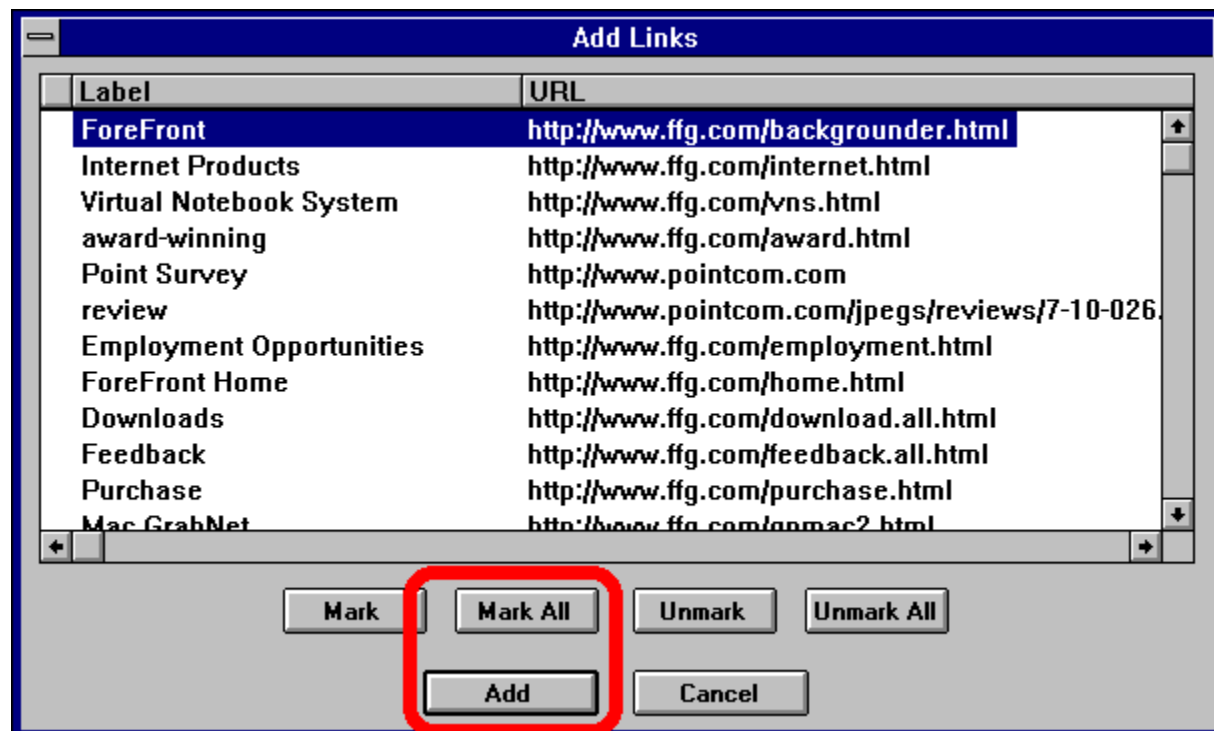


{ewc FH_BMP.DLL,FH_BMP,about.bmp}



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Adding Links from Whacked Pages

After whacking a page, you can select one or more links from that page to be whacked as well. The following paragraphs show you how to add those associated links to the **WebWhacker** Group list so they can be whacked as well.



1. To add more links from the whacked page, click once on the page to select it. Then click on the Add Links icon. You can also select Add Links... from the **Group** menu.

2. You will see the Add Links dialog, which displays a list of all links that are on this page. If the text is black, the link can be added to the Group list. If the text is gray, the link cannot be added to the Group list.

If there is no symbol to the left of the link, that link has not been added to the Group list. If the symbol to the left of the link is a page, that link has been whacked. If the symbol is a globe, that link is in the Group list but has not been whacked.

3. Select and mark the links you want to add to the Group list by selecting links and using buttons, or by double-clicking on the link. You can mark or unmark some or all of the links. A marked link displays a globe icon in the left column. For more information on selecting multiple links, refer to Selecting Multiple Objects. Click **Add** when you are finished marking links to be added to the Group list.

4. You now see the URL in the Group list. The globe icon in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The knife in the second column indicates that this URL is set "To be Whacked".

If you want to change the whacking flag for one or more URLs, go to Step 3: Enable or Disable Whack.

If all of the URLs are set correctly and you want to start whacking, refer to Step 4: Whack.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Adding URLs from GrabNet

You can add a URL to **WebWhacker** by dragging or copying an object from **GrabNet**. To do so, simply drag any **GrabNet** object that includes a URL and drop into an open **WebWhacker** Group window.

You can also copy any **GrabNet** object that includes a URL and paste it into an open **WebWhacker** group window. For more information on dragging or copying objects from **GrabNet**, refer to **GrabNet** Help.

You now see the URL in the Group list. The globe icon in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The knife in the second column indicates that this URL is set "To be Whacked".

If you want to change the whacking flag for one or more URLs, go to Step 3: Enable or Disable Whack.

If all of the URLs are set correctly and you want to start whacking, refer to Step 4: Whack.

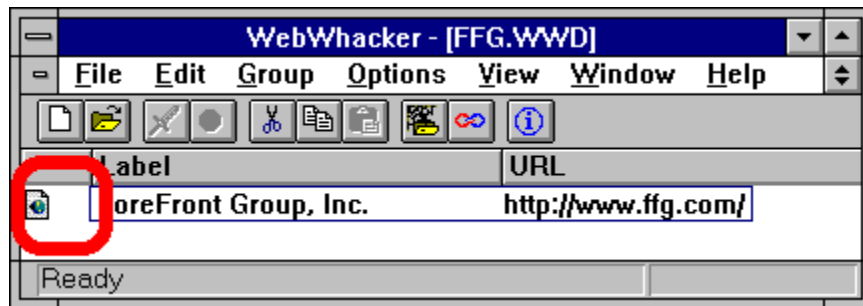
{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Adding a New URL

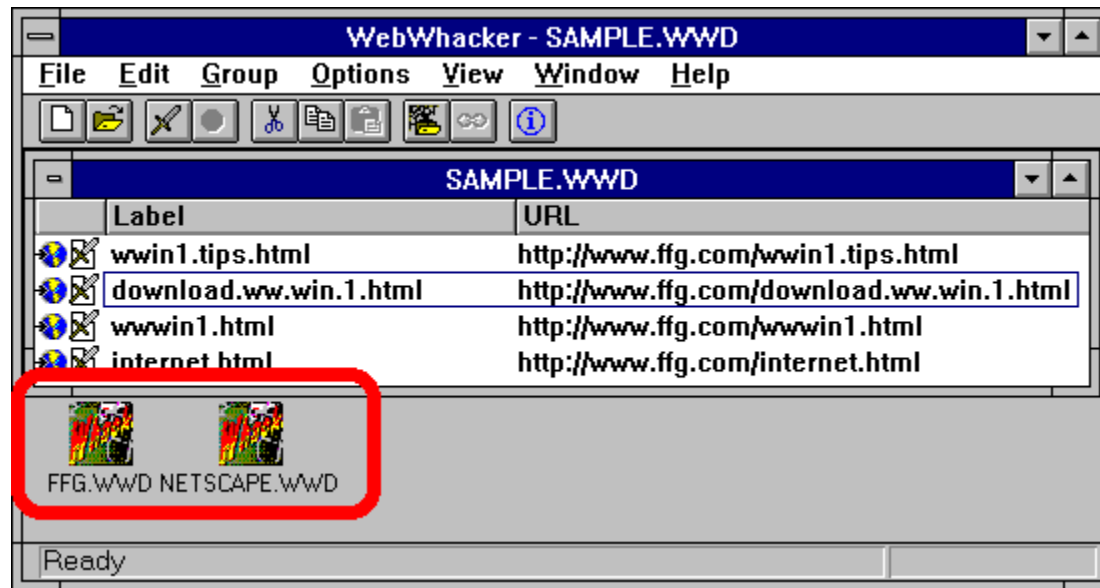
You can manually add a new URL to the **WebWhacker** Group list that was created or opened in [Step 1](#).

1. To add a new URL, select **New URL...** from the **Group** menu.
2. In the New URL dialog, type or paste the URL you want to add and press **Enter**.
3. You now see the URL in the Group list. The globe icon in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The knife in the second column indicates that this URL is set "To be Whacked".

If you want to change the whacking flag for one or more URLs, go to [Step 3: Enable or Disable Whack](#).

If all of the URLs are set correctly and you want to start whacking, refer to [Step 4: Whack](#).



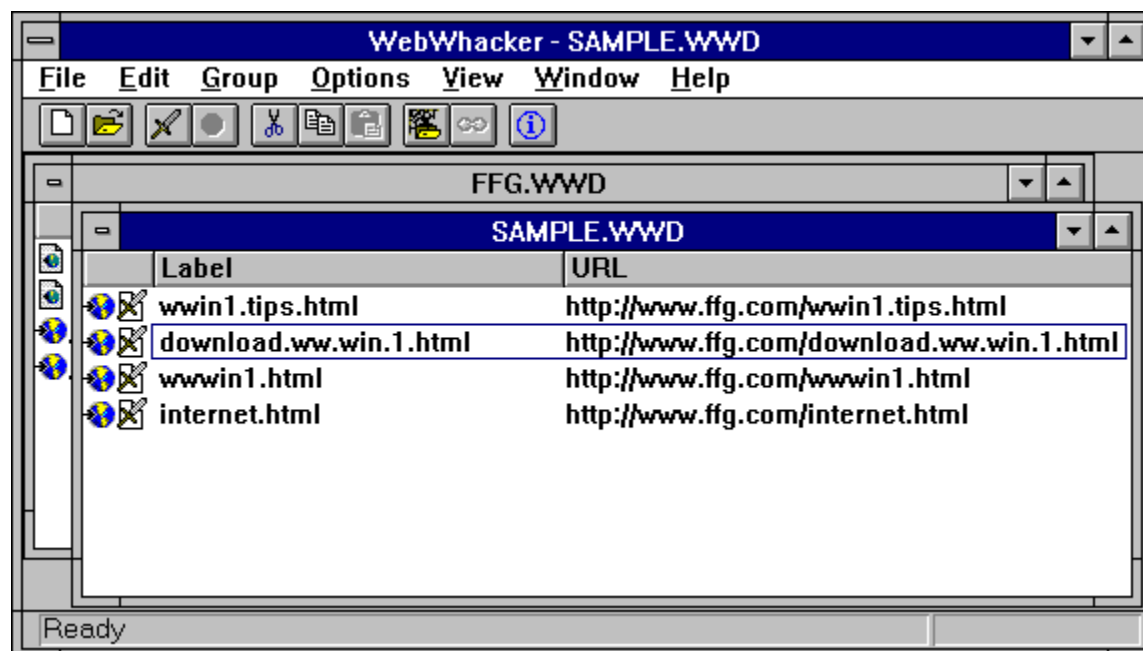


{ewl
FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}

WebWhacker

Table of Contents

- ▶ **Welcome!**
- ▶ **Quick Tutorial**
- ▶ **Background Information**
 - ◆ System Requirements
 - ◆ Current Limitations
 - ◆ Evaluation Constraints
 - ◆ Disclaimer of Warranty
 - ◆ Configuring WebWhacker
 - ◆ Upgrading WebWhacker
 - ◆ Uninstalling WebWhacker
- ▶ **WebWhacker Icons**
- ▶ **Whacking**
- ▶ **Working with Objects**
- ▶ **Working with Groups**
- ▶ **Menu Commands**



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Closing a Group

You can close a **WebWhacker** Group window without deleting its contents. Multiple Groups can be opened at the same time.

