

HTMLtext_mcc

COLLABORATORS

	<i>TITLE :</i> HTMLtext_mcc		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	HTMLtext_mcc	1
1.1	HTMLtext_mcc.guide	1
1.2	HTMLtext.mcc/HTMLtext.mcc	1
1.3	HTMLtext.mcc/MUIA_HTMLtext_Block	2
1.4	HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook	2
1.5	HTMLtext.mcc/MUIA_HTMLtext_Contents	3
1.6	HTMLtext.mcc/MUIA_HTMLtext_DoubleClick	3
1.7	HTMLtext.mcc/MUIA_HTMLtext_ElementList	4
1.8	HTMLtext.mcc/MUIA_HTMLtext_LoadImages	5
1.9	HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook	5
1.10	HTMLtext.mcc/MUIA_HTMLtext_Path	6
1.11	HTMLtext.mcc/MUIA_HTMLtext_Title	7
1.12	HTMLtext.mcc/MUIA_HTMLtext_URL	7
1.13	HTMLtext.mcc/MUIM_HTMLtext_Jump	8
1.14	HTMLtext.mcc/MUIM_HTMLtext_Mark	8

Chapter 1

HTMLtext_mcc

1.1 HTMLtext_mcc.guide

TABLE OF CONTENTS

HTMLtext.mcc/HTMLtext.mcc
HTMLtext.mcc/MUIA_HTMLtext_Block
HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook
HTMLtext.mcc/MUIA_HTMLtext_Contents
HTMLtext.mcc/MUIA_HTMLtext_DoubleClick
HTMLtext.mcc/MUIA_HTMLtext_ElementList
HTMLtext.mcc/MUIA_HTMLtext_LoadImages
HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook
HTMLtext.mcc/MUIA_HTMLtext_Path
HTMLtext.mcc/MUIA_HTMLtext_Title
HTMLtext.mcc/MUIA_HTMLtext_URL
HTMLtext.mcc/MUIM_HTMLtext_Jump
HTMLtext.mcc/MUIM_HTMLtext_Mark

1.2 HTMLtext.mcc/HTMLtext.mcc

HTMLtext.mcc/HTMLtext.mcc

COPYRIGHT

HTMLtext.mcc
(C)opyright by Dirk Holtwick, 1997

This product is SHAREWARE and the source is available from the author only if you are a registred user.

The HTMLtext class may be used in every SHAREWARE project without paying any fee. For comercial applications you need a written permission of the author.

DESCRIPTION

The HTMLtext class for MUI dispalys a subset of HTML in a virtual

group. You may put it into a ScrollgroupObject to move easier through the text.

AUTHOR

Dirk Holtwick
Grenzdicker Str. 13
D-47665 Sonsbeck
dirco@uni-duisburg.de
<http://fsrinfo.uni-duisburg.de/~dirk/>

1.3 HTMLtext.mcc/MUIA_HTMLtext_Block

HTMLtext.mcc/MUIA_HTMLtext_Block

NAME

MUIA_HTMLtext_Block -- [..G], char *

FUNCTION

Get a pointer to the marked text. The text will be stripped of any HTML informations.

EXAMPLE

moreHTML.c

SEE ALSO

MUIA_HTMLtext_DoubleClick

1.4 HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook

HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook

NAME

MUIA_HTMLtext_CloseURLHook -- [IS.], struct Hook *

FUNCTION

This hook will be called, always when the local copy of an URL is not longer needed. You may delete this file if you want, otherwise it will never be deleted.

EXAMPLE

moreHTML.c

BUGS

This attribute doesn't work very well. It is better to avoid it, until it works stabile in a later version.

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_OpenURLHook

1.5 HTMLtext.mcc/MUIA_HTMLtext_Contents

HTMLtext.mcc/MUIA_HTMLtext_Contents

NAME

MUIA_HTMLtext_Contents -- (V1) [ISG], STRPTR

FUNCTION

HTML text to be displayed in the HTMLtext object.

