

**wEEEEEEEEEEEEEE**

Alvaro Thompson

**COLLABORATORS**

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| WRITTEN BY    | Alvaro Thompson                 | May 25, 2025 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
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# Chapter 1

## Weeeeeeeeeeeee

### 1.1 Welcome To the HTMLGrad Manual!

- HTMLGrad 1.0 -

Written by Gareth Williams & Alvaro Thompson

\*\*\* SHAREWARE \*\*\*

- @ { " Introduction " link "intro" 0 } The Introduction
- @ { " Disclaimer " link "disclaimer" 0 } Copyrights, etc.
- @ { " ShareWare " link "shareware" 0 } This program is ShareWare!!
- @ { " Features " link "features" 0 } The Features
- @ { " Requirements " link "req" 0 } System Requirements
- @ { " Installation " link "install" 0 } How to install!
- @ { " Usage " link "usage" 0 } Using it!
- @ { " History " link "history" 0 } Very long :)
- @ { " Bugs " link "bugs" 0 } coders' worst nightmare
- @ { " Future " link "future" 0 } The future!
- @ { " Registering " link "register" 0 } Please do!
- @ { " The Authors " link "authors" 0 } Us!!!

### 1.2 Introduction

- Introduction -

It all started off thx to rudeboy (rudeboy@d0td0t.demon.co.uk) who made this little program on the PC called "fader" (or something like that). This little program simply added a gradient fill to colours on HTML files.

I saw this little program, and I was quite impressed, so I decided that an Amiga port had to be made. I didn't know if there was another program like this on the Amiga (and still don't :).

Me and a friend (Gareth Williams) got together, and started to make some work on it. And it was pretty easy to make too, just took its time.

So here it is! HTMLGrad 1.0!!!!

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### 1.3 Disclaimer

This program is Copyright ©1997 Gareth Williams and Alvaro Thompson. All Rights Reserved. This program is the shareware demo of HTMLGrad so please spread it around. Please consider @ { "registering" link "register" 0}.

This program is distributed "as is" and no uses are implied other than the ones stated. The authors take no responsibility of any damages done by HTMLGrad.

### 1.4 ShareWare

This program is ShareWare. This means that the program is operational to a certain extent. There are several features disabled in the unregistered version. This is the only way we can encourage people to register HTMLGrad.

These are the disabled features:

- External Text file converting disabled
- Sentence string can only take 32 characters instead of 256
- Pop-up requesters all over the place!

To get the full version please consider @ { "registering" link "register" 0}. We need the money!

### 1.5 Features

These are the features available on the demo version of HTMLGrad:

- Sentence handling up to 32 characters
- Left, Middle and Right colours available
- Sexy "GO!" button :)

The full package included the above features and the following:

- Up to 256 characters in Sentence handling
- External Text file converting (as many paragraphs as you like :)
- No Annoying pop-up requesters

### 1.6 System Requirements

Unfortunately, this is the first release of HTMLGrad, so it hasn't really been tested extensively.

It has currently been tested under Workbench 3.0

You do however need the following requirements as a minimum

- ReqTools.library
- ASL.library
- OS2.04 (If people could test it under this OS, please tell us!)

### 1.7 Installing

Simply click on the Install icon!

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## 1.8 Usage

Using HTMLGrad is easy PeeCee (ewwwww).

Simply click on the "Enter Sentence" string, and enter a little sentence. After that, go to the "Left Colour" RGB sliders. You will now have to select a colour for the beginning of the sentence. To do this, simply mix the colours. A sample colour will be shown on the box at the bottom.

Once you have selected the colour you want, simply go onto the next two (Middle Colour and Right Colour) and do the same as above. Once you have finished fiddling about with the colours, click on the "GO!" button and enter a filename. HTMLGrad will then save out the source code and you can view this with any browser (eg Voyager-NG, IBrowse, AWeb).

## 1.9 History

- History -

08/08/97 - First Public Release (1.0)

## 1.10 Bugs

- Known Bugs -

Amazingly enough, I haven't found any bugs!

## 1.11 Future Improvements

- A Font definable interface for the screen.
- Options windows with a save option so it saves all the settings
- Make it use the WB screen if there are some free pens

## 1.12 Register!

- Register! -

We don't usually make our programs Shareware, but we think that this one is worth it. We have put a lot of effort into it, and we think we have managed to make a bloody decent version of it too.

For this reason, we ask you to pay a small sum of money to reward our efforts. We ask you for the small sum of £5.00 Steling Pounds. We'd rather you sent it as solid cash, wether it is in English Pounds or its equivalent currency. Please send it to the following address:

Alvaro Thompson

17 Bank Gardens

Ryde, I.O.W.

PO33 2SY

England

Within the envelope, please enclose details of your name, address, telephone number (area codes as well) and whether you want the full version sent through e-mai or snail mail.

Thank you.

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## 1.13 The Authors

HTMLGrad Was produced by two teenagers: Gareth Williams and Alvaro Thompson.

Gareth is your average slob, who's too lazy to do things, so he just stays at home doing nothing but abusing his Miggy :) He's also a talented coder, and is coding his first commercial game, @{"Skimmers" link "tm" 0}.

Alvaro is the weird one in the team. He's obsessed with little things like the look of GUIs and icons (eg. MagicWB Vs NewIcons) and stuff like that. He's the one that writes all the documentation and HTML files.

You can reach us by either:

- Snail Mailing us:

Alvaro Thompson Gareth Williams

17 Bank Gardens 41 Weeks Road

Ryde, I.O.W. Ryde, I.O.W.

PO33 2SY PO33 2TL

England England

- E-Mailing us:

alvaro@enterprise.net

- or visiting our support site:

The support site is under construction, but please check regularly for updates on Aminet, because they will contain details on the new support site.

Thanks for having a look at HTMLGrad.

## 1.14 Skimmers

Skimmers is the latest game by Team Mango. We are hoping to finish it by the end of the year, but we'll see what happens.

For anymore information, please check out the Team Mango site:

<http://homepages.enterprise.net/alvaro/tm/>

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