To close a Group window, select **Close Group** from the **File** menu, or press **Ctrl+W**. You can also click on the CloseBox in the upper-left corner of the window.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp} Configuring WebWhacker

WebWhacker uses your Web browser to view Web pages and other objects that have been whacked. The following procedure shows you how to configure **WebWhacker** with the location and name of your Web browser. For more information on this and other **WebWhacker** preferences, refer to [Preferences](#).

For information on which Web browsers can be used with **WebWhacker**, refer to [System Requirements](#).

1. Select **Preferences...** from the **Options** menu. You will then see the [Preferences dialog](#).
2. Click on the **Browse** button. You will see the standard [Open dialog](#).
3. Navigate to and select the desired Web browser application. When the correct Web browser is highlighted, select **OK**. You will then see the path and filename in the **Web Browser:** field.
4. Also on the [Preferences dialog](#), enter your e-mail address in the **E-mail:** field. Many Web sites require the e-mail address of the user requesting a page from their server. If you do not have an e-mail address, enter your name in this field.
5. The **HTTP Proxy:** and **Port:** fields are used when **WebWhacker** must go through a proxy server (firewall) to access the Web. If your Web browser is configured for a proxy server, then **WebWhacker** will have to be configured as well.

If you use a proxy server, enter the name or IP address of the proxy server in the Proxy field, then enter the Port number in the Port field. To get the Proxy server name, IP address and Port number, ask your System Administrator.

You have now configured **WebWhacker**. Select **OK** to save your changes.

{ewl
FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}

WebWhacker

Table of Contents

- ▶ Welcome!
- ▶ Quick Tutorial
- ▶ Background Information
- ▶ WebWhacker Icons
- ▶ Whacking
- ▶ Working with Objects
- ▶ Working with Groups
- ▶ Menu Commands

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Copying an Object

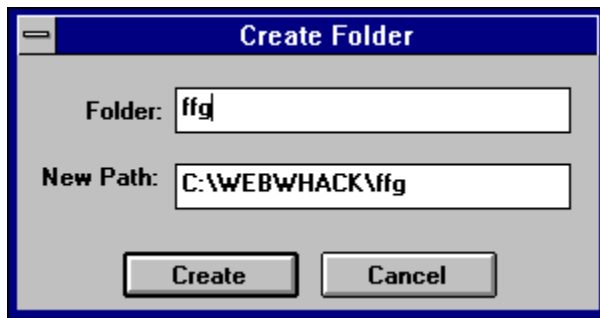
Any **WebWhacker** object can be copied to the Windows Clipboard. Only one object at a time can be copied. If a whacked object is copied, only the URL is copied. An object that is copied can be pasted into a different Group list or another application using the Paste command.

A **WebWhacker** object can also be copied by dragging it from one Group list to another. When it is dropped into another Group, it is set as Remote and To Be Whacked one level. For more information, refer to [Dragging Objects to Another Group](#).



To copy a **WebWhacker** object, select the desired object and click on the [Copy icon](#). You can also select **Copy** from the **Edit** menu, or press **Ctrl+C**.

You can now paste the object. For information on how to paste an object into a Group list, refer to [Pasting an object](#).



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Creating a New Group

On your local drive, a Group contains all pages, images and other objects that have been whacked.

To keep these files organized, you should keep each Group in a separate subdirectory. The name of the Group can (and should) be the same name as the subdirectory.



1. To create a new Group, select the **New Group icon**. You can also select **New Group...** from the **File** menu, or press **Ctrl+N**.
2. You will see the **New WebWhacker Group dialog**. Make sure the location for the new subdirectory and Group is where you want. If not, navigate to the desired location.
3. To create a new subdirectory (folder) for this Group, click on the **New Folder** button.
4. You will see the **Create Folder dialog**. Type the folder name and press **Enter**. The name of the folder (subdirectory) must conform to DOS naming conventions.
5. Back on the **New WebWhacker Group dialog**, double-click on the new directory to make that the **default directory**.
6. Then enter the Group name in the **File Name:** field and press **Enter**. The Group name also must conform to DOS naming conventions.

You have now created a new subdirectory (folder) and Group.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Current Limitations

- Image maps, or images that contain "hot spots" to link to several other pages, are not supported. The image itself will be downloaded and viewable, but the links it contained on the Web will not be active. These links are dynamically passed from a program on the server.
- Some servers return an HTML document and an OK status when an invalid URL is presented to the server. For instance, if a document references an image that does not exist, the server sends an HTML document with information instead of the image.
WebWhacker cannot tell the difference and assumes that the image was downloaded properly. This could cause problems when displaying the document that references the image.
- HTTP is the only protocol that is supported (no FTP, Gopher, NNTP, News, Mail, etc.)
- The HTTP protocol POST method is not supported.
- Authentication is not supported. **WebWhacker** cannot whack sites that require a username and password.
- Some Web browsers navigate to their defined Home Page upon startup. Therefore, if a **WebWhacker** URL is used to launch the Web browser (*i.e.*, it was not already running), the browser may not navigate to the selected URL, but to its defined Home Page. All subsequent navigations from **WebWhacker** will send the browser to the correct URL.
- After whacking multiple times, the Web browser may not update the Table of Contents screen that is generated after a whack. Select **Reload** to refresh the browser screen and see the updated Table of Contents screen.
- Normal limitations of the World Wide Web apply to whacking pages. **WebWhacker**, like your Web browser, will occasionally be unable to obtain a page from its site.
This can be due to the server being down, the server being too busy, the URL is no longer valid, etc. **WebWhacker** reports specific errors to help you take the appropriate action.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Cutting an Object

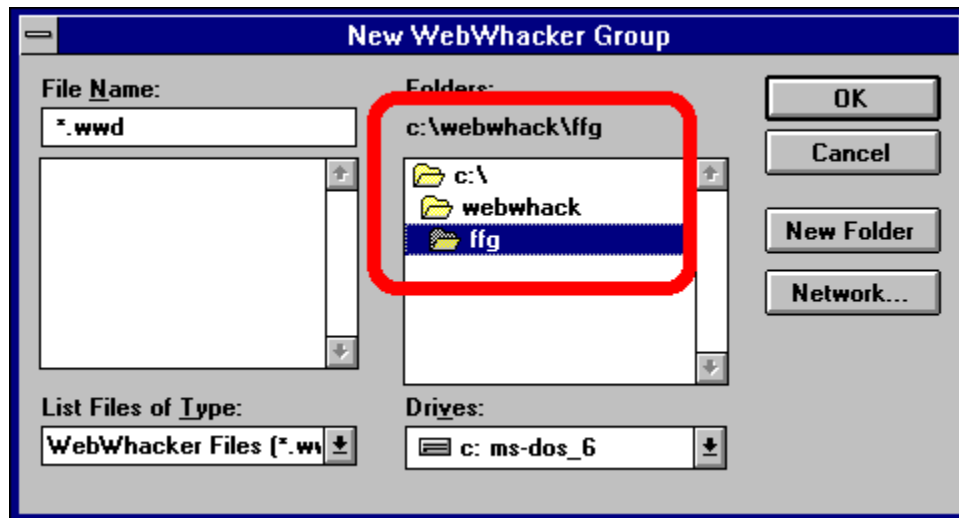
When you delete a **WebWhacker** object using the Cut command as described in the following procedure, you can then paste the object to another Group list or another application. Only one object at a time can be deleted with the Cut command. To remove more than one object at a time, refer to [Deleting Multiple Objects](#).

When you cut a page object, all images and other objects associated with that page will also be deleted. After deletion, all remaining pages in the Group list will be relinked to point back to remote Web locations as necessary. If an object is referenced on two or more whacked pages, that object will not be deleted until all referring pages are deleted as well.



To cut a **WebWhacker** object, select the object and click on the [Cut icon](#). You can also select **Cut** from the **Edit** menu, or press **Ctrl+X**.

You can now use the [Paste](#) command to paste the object into the same or a different Group list.



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Deleting Multiple Objects

One or more **WebWhacker** objects can be permanently removed using the Delete command. The Delete command does not place the objects on the Windows Clipboard, so they cannot be pasted using the Paste command. All objects associated with cleared pages will also be deleted.

1. Select the object or objects to be removed. For more information, refer to [Selecting Multiple Objects](#).
2. Select **Delete** from the **Edit** menu. You can also press **Ctrl+D** or the **Delete** key.

The objects are removed from the Group list, and the Clipboard is not modified.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Deleting a Group

To delete a Group, use the Windows File Manager to delete the directory that contains the Group.

To delete some or all objects within a Group, refer to [Deleting Multiple Objects](#).

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Disclaimer of Warranty

In using this software, you understand and agree that this software is provided as is without warranty of any kind. The entire risk as to the results and performance of using this software lies entirely with you, the user. ForeFront Group does not make any warranties, either expressed or implied, including but not limited to implied warranties of merchantability and fitness for a particular purpose, with respect to this software.

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{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Dragging Objects to Another Group

You can move or copy **WebWhacker** objects and paste them into another Group list by dragging them from one Group list and dropping them on another. For more information on dragging and dropping, refer to [Using Drag & Drop](#).

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Dragging a Page Link URL

You can drag a page link URL (underlined text) from a Web browser page and drop it on the **WebWhacker** Group list that was created or opened in Step 1.

When the URL is dropped into the **WebWhacker** Group list, the file name for the page is entered as the Label. When that page is whacked, the Label will be updated with the name of the page.

Before a page can be grabbed from the Web browser, **WebWhacker** must know the location and name of your Web browser. To configure **WebWhacker** for your Web browser, refer to Configuring WebWhacker.

Since you will be dragging from the browser to **WebWhacker**, make sure both applications can be seen on the screen at the same time.

1. In the Web browser, simply drag the page link URL to the **WebWhacker** Group list.
2. You now see the URL in the Group list. The globe icon in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The knife in the second column indicates that this URL is set "To be Whacked".

If you want to change the whacking flag for one or more URLs, go to Step 3: Enable or Disable Whack.

If all of the URLs are set correctly and you want to start whacking, refer to Step 4: Whack.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Edit Menu

Edit / Cut



The **Cut** option on the **Edit** menu allows you remove a single **WebWhacker** object from the Group list. You can also cut the selected object by selecting the Cut icon, or by pressing **Ctrl+X**. For more information on how to cut a object, refer to Cutting an Object.

When you use the Cut command to delete a **WebWhacker** object, that object can be pasted into the same or different Group list using the Paste command. For more information, refer to Pasting an Object.

It can also be used to remove text from an object's Properties. For more information on modifying an object's properties, refer to Editing Object Properties.

Multiple objects cannot be removed with the Cut command. To remove multiple objects, use the Delete command. For more information, refer to Deleting Multiple Objects.

Edit / Copy



The **Copy** option on the **Edit** menu allows you copy a single **WebWhacker** object. Multiple objects cannot be copied. You can also copy the selected object by selecting the Copy icon, or by pressing **Ctrl+C**. For more information on how to copy a object, refer to Copying an Object.