This string may content HTML tags and the equivalent closing tags (e.g. ..

See also further documentations of the HTML language.

EXAMPLE

```
MUIA_HTMLtext_Contents,  
  "<html>"  
  "  <head>"  
  "    <title>Example</title>"  
  "  </head>"  
  "  <body>"  
  "    <p>A simple example for the HTML class</p>"  
  "  </body>"  
  "</html>"
```

BUG

If you set a text with background pattern in a not opened window the background may appear crippled. (Don't ask me why!)

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_Path, MUIA_HTMLtext_Title

1.6 HTMLtext.mcc/MUIA_HTMLtext_DoubleClick

HTMLtext.mcc/MUIA_HTMLtext_DoubleClick

NAME

MUIA_HTMLtext_DoubleClick -- [..G], BOOL

FUNCTION

This attribute is set to TRUE whenever the user double clicks on an object in the text.

SEE ALSO

MUIA_HTMLtext_Block

1.7 HTMLtext.mcc/MUIA_HTMLtext_ElementList

HTMLtext.mcc/MUIA_HTMLtext_ElementList

NAME

MUIA_HTMLtext_ElementList -- [..G], struct MUIS_HTMLtext_Element *

FUNCTION

Gets a pointer to the first element of the list created by HTMLtext.mcc to handle the text objects.

The structure MUIS_HTMLtext_Element looks like this:

```
struct MUIS_HTMLtext_Element
{
    struct    MUIS_HTMLtext_Element *next;
    UWORD    type;
    UWORD    x,y,dx,dy;
    Object    *obj;
    char      *text;
};
```

You can walk through the list by following 'next' until it is NULL. 'x','y' contain the eventually coords of the related MUI object relatively to the upper left corner of the HTML object. 'dx' and 'dy' contain the width and height of the object. 'type' can contain the various values of them only the followings are public:

MUIV_HTMLtext_Element_Text:

You may find a pointer to the text in 'text' and in 'obj' a pointer to a MUI object of an internal custom class of HTMLtext.mcc.

MUIV_HTMLtext_Element_Image:

'obj' contains a pointer to the MUI object of an internal custom class of HTMLtext.mcc.

MUIV_HTMLtext_Element_HorizRule:
 'obj' contains a pointer to the MUI object of 'Rectangle Class'.

You may also use some macros defined in the include files. (See example)

EXAMPLE

```
// Print active text of 'obj' (an HTMLtext object)

struct MUIS_HTMLtext_Element *el;

set(app, MUIA_Application_Sleep, TRUE);      // Better, to avoid confusion
get(obj, MUIA_HTMLtext_ElementList, &el);
while(el)
{
    printf("%s", MACRO_HTMLtext_GetText(el));
    el = el->next;
}
set(app, MUIA_Application_Sleep, FALSE);
```

1.8 HTMLtext.mcc/MUIA_HTMLtext_LoadImages

HTMLtext.mcc/MUIA_HTMLtext_LoadImages

NAME

MUIA_HTMLtext_LoadImages -- [IS.], BOOL

FUNCTION

Override the users configuration regarding the loading of images in the HTML document. This may be usefull, if you use the HTMLtext.mcc to display informations in which the image is a very important part. In all other cases it might be better to let the user choose.

EXAMPLE

moreHTML.c

1.9 HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook

HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook

NAME

MUIA_HTMLtext_OpenURLHook -- [IS.], struct Hook *

FUNCTION

This hook will be called, always when an URL has to be loaded whose protocol is not supported. These URL's may come from hyperlinks, images or else.

The hook function will receive a pointer to a structure described bellow in the register a1. In a0 is a pointer to the calling hook and in a2 a pointer to the calling object.

```
struct
{
    char *URL;
    char TmpFilename[1024];
};
```

The member 'URL' contains the full name of the URL. 'TmpFilename' is an array of char whereto the calleing hook copies the name of a local file that contains the data coming from the URL. The default name already standing in 'TmpFilename' will be a file in "T:". (Created by SAS/C tmpnam() function).

