of space inserted between individual cells in a table.

**\*CELLPADDING=<value>\***

This is a new attribute for the <TABLE> element. By default Netscape uses a cell padding of one. Cell padding is the amount of space between the border of the cell and the contents of the cell. Setting a cell padding of zero on a table with borders might look bad because the edges of the text could touch the cell borders.

```
<TABLE BORDER=0 CELLSPACING=0 CELLPADDING=0>
```

gives the most compact table possible.

**\*WIDTH=<value\_or\_percent>\***

When this attribute appears in the <TABLE> element it is used to describe the desired width of this table, either as an absolute width in pixels, or a percentage of document width. Ordinarily complex heuristics are applied to tables and their cells to attempt to present a pleasing looking table. Setting the <WIDTH> attribute overrides those heuristics and instead effort is put into fitting the table into the desired width as specified. In some cases it might be impossible to fit all the table cells at the specified width, in which case Netscape will try and get as close as possible.

When this attribute appears on either the <TH> or <TD> element it is used to describe the desired width of the cell, either as an absolute width in pixels, or a percentage of table width. Ordinarily complex heuristics are applied to table cells to attempt to present a pleasing looking table. Setting the <WIDTH> attribute overrides those heuristics for that cell and instead effort is put into fitting the cell into the desired width as specified. In some cases it might be impossible to fit all the table cells at the specified widths, in which case Netscape will try and get as close as possible.

The following are all allowed within  
the <TABLE> element

BORDER

CELLSPACING

CELLPADDING

WIDTH



<TR> Specifies number of rows in a table.

<TD> Data cell element.

<TH> Header element.

<CAPTION> Caption element.

Graphical examples of Tables

## Table - <TR ...> ... </TR>

[See Also](#)

[Quick Reference](#)

This stands for table row. The number of rows in a table is exactly specified by how many <TR> elements are contained within it, irregardless of cells that may attempt to use the [<ROWSPAN>](#) attribute to span into non-specified rows. <TR> can have both the [<ALIGN>](#) and [<VALIGN>](#) attributes, which if specified become the default alignments for all cells in this row.

<TABLE> - The Table element.

<TD> Table data cell element.

<TH> Table Header element.

<CAPTION> Caption element.

Graphical examples of Tables

## Table - <TD ...> ... </TD>

[See Also](#)

[Quick Reference](#)

This stands for table data, and specifies a standard table data cell. Table data cells must only appear within table rows. Each row need not have the same number of cells specified as short rows will be padded with blank cells on the right. A cell can contain any of the HTML elements normally present in the body of an HTML document. The default alignment of table data is `ALIGN=left` and `VALIGN=middle`. These alignments are overridden by any alignments specified in the containing `<TR>` element, and those alignments in turn are overridden by any [ALIGN](#) or [VALIGN](#) attributes explicitly specified on this cell. By default lines inside of table cells can be broken up to fit within the overall cell width. Specifying the `NOWRAP` attribute for a `<TD>` prevents linebreaking for that cell.

`<TD ...> ... </TD>` can also contain [NOWRAP](#), [COLSPAN](#) and [ROWSPAN](#) attributes

<TABLE> - The Table element.

<TR> Specifies number of rows in a table.

<TH> Table Header element.

<CAPTION> Caption element.

Graphical examples of Tables

## Table - <TH ...> ... </TH>

[See Also](#)

[Quick Reference](#)

This stands for table header. Header cells are identical to data cells in all respects, with the exception that header cells are in a **bold** FONT, and have a default [ALIGN](#)=center.

<TH ...> ... </TH> can also contain [VALIGN](#), [NOWRAP](#), [COLSPAN](#) and [ROWSPAN](#) attributes

<TABLE> - The Table element.

<TR> Specifies number of rows in a table.

<TD> Table data cell element.

<CAPTION> Caption element.

Graphical examples of Tables

## Table - <CAPTION ...> ... </CAPTION>

[See Also](#)

[Quick Reference](#)

This represents the caption for a table. <CAPTION> elements should appear inside the <TABLE> but not inside table rows or cells. The caption accepts an alignment attribute that defaults to [ALIGN=top](#) but can be explicitly set to `ALIGN=bottom`. Like table cells, any document body HTML can appear in a caption. Captions are always horizontally centered with respect to the table, and they may have their lines broken to fit within the width of the table.



<TABLE> - The Table element.

<TR> Specifies number of rows in a table.

<TD> Table data cell element.

<TH> Table Header element.

Graphical examples of Tables

## Table - ALIGN attribute

[See Also](#)

[Quick Reference](#)

If appearing inside a [<CAPTION>](#) it controls whether the caption appears above or below the table, and can have the values **top** or **bottom**, defaulting to top.

If appearing inside a [<TR>](#), [<TH>](#), or [<TD>](#) it controls whether text inside the table cell(s) is aligned to the left side of the cell, the right side of the cell, or centered within the cell. Values are **left**, **center**, and **right**.

<TR> Table Row element  
<TD> Table Data element  
<TH> Table Header element  
<CAPTION> Table caption element  
Graphical examples of Tables

# Table - VALIGN attribute

[See Also](#)

[Quick Reference](#)

Appearing inside a [<TR>](#), [<TH>](#), or [<TD>](#) it controls whether text inside the table cell(s) is aligned to the top of the cell, the bottom of the cell, or vertically centered within the cell. It can also specify that all the cells in the row should be vertically aligned to the same baseline. Values are **top**, **middle**, **bottom** and **baseline**.

<TR> Table Row element

<TD> Table Data element

<TH> Table Header element

Graphical examples of Tables

## Table - NOWRAP attribute

[See Also](#)

[Quick Reference](#)

If this attribute appears in any table cell ([<TH>](#) or [<TD>](#)) it means the lines within this cell cannot be broken to fit the width of the cell. Be cautious in use of this attribute as it can result in excessively wide cells.

<TD> Table Data element  
<TH> Table Header element  
Graphical examples of Tables

## Table - COLSPAN attribute

[See Also](#)

[Quick Reference](#)

This attribute can appear in any table cell ([<TH>](#) or [<TD>](#)) and it specifies how many columns of the table this cell should span. The default `COLSPAN` for any cell is 1.



<TD> Table Data element  
<TH> Table Header element  
Graphical examples of Tables

## Table - ROWSPAN attribute

[See Also](#)

[Quick Reference](#)

This attribute can appear in any table cell ([<TH>](#) or [<TD>](#)) and it specifies how many rows of the table this cell should span. The default `ROWSPAN` for any cell is 1. A span that extends into rows that were never specified with a `<TR>` will be truncated.

<TR> Table Row element

<TD> Table Data element

<TH> Table Header element

Graphical examples of Tables

# Graphical Examples of Tables

## [Quick Reference](#)

**NOTE :** The screen-shots provided here are used as examples. They are © 1995, Netscape communications.

Basic Tables :

[A Basic 3x2 table](#)

[Two demonstrations of ROWSPAN](#)

[Demonstration of COLSPAN](#)

[Demonstration of HEADERS, <TH ...>](#)

[Demonstration of COLSPAN plus <TH ...>](#)

[Demonstration of multiple headers plus COLSPAN](#)

[Demonstration of side headers](#)

[Demonstration of side headers plus ROWSPAN](#)

[Sample table using all of the above](#)

[Clever uses of ROWSPAN/COLSPAN](#)

Adjusting margins and borders :

[A table without borders](#)

[A table with a BORDER of 10](#)

[CELLPADDING and CELLSPACING](#)

Alignment, Captions and Sub-tables :

[Demonstration of multiple lines in a table](#)

[ALIGN=left|right|center](#)

[VALIGN=top|bottom|middle](#)

[CAPTION=top|bottom](#)

[Nested tables](#)

Table Widths and placing :

[Different table widths](#)

[Centering a table](#)

[Table width and nested tables](#)

[HEIGHT](#)

# Basic 3x2 Table

## [Quick Reference](#)

The following will render a Basic table having three columns and two rows.

```
<TABLE BORDER>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```



A	B	C
D	E	F

# Two demonstrations of ROWSPAN

## [Quick Reference](#)

The following will render a table where item 2 spans two rows.

```
<TABLE BORDER>
  <TR>
    <TD>Item 1</TD>
    <TD ROWSPAN=2>Item 2</TD>
    <TD>Item 3</TD>
  </TR>
  <TR>
    <TD>Item 4</TD> <TD>Item 5</TD>
  </TR>
</TABLE>
```



The following will render a table where item 1 spans two rows.