This option can also be used to copy text from an object's properties. For more information on modifying an object's properties, refer to Editing Object Properties.

When you use the Copy command to copy an object, that object can be pasted into the same or different Group list using the Paste command. For more information, refer to Pasting an Object.

Edit / Paste



The **Paste** option on the **Edit** menu allows you paste a URL into the current **WebWhacker** Group list. Multiple objects cannot be pasted. You can also paste the object or text by selecting the Paste icon, or by pressing **Ctrl+V**. For more information on how to paste a object, refer to Pasting an Object.

This option can also be used to paste text into an object's properties. For more information on modifying an object's properties, refer to Editing Object Properties.

You can paste an object that was cut or copied with the Cut or Copy commands. For more information, refer to Cutting an Object and Copying an Object.

Edit / Delete

The **Delete** option on the **Edit** menu allows you to permanently remove multiple **WebWhacker** objects. You can also delete the selected objects or text by pressing **Ctrl+D**, or by pressing the **Delete** key. The Delete command does not place the deleted items or text in the Clipboard, so they can not be pasted with the Paste command. For more information on deleting multiple objects, refer to Deleting Multiple Objects.

This option can also be used to remove text from an object's properties. For more information on modifying an object's properties, refer to Editing Object Properties.

Edit / Select All

The **Select All** option on the **Edit** menu allows you select all of the **WebWhacker** objects in the current Group list. For more information, refer to [Selecting Multiple Objects](#).

This command is useful when selecting objects to enable or disable the whacking flag. For more information, refer to [Step 3: Enable or Disable Whack](#).

This command is also useful when selecting multiple objects to be deleted. For more information, refer to [Deleting Multiple Objects](#).

Edit / Enable Whack

The **Enable Whack** option on the **Edit** menu allows you to specify that the selected **WebWhacker** objects will be downloaded on the next whack. You can also enable the whacking of the selected objects by pressing **Ctrl+A**. For more information on enabling the whacking of selected objects, refer to [Step 3: Enable or Disable Whack](#).

Edit / Disable Whack

The **Disable Whack** option on the **Edit** menu allows you to specify that the selected **WebWhacker** objects will not be downloaded on the next whack. You can also disable the whacking of the selected objects by pressing **Ctrl+R**. For more information on disabling the whacking of selected objects, refer to [Step 3: Enable or Disable Whack](#).

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Editing Object Properties

The only **WebWhacker** property that can be changed is the URL of an unwhacked object.



1. To edit the URL of an object that has not been whacked, click on the URL Properties icon. You can also select **URL Properties...** from the **Options** menu.

2. You will see the Properties dialog. Edit the URL, then select **OK**.



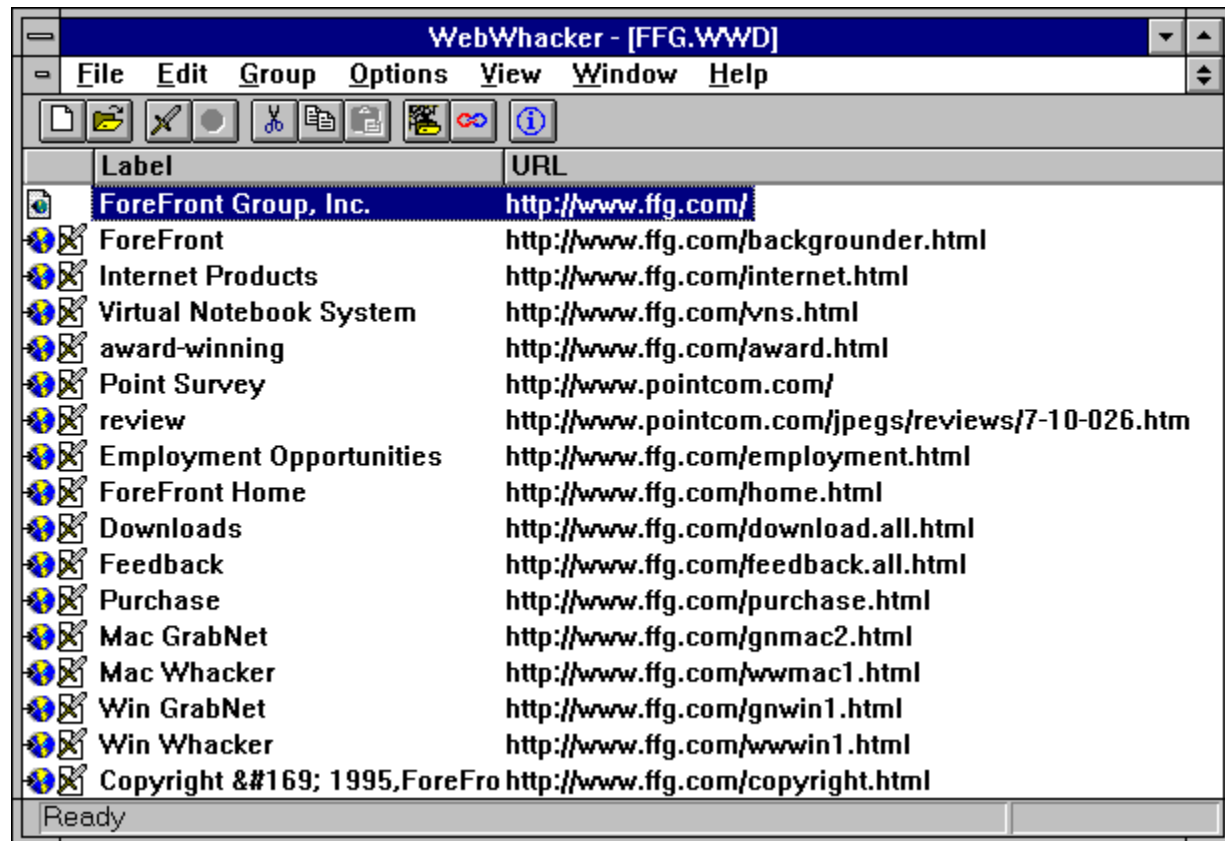
{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Evaluation Constraints

The evaluation copy of **WebWhacker** available for download from **ForeFront**'s Web site expires 30 days from installation.

WebWhacker Groups more than 30 days old cannot be accessed with the evaluation software.

The evaluation software also stamps all pages with a header and footer notifying the user that an evaluation copy of the software is being used.

Permanent purchased copies of **WebWhacker** do not have any expiration limits, and they do not stamp downloaded pages with the evaluation header and footer.



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}File Menu

File / New Group...

The **New Group...** option on the **File** menu displays the New WebWhacker Group dialog which allows you to create a new **WebWhacker** Group to contain a list of pages, images and other objects that have been or will be whacked. A Group contains objects from one Web site, but you can include objects from any sites in your Group. On your local drive, this Group will contain all pages and other object files that have been whacked.

To keep these files organized, you should keep each Group in a separate folder. The name of the Group can (and should) be the same name as the folder. For information on how to create a new Group, refer to Creating a New Group.

File / Open Group...

The **Open Group...** option on the **File** menu displays the Open WebWhacker Group dialog which allows you to open an existing **WebWhacker** Group list. For instructions on how to open an existing Group, refer to Opening an Existing Group.

File / Close Group

The **Close Group** option on the **File** menu allows you to close the current **WebWhacker** Group list. You can also close the Group by pressing **Ctrl+W**. For more information, refer to Closing a Group.

File / Whack



The **Whack** option on the **File** menu starts the whacking process of copying the selected pages and objects from the Web to your local drive. The whacking process can also be started by selecting the Start Whacking icon. For more information, refer to Step 4: Whack.

File / Stop Whacking



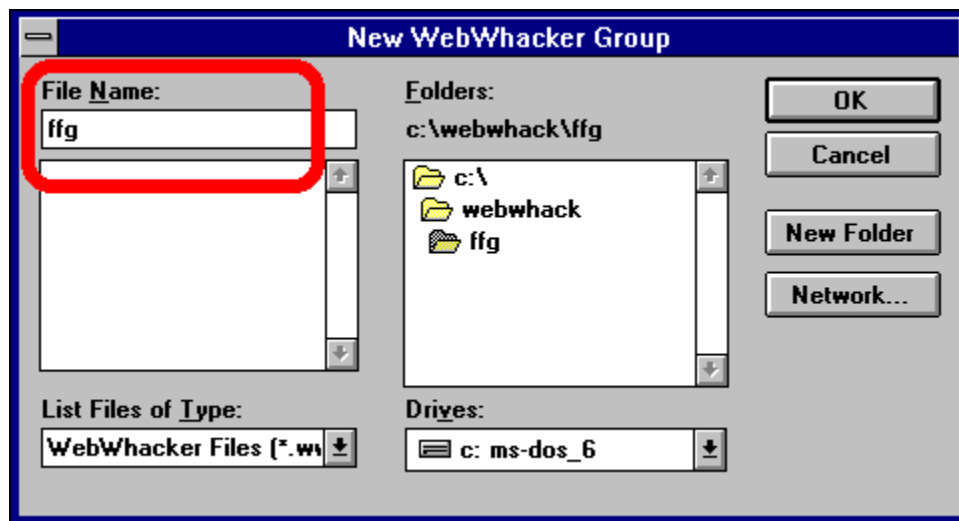
The Stop Whacking option on the File menu stops the whacking process. The whacking process can also be stopped by selecting the Stop Whacking icon. For more information, refer to Whacking One Page.

File / [MRU List]

The Most Recently Used (MRU) list allows you to quickly open the most recently used **WebWhacker** Groups. Selecting one of these Groups is the same as selecting **Open Group...** from the **File** menu.

File / Exit

The **Exit** option on the **File** menu allows you quit the **WebWhacker** application.



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Grabbing the Current Page URL

WebWhacker can grab the URL of the page currently displayed in the Web browser and add it to the Group list created or opened in [Step 1](#).

Before a page can be grabbed from the Web browser, **WebWhacker** must know the location and name of your Web browser. To configure **WebWhacker** for your Web browser, refer to [Configuring WebWhacker](#).



1. To grab the current page URL from the Web browser, click on the [Grab URL icon](#). You can also grab the URL by selecting **Grab URL** from the **Group** menu.
2. You now see the URL in the [Group list](#). The globe icon in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The knife in the second column indicates that this URL is set "To be Whacked".

If you want to change the whacking flag for one or more URLs, go to [Step 3: Enable or Disable Whack](#).

If all of the URLs are set correctly and you want to start whacking, refer to [Step 4: Whack](#).

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Group Menu

Group / Grab URL



The **Grab URL** option on the **Group** menu allows you to grab the current URL from the Web browser. You can also Grab the current URL by selecting the [Grab URL icon](#). For instructions on how to grab a URL from the Web browser, refer to [Adding a URL Manually](#).

Group / View URL

The **View URL** option on the **Group** menu allows you to view the contents of the selected URL using the Web Browser. This is the same as double-clicking on the object in the Group list. For more information, refer to [Navigating with Objects](#).

Group / View Table of Contents

The **View Table of Contents** option on the **Group** menu allows you to view the [Table of Contents page](#) using the Web Browser. You can also view the Table of Contents by pressing **Ctrl+T**. This Table of Contents page is automatically created after whacking, and contains a list of all **WebWhacker** objects in the current Group that have been whacked. For more information, refer to [Whacking One Page](#).

