

WebMaker

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COLLABORATORS

	<i>TITLE :</i> WebMaker		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	WebMaker	1
1.1	WebMaker On Line Help	1
1.2	Preview Window	1
1.3	Edit Window	2
1.4	Font Cycle Gadget	2
1.5	Link Colors Window	3
1.6	Tables	3
1.7	Image Window	3
1.8	HyperLink Window	4
1.9	Horizontal Line	4
1.10	File Window	4
1.11	Quit Window	4
1.12	Picture Window	4
1.13	Project Window	5
1.14	Markup Window	5
1.15	Warning Window	5
1.16	Search Window	5
1.17	ToolTypes	6

Chapter 1

WebMaker

1.1 WebMaker On Line Help

Welcome to the WebMaker online help.

"In Doc, we thus..."

- ~Preview~Window~
- ~Edit~Window~
- ~Colors~Window~
- ~Tables~
- ~Image~Window~
- ~HyperLink~Window~
- ~Horizontal~Line~
- ~File~Window~
- ~WebMaker~
- ~Picture~Window~
- ~Project~Window~
- ~Markup~Window~
- ~Warning~Window~
- ~Enter~search/replace~text.~
- ~ToolTypes~

Have you seen help bubbles too ?

No, just wait when your mouse pointer is on a gadget...

1.2 Preview Window

The Preview Window is not yet implemented.

1.x releases will not have a WYSIWYG builder and without preview window.

2.x will have a preview window, but not WYSIWYG.

3.x WYSIWYG

1.3 Edit Window

The Edit Window

It's the main window. You have the main functions inside.

At the top, you have the name of file and its status :

- Modified , you have made changes in the buffer.
- Opened , you have just opened a file.
- Saved, the buffer is saved to the named filename.

4 buttons :

- New replaces the current buffer to a sample HTML sheet.
- Open opens a file by a ASL window.
- Save saves the current buffer to the named filename.
- Save as saves the the current buffer to the other named filename.

The next group has :

- Font Cycle Gadget
- 11 buttons :
 - * B puts the selected text into bold style.
 - * I puts the selected text into italic style.
 - * u puts the selected text into underlined style.
 - * left right center justify aligned text.
 - * Hyper links
 - * Markup window
 - * insert a sample Horizontal rule.
 - * insert a list item.

The Buffer:

It uses a special gadget the textfield gadget, so, the buffer operations are under its control.

You can type, insert, cut, paste text by classic hotkeys (A-c A-v).

If you typed :

This is an example

You want to put in bold style, you must select the text and choose the Bold gadget.

All tag operations must have a selected text, if not, you can have things like this:

```
<B><B>This is an example</B>This is an example</B>
```

It's also an app-window...

If you use MagicMenu and/or CycleMenu, please install SafeGIRPort, the patch for not to have a frozen system.

1.4 Font Cycle Gadget

The Font Cycle Gadget

Instead of to go into menu item to change style font, choose one of different types and hit the "Apply" button.

There is 2 special entries:

- ISO-Latin->Entities replaces all iso-latin letters by its alphanumeric entities, ex : é -> é
- Entities->ISO-Latin in the other way.

In fact, these 2 features are toggle together.

See also the tooltypes section.

- WebMaker doesn't convert some letters such as > and < , guess why ?

1.5 Link Colors Window

The Link Colors Window

This window is to set the BODY parameters.

- You can have a background picture. Show it to see if it is good. A preview window is opened to see it.
- Choose which color is in the BODY.
- Adjust with the colorwheel, but selected which colors before.

1.6 Tables

Tables

Making and understanding tables is not an easy stuff and which Web Navigator shows them correctly under Amiga ???

I will make tables in other building way.

1.7 Image Window

The Image Window

Choose your picture, you can selected the align option. Set the alternate text for text-clients like Alynx. Set the picture width, height, very useful. If you choose a gif picture, hit "show" and the width, height will be set.

Hit ok to insert the line.

1.8 HyperLink Window

The HyperLink Window

When a file is opened, its links are added to the hyper-links listview. Double-Click to set the string gadget, choose the type of hyper-links. Hit the associated text links, or double-click in the textlinks listview. You can load a file to add links to the actual list, and save the links into named file.

See also the tooltypes section.

1.9 Horizontal Line

Horizontal Line

This window allows you to make all types of HR and their options.

1.10 File Window

The File Window

This window appears when you drop a file into the Edit Window
"Edit_Window" 0}.

You must choose the type of the dropped file.
If it's a link, its name is added to the hyper-link window.

1.11 Quit Window

The Quit Window

The buffer is altered, but not saved, so you have this window. Choose what you want to do "Quit" without save, "Save and Quit" "Cancel"

1.12 Picture Window

The Picture Window

Show your pictures, inlined or background before. The resolution is limited but it's very useful to see background patterns.

1.13 Project Window

The Project Window

When WebMaker is running, 2 tooltypes set the gadget strings.

Server Root Local is your local html doc path such as http:docs

Server Root Distant is the path in the HTML document.

If a reference file has the local path, it will be replaced by the distant root path. Example :

- Server Root Local is http:docs/
- Server Root Distant is /

So a reference file such as http:docs/foo/bar.html is replaced by :
/foo/bar.html

In next releases, the project window will have more features such as a document title string, color links, and other stuffs like RCS revision, author, notes.

When you open a HTML document, all these parameters will be adjusted. The Edit window will be only the body document. See this in 1.2 release.

1.14 Markup Window

The Markup Window

A markup is a tag to mark a place in the document. The mark is added to the hyperlinks listview.

1.15 Warning Window

The Warning Window

If you have this window, you have made some changes and you want to open a file, or new sample sheet.

1.16 Search Window

The Search Window

The search is made from the beginning of the buffer.

1.17 ToolTypes

For setting, tooltypes are an easy way.

Different tooltypes are available :

LOCALROOT=http:docs/
Set your local HTML doc root

DISTANTROOT=
Set your distant root. See the project window.

AUTHOR=Pascal Rullier
Set the default author name.

EMAIL=prullier@mail.atlantic-line.fr
Set the default email author.

SPECIAL=This is a special thing
See its use in 1.2 release in the project window.

RCS=\$\$
Set the RCS pattern.

LINKSFILE=http:docs/hyperlinks.wmhl
Set your hyper-links file.

LINKSTEXTFILE=http:docs/textlinks.wh1
Set your text links file.

ISOBUFFER=YES
If set to YES, an entities<->iso operation is made.
So you have entities in file, the buffer is in iso mode.

ENTITIESAVING=YES
if set to YES, an entities<->iso operation is made.
So if your buffer has iso letters, it will be saved with entities.