```
<TABLE BORDER>
  <TR>
    <TD ROWSPAN=2>Item 1</TD>
    <TD>Item 2</TD> <TD>Item 3</TD> <TD>Item 4</TD>
  </TR>
  <TR>
    <TD>Item 5</TD> <TD>Item 6</TD> <TD>Item 7</TD>
  </TR>
</TABLE>
```



Item 1	Item 2	Item 3
Item 4		Item 5



Item 1	Item 2	Item 3	Item 4
	Item 5	Item 6	Item 7

# Demonstration of COLSPAN

[Quick Reference](#)

The following will render a table where item 2 spans two columns

```
<TABLE BORDER>
  <TR>
    <TD>Item 1</TD>
    <TD COLSPAN=2>Item 2</TD>
  </TR>
  <TR>
    <TD>Item 3</TD> <TD>Item 4</TD> <TD>Item 5</TD>
  </TR>
</TABLE>
```



Item 1	Item 2	
Item 3	Item 4	Item 5

# Demonstration of Headers <TH>

[Quick Reference](#)

The following will render a table with headers

```
<TABLE BORDER>
  <TR>
    <TH>Head1</TH> <TH>Head2</TH> <TH>Head3</TH>
  </TR>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```



Head1	Head2	Head3
A	B	C
D	E	F

# Demonstration of COLSPAN and <TH>

## [Quick Reference](#)

The following will render a table with headers that span two columns.

```
<TABLE BORDER>
  <TR>
    <TH COLSPAN=2>Head1</TH>
    <TH COLSPAN=2>Head2</TH>
  </TR>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD> <TD>D</TD>
  </TR>
  <TR>
    <TD>E</TD> <TD>F</TD> <TD>G</TD> <TD>H</TD>
  </TR>
</TABLE>
```



Head1		Head2	
A	B	C	D
E	F	G	H

# Demonstration of multiple headers and COLSPAN

## [Quick Reference](#)

The following will render a table with multiple headers, one set of which is spanning two columns

```
<TABLE BORDER>
  <TR>
    <TH COLSPAN=2>Head1</TH>
    <TH COLSPAN=2>Head2</TH>
  </TR>
  <TR>
    <TH>Head 3</TH> <TH>Head 4</TH>
    <TH>Head 5</TH> <TH>Head 6</TH>
  </TR>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD> <TD>D</TD>
  </TR>
  <TR>
    <TD>E</TD> <TD>F</TD> <TD>G</TD> <TD>H</TD>
  </TR>
</TABLE>
```





Head1		Head2	
Head 3	Head 4	Head 5	Head 6
A	B	C	D
E	F	G	H

# Demonstration of Side Headers

[Quick Reference](#)

The following will render a table with the headers at the side.

```
<TABLE BORDER>
  <TR><TH>Head1</TH>
    <TD>Item 1</TD> <TD>Item 2</TD> <TD>Item 3</TD></TR>
  <TR><TH>Head2</TH>
    <TD>Item 4</TD> <TD>Item 5</TD> <TD>Item 6</TD></TR>
  <TR><TH>Head3</TH>
    <TD>Item 7</TD> <TD>Item 8</TD> <TD>Item 9</TD></TR>
</TABLE>
```



<b>Head1</b>	Item 1	Item 2	Item 3
<b>Head2</b>	Item 4	Item 5	Item 6
<b>Head3</b>	Item 7	Item 8	Item 9

# Demonstration of side headers with ROWSPAN

## [Quick Reference](#)

The following will render a table with side headers, one of which spans multiple rows.

```
<TABLE BORDER>
  <TR><TH ROWSPAN=2>Head1</TH>
    <TD>Item 1</TD> <TD>Item 2</TD> <TD>Item 3</TD> <TD>Item
    4</TD>
  </TR>
  <TR><TD>Item 5</TD> <TD>Item 6</TD> <TD>Item 7</TD> <TD>Item
    8</TD>
  </TR>
  <TR><TH>Head2</TH>
    <TD>Item 9</TD> <TD>Item 10</TD> <TD>Item 3</TD> <TD>Item
    11</TD>
  </TR>
</TABLE>
```



Head1	Item 1	Item 2	Item 3	Item 4
	Item 5	Item 6	Item 7	Item 8
Head2	Item 9	Item 10	Item 3	Item 11

## Sample table using all of the above

### [Quick Reference](#)

The following will render a table using all of the above attributes.

```
<TABLE BORDER>
  <TR>  <TD><TH ROWSPAN=2></TH>
        <TH COLSPAN=2>Average</TH></TD>
  </TR>
  <TR>  <TD><TH>Height</TH><TH>Weight</TH></TD>
  </TR>
  <TR>  <TH ROWSPAN=2>Gender</TH>
        <TH>Males</TH><TD>1.9</TD><TD>0.003</TD>
  </TR>
  <TR>    <TH>Females</TH><TD>1.7</TD><TD>0.002</TD>
  </TR>
</TABLE>
```



		Average	
		Height	Weight
Gender	Males	1.9	0.003
	Females	1.7	0.002

# Clever use of ROWSPAN/COLSPAN

## [Quick Reference](#)

The following will render a table that uses both ROWSPAN=2 and COLSPAN=2 on side and bottom cells.

```
<TABLE BORDER>
  <TR>
    <TD ALIGN=center ROWSPAN=2 COLSPAN=2>A</TD>
    <TD>1</TD>
    <TD>2</TD>
  </TR>
  <TR>
    <TD>3</TD>
    <TD>4</TD>
  </TR>
  <TR>
    <TD ALIGN=center ROWSPAN=2 COLSPAN=2>C</TD>
    <TD ALIGN=center ROWSPAN=2 COLSPAN=2>D</TD>
  </TR>
  <TR>
  </TR>
</TABLE>
```





	1	2
A	3	4
C	D	

# A Table with no borders

[Quick Reference](#)

The following will render a table with no borders.

```
<TABLE>
  <TR>  <TD>Item 1</TD> <TD ROWSPAN=2>Item 2</TD> <TD>Item 3</TD>
  </TR>
  <TR>  <TD>Item 4</TD> <TD>Item 5</TD>
  </TR>
</TABLE>
```



Item 1		Item 3
Item 4	Item 2	Item 5

# A table with a border of 10

## [Quick Reference](#)

The following will render a table with a border of 10.

```
<TABLE BORDER=10>
  <TR>  <TD>Item 1</TD> <TD> Item 2</TD>
  </TR>
  <TR>  <TD>Item 3</TD> <TD>Item 4</TD>
  </TR>
</TABLE>
```



Item 1	Item 2
Item 3	Item 4

# CELLPADDING and CELLSPACING

## [Quick Reference](#)

The following renders a table using `CELLPADDING`, but no `CELLSPACING`

```
<TABLE BORDER CELLPADDING=10 CELLSPACING=0>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```



The following renders a table using `CELLSPACING` but no `CELLPADDING`

```
<TABLE BORDER CELLPADDING=0 CELLSPACING=10>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```



The following renders a table using `CELLPADDING` and `CELLSPACING`

```
<TABLE BORDER CELLPADDING=10 CELLSPACING=10>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```



The following renders a table using `CELLSPACING`, `CELLPADDING` and specifying a `BORDER`.

```
<TABLE BORDER=5 CELLPADDING=10 CELLSPACING=10>
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
```

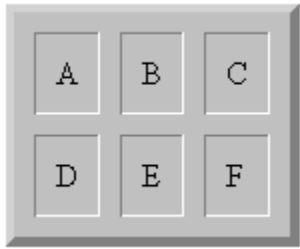


A	B	C
D	E	F

A	B	C
D	E	F



A	B	C
D	E	F



# Multiple lines in a table

## [Quick Reference](#)

The following will render a table with multiple lines of text in cells.

```
<TABLE BORDER>
  <TR>
    <TH>January</TH>
    <TH>February</TH>
    <TH>March</TH>
  </TR>
  <TR>
    <TD>This is cell 1</TD>
    <TD>Cell 2</TD>
    <TD>Another cell,<br> cell 3</TD>
  </TR>
  <TR>
    <TD>Cell 4</TD>
    <TD>and now this<br>is cell 5</TD>
    <TD>Cell 6</TD>
  </TR>
</TABLE>
```



January	February	March
This is cell 1	Cell 2	Another cell, cell 3
Cell 4	and now this is cell 5	Cell 6

# ALIGN=left|right|center

## [Quick Reference](#)

The following will render a table showing different possible alignments of text.

**NOTE :** this formatting can be applied to individual cells or whole rows.

```
<TABLE BORDER>
  <TR>
    <TH>January</TH>
    <TH>February</TH>
    <TH>March</TH>
  </TR>
  <TR ALIGN=center>
    <TD>all aligned center</TD>
    <TD>Cell 2</TD>
    <TD>Another cell,<br> cell 3</TD>
  </TR>
  <TR>
    <TD ALIGN=right>aligned right</TD>
    <TD ALIGN=center>aligned to center</TD>
    <TD>default,<br>aligned left</TD>
  </TR>
</TABLE>
```



January	February	March
all aligned center	Cell 2	Another cell, cell 3
aligned right	aligned to center	default, aligned left

# VALIGN=top|bottom|middle

## [Quick Reference](#)

The following will render a table showing different possible vertical text alignments possible within table cells.

**NOTE :** this formatting can be applied to individual cells or whole rows.

```
<TABLE BORDER>
  <TR>
    <TH>January</TH>
    <TH> <TH>March</TH>
  </TR>
  <TR VALIGN=top>
    <TD>all aligned to top</TD>
    <TD>and now this<br>is cell 2</TD>
    <TD>Cell 3</TD>
  </TR>
  <TR>
    <TD VALIGN=top>aligned to the top</TD>
    <TD VALIGN=bottom>aligned to the bottom</TD>
    <TD>default alignment,<br>center</TD>
  </TR>
</TABLE>
```



January	February	March
all aligned to top	and now this is cell 2	Cell 3
aligned to the top	aligned to the bottom	default alignment, center



# CAPTION=top|bottom

## [Quick Reference](#)

The following will render a table with a caption at the top.