By default, this Table of Contents page is displayed after whacking. To not display this page after whacking, refer to [Preferences](#).

Group / New URL...

The **New URL...** option on the **Group** menu displays the [New URL dialog](#) which allows you to manually enter a new URL into the current Group list. For instructions on how to add a new URL, refer to [Adding a New URL](#).

Group / Add Links...



The **Add Links...** option on the **Group** menu displays the [Add Links dialog](#) which allows you to add page links from the selected whacked page to the current **WebWhacker** Group list. You can also add links by selecting the [Add Links icon](#).

The menu option and icon are enabled if the selected object is a whacked (downloaded) page; they are not enabled if a remote URL is selected.

The Add Links dialog lists all links contained in the page, and allows you to add some or all of these pages to the Group list, so that they also may be whacked. For instructions on how to add associated links, refer to [Adding Links from Whacked Pages](#).

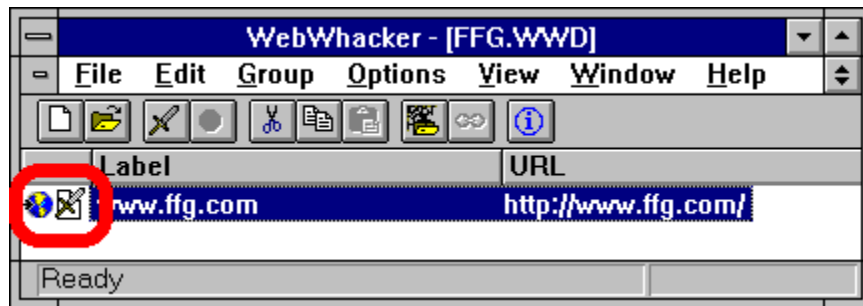
Group Properties

Name:

Location:

Date Modified:

☒ **DOS Compatible File Names**



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Help Menu

Help / Contents

The **Contents** option on the **Help** menu displays this **WebWhacker** Help file. You can also display this Help file by pressing **F1**.

Help / Quick Start

The **Quick Start** option on the **Help** menu displays the **WebWhacker** Quick Start dialog which is a brief description of how to whack pages.

In addition, this Help Guide has a Quick Tutorial which leads you step-by-step through five easy lessons to help you learn the major features of **WebWhacker**.

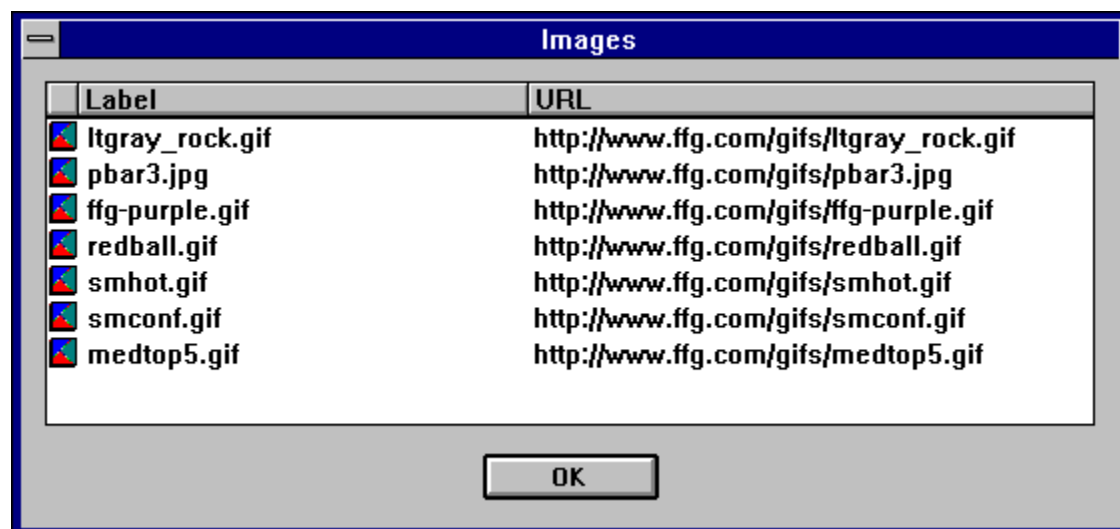
Help / Open Sample Group

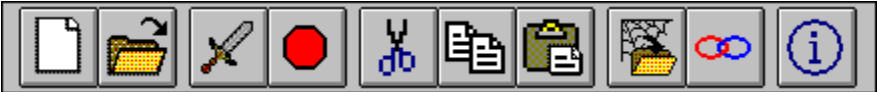
The **Open Sample Group** option on the **Help** menu displays a **WebWhacker** Group list consisting of several pages that are ready to whack. You can start the whacking process by clicking on the Start Whacking icon. You can also learn how to create your own Group list in the Quick Tutorial.

This Open Sample Group is also available from the Welcome screen. You can also open this Sample Group by selecting the File / Open Group... command. For more information, refer to Opening an Existing Group.

Help / About WebWhacker...

The **About GrabNet...** option on the **Help** menu displays the About **WebWhacker** dialog which includes the version number, copyright and other information.





{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Lesson 1: Create a New Group

In this lesson you will create a new Group. This Group will contain a list of pages that will be (or have been) whacked.

A Group usually contains pages from one Web site, but you can include pages from any sites in your Group. On your local drive, this Group will contain all text and image files that have been whacked.

To keep these files organized, you should keep each Group in a separate folder (subdirectory). The name of the Group can (and should) be the same name as the folder.

In this lesson you will create a Group called **FFG**, and store it in a directory also called **FFG**.



1. To create a new Group, select the **New Group icon**. You will see the New WebWhacker Group dialog.
2. To create a new directory (folder) for this Group, click on the **New Folder** button.
3. You will see the Create Folder dialog. Type the name **FFG** and press **Enter**.
4. Back on the **New WebWhacker Group** dialog, double-click on the **FFG** directory to make that the default directory.
5. Then enter the name **FFG** in the **File Name:** field and press **Enter**.

You have now created a new Group and directory (folder) called **FFG**. You are now ready to add a URL to the Group list, which is done in Lesson 2.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Lesson 2: Add a URL

In this lesson you will add the URL of **The ForeFront Group's** home page to the Group that you just created in Lesson 1.

You can get the URL of the page to be whacked using several different methods. For this Tutorial, you will enter it manually.

1. To add a new URL, select **New URL...** from the **Group** menu. You will see the New URL dialog.
2. Enter the following URL:

`http://www.ffg.com`

And press **Enter**.

3. You now see that URL in the Group list. The globe in the first column of the list indicates that this URL has not been whacked and is still out on the Web. The sword in the second column indicates that this URL is set "To be Whacked."

You are now ready to start whacking, which is done in Lesson 3.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Lesson 3: Whack and View

In this lesson you will whack the URL that was added in Lesson 2 and view the whacked page using your Web browser. This whacking process will copy the text and images from the Web to your local drive.

Before you can start whacking, you need to configure **WebWhacker** for your Web browser and Internet connection. To configure WebWhacker, refer to Configuring **WebWhacker**.



1. After configuring **WebWhacker**, begin the whacking process by clicking on the Start Whacking icon. You will see the progress on the Status Bar as the text and images are copied to your local drive. You can continue using your computer for other tasks while the whacking progresses.



You can stop the whack at any time by pressing the Stop Whacking icon.

2. When the whacking has completed, you will see the Web browser displaying a Table of Contents for the whacked page. Notice that the **Location:** is a local file name. Click on the link for **ForeFront Group, Inc.** You can now see the text and images for that page which has been copied to your local drive.

3. Go back to **WebWhacker**. After whacking, notice that the globe in the first column of the list has been changed to a page to indicate that the URL is now on your local drive. And notice that the sword has been removed from the second column to indicate that it not set "To be Whacked."

You have now successfully whacked one page.

Lesson 4 will show you how to whack all of the all of the pages that have links on this page. Lesson 5 will show you how to whack an entire Web site.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Lesson 4: Add Links

In this lesson you will add all of the page links to the Group list which are on the page that you just whacked in Lesson 3. Then you will whack and view those additional pages.



1. To add links from the whacked page, click once on the **ForeFront Group, Inc.** URL to select it. Then click on the Add Links icon.
2. You will then see the Add Links dialog. On this dialog you can select the links you want to whack. You can mark or unmark some or all of the links displayed.

For this Tutorial, click on the **Mark All** button to select all links to be whacked. Notice how a Globe is added to the left of each URL. This symbol indicates that the URL has not yet been whacked and is still out on the Web.

Then click on the **Add** button to add these URLs to the Group list. Notice how the Group list now includes those URLs, and they are set "To Be Whacked".



3. Click on the Start Whacking icon to begin whacking the selected pages. If it cannot whack a page because it no longer exists, you will see a message that one or more items could not be whacked.
4. When it is finished whacking the pages, you will see the Web browser with the updated Table of Contents for this Group. You may need to select **Reload** on the Web browser to refresh this screen.

The next level of pages are now on your local drive. Lesson 5 will show you how to whack several levels of a site.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Lesson 5: Whack All Levels

In this Lesson, you will whack all of the pages in the **ForeFront Group's** Web site, using the URL that you added in Lesson 2.

1. Go to the top of the Group list and click once on the first URL (**ForeFront Group, Inc.**) to select it. Then select **Whack Levels...** from the **Options** menu.

2. You will then see the Whack Levels dialog. Select **All Levels Down**. Make sure the **Follow external links** box is not checked. Then select **OK**.

Notice on the Group list that the second column of the first line has a sword, and behind the sword are several pages. This indicates that more than one level is set to be whacked.



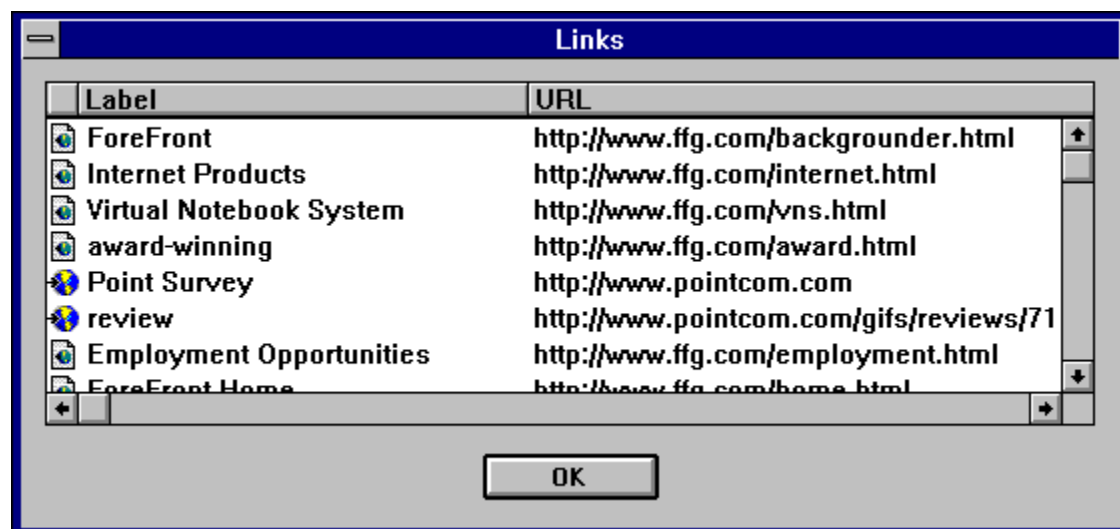
3. Click on the Start Whacking icon to begin whacking all of the levels in the site.

