

00374fd8-0

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Chapter 1

00374fd8-0

1.1 INTRODUCTION

PAGE MONSTER APPETIZER V1.0

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Introduction

If you are reading this text right now, then you are probably one of the many Amiga users with a growing interest in the World Wide Web.

Since its creation, the Web has attracted millions of users to participate in a form of global communication unlike any that has come before. It has created new opportunities for businesses, community service organizations and the average person to present information in an attractive and entertaining format, accessible from anywhere in the world.

Unfortunately, development in this area has been lacking for the Amiga user. While other platforms have been enjoying a wealth of Internet and Web page creation tools, Amiga users have had to search high and low for programs to aid them in accessing the excitement of the Web explosion.

So What is the Page Monster Appetizer ?

The Page Monster Appetizer is a Web page creation tool that was created using the AmigaVison professional authoring package.

It was specifically designed for Amiga users who are interested in creating a down and dirty Web page for use on the World Wide Web.

The Page Monster Appetizer is NOT by any means a comprehensive Web page designers tool, but merely a prelude to our soon to be released commercial product called PAGE MONSTER.

The Appetizer is not a disabled demo of Page Monster, nor is it a scaled

down version. It is a stand alone application with limited capabilities.

It was created only to give users a feeling of how Page Monster 1.0 works, and as it's name implies is just an appetizer to what is coming.

What it does allow you to do is to create a very simple Web page through a point and click interface, so NO KNOWLEDGE OF HTML IS NECESSARY FOR YOU TO USE THIS PROGRAM!!!!!!!!!!!!!!!!!!!!!!

1.2 CONTENTS

CONTENTS

1. THE~CONFIGURATION~SCREEN
2. THE~QUICKPAGE~2.0~SCREEN
3. THE~PREVIEW~SCREEN
4. SYSTEM~REQUIREMENTS
5. ABOUT~THE~PAGE~MONSTER
6. LEGAL~STUFF

1.3 THE CONFIGURATION SCREEN

CONFIGURATION SCREEN

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BROWSER FIELD: Type in the full pathname of the Browser that you will be using to preview your Web page with. The Browser must be able to load local files from the system through the CLI. (Mosaic-NoNet has this capability.)

TEXT EDITOR FIELD: Type in the full pathname of the text Editor that you will be using to edit the HTML code directly. (The default is "Sys:c/Ed")

VIEWER FIELD: Type in the full pathname of the picture viewer that you will be using to view graphics files (The default is "Sys:utilities/Multiview")

DATATYPE FIELD: Type in the datatype extension of the picture

format you will be using.
For example:

.IFF (Standard Amiga format)
.GIF (Graphic interchange format Used
on alot of Web pages)
.PCX (A IBM Picture format)
.TIFF (A Macintosh picture format)

IMPORTANT: THE CORRECT DATA TYPE SUFFIX
(i.e .IFF) MUST BE ENTERED AND YOU ARE
LIMITED TO THAT DATATYPE ONLY!
OTHER DATATYPES WILL NOT BE RECOGNIZED
(The Default is .IFF)

AWEB COMMAND: Type in a cli command that you would like
to link your inline image to.

(This command can only be utilized
when using the Aweb 1.0 + web browser.
It is accessable only when loading
local files.) SEE EXAMPLE

COMMAND OFF/ON: setting this switch to ON will cause the
Appetizer to use the Aweb specific
reference tag when generating the
final HTML code.

SAVE SETTINGS: Will save all of the above settings as
the permanent defaults of the program.
ALL CHANGES MADE IN THE CONFIGURATION
SCREEN MUST BE SAVED BEFORE YOU ARE ABLE
TO UTILIZE THEM.

START APPETIZER: Will open the QUICK~PAGE~SCREEN.

HELP: Brings you to this online manual.

1.4 THE FILE LOAD SCREEN

QUICK PAGE 2.0 SCREEN

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TITLE FIELD: Type in a title for your homepage. This is the text that will appear in the title bar at the top of the browser when the homepage is loaded. The information will be retained as long as the program is running or until you type in another title.

LOAD PIC: Launches REQ a file requestor that is used to select an inline image for your homepage. THE IMAGE MUST BE THE SAME GRAPHIC FORMAT THAT WAS SPECIFIED IN THE DATATYPE~FIELD in the CONFIGURATION~SCREEN.

VIEW: Views the picture currently loaded by the load pic requestor using the VIEWER specified in the CONFIGURATION~SCREEN.

HEADER: Type in a Header. This is the header text that will appear just below the inline image on your homepage. The information will be retained as long as the program is running or until you type in another header.