```
</TABLE BORDER>
<CAPTION ALIGN=top>A top CAPTION</CAPTION>
  <TR>
    <TH>January</TH>
    <TH>February</TH>
    <TH>March</TH>
  </TR>
  <TR>
    <TD>This is cell 1</TD>
    <TD>Cell 2</TD>
    <TD>Another cell,<br> cell 3</TD>
  </TR>
</TABLE>
```



The following will render a table with a caption at the bottom

```
<TABLE BORDER>
<CAPTION ALIGN=bottom>A bottom CAPTION</CAPTION>
  <TR>
    <TH>January</TH>
    <TH>February</TH>
    <TH>March</TH>
  </TR>
  <TR>
    <TD>This is cell 1</TD>
    <TD>Cell 2</TD>
    <TD>Another cell,<br> cell 3</TD>
  </TR>
</TABLE>
```



A top CAPTION

January	February	March
This is cell 1	Cell 2	Another cell, cell 3

January	February	March
This is cell 1	Cell 2	Another cell, cell 3

A bottom CAPTION

# Nested Tables

## [Quick Reference](#)

The following will render a table within a table. Table ABCD is inside table 123456.

```
<TABLE BORDER>
  <TR> <!-- ROW 1, TABLE 1 -->
    <TD>1</TD>
    <TD>2</TD>
    <TD>3
      <TABLE BORDER>
        <TR> <!-- ROW 1, TABLE 2 -->
          <TD>A</TD>
          <TD>B</TD>
        </TR>
        <TR> <!-- ROW 2, TABLE 2 -->
          <TD>C</TD>
          <TD>D</TD>
        </TR>
      </TABLE>
    </TD>
  </TR>
  <TR> <!-- ROW 2, TABLE 1 -->
    <TD>4</TD>
    <TD>5</TD>
    <TD>6</TD>
  </TR>
</TABLE>
```



		3	
1	2	A	B
		C	D
4	5	6	

# Setting table width

## [Quick Reference](#)

The following will render a table of width 50% (of page width).

```
<TABLE BORDER WIDTH="50%">
  <TR><TD>Width=50%</TD><TD>Width=50%</TD>
  </TR>
  <TR><TD>3</TD><TD>4</TD>
  </TR>
</TABLE>
```



Note that if the cells contain non-identical width data, it affects the cell width relative to the table width :

```
<TABLE BORDER WIDTH="50%">
  <TR><TD>Item width affects cell size</TD><TD>2</TD>
  </TR>
  <TR><TD>3</TD><TD>4</TD>
  </TR>
</TABLE>
```



**NOTE :** This table would appear aligned to the left of the page and half the width of the page

Width=50%	Width=50%
3	4

**NOTE :** This table would appear aligned to the left of the page and half the width of the page

Item width affects cell size	2
3	4



# Centering a table

## [Quick Reference](#)

The following would render a table in the center of the page.

```
<CENTER>
<TABLE BORDER WIDTH="50%">
  <TR>
    <TD>A</TD> <TD>B</TD> <TD>C</TD>
  </TR>
  <TR>
    <TD>D</TD> <TD>E</TD> <TD>F</TD>
  </TR>
</TABLE>
</CENTER>
```



**NOTE :** This table would be rendered aligned in the center of the viewing page.

A	B	C
D	E	F

# Table width and nested tables

## [Quick Reference](#)

The following will render two nested tables, using table width attribute to specify the size for the secondary table

```
<TABLE BORDER WIDTH="50%">
  <TR><TD>Item 1</TD><TD>Item 2</TD>
</TR>
  <TR><TD>
    <TABLE BORDER WIDTH=100%>
      <TR><TD>Item A</TD><TD>Item B</TD>
    </TR>
    </TABLE>
  </TD>
  <TD>Item 4</TD>
</TR>
</TABLE>
```



Item 1		Item 2
Item A	Item B	Item 4

# Table Height

## [Quick Reference](#)

The following will render a table of height 15% (relative to the viewing page)

```
<TABLE BORDER WIDTH="50%" HEIGHT="15%">
  <TR><TD>HEIGHT=15%</TD> <TD>Item 2</TD>
</TR>
  <TR><TD>3</TD><TD>4</TD>
</TR>
</TABLE>
```



**NOTE :** This table would be rendered at a height of 15% relative to the viewing page.

HEIGHT=15%	Item 2
3	4

# Controlling the Document Background

[Attributes](#)

[See Also](#)

[Quick Reference](#)

Recent versions of the proposed HTML 3.0 spec. have added a **BACKGROUND** attribute to the `BODY` element. The purpose of this attribute is to specify a URL pointing to an image that is to be used as a background for the document. In Netscape, this background image is used to tile the full background of the document-viewing area. Thus specifying:

```
<BODY BACKGROUND="URL or path/filename.gif">
Document here
</BODY>
```

would cause whatever text, images, etc. appeared in that document to be placed on a background consisting of the (filename.gif) graphics file being tiled to cover the viewing area, much like bitmaps are used for Windows wallpaper.

**NOTE :** This is included in the HTML 3.0 specification, but at present is only supported by Netscape 1.1 and above. While Netscape would use the file as a background, other browsers wouldn't.

The **BGCOLOR** attribute

This attribute to `BODY` is not currently in the proposed HTML 3.0 specification, but is supported by Netscape 1.1 and above and is being considered for inclusion in the HTML 3.0 spec. Essentially, it changes the color of the background without having to specify a separate image that requires another network access to load. The format that Netscape 1.1 understands is:

```
<BODY BGCOLOR="#rrggbb">
Document here
</BODY>
```

Where "#rrggbb" is a hexadecimal red-green-blue triplet used to specify the background color. See the [Color Table](#) for examples of colors together with their #rrggbb values.

Clearly, once the background colors/patterns have been changed, it will be necessary to also be able to control the foreground to establish the proper contrasts. The following attributes are also recognized as part of the `BODY` element by Netscape 1.1.

**TEXT**

This attribute is used to control the color of all the normal text in the document. This basically consists of all text that is not specially colored to indicate a link. The format of **TEXT** is the same as that of **BGCOLOR**.

```
<BODY TEXT="#rrggbb">
Document here
</BODY>
```

**LINK, VLINK, and ALINK** attributes

These attributes let you control the coloring of link text. **VLINK** stands for visited link, and **ALINK** stands for active link. The default coloring of these is: **LINK**=blue, **VLINK**=purple, and **ALINK**=red. Again, the format for these attributes is the same as that for **BGCOLOR** and **TEXT**.