4. When it is finished whacking, you will see the Web browser with the Table of Contents for this Group. If necessary, select **Reload** to refresh the browser screen.

The entire **ForeFront Group** Web site is now on your local drive.

You have now completed this Tutorial.

Return to Table of Contents.



{ewl
FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}

WebWhacker

Table of Contents

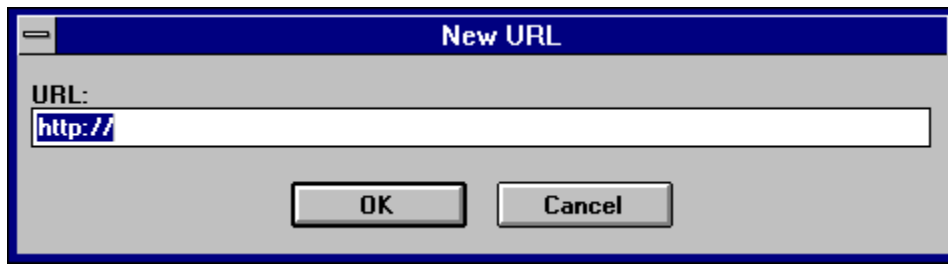
- ▶ **Welcome!**
- ▶ **Quick Tutorial**
- ▶ **Background Information**
- ▶ **WebWhacker Icons**
- ▶ **Whacking**
- ▶ **Working with Objects**
- ▶ **Working with Groups**
- ▶ **Menu Commands**
- ▶ File Menu
- ▶ Edit Menu
- ▶ Group Menu
- ▶ Options Menu
- ▶ View Menu
- ▶ Window Menu
- ▶ Help Menu

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Navigating with Objects

All **WebWhacker** objects contain the name and location of the page or object on the Web site. If the **WebWhacker** object has been whacked, it also contains the name and location on the local drive. The following paragraphs show you how to navigate to either the location on the local drive or on the Web site.

WebWhacker must be configured for the correct Web browser before you can use that browser for object navigation. For more information, refer to [Configuring WebWhacker](#).

1. To display an object, you can:
 - a. double-click on the object,
 - b. drag the object to the Web browser, or
 - c. select **View URL** from the **Group** menu.
2. If you navigate using an object that has been whacked, the Web browser will display the page or object from the local drive.
3. If you navigate using an object that has not been whacked, the Web browser will display that page from the Web.
4. If you drag an object to the Web browser, it will display that page or object from the Web.
5. If the object has been whacked and you want to navigate out to the Web, hold down the **Ctrl** key while double-clicking on the URL.



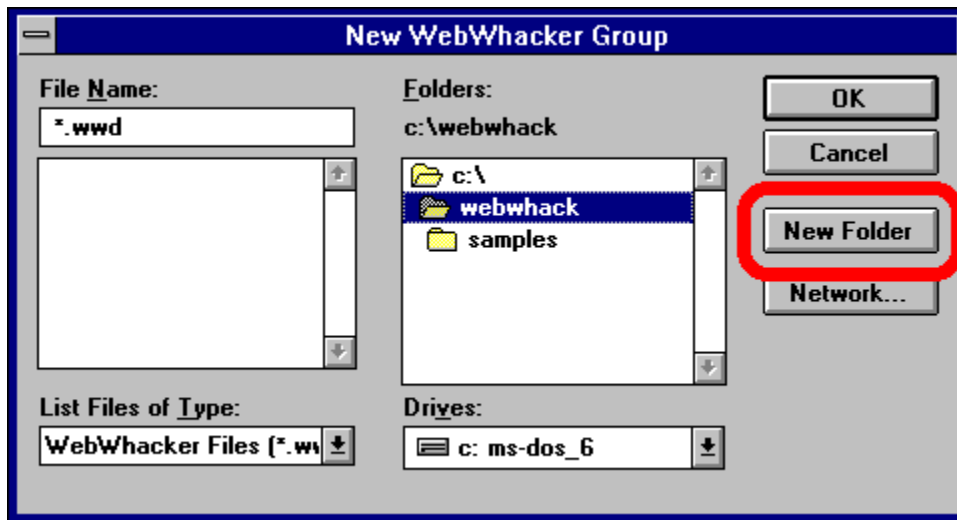
A screenshot of a classic Mac OS-style dialog box titled "New URL". The dialog has a blue title bar with a small icon on the left. Below the title bar, the text "URL:" is followed by a text input field containing "http://". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

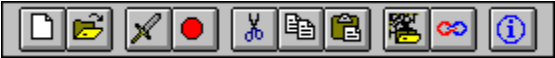
New URL

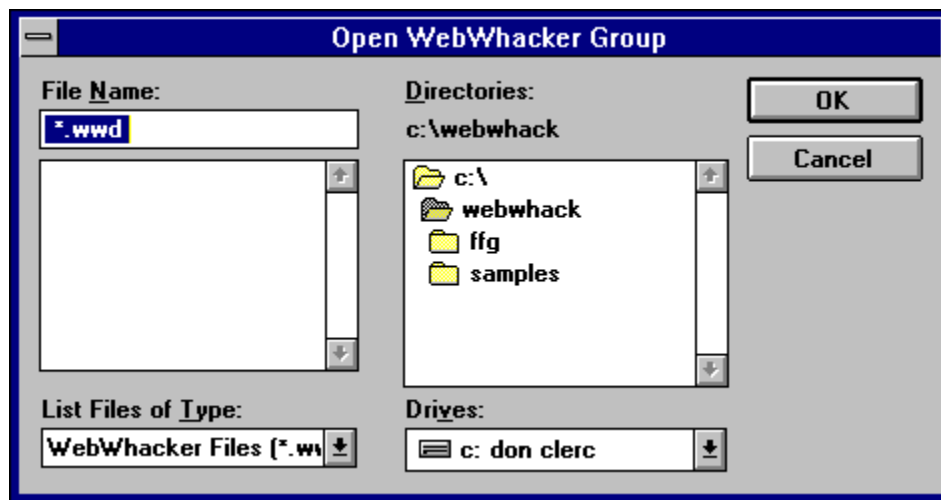
URL:

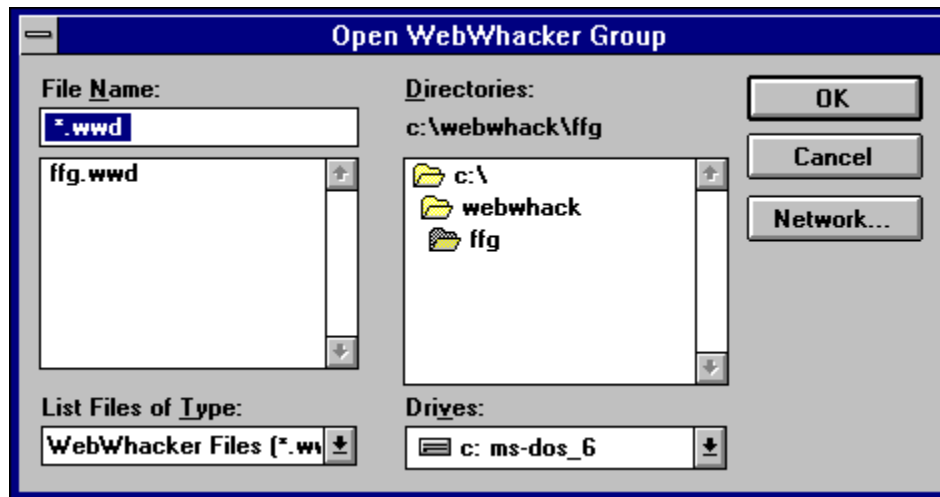
http://

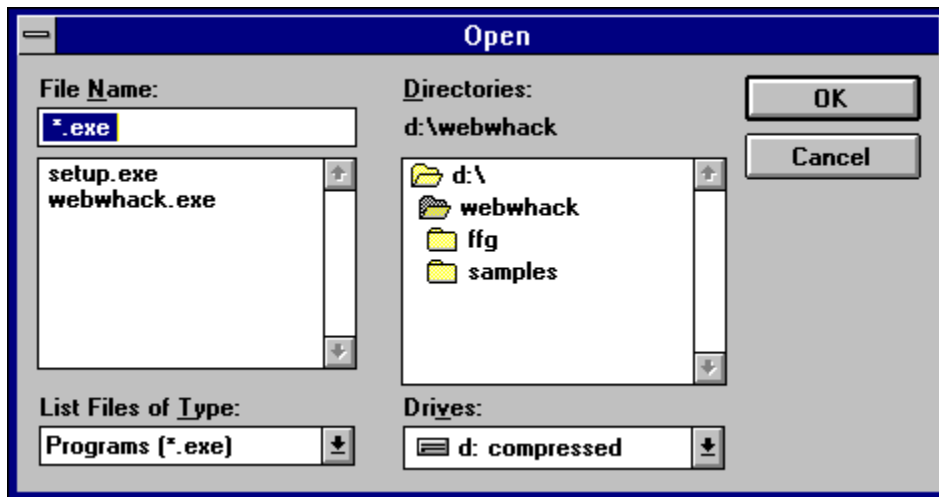
OK Cancel











{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Opening an Existing Group

An existing Group contains a list of URLs and other objects that have been or will be whacked.

You can add more URLs to this Group as desired. You may want to keep URLs from other Web sites in a separate Group. If so, refer to [Creating a New Group](#).



1. To open an existing Group, select the Open Group icon from the File menu. You can also select Open Group... from the **File** menu, or press **Ctrl-O**.
2. You will see the Open **WebWhacker** Group dialog. Navigate to and select the desired folder. Then select the desired Group.

You now see the list of URLs currently in this Group.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Options Menu

Options / URL Properties...



The **URL Properties...** option on the **Options** menu displays the Properties dialog which allows you to view or edit the properties of the selected **WebWhacker** object. You can also display the Properties dialog by selecting the URL Properties icon. For more information on viewing and editing an object's properties, refer to Viewing Object Properties and Editing Object Properties.

Options / Whack Levels...

The **Whack Levels...** option on the **Options** menu displays the Whack Levels dialog which allows you to view and change the number of page levels that will be whacked below the selected URL. You can also choose whether external links will be whacked as well. For more information on whacking several page levels, refer to Whacking Several Page Levels.

Options / Group Properties...

The **Group Properties...** option on the **Options** menu displays the Group Properties dialog which allows you to view the properties associated with the current **WebWhacker** Group list. This information is not modifiable. For more information on Group properties, refer to Viewing Group Properties.

Options / Preferences...

The **Preferences...** option on the **Options** menu displays the Preferences dialog which allows you configure **WebWhacker** to your own specifications.