LOAD TEXT: Launches REQ a file requestor that is used to select a text file. This file will be used as the main body of text in your homepage. TEXT LOADED MUST HAVE BEEN PREVIOUSLY SAVED IN THE AMIGA ASCII FORMAT common to most text editors and word procesors.

EDIT: Edits the text currently loaded by the LOAD TEXT requestor using the EDITOR specified in the CONFIGURATION~SCREEN. You may also edit text on the fly simply by clicking on EDIT without using the LOAD TEXT requestor.

ACCEPT: Accepts the currently loaded values and then opens the PREVIEW~SCREEN.

CONFIGURE: Returns you to the CONFIGURATION~SCREEN.

HELP: Brings you to this online manual.

1.5 THE PREVIEW SCREEN

THE PREVIEW SCREEN

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DISPLAY SCREEN: Displays the HTML code generated from the values entered in the QUICK~PAGE~SCREEN. Clicking on the Display screen will allow you to edit The HTML code directly using the EDITOR specified in the CONFIGURATION~SCREEN.

PREVIEW: Will call the BROWSER specified in the CONFIGURATION~SCREEN allowing you to see how your homepage will appear on the Web.

SAVE: Will call a save screen requesting a preformatted blank disk in df0: to save your homepage on. Clicking OK will cause the Appetizer to proceed with the save. Clicking CANCEL will abort the operation.

CANCEL: Returns you to the QUICK~PAGE~SCREEN and clears the HTML code.

HELP: Brings you to this online manual

EXIT: Quits Page Monster Appetizer.

1.6 ABOUT THE PAGE MONSTER

COMING SOON

PAGE MONSTER VERSION 1.0

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If you've enjoyed using the Page Monster Appetizer, and its simplistic approach to creating Web pages for the Internet, then as they say in the Biz, "you ain't seen nothin' yet!"

Our New Web page creation tool PAGE MONSTER version 1.0 is currently in beta testing and promises some unique features when finally released. Some of these include:

1. USER FRIENDLY POINT AND CLICK INTERFACE
 2. AUTOMATED HTML CODE GENERATION
 3. SUPPORT FOR LINKS TO EXTERNAL HTML DOCS
-

4. SUPPORT FOR LINKS TO EXTERNAL MEDIA FILES
SUCH AS IMAGES, SOUNDS, ANIMATIONS, VIDEO
CLIPS AND MOD FILES.
 5. SUPPORT FOR POINT AND CLICK FORMS CREATION
 6. AUTOMATED AREXX SCRIPTING WHICH
CAN AUTOMATICALLY CREATE AREXX SCRIPTS
FOR ADPRO, OCTAMED6, SOX, & AGMSRECORDSOUND
FOR FILE CONVERSION, OPTIMAZTION AND SAMPLING
FROM INSIDE PAGE MONSTER.
 7. ABILITY TO SAVE AND RECALL AREXX SCRIPTS
 8. ABILITY TO ENTER, SAVE AND RECALL NEW TAGS
 9. AUTOMATED TUTORIAL
 10. 32 CONTROL SCREENS
- AND MUCH MORE BEING PLANNED FOR THE FUTURE.

If you're interested in this type of application for the Amiga, please support us. Any donations for futher development of this product would be greatly appreciated.

We at CultureShock are long time Amiga users and in a time when most American Amiga developers have vanished, it is only our love for the the Amiga platform and its STILL superior technology and design that drives us to find new ways of utilizing such a remarkable computer.

You can drop us a line at:

quintin@u.washington.edu

Or write us at:

4043 Latona N.E. Seattle. Wash 98105

U.S.A.

1.7 System Requirements

SYSTEM REQUIREMENTS

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Page Monster Appetizer was designed to run on any Amiga running 1.3 or greater operating system with at least 2 megs of ram and a hard drive. 4 megs of ram is necessary to run your browser from within the Appetizer.

3.0 or greater is strongly recommended especially if you are planning to use a Web browser to preview your completed page.

This is due to the fact that it is only with 3.0's Datatype capability, that you can view inline images in your browser.

It is also possible to run Page Monster Appetizer using low memory machines such as a A500 or A600 with 1 meg of ram, but you will need to use the special low memory version of the Appetizer provided with this archive.

(SEE Low~memory~version~installation~&~use).

The obvious drawbacks of using older operating systems is that you cannot preview your work using a browser running WB 1.3 and although with enough memory you may be able to run Mosaic-NoNet on WB 2,0, you won't be able to view inline images.

However the alternative could be that if you had access to a IBM or Mac running a Browser such as Netscape and you had either the Crossdos or Maxdos filesystem for the Amiga, you could use this program to create a web page on the Amiga and then save it to an IBM 720K disk or a 1.44mb disk if you have an High Density disk drive.