```
<BODY LINK="#rrggbb" VLINK="#rrggbb" ALINK="#rrggbb">
Document here
```

</BODY>

### **Coloring Considerations.**

Since these color controls are all attributes of the `BODY` element, they can only be set once for the entire document. Document color cannot be changed partially through a document.

Setting a background image requires the fetching of an image file from a second HTTP connection, it will **slow down** the perceived speed of document loading. **None** of the document can be displayed until the image is loaded and decoded. Needless to say, keep background images small.

If the Auto Load Images option is turned off, background images will not be loaded. If the background image is not loaded for any reason, and a `BGColor` was not also specified, then any of the foreground controlling attributes (`LINK`, `VLink`, and `ALink`) will be ignored. The idea behind this is that if the requested background image is unavailable, or not loaded, setting requested text colors on top of the default gray background may make the document unreadable.



The following attributes are included in the HTML 3.0 specification for controlling the background of the document.

BACKGROUND

TEXT

LINK

VLINK

ALINK

BGCOLOR is not included in the spec. as yet, but is supported by recent versions of the Netscape Navigator.

Background color chart

# Background Colors - Example chart

## [Quick Reference](#)

This chart shows a variety of possible colors, together with their #rrggbb hexadecimal triplet values. All could be used as valid HTML document backgrounds.

RGB TRIPLET COLOR CHART																<i>E-Mail-ware by Doug Jacobson</i>	
	FFFFFF		FFFFCC		FFFF99		FFFF66		FFFF33		FFFF00		FFCCFF		FFCCCC		
	FF9933		FF9900		FF66FF		FF66CC		FF6699		FF6666		FF6633		FF6600		
	FF0099		FF0066		FF0033		FF0000		CCFFFF		CCFFCC		CCFF99		CCFF66		
	CC99FF		CC99CC		CC9999		CC9966		CC9933		CC9900		CC66FF		CC66CC		
	CC3333		CC3300		CC00FF		CC00CC		CC0099		CC0066		CC0033		CC0000		
	99CC99		99CC66		99CC33		99CC00		9999FF		9999CC		999999		999966		
	9933FF		9933CC		993399		993366		993333		993300		9900FF		9900CC		
	66FF33		66FF00		66CCFF		66CCCC		66CC99		66CC66		66CC33		66CC00		
	666699		666666		666633		666600		6633FF		6633CC		663399		663366		
	33FFFF		33FFCC		33FF99		33FF66		33FF33		33FF00		33CCFF		33CCCC		
	339933		339900		3366FF		3366CC		336699		336666		336633		336600		
	330099		330066		330033		330000		00FFFF		00FFCC		00FF99		00FF66		
	0099FF		0099CC		009999		009966		009933		009900		0066FF		0066CC		
	003333		003300		0000FF		0000CC		000099		000066		000033		EE0000		
	110000		00EE00		00DD00		00BB00		00AA00		008800		007700		005500		
	000077		000055		000044		000022		000011		EEEEEE		DDDDDD		BBBBBB		
	FFCC99		FFCC66		FFCC33		FFCC00		FF99FF		FF99CC		FF9999		FF9966		
	FF33FF		FF33CC		FF3399		FF3366		FF3333		FF3300		FF00FF		FF00CC		
	CCFF33		CCFF00		CCCCFF		CCCCCC		CCCC99		CCCC66		CCCC33		CCCC00		
	CC6699		CC6666		CC6633		CC6600		CC33FF		CC33CC		CC3399		CC3366		
	99FFFF		99FFCC		99FF99		99FF66		99FF33		99FF00		99CCFF		99CCCC		
	999933		999900		9966FF		9966CC		996699		996666		996633		996600		
	990099		990066		990033		990000		66FFFF		66FFCC		66FF99		66FF66		
	6699FF		6699CC		669999		669966		669933		669900		6666FF		6666CC		
	663333		663300		6600FF		6600CC		660099		660066		660033		660000		
	33CC99		33CC66		33CC33		33CC00		3399FF		3399CC		339999		339966		
	3333FF		3333CC		333399		333366		333333		333300		3300FF		3300CC		
	00FF33		00FF00		00CCFF		00CCFF		00CC99		00CC66		00CC33		00CC00		
	006699		006666		006633		006600		0033FF		0033CC		003399		003366		
	DD0000		BB0000		AA0000		AA0000		770000		550000		440000		220000		
	004400		002200		001100		001100		0000DD		0000BB		0000AA		000088		
	AAAAAA		888888		777777		555555		444444		222222		111111		000000		
If you find this chart useful, please send e-mail to <a href="mailto:jacobson@phoenix.phoenix.net">jacobson@phoenix.phoenix.net</a>																	

**NOTE :** The colors shown in this chart cannot be guaranteed. Due to resolution/color depth differences of different Windows video drivers, colors may appear different on either the authors

system or the end users system. This should be considered when using any color in documents.

# Dynamic Documents

[See Also](#)

[Quick Reference](#)

Currently, Netscape 1.1 and above supports a couple of different mechanisms for dynamic documents. These are documents that are updated on a periodic, or frequent basis)

These mechanisms are called "server push" and "client pull", and are based on existing standards (including the standard MIME multipart mechanism and the HTML 2.0 `META` element).

## Server push

The server sends down a chunk of data; the browser display the data but leaves the connection open; whenever the server wants it sends more data and the browser displays it, leaving the connection open; at some later time the server sends down yet more data and the browser displays it; etc.

## Client pull

The server sends down a chunk of data, including a directive (in the HTTP response or the document header) that says "reload this data in 5 seconds", or "go load this other URL in 10 seconds". After the specified amount of time has elapsed, the client does what it was told -- either reloading the current data or getting new data.

In server push, a HTTP connection is held open for an indefinite period of time (until the server knows it is done sending data to the client and sends a terminator, or until the client interrupts the connection). In client pull, HTTP connections are never held open; rather, the client is told when to open a new connection, and what data to fetch when it does so.

In server push, the magic is accomplished by using a variant of the MIME message format "multipart/mixed", which lets a single message (or HTTP response) contain many data items. In client pull, the magic is accomplished by an HTTP response header (or equivalent HTML element) that tells the client what to do after some specified time delay.

## **Server Push/Client Pull considerations.**

Server push is generally more efficient than client pull, since a new connection doesn't need to be opened for each new piece of data. Since a connection is held open over time, even when no data is being transferred, the server must be willing to accept dedicated allocation of a TCP/IP port, which may be an issue for servers with a sharply limited number of TCP/IP ports.

Client pull is generally less efficient, since a new connection must be opened for each new piece of data. However, no connection is held open over time.

Note that in real world situations it is common for establishment of a new connection to take a significant amount of time -- i.e., one second or more. Given that this is the case, server push will probably be generally preferable for end-user performance reasons, particularly for information that is frequently updated.

Another consideration is that the server has comparatively more control in the server push situation than in the client pull situation. One example: there is one distinct open connection for each instance of server push in use, and the server can elect to (for example) shut down such a connection at any time (e.g., via a cron daemon) without requiring a whole lot of logic in the server. On the other hand, the same application using client pull will look like many independent connections to the server, and the server may need to have a considerable level of complexity in order to manage the situation (e.g., associating client pull requests with particular end users to figure out who to stop sending new "Refresh" headers to).

An Important Note On Server Push And Shell Scripts: If a CGI program is written as a shell script, and the script implements some form of server push where the connection is expected to be open for a long time (e.g. an infinitely long stream of images representing live video), then the shell script normally

will not notice when/if the user severs the connection on the client side (e.g., by pressing the "Stop" button) and will continue running. This is bad, as server resources will be thereafter consumed wastefully and uselessly. The easiest way to work around this shell script limitation is to implement such CGI programs using a language like Perl or C -- such programs will terminate properly when the user breaks the connection.

Server Push  
Client Pull  
<META> Element

# Dynamic Documents - Server Push

[See Also](#)

[Quick Reference](#)

Server push is the other dynamic document mechanism, complementing [client pull](#).

In contrast to client pull, server push takes advantage of a connection that's held open over multiple responses, so the server can send down more data any time it wants. The obvious major advantage is that the server has total control over when and how often new data is sent down. Also, this method can be more efficient, since new HTTP connections don't have to be opened all the time. The downside is that the open connection consumes a resource on the server side while it's open (only when the server knows it wants this to happen, though). Also, server push has two other advantages: one is that a server push is easily interruptible (you can just hit "Stop" and interrupt the connection). The other advantage will be discussed later.

First, a short review: the MIME message format is used by HTTP to encapsulate data returned from a server in response to a request. Typically, an HTTP response consists of only a single piece of data. However, MIME has a standard facility for representing many pieces of data in a single message (or HTTP response). This facility uses a standard MIME type called "multipart/mixed"; a multipart/mixed message looks something like:

```
Content-type: multipart/mixed;boundary=ThisRandomString

--ThisRandomString
Content-type: text/plain

Data for the first object.

--ThisRandomString
Content-type: text/plain

Data for the second and last object.

--ThisRandomString--
```

The above message contains two data blocks, both of type "text/plain". The final two dashes after the last occurrence of "ThisRandomString" indicate that the message is over; there is no more data.

For server push we use a variant of "multipart/mixed" called "multipart/x-mixed-replace". The "x-" indicates this type is experimental. The "replace" indicates that each new data block will cause the previous data block to be replaced -- that is, new data will be displayed instead of (not in addition to) old data.

Here's an example of "multipart/x-mixed-replace" in action:

```
Content-type: multipart/x-mixed-replace;boundary=ThisRandomString

--ThisRandomString
Content-type: text/plain

Data for the first object.

--ThisRandomString
Content-type: text/plain

Data for the second and last object.
```



--ThisRandomString--

The key to the use of this technique is that the server does not push the whole "multipart/x-mixed-replace" message down all at once but rather sends down each successive data block whenever it sees fit. The HTTP connection stays open all the time, and the server pushes down new data blocks as rapidly or as infrequently as it wants, and in between data blocks the browser simply sits and waits for more data in the current window. The user can even go off and do other things in other windows; when the server has more data to send, it just pushes another data block down the pipe, and the appropriate window updates itself.

Here's exactly what happens:

Following in the tradition of the standard "multipart/mixed", "multipart/x-mixed-replace" messages are composed using a unique boundary line that separates each data object. Each data object has its own headers, allowing for an object-specific content type and other information to be specified.

The specific behavior of "multipart/x-mixed-replace" is that each new data object replaces the previous data object. The browser gets rid of the first data object and instead displays the second data object.

A "multipart/x-mixed-replace" message doesn't have to end! That is, the server can just keep the connection open forever and send down as many new data objects as it wants. The process will then terminate if the user is no longer displaying that data stream in a browser window or if the browser severs the connection (e.g. the user presses the "Stop" button). We expect this will be the typical way people will use server push.

The previous document will be cleared and the browser will begin displaying the next document when the "Content-type" header is found, or at the end of the headers otherwise, for a new data block.

The current data block (document) is considered finished when the next message boundary is found.

Together, the above two items mean that the server should push down the pipe: a set of headers (most likely including "Content-type"), the data itself, and a separator (message boundary). When the browser sees the separator, it knows to sit still and wait indefinitely for the next data block to arrive.

Putting it all together, here's a Unix shell script that will cause the browser to display a new listing of processes running on a server every 5 seconds:

```
#!/bin/sh
echo "HTTP/1.0 200"
echo "Content-type: multipart/x-mixed-replace;boundary=---
ThisRandomString---"
echo ""
echo "---ThisRandomString---"
while true
do
echo "Content-type: text/html"
echo ""
echo "h2Processes on this machine updated every 5 seconds/h2"
echo "time: "
date
echo "p"
echo "plaintext"
ps -el
echo "---ThisRandomString---"
sleep 5
done
```

Note that the boundary is sent to the browser before the sleep statement. This ensures that the

browser will flush its buffers and display all the data that's been received up to that point to the user.

NCSA HTTPD users must not use any spaces in the content type, this includes the boundary argument. NCSA HTTPD will only accept a single string with no white space as a content type. If any spaces are in the line (besides the one right after the colon) any text after the white space will be truncated.

As an example, the following will work:

```
Content-type: multipart/x-mixed-replace;boundary=ThisRandomString
```

The following will not work:

```
Content-type: multipart/x-mixed-replace; boundary=ThisRandomString
```

The other advantage of server push is that it can be used for individual inlined images! A document that contains an image can be made to update by the server on a regular basis or at any time the server wants. Just have the `SRC` attribute of the `IMG` element point to a URL for which the server pushes a series of images.

If server push is used for an individual inlined image, the image will get replaced inside the document each time a new image is pushed -- the document itself won't get touched (assuming it isn't separately subject to server push) -- poor man's animation inlined into a static document.

## Client Pull

# Dynamic Documents - Client Pull

[See Also](#)

[Quick Reference](#)

A simple use of client pull is to cause a document to be automatically reloaded on a regular basis. For example, consider the following document :

```
<META HTTP-EQUIV="Refresh" CONTENT=1>
<TITLE>Document ONE</TITLE>

<H1>This is Document ONE!</H1>

Here's some text. <P>
```

If loaded into a browser supporting Dynamic Documents (Netscape 1.1 and above), it would reload itself every second.

Simply put, the `META` element (a standard HTML 3.0 element, for simulating HTTP response headers in HTML documents) is telling the browser that it should pretend that the HTTP response when the document was loaded included the following header:

```
Refresh: 1
```

That HTTP header, in turn, tells the browser to reload (refresh) this document after 1 second has elapsed. If a 12 second delay was required, the following HTML directive would have been used:

```
META HTTP-EQUIV="Refresh" CONTENT=12
```

...which is equivalent to this HTTP response header:

```
Refresh: 12
```

**Note:** the `META` element should be used on the first line of a HTML document.

A couple of things to notice:

In this example, a new "Refresh" directive (via either the `META` element or the Refresh HTTP response header) is given as a part of every retrieval. This is an important point. Each individual "Refresh" directive is one-shot and non-repeating. The directive doesn't say "go get this page every 6 seconds from now until infinity"; it says "go get this page in 6 seconds".

If continuous reloading is required, the directive needs to be given on each retrieval. If the document only needs to be reloaded once, only give the directive on the first retrieval. Once given the directive, the browser will do the specified retrieval after the specified amount of time. The only way to cause it not to happen is to not have an open window that contains the document.

This also means that if an "infinite reload" situation is set up (as the example above does), the only way it can be interrupted is by pressing the "Back" button or otherwise going to a different URL in the current window (or, equivalently, by closing the current window).

So another thing to do, in addition to causing the current document to reload, is to cause another document to be reloaded in  $n$  seconds in place of the current document. This is easy. The HTTP response header will look like this:

```
Refresh: 12; URL=http://foo.bar/blatz.html
```

The corresponding META element would be:

```
<META HTTP-EQUIV="Refresh" CONTENT="12; URL=http://foo.bar/blatz.html">
```

Important note: the URL needs to be fully qualified (e.g. <http://whatever/whatever>). That is, don't use a relative URL.

Consider the following example documents, "doc2.html" and "doc3.html", each of which causes the other to load (so if one of them is loaded, the browser will flip back and forth between them indefinitely)

```
<META HTTP-EQUIV=REFRESH CONTENT="1; URL=http://machine/doc3.html">
<TITLE>Document TWO</TITLE>
```

```
<H1>This is Document TWO!</H1>
```

```
Here's some other text. <P>
```

```
<META HTTP-EQUIV=REFRESH CONTENT="1; URL=http://machine/doc2.html">
<TITLE>Document THREE</TITLE>
```

```
<H1>This is Document THREE!</H1>
```

```
Here's yet more text. <P>
```

On loading one of the documents; the browser will load the other in 1 second, then the first in another second, then the second again in another second, and so on forever.

How do you make it stop? The easiest way is to either close the window, or put a link in the document(s) that points to somewhere else. Remember, any retrieval of any document can cause the whole process to stop at any point in time if a fresh directive isn't issued -- the process only continues as long as each new document causes it to continue. Thus, the content creator has total control.

The interval can be 0 seconds! This will cause the browser to load the new data as soon as it possibly can (after the current data is fully displayed).

The data that is retrieved can be of any type: an image, an audio clip, whatever. One fun thing to envision is 0-second continuous updating of a live image (e.g. a camera feed), or a series of still images. Poor man's animation, kind of. Netscape Communications are considering mounting a camouflaged IndyCam on the prow of Jim Clark's boat and feeding live images to the world using this mechanism.

A "Refresh" header can be returned as part of any HTTP response, including a redirection. So a single HTTP response can say "go get this URL now, and then go get this other URL in 10 seconds".

This means a continuous random URL generator can be made. Have a normal random URL generator (such as [URouLette](#)) that returns as part of its redirection response a "Refresh" directive that causes the browser to get another random URL from the random URL generator in 18 seconds.

See the impressive URouLette at :

<http://kuhttp.cc.ukans.edu/cwis/organizations/kucia/roulette/roulette.html>

Server Push  
<META> Element

# Quick Reference

A  
B  
C  
D  
E  
F  
G  
H  
I  
J  
K  
L  
M  
N  
O  
P  
Q  
R  
S  
T  
U  
V  
W  
X  
Y  
Z

The following elements cover all HTML elements of the level 2.0 specification and those elements that will be in the HTML 3.0 specification, but which are supported by currently available HTML user agents.

[<!--](#)

[<A>](#)  
[<ADDRESS>](#)

[<B>](#)  
[<BASE ...>](#)  
[<BASEFONT SIZE= ...>](#)  
[<BG SOUND>](#)  
[<BLINK>](#)  
[<BLOCKQUOTE>](#)  
[<BODY>](#)  
[<BR>](#)



<CAPTION>  
<CENTER>  
<CITE>  
<CODE>

<DD>  
<DFN>  
<DIR>  
<DL>  
<DT>

<EM>  
<EMBED>

<FONT SIZE= ...>  
<FORM>

<H ALIGN= >  
<H1>  
<H2>  
<H3>  
<H4>  
<H5>  
<H6>  
<HEAD>  
<HP>  
<HR>  
<HTML>

<I>  
<IMG>  
<INPUT>  
<ISINDEX>

<KBD>

<LI>  
<LINK>  
<LISTING>

<MARQUEE>  
<MENU>  
<META>

<NEXTID>  
<NOBR>

<OL>  
<OPTION>

<P ALIGN=>  
<P>  
<PLAINTEXT>  
<PRE>

<SAMP>

<SELECT>  
<STRIKE>  
<STRONG>

<TABLE>  
<TD>  
<TEXTAREA>  
<TH>  
<TITLE>  
<TR>  
<TT>

<U>  
<UL>

<VAR>

<WBR>

<XMP>

# **DDE**

DDE stands for Dynamic Data Exchange. This is a way for Windows programs to communicate with each other.

# **SDI**

SDI stands for the Software Development Interface. This is a standard way for programs to communicate with Web browsers.

# Frequently Asked Questions

This is a list of our most common technical support queries.

[How can I use Netscape without connecting to the Internet?](#)

[How do I get my documents into the World Wide Web?](#)

[Why does HotDog only read the start of my document?](#)

[Why don't my images display properly?](#)

[How Do I Add A Counter To My Web Page?](#)

# Using Netscape Off-Line

If you use an operating system without a built-in TCP/IP stack (such as Windows 3.1), you probably need a separate TCP/IP stack to connect to the Internet. Two common stacks are Trumpet Winsock and Chameleon from NetManage.

If you start the Netscape Navigator and you are not connected to the Internet, it will load your TCP/IP stack automatically. If you use a log-in script, then it will also start dialling your Internet Service Provider automatically.

This is obviously a problem when you need to [preview](#) a document from HotDog. HotDog will load Netscape , which will try and load your TCP/IP stack and connect you to the Internet. Even if you always log in manually, this setup can cause problems with HotDog.

Netscape have provided a solution to this problem: a file called MOZOCK.DLL. This is available from **ftp.sausage.com** in the file **mozock.zip**.

Mozock "tricks" Netscape into thinking it is on the Internet. Here's how you use it:

1. Copy the file \WINDOWS\SYSTEM\WINSOCK.DLL to the same directory as your TCP/IP files (e.g. \TRUMPWSK). When you do load your TCP/IP stack, it will use this file.
2. Copy the file MOZOCK.DLL as \WINDOWS\SYSTEM\WINSOCK.DLL. When Netscape is started, it will load this file.

Please contact Netscape if you need more information on this.

We believe that using Microsoft's Wolverine TCP/IP stack for Windows for Workgroups (instead of your current stack) will also fix this problem. Contact Microsoft for information on Wolverine.

This problem should not occur in Windows NT or Windows 95 (which have TCP/IP networking built in).

**See also**

[Frequently Asked Questions](#)

# Uploading HTML Documents to the Internet

Once you've created your web pages with HotDog, you need to put them on the Internet so they become part of the World Wide Web.

In most cases, this involves connecting to your Internet Service Provider (**ISP**) and transferring the files to a particular directory on their computer via FTP. The people who want to access your web pages will then read them from your ISP's machine.

The procedures for doing this vary for each ISP. You will need to contact them to find out how to display web pages using their system.

**See also**

[Frequently Asked Questions](#)

# HotDog File Size Limitation

The Standard version of HotDog cannot open files larger than 32k. The [Professional](#) version handles files of any size.

Please note that large documents will take a long time to display over the Web, particularly for overseas users.

**See also**

[Frequently Asked Questions](#)



# Absolute and Relative File References

HotDog inserts links to graphics and local files in one of two ways:

**Relative References** are used when the file or graphic is in the same directory as (or a subdirectory of) the current document. For example, if you have a document called [C:\HTML\INDEX.HTM](#), and you insert the image [C:\HTML\PICTURE.GIF](#), HotDog will insert the image like this:

```
<IMG SRC="picture.gif">
```

**Absolute References** are used if the file or graphic is **not** in the same directory as (or a subdirectory of) the current document. For example, if you have a document called [C:\HTML\INDEX.HTM](#), and you insert the image [C:\GRAPHICS\PICTURE.GIF](#), HotDog will insert the image like this:

```
<IMG SRC="file:///c:/graphics/picture.gif">
```

If you have not **saved** the current document, then relative references will be based on the [Documents](#) directory. If no Documents directory is defined, they will be based on the HotDog directory (wherever **HOTDOG.EXE** or **HTDOGPOR.EXE** is).

Both relative and absolute references should work properly on your machine. The main difference comes when you upload your document to the Internet. It's very unlikely that your Internet provider also keeps their images in a directory called [C:\GRAPHICS\](#). And if they don't, then none of your absolute references will work. You'll have to change them all manually before uploading your documents to the Internet.

The easiest way to prevent problems is to keep all your images in the same directory as (or a subdirectory of) your HTML documents. That way, you can upload everything from a single location on your PC, to a single location on the Internet. You can move this directory somewhere else on your PC, and your HTML files will still work.

It also pays to save your HTML documents before inserting any images. That way HotDog knows where to look for relative references - it doesn't just assume the Documents directory or the HotDog directory.

**See also**

[Frequently Asked Questions](#)

# Customizing Shortcut Keys (Pro Version only)

Menu: [Tools Menu](#)

HotDog Pro lets you assign menu commands to keystrokes. Choose the combination of CTRL, ALT, and SHIFT (use as many of these as you like) and the key you want to use, then pick the HotDog function from the list. Functions are based on their menu names, for example [FileSave](#) is the same as choosing Save from the **File Menu**.

## See Also

[Customizing the Button Bar](#)

[Customizing Tags](#)

[Customizing Tags](#)

[Tools Menu](#)

# Customizing The Button Bar (Pro Version only)

**Menu:** [Tools Menu](#)

In this version of HotDog Pro, you can customize the [button bar](#). Future versions of HotDog will support customizing of the [elements bar](#), as well as multiple elements bars.

## See Also

[Customizing Shortcut Keys](#)

[Customizing Tags](#)

[Tools Menu](#)

# Create Template Field (Pro Version only)

**Menu:** [Tools Menu](#)

This screen lets you create fields that will be automatically updated when you create, save, or [publish](#) your documents. These fields can insert information about your system, the current file, date and time, or read information from a text file.

To you choose this feature, choose [Create Template Field](#) from the **Tools** menu. Then just follow the instructions on-screen!

## See Also

[Creating Document Templates](#)  
[Tools Menu](#)

# Spell Check (Pro Version only)

**Menu:** [Tools Menu](#)

Choose this option to check the spelling in your document. HotDog ignores all words in tags (ie. between a < and a >).

HotDog Pro ships with the US English dictionary. Dictionaries for other languages are available from our [web site](#).

## See Also

[Tools Menu](#)

# How Do I Add A Counter To My Web Page?

Many people use a counter to indicate the number of times their Web page has been visited. Unfortunately, there's nothing built into HTML that makes it easy for you to do this.

The only way we know of to add a counter to your home page is to use a [CGI script](#). CGI is a complicated topic, and you will need to learn a programming language to use it.

For more information on CGI programming, please see the UseNet newsgroup **[comp.infosystems.www.authoring.cgi](mailto:comp.infosystems.www.authoring.cgi)**

**See also**

[Frequently Asked Questions](#)

# What's New In V2?

Our programming team have been working hard to improve HotDog Pro, and we believe that version 2 is a major step forward for us. Heres what HotDog Professional v2.0 offers that v1 didnt:

## ROVER - the **Real-time Output ViewER**

ROVER is the biggest change in HotDog Pro v2. As you type, ROVER will show you a sample of what your document might actually look like on the Web. This solution gives you the ease of use and visual feedback of WYSIWYG editors, but also gives you the flexibility and control over the HTML source that HotDog is famous for. ROVER wont display every non-standard tag you may want to use, but it certainly wont stop you from using whatever tags you want to. Of course, you can still preview your documents using other browsers - in fact, we strongly recommend it!

To start ROVER, choose **Real-time Output Viewer** from the [Tools Menu](#).

## Auto-Upload

One of the hardest things about designing web sites is transferring them from your local PC to your web server. You have to keep track of all the files you've changed, and upload them one-by-one. HotDog's Auto-Upload feature makes it easy - one mouse click is all it takes to upload an entire web site. Auto-Upload will transfer the current document and all accompanying images and local files, or it will upload all graphics and documents in a project.

## Colored Tags

Since the very first version of HotDog, weve built in support for tags that are not yet part of the official HTML standard, for example HTML 3 and the Netscape extensions to HTML. Many of our users have asked us, why dont you provide us an easy way to distinguish between standard and non-standard tags?. Well, weve done it! HotDog will display tags in a number of different colors. Netscape, Microsoft, and HTML 3 tags will show up in different colors from HTML 1 and 2 tags. Naturally, this feature is fully customizable, so you can select your own colors and create your own tag groupings.

## Support for Microsoft Tags

Sausage Software continues its stance as the Switzerland of the Web! Were not going to get involved in the Netscape vs Microsoft vs HTML 2 battle - its up to you as a web author to decide how far you want to go in incorporating non-standard tags into your web pages. But for those of you who want to live on the edge and use [Microsofts new tags](#), weve built them in. Just check out the [Tags List](#).

Unlike some of our current and future competitors, we have no vested interest in seeing our tags prevail over theirs - were committed to supporting **all** major technological developments on the Web, so youre not locked in to any one vendors proprietary standards.

## Background Reality Checker

Surf the Web a little, and it wont be long before you find a page with a great background that just doesnt work! The background looks nice, but it clashes with the text colors, making the text unreadable. In HotDog Pro v2, weve extended our highly acclaimed text color picker to let you pick backgrounds as well. You can make sure you choose text colors that look great on whatever background you choose, and make sure that your backgrounds are effective as well as attractive.

HotDog also offers you an advanced Tiling Tool, to give you a preview of what your background will look like when its tiled across a web page.

You can access the Reality Checker and the Tiling Tool from the [Format Document](#) screen.

## HTML Converter

Got a whole stack of ASCII text files you want to turn into web pages? Our HTML Converter will save you time and stress. You give HotDog some basic instructions about what decisions it should make to turn your files into web documents, then sit back and let it do the hard work for you. This function is available from the [Tools Menu](#).

### Syntax Checker

Not sure if your HTML code is up to scratch? Our syntax checker is a handy way to catch common problems or errors, before your pages get out on the Net. Just choose **Check HTML Syntax** from the [Tools Menu](#).

### Web Projects

One of our most frequently requested features, this lets you combine multiple files into a Project so you can open and save them all with a single mouse click. You'll be amazed by how much time this can save! To create a Web Project, just open the files you want to include then choose **Save As Project** from the [File Menu](#).

### Highlight Retention

In the past, it has been difficult to apply several tags to selected text with HotDog. You select something, hit (say) the Bold button, and the Bold tag gets applied, but your highlight disappears, and you have to reselect the text to apply the next tag. Just a little niggle, but one that has frustrated a lot of people. The good news is we have solved this problem - to apply multiple tags to highlighted text, hold down control when you first select the text with the mouse. The highlight will stay in place after you have applied each tag.



## ROVER - Real-time Output ViewER (Pro version)

ROVER is the biggest change in HotDog Pro v2. As you type, ROVER will show you a sample of what your document might actually look like on the Web. This solution gives you the ease of use and visual feedback of WYSIWYG editors, but also gives you the flexibility and control over the HTML source that HotDog is famous for. ROVER wont display every non-standard tag you may want to use, but it certainly wont stop you from using whatever tags you want to. Of course, you can still preview your documents using other browsers - in fact, we strongly recommend it!

To start ROVER, choose **Real-time Output Viewer** from the [Tools Menu](#).

**See also**

[Tools Menu](#)

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### See also

[Editing Options](#)

[Customizing Tag Information](#)

# Microsoft Extensions to HTML

Microsoft were slow to get on the Web, but they are taking strong steps to catch up with the companies that beat them to it, especially Netscape. Microsoft have their own web browser called Internet Explorer (available from <http://www.microsoft.com>), which supports a number of new tags Microsoft have created. Be careful with using their tags - like [Netscape's](#) proprietary tags, these are unlikely to work on all browsers.

We've listed for you all the additions and extensions to the HTML 2 specification that Microsoft have built into Internet Explorer.

[Extensions](#)  
[Additions](#)

**See also**

[Netscape Extensions to HTML](#)

## Background Reality Checker (Pro version)

Surf the Web a little, and it wont be long before you find a page with a great background that just doesnt work! The background looks nice, but it clashes with the text colors, making the text unreadable. In HotDog Pro v2, weve extended our highly acclaimed text color picker to let you pick backgrounds as well. You can make sure you choose text colors that look great on whatever background you choose, and make sure that your backgrounds are effective as well as attractive.

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One of our most frequently requested features, this lets you combine multiple files into a Project so you can open and save them all with a single mouse click. You'll be amazed by how much time this can save! To create a Web Project, just open the files you want to include then choose **Save As Project** from the [File Menu](#).

### See Also

[Open Project](#)

[Save Project](#)

[Report On Project](#)

# Save All

**Menu:** [File Menu](#)

Saves all open documents. If any of these files have not been saved before, this option will have the same effect as choosing [Save As](#) from the **File** menu.

**See also**

[File Menu](#)  
[Save Project](#)



# Open Project (Pro version)

**Menu:** [File Menu](#)

This lets you open a Web Project that youve previously created.

Web Projects are a convenient way to deal with multiple files at the same time. For example, you can create a project containing five related HTML documents. Every time you open the project, all five documents will be loaded into HotDog for editing. Using a project means that you only need to open one file (the .PRJ project file) instead of the five individual documents.

To create a project, open all the documents you want contained in the project, then choose [Save Project](#) from the **File Menu**. To remove a file from a project, open the project, close the file you want removed, then save the project.

## See also

[File Menu](#)

[Save Project](#)

[Report On Project](#)

# Save Project (Pro version)

**Menu:** [File Menu](#)

This lets you save an existing Web Project that youve previously created.

Web Projects are a convenient way to deal with multiple files at the same time. For example, you can create a project containing five related HTML documents. Every time you open the project, all five documents will be loaded into HotDog for editing. Using a project means that you only need to open one file (the .PRJ project file) instead of the five individual documents.

To create a project, open all the documents you want contained in the project, then choose [Save Project](#) from the **File Menu**. To remove a file from a project, open the project, close the file you want removed, then save the project.

## See also

[File Menu](#)

[Open Project](#)

[Report On Project](#)

# Report On Project (Pro version)

**Menu:** [File Menu](#)

If you are using a Web Project, this function will create a summary report of all the images and links contained in the projects files. One potential use of this information is to make sure you upload all the necessary files to your web server.

The report will be stored in a text file, and when the report has been written, HotDog will ask you if you want to view it.

Web Projects are a convenient way to deal with multiple files at the same time. For example, you can create a project containing five related HTML documents. Every time you open the project, all five documents will be loaded into HotDog for editing. Using a project means that you only need to open one file (the .PRJ project file) instead of the five individual documents.

To create a project, open all the documents you want contained in the project, then choose [Save Project](#) from the **File Menu**. To remove a file from a project, open the project, close the file you want removed, then save the project.

## See also

[File Menu](#)

[Open Project](#)

[Save Project](#)

# Select All

**Menu:** [Edit Menu](#)

This will highlight all of the text in the current document. To remove the highlighting, just click on a blank area of the document.

**See also**

[Edit Menu](#)

# Microsoft Extensions to Existing Elements

## [Quick Reference](#)

The following HTML 2.0 (or proposed 3.0) elements have all received extra attributes which are supported by Microsofts Internet Explorer.

**NOTE :** The new attributes that are supported by Microsoft browsers may **only** be supported by Microsoft browsers. Take care with document styling. If the user is not using Internet Explorer , their view of the document may not be what you intended.

[BODY](#)

[TABLE](#)

[IMG](#)

# Microsoft Additions to Existing Elements

## [Quick Reference](#)

The following elements are all new . They are not part of the *Official* HTML specification for level 2.0, but are supported by Microsofts Internet Explorer.

**NOTE :** The new attributes that are supported by Microsoft browsers may **only** be supported by Microsoft browsers. Take care with document styling. If the user is not using Internet Explorer , their view of the document may not be what you intended.

[BGSOUND](#)  
[MARQUEE](#)

# Microsoft Extensions to BODY

## [Quick Reference](#)

Microsoft have added one extension to the **<BODY>** tag, **BGPROPERTIES=FIXED**. This lets you create pages with watermarks - background patterns that do not scroll.

For example,