However, you may change the name as you like.

Returning TRUE from the Hook will mean, that the loading was successfull and that a local copy will be found in 'Filename'. FALSE means that something worked wrong and HTMLtext.mcc will output the ordinary error message.

FUTURE:

For the future I plan to do file notification, that means that you may launch a process to load data from the URL in a file. Then you leave the function called by the Hook but returning TRUE and the name of the file. Once the file is loaded completely, HTMLtext.mcc will refresh the display. Due to some technical problems it will take some time, before everything works fine :(

A MUIA_HTMLtext_CloseURLHook is also planed, so that you may stop the launched process or delete the temporary file. This Hook will always be called, when the URL to be displayed will change.

EXAMPLE

moreHTML.c

BUGS

This attribute doesn't work very well. It is better to avoid it, until it works stabile in a later version.

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_CloseURLHook

1.10 HTMLtext.mcc/MUIA_HTMLtext_Path

HTMLtext.mcc/MUIA_HTMLtext_Path

NAME

MUIA_HTMLtext_Path -- (V1) [ISG], STRPTR

FUNCTION

Sets the path to the used document. This value will be used, if there are images to load or links to follow and they not have a full path. If you use `MUIA_HTMLtext_LoadContents`, the path will be automatically set.

SEE ALSO

`MUIA_HTMLtext_URL`

1.11 HTMLtext.mcc/MUIA_HTMLtext_Title

`HTMLtext.mcc/MUIA_HTMLtext_Title`

NAME

`MUIA_HTMLtext_Title -- (V1) [..G], STRPTR`

FUNCTION

Gets the title of the document currently active. The title has to be specified in the text between `<title>` and `</title>` tags.

SEE ALSO

`MUIA_HTMLtext_Contents`

1.12 HTMLtext.mcc/MUIA_HTMLtext_URL

`HTMLtext.mcc/MUIA_HTMLtext_URL`

NAME

`MUIA_HTMLtext_URL -- [ISG], STRPTR`

FUNCTION

Name of an URL to be loaded. If the URL is of an not supported protocol, the `MUIA_HTMLtext_OpenURLHook` will be called.

The only supported protocol, yet, is `"file:/"`. Names without any protocol specification will be handled as normal local filenames.

SEE ALSO

`MUIA_HTMLtext_OpenURLHook`, `MUIA_HTMLtext_Path`, `MUIA_HTMLtext_Title`

1.13 HTMLtext.mcc/MUIM_HTMLtext_Jump

HTMLtext.mcc/MUIM_HTMLtext_Jump

NAME

MUIM_HTMLtext_Jump

SYNOPSIS

```
DoMethod(obj,MUIM_HTMLtext_Jump, struct MUIS_HTMLtext_Element *el);
```

FUNCTION

Jump to position of an element to make it visible to the user.

INPUTS

el - The element to be jumped to

RESULT

If for some reasons it was impossible to jump, FALSE is returned.

BUGS

Function may crash if element passed are not in element list.

SEE ALSO

MUIA_HTMLtext_ElementList, MUIA_Virtgroup_Top

1.14 HTMLtext.mcc/MUIM_HTMLtext_Mark

HTMLtext.mcc/MUIM_HTMLtext_Mark

NAME

MUIM_HTMLtext_Mark

SYNOPSIS

```
DoMethod(obj,MUIM_HTMLtext_Mark,
    struct MUIS_HTMLtext_Element *first,
    struct MUIS_HTMLtext_Element *last);
```

FUNCTION

Mark a part of the HTML text. Use list from MUIA_HTMLtext_ElementList

INPUTS

first - The first element to be marked
last - The last element to be marked

RESULT

The result value is currently undefined.

BUGS

Function may crash if element passed are not in element list.

SEE ALSO

MUIA_HTMLtext_ElementList