The **Web Browser:** field is where the path and filename of the Web browser is specified. To specify the Web browser, click on the **Browse** button. You will see the standard Open dialog. Navigate to and select the Web browser file, then select **OK**. You will then see the path and filename of your Web browser. An example would be:

C:\IEXPLORE\IEXPLORE.EXE

The **E-mail:** field is where you enter your e-mail address. Many Web sites require the e-mail address of the user requesting a page from their server. If you do not have an e-mail address, enter your name in this field.

The **HTTP Proxy:** and **Port:** fields are used when **WebWhacker** must go through a proxy server (firewall) to access the Web. If your Web browser is configured for a proxy server, then **WebWhacker** will have to be configured as well.

If you use a proxy server, enter the name or IP address of the proxy server in the **HTTP Proxy:** field, then enter the Port number in the **Port:** field. To get the Proxy server name, IP address and Port number, ask your System Administrator.

The **Number of Retries:** field indicates the number of times that **WebWhacker** will attempt to request the desired object from the Web server before giving up.

The **Reconnect Delay:** field indicates the number of seconds that **WebWhacker** will pause before retrying.

If the **View Table of Contents after Whacking** option is turned on, the Table of Contents page will be displayed in the Web browser after whacking. By default, this option is turned on. For more information on the Table of Contents, refer to Whacking One Page.

If the **Use Absolute Addressing** option is turned on, all page links will include the fully qualified path name to the destination file. If this option is turned off, only the filename is specified in the page link. By default, this option is turned off. You should turn this option on only if your Web browser cannot find the destination file when you click on a page link.

If the **Show Welcome Dialog at Startup** option is turned on, the Welcome dialog will be displayed when you start **WebWhacker**. By default, this option is turned on. For more information, refer to What is on the Welcome Screen?

The **View Details** option allows you to select which fields will be displayed in the **WebWhacker Group list**. By default, both the **Label** and **URL** fields will be displayed. You can display only one field to make the Group list narrower.

The **Sort By** option allows you to select the way in which the objects in the **WebWhacker Group list** are arranged. By default, the objects are displayed in the order in which they are added. The Group list can also be sorted alphabetically according to the **Label** or **URL**.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Pasting an Object

A **WebWhacker** object that was copied or cut can be pasted into a Group list. A Group list cannot contain duplicate objects. When an object is pasted, it is set as Remote and To Be Whacked one level. If a whacked object is pasted, only the URL is pasted.

The following steps show you how to paste an object. These steps assume that you have already used either the Copy or Cut command to place the object on the Windows Clipboard.



To paste what is in the Clipboard into the current Group list, click on the Paste icon. You can also select **Paste** from the **Edit** menu, or press **Ctrl+V**. The object now appears in the Group list.

Preferences

Web Browser:

E-mail:

HTTP Proxy: **Port:**

Number of Retries:

Reconnect Delay (Same Site): seconds

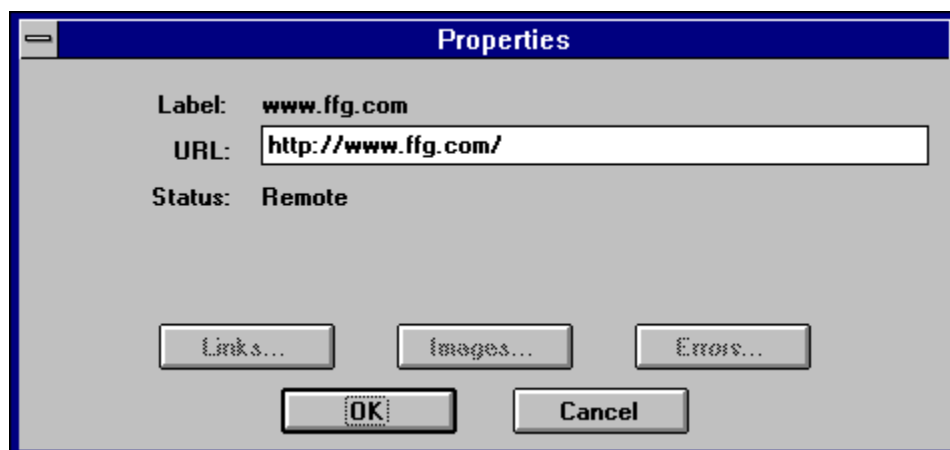
☐ View Table of Contents after Whacking ☐ Use Absolue Addressing

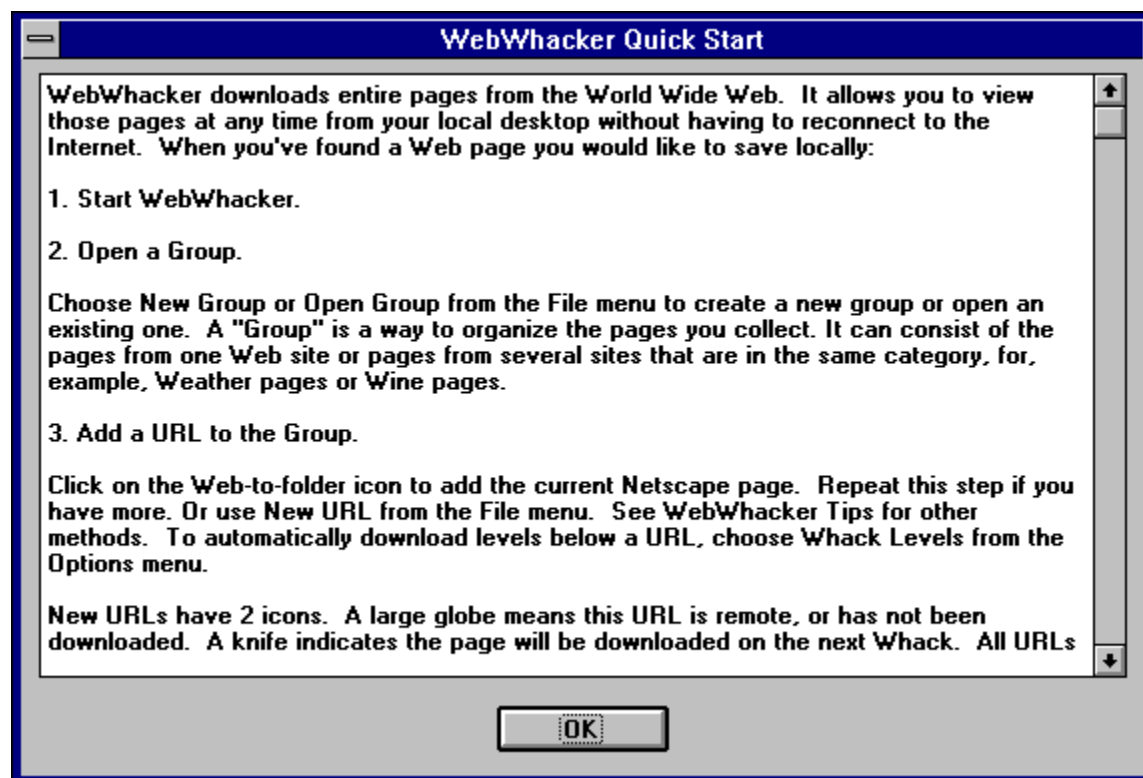
☒ Show Welcome Dialog at Startup

View Details
☒ Label & URL
☐ Label
☐ URL

Sort By
☒ As Added
☐ Label
☐ URL







{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Quick Tutorial

The following is a quick Tutorial that will show you how to use **WebWhacker** to whack a site from the Web and view the resulting pages as they are stored on your local drive. This Tutorial will use the ForeFront Group site on the Web as the location to be whacked.

When whacking a site, you can whack one page, several pages or several levels of pages at one time. This Tutorial will show you how to use all three methods of whacking.

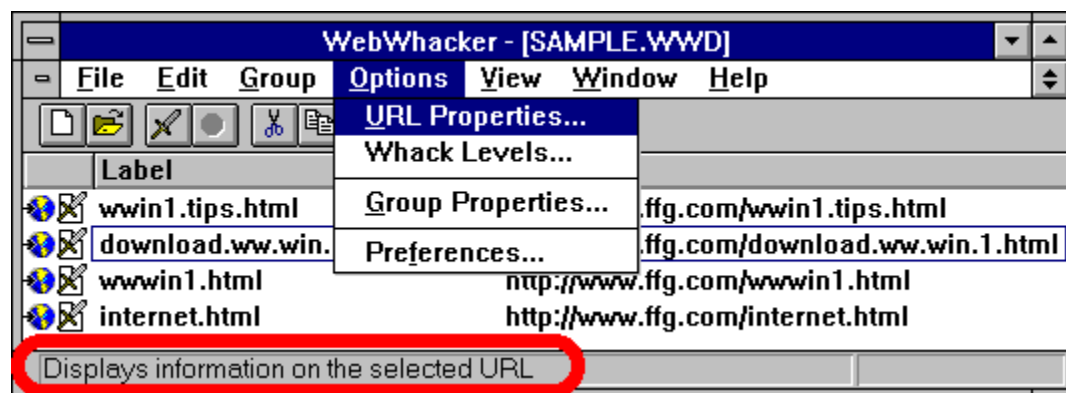
- ▶ Lesson 1: Create a New Group
- ▶ Lesson 2: Add a URL
- ▶ Lesson 3: Whack and View
- ▶ Lesson 4: Add Links
- ▶ Lesson 5: Whack All Levels

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Selecting Multiple Objects

You may want to select multiple **WebWhacker** objects in a Group list so you can enable or disable whacking, or marked to add to a Group list. You can also drag one or more objects to another application.

There are three ways to select multiple objects:

- a. To select a contiguous block of objects, hold down the **Shift** key while selecting the first and last in a list of objects.
- b. To select several non-contiguous objects, hold down the **Ctrl** key while selecting multiple objects.
- c. To select all objects in the Group list, choose **Select All** from the **Edit** menu.



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Step 1: Groups

The first step when whacking is to create a new Group or open an existing Group. This Group contains a list of pages and other objects that will be or have been whacked.

A Group usually contains pages and objects from one Web site, but can include pages and objects from any sites. Multiple Groups can be opened at the same time. During the whacking process, all downloaded URLs are relinked to local files within the Group.



Creating a New Group



Opening an Existing Group

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Step 2: Add URL

The second step is to add a URL to the Group that was created or opened in Step 1. This can be done several different ways.



Grabbing the Current Page URL



Dragging a Page Link URL



Adding a New URL



Adding Links from Whacked Pages



Adding URLs from **GrabNet**

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Step 3: Enable or Disable Whack

The third step is to set or clear the "To be Whacked" flag for selected **WebWhacker** URLs. As a URL is added to the Group list, it is set To be Whacked, signified by the knife symbol in the second column of the Group list. You can clear (disable) whacking for one or more URLs so they will not be whacked at this time.

After a page is whacked, the flag is turned off (disabled). You can turn on (enable) the flag so the page can be whacked again. The following paragraphs show you how to enable or disable the whacking of one or more pages in a Group list. If all pages in the Group list are set the way you want, this step may be skipped and you can go directly to Step 4: Whack.

1. Select the pages that you want to enable or disable to be whacked. For more information on selecting multiple objects, refer to Selecting Multiple Objects.
2. To enable whacking for the selected objects, select **Enable Whack** from the **Edit** menu. You can also press **Ctrl+A**. The knife appears in the second column of the selected objects in the Group list.
3. To disable whacking for the selected objects, select **Disable Whack** from the **Edit** menu. You can also press **Ctrl+R**. The knife is removed from the second column of the selected objects in the Group list.

