

# **WebMaker**

Pascal Rullier

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**COLLABORATORS**

	<i>TITLE :</i> WebMaker		
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WRITTEN BY	Pascal Rullier	April 25, 2025	

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# 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

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## 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

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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 -> &eacute;
- 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.

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## 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.

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## 1.17 ToolTypes

For setting, tooltypes are an easy way.

Differents 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.whtl  
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.

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

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