ADDITIONAL FILES NEEDED

Since the Page Monster Appetizer was created with the AmigaVision Profesional authoring system, you will need to have following files installed in your system or boot disk:

1. The AVplayer installed in your Sys:c Directory
2. The avdb.library installed in your Sys:libs Directory
3. The avtextgad.library installed in your Sys:libs Directory
4. The camd.library installed in your Sys:libs Directory

The AVPlayer Archieve is a freely distributable program and can be found at:

AMINET/GFX/SHOW/AVPLAY_2.4.1ZH

In addition you must also install the APPEND command written by Oliver Enseling in your Sys:c Directory. If you are using Workbench 2.0 and want to use a file requestor you must also install REQ command a 2.0 file requestor written by Thomas Ansorge in your Sys:c Directory.

APPEND is Freeware and can be found on:

Fred Fish Disk 379

REQ is Shareware and can be found at:

AMINET/UTIL/CLI/REQ.lha

Your C: directory should at least contain the commands delete,
Copy, and IconX for this application to work properly.

1.8 Installing on 1.3

Low Memory Version Installation and use

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Included in this archive is the compressed file PM_LOWMEM.LHA, which contains a version of the Page Monster Appetizer that was designed to work on lower memory machines. It can run on a stock A500 or A600 with at least 1 meg of ram and a external disk drive.

This version was created for the purpose of giving Amiga users who are

using low memory machines a quick and easy way to create simple HTML documents.

There is also great potential for use of this program in a educational enviornment that is utilizing older Amigas. It could be seen as a way to teach students about HTML at a remedial level and at very low cost.

To install the Low Memory version Follow the Following step by step instructions:

1. First format a blank disk and label it APPETIZER.1
 2. Decompress PM_LOWMEM.LHA and then copy all the files and directorys in the drawer named APPETIZER.1 to the disk you just formatted in step 1
 3. Make a copy of your standard Workbench1.3 disk by clicking on its icon and selecting duplicate from the workbench menu. The resulting copy should be named "copy_of_Workbench1.3"
 4. Copy avplay_2.4.lzh, APPEND and LHA directly to your APPETIZER.1: disk.
 5. Insert the APPETIZER.1 disk in df1: open it and click on the STRIP_SYS icon.

This is a dos script that will remove a number of files on the copy_of_Workbench1.3 to make room for the nessesary files described in step 6 and step 7.

If you have LHA copied to the APPETIZER.1 and everything setup as described in step 4 then steps 6,7 and 8 will be automated, otherwise...
-

6. copy the AVPlayer into the c: directory of the newly striped down workbench disk .

7. Copy the AVPlayer libraries into the Libs: directory of the newly striped down workbench1.3 disk. They are as follows:

1. The avdb.library

2. The avtextgad.library

3. The camd.library

4. The realtime.library

(These files are nessessary for the Page Monster to operate properly if you have not yet obtained them see the end of this file for information on where you can get them.)

8. Make a directory named c on the APPETIZER.1 disk and copy the commands copy, delete, mkdir and APPEND into it.

9. Next format another blank disk and label it HTML. This is the disk that your final project

will be saved to. Each project will require its own disk.

(Please note: This is only the Appetizer it is not designed to create a suite of web pages.)

Files needed for this program to operate properly can be found at the following places.

The AVPlayer Archive is a freely distributable program and can be found at:

http://ftp.wustl.edu/~aminet/dirs/gfx_show.html

In addition you must also install the APPEND command written by Oliver Enseling in your Sys:c Directory.

APPEND is Freeware and can be found on:

Fred Fish Disk 379

Your C: directory should at least contain the commands, copy
mkdir & delete.

1.9 LEGAL STUFF

LEGAL STUFF

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© Copyright 1996 CultureShock Multimedia
Page Monster Appetizer is ShareWare and may be freely distributed under the following conditions.

1. That all files in the original archive are intact and are not modified and organized exactly as shown bellow.
These are the following files:

Original	Packed	Ratio	Date	Time	Name
628	249	60.3%	03-Apr-96	08:06:20	PMONSTER.info
13542	2380	82.4%	03-Apr-96	07:52:42	PMONSTER/8SVX/clicks-low
8040	5081	36.8%	03-Apr-96	07:52:42	PMONSTER/8SVX/pm.snd
119886	59249	50.5%	03-Apr-96	07:51:38	PMONSTER/8SVX/theme2

```

    93      68 26.8% 01-Apr-96 07:09:28 PMONSTER/ASSIGN_APPETIZER
  9114    2158 76.3% 31-Mar-96 16:56:44 PMONSTER/ASSIGN_APPETIZER.
info
    4263     792 81.4% 03-Apr-96 08:24:18 PMONSTER/CHECK_RESOURCES
    5473    1133 79.2% 31-Mar-96 16:56:50 PMONSTER/CHECK_RESOURCES.
info
    968     239 75.3% 03-Apr-96 07:53:02 PMONSTER/COMMDJR.DBF
   2463     930 62.2% 03-Apr-96 07:52:46 PMONSTER/config.txt
    46      46  0.0% 03-Apr-96 08:00:20 PMONSTER/FONTS/READ.ME
   1580     405 74.3% 03-Apr-96 07:52:58 PMONSTER/ILBM/aw.br1
   1652     424 74.3% 03-Apr-96 07:52:54 PMONSTER/ILBM/aw.br2
   1850     146 92.1% 03-Apr-96 07:52:54 PMONSTER/ILBM/BLANK
  18036    9861 45.3% 03-Apr-96 07:52:30 PMONSTER/ILBM/INTRO.PIC
  29414   11171 62.0% 03-Apr-96 07:52:02 PMONSTER/ILBM/pm-slide1
  41692   18717 55.1% 03-Apr-96 07:51:46 PMONSTER/ILBM/pm-slide2
  35170   13727 60.9% 03-Apr-96 07:51:56 PMONSTER/ILBM/pm-slide7
  23418    7721 67.0% 03-Apr-96 07:52:16 PMONSTER/ILBM/pm-slide8
  37676   14616 61.2% 03-Apr-96 07:51:52 PMONSTER/ILBM/pm-slide9
  19930   11433 42.6% 03-Apr-96 07:52:26 PMONSTER/ILBM/PM.PIC
  16224    8849 45.4% 03-Apr-96 07:52:34 PMONSTER/ILBM/PM2.PIC
   1640     429 73.8% 03-Apr-96 07:52:58 PMONSTER/ILBM/QP1.BR
   2108     670 68.2% 03-Apr-96 07:52:50 PMONSTER/ILBM/QP2.BR
  24068   4707 80.4% 03-Apr-96 07:52:14 PMONSTER/ILBM/QPCONFIG.
SCREEN
  26624    3689 86.1% 03-Apr-96 07:52:06 PMONSTER/ILBM/QUICKPAGE.
SCREEN
  26210    3982 84.8% 03-Apr-96 07:52:10 PMONSTER/ILBM/QUICKPAGE1.
3.SCREEN
  15766    1969 87.5% 03-Apr-96 07:52:38 PMONSTER/ILBM/QUICKPAGE2.
SCREEN
  21665    7371 65.9% 03-Apr-96 07:52:22 PMONSTER/MONSTER.GUIDE
  36626   36626  0.0% 03-Apr-96 07:42:22 PMONSTER/PM_LOWMEM.lha
   1134     429 62.1% 03-Apr-96 07:52:58 PMONSTER/PREVIEW.TXT
   2588     884 65.8% 03-Apr-96 07:52:48 PMONSTER/QP1.3.TXT
  43286    9066 79.0% 03-Apr-96 07:51:22 PMONSTER/QUICKPAGE2.AVf
   553     178 67.8% 03-Apr-96 07:51:10 PMONSTER/QUICKPAGE2.AVf.info
   648     283 56.3% 03-Apr-96 08:05:52 PMONSTER/README.INSTALLATION
    36      36  0.0% 01-Apr-96 07:08:00 PMONSTER/START_APPETIZER
   8234    1984 75.9% 31-Mar-96 16:56:44 PMONSTER/START_APPETIZER.
info
-----
  602344  241698 59.8% 03-Apr-96 08:27:12    37 files

```

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1.10 Practical Example

During the writing of this doc file the PD version of AWeb 1.0 by Yvon Rozijs was released on Aminet. We were much impressed with its AREXX and SHELL COMMAND capability, so we added a quick routine into the Page Monster Appetizer that will give you a practical example of how this aweb specific tag could be used.

In the AWEB FIELD you will notice that the default value is:

```
SYS:DPAINT_AGA/DPAINT Load=Ram:QPAGE/PIC.IFF
```

you can replace "SYS:DPAINT_AGA/DPAINT" with the correct path of where DPAINT is located on your system and then click SAVE. Next set the COMMAND switch to ON. The Appetizer should now be activated to create a link to the above command when the HTML code is generated.

Once the Aweb 1.0 browser is called by clicking on PREVIEW in the PREVIEW SCREEN. You should be able to edit the inline image directly, using dpaint from inside aweb just by clicking on the inline image.

note: Any shell command can be used for example; if you wanted to edit the HTML code directly from inside Aweb you could use:

```
Sys:c/Ed ram:Qpage/Final.html
```

instead of the above example.