When all of the pages are set correctly and you want to start whacking, refer to Step 4: Whack.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Step 4: Whack

The final step is to start the whacking process. This will copy the text, images and other objects from the Web to your local drive.

Only those objects that are set "To be Whacked" will be downloaded. For more information on enabling or disabling the whacking flag, refer to Step 3: Enable or Disable Whack.

After whacking, you can view what has been downloaded by using your Web browser. To configure **WebWhacker** for your Web browser, refer to Configuring **WebWhacker**.



Whacking One Page



Whacking Several Page Levels

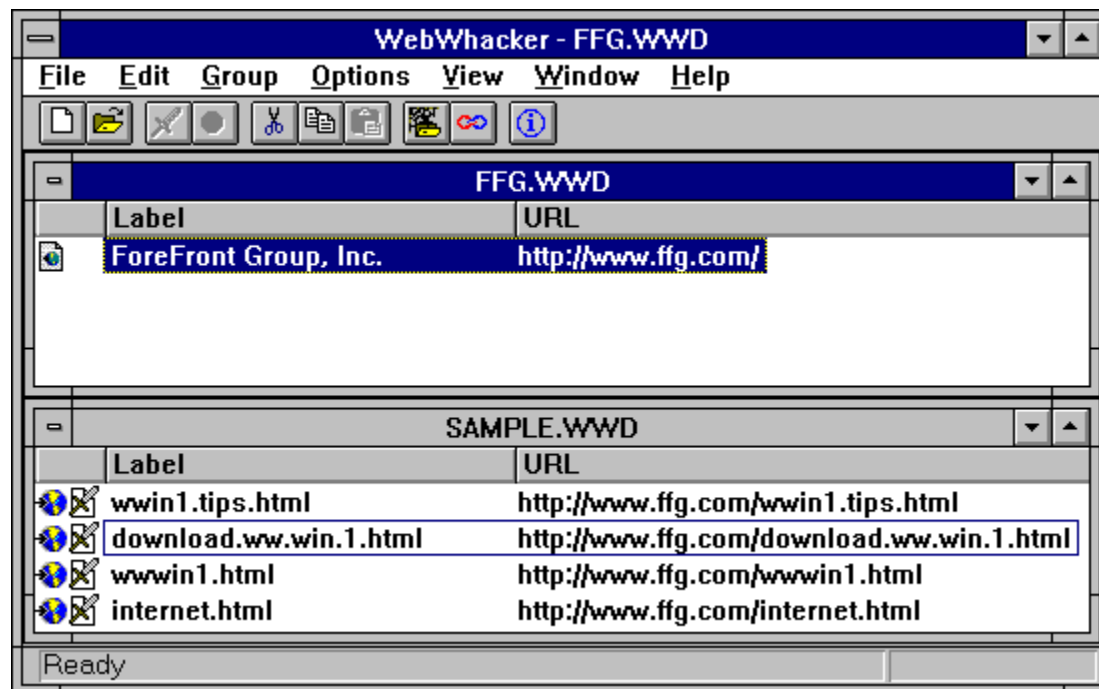
{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}System Requirements

- ▶ Windows 3.1 running in Enhanced Mode.
- ▶ 4 MB RAM. Additional memory will make **WebWhacker** run faster.
- ▶ 10 MB disk space or more. Since **WebWhacker** stores images and text from the Web browser, the disk space required is determined by the number and size of images and text blocks you grab.
- ▶ A Web browser. Any Web browser that supports the SpyGlass SDI standard (includes Internet Explorer, Netscape Navigator and Enhanced Mosaic 2.0) can be used to view local files from **WebWhacker**. These browsers also enable retrieval of current page information when "grabbing" URLs to whack.

Since **WebWhacker** makes independent network connections to desired pages (sites), a Web browser is not necessary for **WebWhacker** "whacking", but is only needed for viewing the resulting groups of local files.

- ▶ An active connection to the Internet with a Winsock-compliant network product.





{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp} Uninstalling WebWhacker

To remove **WebWhacker** from your system, simply delete the directory where **WebWhacker** was installed.

You can then remove the **WebWhacker** icons and group that were added to the Program Manager.

One or more files may have been installed into the `WINDOWS\SYSTEM` directory, but those files should not be deleted as they may be used by other applications.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Upgrading WebWhacker

If you would like to use **WebWhacker** with existing "whacked" data, you may do so. Simply install **WebWhacker** into any subdirectory and navigate to the location of an existing Group using the **Open Group** dialog.

Note that the evaluation copy of **WebWhacker** expires 30 days from installation and will be unable to open Groups greater than 30 days old. For more information, refer to [Evaluation Constraints](#).

If you whacked pages with the evaluation copy of **WebWhacker** and have the extra headers and footers, simply rewhack those pages with the permanent version of **WebWhacker** and those headers and footers will be removed.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Using Drag & Drop

You can use Drag & Drop in several different ways to make the manipulation of **WebWhacker** objects very easy and intuitive. Below are the various ways to use Drag & Drop within **WebWhacker**.

- a. To create a URL object in **WebWhacker**, drag a page link URL from the Web browser to the Group list. For more information, refer to [Dragging a Page Link URL](#).
- b. To display a **WebWhacker** object in the Web browser, drag it from **WebWhacker** to the Web browser. For more information, refer to [Object Navigation](#).
- c. To move **WebWhacker** objects from one Group list to another, drag them from the source Group to the destination Group. During this drag, they are removed (deleted) from the source Group. When they are dropped into the destination Group, they are set as Remote and To Be Whacked one level.
- d. To copy **WebWhacker** objects from one Group list to another, hold down the **Ctrl** key while dragging them from the source Group to the destination Group. During this drag, they are not removed from the source Group. When they are dropped into the destination Group, they are set as Remote and To Be Whacked one level.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}View Menu

View / Details

The **Details** option on the **View** menu allows you to select which fields will be displayed in the **WebWhacker** Group list. By default, both the **Label** and **URL** fields will be displayed. You can display only one field to make the Group list narrower. This option can also be specified under Options / Preferences.

View / Sort By

The **Sort By** option on the **View** menu allows you to select the way in which the objects in the **WebWhacker** Group list are arranged. By default, the objects are displayed in the order in which they are added. The Group list can also be sorted alphabetically according to the **Label** or **URL**. This option can also be specified under Options / Preferences.

View / Tool Bar

The **Tool Bar** option on the **View** menu allows you to specify whether Large icons or Normal (small) icons will be displayed as the Tool Bar. By default, Normal icons will be displayed.

View / Status Bar

The **Status Bar** option on the **View** menu allows you to specify if the Status Bar will be displayed at the bottom of the **WebWhacker** window. This Status Bar displays information concerning the whacking progress, menu items and icons.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Viewing Group Properties

Every **WebWhacker** Group has several properties. These properties can be viewed but not modified.

To view these properties, select **Group Properties...** from the **Options** menu. You will see the Group Properties dialog.

All **WebWhacker** Groups have the following four properties:

Name: This is the name of the file that stores information about the Group.

Location: This is the location of the Group on the local drive.

Date Modified: This is the date and time that any object in the Group was last modified.

The **DOS Compatible File Names** box indicates that the whacked object filenames have been modified to conform to DOS naming conventions or to DOS-compatible filenames. Files in a Group whacked on a Macintosh or Windows 95 computer can be used on a Windows 3.1 computer if this option was selected when the Group was created on those other machines.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Viewing Object Properties

Every object has several properties. You can view the properties of only one object at a time.



To view the properties of a selected object, click on the [URL Properties icon](#). You can also select [URL Properties...](#) from the **Options** menu. You will then see the [Properties dialog](#).

All **WebWhacker** objects have the following three properties:

Label: This is either the page name or the file name of the selected object.

URL: This is the location of the object on the Web. If it has not been whacked, this field is editable and the data in the field can be changed.

Status: The Status is either Downloaded (has been whacked) or Remote (has not been whacked).

If the selected object has been whacked, then the [Properties dialog](#) will also include:

Remote Modified: This is the date and time that the object on the Web was last modified.

Whacked: This is the date and time that the object was last downloaded.

Local Filename: This is the location of the object on the local drive.

And the following three buttons:

Links... -- This button displays the [Links dialog](#) which contains a list of all links that are on this page. If the icon to the left of the link is a page, that link has been whacked. If the icon is a globe, that link is in the Group list but has not been whacked. The Links list is not editable. To add links to be whacked, use the [Add Links icon](#). For more information on adding links, refer to [Adding associated URLs from whacked pages](#).

Images... -- This button displays the [Images dialog](#), which is a list of all image objects that are on the selected page. If the icon to the left of the filename is a square object, the image has been whacked. If the icon is a globe, the image has not been whacked.

Errors... -- This button displays [Errors dialog](#), which is a list of errors that have occurred when whacking the selected object. If this button is inactive, then this object was last whacked successfully. If **WebWhacker** is unable to download an object, the URL in the Group displays as red text.

WebWhacker Icons



(Small or Large)

(click on an icon to go to its description)

▶ The **New Group** icon allows you to create a new Group by displaying the New WebWhacker Group dialog. It is the same as selecting New Group... from the **File** menu, or pressing **Ctrl+N**. For more information, refer to Creating a New Group.

▶ The **Open Group** icon allows you to open an existing Group by displaying the Open WebWhacker Group dialog. It is the same as selecting Open Group... from the **File** menu, or pressing **Ctrl+O**. For more information, refer to Opening an Existing Group.

▶ The **Start Whacking** icon whacks or downloads all pages, images and other objects in the Group list that are marked "To Be Whacked", indicated by a knife in the second column of the Group list. It is the same as selecting Whack from the **File** menu. For more information, refer to Whacking.

▶ The **Stop Whacking** icon stops a whack in progress. The page being downloaded is completed, all pages already downloaded are relinked, and remaining pages are skipped. This is the same as selecting Stop Whacking from the **File** menu. For more information, refer to Whacking.

▶ The **Cut** icon cuts the selected object or text and places it in the Windows Clipboard so it can be pasted elsewhere. It is the same as selecting Cut from the **Edit** menu, or pressing **Ctrl+X**. For more information, refer to Cutting an Object.

▶ The **Copy** icon copies the selected object or text and places it in the Windows Clipboard so it can be pasted elsewhere. It is the same as selecting Copy from the **Edit** menu, or pressing **Ctrl+C**. For more information, refer to Copying an Object.

▶ The **Paste** icon pastes the selected object or text into the selected Group or field. It is the same as selecting Paste from the **Edit** menu, or pressing **Ctrl+V**. For more information, refer to Pasting an Object.

▶ The **Grab URL** icon adds the page currently displayed in the Web browser to the selected Group list. Selecting this icon also automatically attaches the page title to the URL object. This is the same as selecting Grab URL from the **Group** menu. For more information, refer to Grabbing the Current Page URL.

▶ The **Add Links** icon displays the Add Links dialog for the selected whacked page. This is the same as selecting Add Links... from the **Group** menu. For more information, refer to Adding Links from Whacked Pages.

▶ The **URL Properties** icon displays the Properties dialog which gives basic information for the selected object. This is the same as selecting URL Properties... from the **Options** menu. For more information,

refer to Viewing Object Properties.