```
<BODY BACKGROUND=pattern.gif BGPROPERTIES=FIXED>
```

# Microsoft Extensions to TABLE

## [Quick Reference](#)

Microsoft have added one extension to the set of Table tags, or more specifically to the **<TD>** tag, **BGCOLOR=#nnnnnn**. This lets you give each cell a different background color.

For example,

```
<TABLE ALIGN=RIGHT BORDER=1 WIDTH=20%>
<TR><TD BGCOLOR=#FFDDDD>Hello</TD></TR>
<TR><TD BGCOLOR=#CCFFFF>There</TD></TR>
</TABLE>
```

Instead of using the hexadecimal RGB triplet (e.g. #FFFFFF), you can use a [Color Name](#).



# Microsoft Extensions to IMG

## [Quick Reference](#)

Internet Explorer lets you embed .AVI format video clips in your web pages. A number of new attributes have been added to the **<IMG>** tag to facilitate this:

### DYNSRC=url

Specifies the Internet address of a Dynamic Source (video clip or VRML world) to display.

### START

Instructs the browser when to start showing the video clip. **START** can be one or both of:

**FILEOPEN** - to start the clip as soon as the file has finished opening

**MOUSEOVER** - to start playing the clip when the user moves the cursor over it

### CONTROLS

This will display a set of standard transport controls (e.g. play, pause, fast forward) under the video clip.

### LOOP=n

### LOOP=INFINITE

Specifies how many times a video clip will be shown. If **LOOP=INFINITE** or **LOOP=-1**, the clip will keep playing indefinitely.

### LOOPDELAY=n

Specifies a delay in milliseconds (1000 milliseconds=1 second) for the browser to wait before restarting a clip if a **LOOP** is specified.

For example:

```
<IMG DYNsrc=movie.avi SRC=movie.gif WIDTH=46 HEIGHT=46  
START=FILEOPEN,MOUSEOVER LOOP=INFINITE LOOPDELAY=3000 CONTROLS  
ALIGN=right>
```

This will play a file called movie.avi in a window on the right of the screen. The movie will start playing as soon as the document has loaded, or when the user moves the mouse pointer over it. When the movie stops, the browser will wait 3 seconds, then start it again. Transport controls will be displayed under the picture.

The SRC=movie.gif is provided for readers who aren't using Internet Explorer - they will see a static image.

# Microsoft Addition: BGSOUND

## [Quick Reference](#)

This tag lets you play background sounds or soundtracks while the reader is looking at your page.

### **SRC=URL**

Specifies the Internet address of the sound file to play.

### **LOOP=n**

### **LOOP=INFINITE**

Specifies how many times a sound file will be played. If **LOOP=INFINITE** or **LOOP=-1**, the sound file will keep playing indefinitely.

For example:

```
<BGSOUND SRC=music.wav LOOP=5>
```

# Microsoft Addition: MARQUEE

## [Quick Reference](#)

The MARQUEE tag lets you create a scrolling text area. This is a useful space for advertizing or other information. There are a number of attributes that let you control the use of Marquees:

### ALIGN

Specifies the location of text around the marquee. Can be either TOP, MIDDLE, or BOTTOM.

### BEHAVIOR

Determines how the text will move within the marquee.

- SCROLL - the text will move in from one side, and disappear off the other
- SLIDE - the text will move in from one side, then stop when it touches the other
- ALTERNATE - the text will bounce back and forth within the marquee

### BGCOLOR

Specifies the background color for the marquee. Instead of using the hexadecimal RGB triplet (e.g. #FFFFFF), you can use a [Color Name](#).

### DIRECTION

The direction that the text should scroll towards. It can be either LEFT or RIGHT

### HEIGHT

The height of the Marquee, or as a percentage of screen height

### HSPACE

The distance between the left and right margins of the marquee, and the surrounding text (in pixels)

### LOOP=n

### LOOP=INFINITE

Specifies how many times text will scroll across the marquee. If **LOOP=INFINITE** or **LOOP=-1**, the text will repeat indefinitely.

### SCROLLAMOUNT

Specifies the number of pixels between each successive draw of the marquee text.

### SCROLLDELAY

Specifies the number of milliseconds between each successive draw of the marquee text.

### VSPACE

The distance between the top and bottom margins of the marquee, and the surrounding text (in pixels)

# Microsoft Color Names

Microsofts new tags feature names for commonly used colors, so you dont have to use hexadecimal RGB triplets (e.g. FFDDDD). The support color names are:

Black  
Olive  
Teal  
Red  
Blue  
Maroon  
Navy  
Gray  
Lime  
Fuchsia  
White  
Green  
Purple  
Silver  
Yellow  
Aqua

# Color Options

## Background Color

Specifies the background color in the editing window.

## Foreground Color

Specifies the foreground color in the editing window.

## Default Tag Color (Pro version)

Specifies the color that standard HTML tags will appear in if the [colored tags](#) option is set.

## Tag Type (Pro version)

### Tag Type Color (Pro version)

These let you assign colors to particular tag types. HotDog ships with some pre-defined tag types, for the [Netscape](#) and [Microsoft](#) extensions. You can also create your own tag groupings in the [Edit Tag Information](#) screen.

## See also

[General Options](#)

[Editing Options](#)

[Publishing Options](#)

[Display Options](#)

[File Locations](#)

[Saving/Starting Options](#)

[Color Options](#)

[Dictionary Options](#)

# Dictionary Options (Pro version)

These options apply to HotDogs [Spell Checker](#).

## Customary Dictionary (Pro version)

The custom dictionary stores any words you choose to add to the spell checker. HotDog can use existing custom spell-check dictionaries created by Word or other Microsoft products.

## Standard Dictionary (Pro version)

This is the location of the default dictionary for HotDogs spell checker. HotDog ships with the American English dictionary, but UK English, German, and French dictionaries are available from our [web site](#).

## See also

[General Options](#)

[Editing Options](#)

[Publishing Options](#)

[Display Options](#)

[File Locations](#)

[Saving/Starting Options](#)

[Color Options](#)

[Dictionary Options](#)

## Auto-Upload

HotDog's Auto-Upload feature makes it easy for you to upload your documents to your web site. If you don't have a web site, the easiest way to get one is to sign up for Anaserve. See the Appendix at the end of this manual for details on this.

To use the Auto-Upload feature, first make sure you are connected to the Internet. Once you have logged on, just click the Upload button on the Button Bar.

The first time you use Auto-Upload, you will be asked to provide some information about your web site. Fill in the screen with information provided from [Anawave](#) or your own ISP, then click OK. HotDog will connect to your web site and automatically upload the current document, as well as any images and local files it references.

The next time you want to use Auto-Upload, just click the Upload button and the process will begin immediately. If you ever want to change your login details, you can do this from the Options screen.

# Why Use A Hosting Service?

Naturally, you want everybody on the Internet to be able to look at the pages you've spent so much time and effort creating. This means that your web pages have to be on a computer running 24 hours a day, with a permanent, high-speed Internet connection. You could do this yourself, but you would need to pay for a fast computer, a good web server, a high-speed Net connection, and someone to constantly maintain and repair the system. The cost for this can easily exceed \$10,000.

Paying someone else to "host" your web pages is a much more cost-effective solution. You rent space on someone else's web server, generally for a monthly fee. When your pages are ready to go to the Internet, you log onto the server with your FTP program, and upload the files to your own personal directory. And that's it! Once the files have been uploaded to the hosting service's computer, anyone on the Web can look at your pages, at any time.

## **The AnaServe (tm) Service**

Sausage Software has teamed up with Anawave Software in California to help you get your information onto the web. We've put a lot of work into putting the highest possible quality standards in our software; rest assured that Anawave will put just as much work into providing you with the best quality web hosting service you can get, for an unbeatable price! Anawave's AnaServe (tm) web hosting service is [only \\$19.95 per month](#) (plus a \$29.95 activation fee), for up to [5Mb](#) of information! For more information about AnaServe, read the [sign-up contract](#).

## **See Also**

[AnaServe Web Hosting Contract](#)



# AnaServe Web Hosting Contract

AnaServe Web Hosting Agreement - Sausage

AnaServe's high speed computers and communication lines provide a fast and friendly link to worldwide users of the World Wide Web. AnaServe also saves you the expense of having a dedicated computer, phone line, 24 hour Internet access, and system administration. And best of all, AnaServe is fun and easy to use!

The following represents a partial list of AnaServe's features and benefits:

We provide each customer with 5 megabytes of disk storage which can be used for files, text, graphics, sound files, and even video! Additional disk space can be purchased at an affordable rate.

AnaServe has one of the highest basic traffic allowances available (500 megabytes per month), and our rates for high traffic sites are among the most affordable anywhere. Very few sites exceed the 500 megabyte allowance, and Anawave will not bill you without prior approval (See the attached AnaServe "Terms and Conditions" for more details).

We allow you to use custom CGI scripts (Perl 4.0 Only) with prior approval. Our technical support team has a library of basic scripts that you can include in your web site for a nominal charge. Call 714.250.7263, Ext. 240, for additional information.

We will also assign a unique alias to your account (i.e., "www.anawave.com/~yourname"). Or, at your option, we can upgrade your site with a unique domain name ("UDN"). Your domain name on the Internet will be ("www.yourname.com"). The UDN service fee is only \$29.95, and it gives you our basic service plan plus a unique domain name. Investing in a unique domain name for your web site increases your identity on the Web.

As part of your AnaServe subscription, you will receive free and automated traffic reports of people that have visited your site.

AnaServe now supports mail forwarding from your address at yourname@anawave.com to the e-mail address of your choice.

Best of all, Anawave provides free technical support (8:30 a.m. - 5:30 p.m., M-F, PST). Please call 714.250.7263, ext. 240, or 1.800.711.6030 for additional information.

AnaServe Service Rates:	Personal	Standard	Domain (UDN)
Setup Fee (One Time)	\$14.95	\$29.95	\$149.95*
Monthly Service Fee	\$9.95	\$19.95	\$29.95

Available Disk Space	5MB	5MB	5MB
Cost Per 1 Extra MB/Mo.	\$1.95	\$1.95	\$1.95
Traffic Allowance	500MB	500MB	500MB
Extra Traffic Allowance (500MB)	\$19.95/Mo.	\$19.95/Mo.	\$19.95/Mo.

\* Our \$149.95 Setup fee for UDN level service includes the first two years of registration with the InterNIC. There are no "hidden" charges! Personal pricing is for non-commercial use only. All rates are subject to change.

#### Contact Information

Name \_\_\_\_\_

Title \_\_\_\_\_

Company name \_\_\_\_\_

Street \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip code \_\_\_\_\_

Daytime phone \_\_\_\_\_

Fax \_\_\_\_\_

e-mail \_\_\_\_\_

Payment ( ) Visa ( ) Mastercard ( ) Other \_\_\_\_\_

Card number \_\_\_\_\_ Expiration Date \_\_\_\_\_

Name on card \_\_\_\_\_

Computer ( ) Macintosh ( ) IBM-PC ( ) Other \_\_\_\_\_

Service level ☐ Personal  
☐ Standard  
☐ Domain (UND)

If Domain service level, what would you like us to call your web site?  
 Give us your top 4 choices for a web site name. Rank in your order  
 of preference.

\_\_\_\_\_

#### Terms and Conditions (Sausage)

This agreement is between Anawave Software, Inc.,  
 ("Anawave") and the Customer (as noted above) to provide World

Wide Web ("Web") access and creative services to the Internet on Anawave's network of shared server(s).

We accept cash, check, MasterCard or Visa for payment.

All services will be billed within the first week of any given month. Bills for partial periods are prorated. Anawave reserves the right to change pricing within the thirty (30) days notice. We bill \$1.95 per megabyte of disk space used by the Customer. Unique domain names(i.e. www.yourname.com) have a \$149.95 activation fee and \$29.95 monthly service fee. If the Customer's data transfer rate exceeds 500 megabytes per month, Anawave reserves the right to bill Customer an additional \$19.95 per 500 megabytes transferred. Anawave will not, however, bill Customer without 15 days notice. Customer will then have the option of continued service with the transfer rate surcharge, or Customer can request that their service be canceled.

Unless otherwise noted and agreed upon, in writing by Anawave, Customer shall use this account to represent only one named organization or company. Customer may not include material for, or sublease space for any other individual, business, or organization.

Anawave will provide the hardware and system administration necessary to provide full World Wide Web access to the Internet community. Anawave will also provide a single & unique Universal Resource Locator (URL) address for use by Customer to promote Customer's page on literature and other Web servers. At Customer's request, Anawave will assign a single domain alias to our server(s) (i.e., www.yourname.com) provided that the name is legally registered to and under the control of the Customer. Customer understands that Domain Name Registration can take 4 weeks (or more). Anawave will, however, assign a temporary name to the Customer's pages (i.e., www.anawave.com/~yourname). Customer agrees to pay InterNIC renewal fees (currently \$50.00/year after first two years). This fee is subject to change by the InterNIC. Customer will have 24-hour access to their account on our server via File Transfer Protocol (FTP). Customer understands and agrees that Anawave will make every effort to keep our network of server(s) running continuously. However, our server(s) will, from time to time, be disconnected due to routine maintenance, upgrades, and other required events.

Anawave will make its best effort to keep all information on our servers backed-up. However, we recommend that the Customer maintains a separate back-up of any information posted to our server(s). Anawave is not responsible for lost materials or information. Customer understands that all technical support will be given by Anawave, at its option, in the form of on-line information in the form of FAQ, e-mail, or fax. Anawave will also make its best effort to maintain security on our network of server(s). However, the nature of the Web and the Internet is not secure by default; Customer assumes responsibility for the appropriate use of hypertext based security within the Customer's scripts and directories. Perl 4.0 CGI scripts are the only CGI scripts supported by Anawave. All CGI scripts require prior approval by Anawave.

By signing this agreement, Customer releases Anawave from any liability that may arise from any business interruption to the Customer's business resulting from using our services. Anawave is in no way responsible for the performance of any information posted to our network. In addition, Customer assumes full responsibility for all content posted to Anawave's server on Customer's behalf, including any trademark, copyright, patent or other intellectual property submitted to Anawave for either creative services and/or straight posting to our server(s). Anawave reserves the right to remove any material, which, in its sole opinion, may result in the violation of intellectual property rights of others or any

other applicable Federal, State, Common, International laws or regulations. In the event that this contract is canceled by Anawave, the Customer will have a pro-rated refund of any unused portion of the posting period. Domain registration fees are non-refundable.

Customer acknowledges that these terms and conditions are subject to change without notice. Customer continued use of AnaServe constitutes customer acceptance of these and any and all modified terms.

Terms read and understood

Authorized Signature and Date \_\_\_\_\_