{ewl
FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}

WebWhacker

Table of Contents

- ▶ **Welcome!**
- ▶ What is **WebWhacker**?
- ▶ What is on the Welcome Screen?
- ▶ What is Quick Start?
- ▶ **Quick Tutorial**
- ▶ **Background Information**
- ▶ **WebWhacker Icons**
- ▶ **Whacking**
- ▶ **Working with Objects**
- ▶ **Working with Groups**
- ▶ **Menu Commands**

{ewc FH_BMP.DLL,FH_BMP,welcome.bmp}

Whack Levels

From:

Depth

☒ All Levels Down

☐ Follow external links (one level)



{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Whacking

The following screens describe the various ways to use **WebWhacker** to whack pages from the Web and store them on your local drive.

For a short tutorial on how to use **WebWhacker**, refer to [Quick Tutorial](#).

The four steps of whacking are:

- ▶ Step 1: Groups
- ▶ Step 2: Add URL
- ▶ Step 3: Enable or Disable Whack
- ▶ Step 4: Whack

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Whacking One Page

- ▶ 1. To begin whacking, click on the Start Whacking icon. You can also start whacking by selecting **Whack** from the **File** menu.
 2. You will see the whacking progress as the pages, images and other objects are copied to your local drive. You can continue using your computer for other tasks while the whacking progresses.
 - ▶ 3. You can stop the whack at any time by pressing the Stop Whacking icon. If you click on this icon, the page being downloaded is completed, all pages already downloaded are relinked, and all remaining pages are skipped. This is the same as selecting **Stop Whacking** from the **File** menu.
 4. By default, when the whacking is complete you will see the Web browser displaying a Table of Contents of the whacked page(s). To view a whacked page, click on the appropriate link. You can turn off the displaying of the Web browser after whacking. For more information, refer to Preferences.
 5. Go back to **WebWhacker**. Notice that the globe in the first column of a whacked object has been changed to a file symbol to indicate that the object is now on your local drive. And notice that the knife has been removed from the second column to indicate that it not set "To be Whacked".
 - ▶ 6. If **WebWhacker** is unable to download a page or other file, the object in the Group list displays as red text and the specific error is recorded. To view the error message, select the URL and click on the URL Properties icon. You can also select **URL Properties...** from the **Options** menu.
- This will display the Properties dialog, where you can click on the **Errors...** button to view the problem with this URL.
7. If you want to whack the pages that have links on the page you just whacked, refer to Add associated URLs from whacked pages.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Whacking Several Page Levels

In addition to manually adding and whacking the links on a page, you can automatically download an entire site or subset of a site.

Whacking several levels will add linked pages to the group for the indicated number of levels and whack all the added links. You may download an entire site using the "all" levels option, as well as include links external to the site (one level).

1. Select the URL you want to whack. Then select **Whack Levels...** from the **Options** menu.
2. This will display the Whack Levels dialog, where you can choose to whack a specific number of levels or all levels down from the selected URL.

If you choose to **Include External Links**, those external links will be whacked only to one level regardless of the number of levels specified for the internal links.

3. When you have completed the Whack Levels dialog, click **OK**. Notice on the Group list that the second column of the URL has a knife, and behind the knife are several pages. This indicates that more than one level is to be whacked.



4. To begin whacking, click on the Start Whacking icon. You can also start whacking by selecting **Whack** from the **File** menu.

5. You will see the whacking progress as the text, images and other objects are copied to your local drive. You can continue using your computer for other tasks while the whacking progresses.



6. You can stop the whack at any time by pressing the Stop Whacking icon. If you click on this icon, the page being downloaded is completed, all pages already downloaded are relinked, and all remaining pages are skipped. This is the same as selecting **Stop Whacking** from the **File** menu.

7. By default, when the whacking is complete you will see the Web browser displaying a Table of Contents of the whacked page(s). To view a whacked page, click on the appropriate link. You can turn off the displaying of the Web browser after whacking. For more information, refer to "Preferences".

8. Go back to **WebWhacker**. Notice that the globe in the first column of a whacked object has been changed to a file icon to indicate that the object is now on your local drive. And notice that the knife has been removed from the second column to indicate that it not set "To be Whacked".



9. If **WebWhacker** is unable to download a page or other file, the object in the Group list displays as red text and the specific error is recorded. To view the error message, select the URL and click on the URL Properties icon. You can also select **URL Properties...** from the **Options** menu.

This will display the Properties dialog, where you can click on the **Errors...** button to view the problem with this URL.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}What are Groups?

A **WebWhacker** Group contains a list of one or more URL, page or other objects that have been or will be whacked. This Group may contains objects from one Web site, but it can include objects from any Web sites. After any page in a Group is whacked, all local pages within that Group are relinked or remapped to point to the "new" local pages.

To keep these pages and objects organized, you should keep each Group list in a separate folder. The name of the Group can (and should) be the same name as the folder.

Once any page is downloaded, the links it contains may also be added to the list and downloaded. A group may contain any number of pages added as starting points, added from a downloaded page's links, or added automatically by whacking levels. All pages within a group will interlink locally if related.

There are two icon columns to the left of pages in the Group list. The first indicates local or remote status of the page. Local (whacked) pages display a file symbol, while remote pages display a globe symbol. A knife symbol may appear in the second column, indicating that the page will be downloaded on the next Whack. A knife overlaying a single page means one level will be downloaded, and a knife overlaying multiple pages means multiple levels will be downloaded.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}What are WebWhacker Objects?

A **WebWhacker** object is any item in a Group list. There are three types of **WebWhacker** objects:

URL (Universal Resource Locator) -- a location out on the Web; also referred to as an unwhacked page.

An example would be: `http://www.ffg.com`

Page -- a file on your local drive containing HTML (HyperText Markup Language) code; also referred to as a whacked page. An example would be:

`C:\WEBWHACK\FFG\FFG.HTM`

Other Object -- this can be any other file that can be displayed on or associated with a Web page.

Examples are files containing images, sounds, videos or other programs.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}What is Quick Start?

Below is a brief explanation of how to use **WebWhacker** to whack pages. This information is also displayed on the Quick Start dialog which is accessible from the Welcome screen or from the Help / Quick Start menu.

In addition to this Quick Start, this Help Guide also contains a Quick Tutorial. In five easy lessons it leads you through using **WebWhacker** in a variety of different ways.

You can also refer to Whacking for complete explanations of all options available to you when whacking.

When you've found a Web page you would like to save locally:

1. Create a Group.



Click on the New Group icon to create a new group. A "Group" is a way to organize the pages you collect. It can consist of the pages from one Web site or pages from several sites that are in the same category, for, example, Weather pages or Wine pages.

2. Add a URL to the Group.



Click on the Grab URL icon to add the current page from the Web browser. Repeat this step if you have more. Or use New URL from the File menu. Refer to Whacking for other methods. To automatically download levels below a URL, choose **Whack Levels** from the **Options** menu.

New URLs have two symbols. A large globe means this URL is remote, or has not been downloaded. A knife indicates the page will be downloaded on the next Whack. All URLs with a knife will be downloaded.

3. Download.



Click on the Start Whacking icon. **WebWhacker** connects to the Internet and downloads the pages and their images. After whacking, pages successfully downloaded show a file symbol instead of the globe, indicating the pages are now local.

4. Add Links from downloaded pages.



Optionally, click on the Add Links icon. From the Add Links dialog, you can review the list of links on downloaded pages and add some of these pages to the group. Mark and Add additional links to the group and whack again.

5. View pages in a Group.

View any page in your group by double-clicking on it to display it in your browser. If the URL has a large globe next to it, your browser will navigate to the Web to display the page. If the URL has a page icon with a small globe inside, your browser will display the page from your desktop instead.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}What is WebWhacker?

WebWhacker is a program developed by the **ForeFront Group, Inc.**, that downloads entire Web pages or groups of pages, including text (HTML), images and other objects to store them on the local desktop. It is a tool designed to reduce your dependency on an Internet connection.

The downloaded pages, images and other objects are relinked locally for later browsing without an Internet connection - right from the local desktop! "Whacked" information can be viewed and navigated locally with any Web browser and is a mirror image of the same information on the World Wide Web.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}What is on the Welcome Screen?

Quick Start

The **Quick Start** button on the Welcome screen displays the Quick Start dialog which is a brief description of how to whack pages. In addition, this Help Guide has a Quick Tutorial which leads you step-by-step through five easy lessons to help you learn the major features of **WebWhacker**.

This Help Guide also has a topic area called Whacking which contains complete explanations of all the different ways to use this program.

Sample Group

The **Sample Group** button displays a Group list consisting of several pages that are ready to whack. You can start the whacking process by clicking on the Start Whacking icon. You can also learn how to create your own Group list in the Quick Tutorial.

New Group

The **New Group** button displays a dialog so you can create your own Group list. For more information on how to create a new Group, refer to Creating a New Group.

Open Group

The **Open Group** button displays a dialog so you can open an existing Group. For more information on how to open an existing Group, refer to Opening an Existing Group.

Help

The **Help** button displays this Help Guide.

Done

The **Done** button cancels the display of the Welcome screen and activates the **WebWhacker** menus. If you would like for the Welcome screen to not be displayed when you start **WebWhacker**, refer to Preferences.

{ewl FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}Window Menu

Window / Cascade

The **Cascade** option on the **Window** menu arranges the **WebWhacker** Group windows in an overlapping style, like offset note cards.

Window / Tile

The **Tile** option on the **Window** menu arranges the **WebWhacker** Group windows in a tiled style, with each window displayed in its own space within the **WebWhacker** application window.

Window / Arrange Icons

The **Arrange Icons** option on the **Window** menu arranges the **WebWhacker** Group window icons when they are minimized.

Window / [Window List]

The list of windows appears after all other menu items. Each list item is preceded by a number, which you can type to display that window. The active **WebWhacker** window is indicated by a check mark before its number. The order of windows in the list is the order in which you opened the windows. When you close a window, the list is renumbered.

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WebWhacker

Table of Contents

- ▶ **Welcome!**
- ▶ **Quick Tutorial**
- ▶ **Background Information**
- ▶ **WebWhacker Icons**
- ▶ **Whacking**
- ▶ **Working with Objects**
- ▶ **Working with Groups**
- ▶ What are Groups?
- ▶ Creating a New Group
- ▶ Opening an Existing Group
- ▶ Viewing Group Properties
- ▶ Dragging Objects to Another Group
- ▶ Closing a Group
- ▶ Deleting a Group
- ▶ **Menu Commands**

{ewl
FH_BMP.DLL,FH_BMP,s_wwlogo.bmp}

WebWhacker

Table of Contents

- ▶ **Welcome!**
- ▶ **Quick Tutorial**
- ▶ **Background Information**
- ▶ **WebWhacker Icons**
- ▶ **Whacking**
- ▶ **Working with Objects**
- ▶ What are WebWhacker Objects?
- ▶ Navigating with Objects
- ▶ Viewing Object Properties
- ▶ Editing Object Properties
- ▶ Selecting Multiple Objects
- ▶ Using Drag & Drop
- ▶ Copying an Object
- ▶ Pasting an Object
- ▶ Cutting an Object
- ▶ Deleting Multiple Objects
- ▶ **Working with Groups**
- ▶ **Menu Commands**

