

HTMLtext_mcc

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Chapter 1

HTMLtext_mcc

1.1 HTMLtext_mcc.guide

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1.2 HTMLtext.mcc/HTMLtext.mcc

HTMLtext.mcc/HTMLtext.mcc

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DESCRIPTION

The HTMLtext class for MUI displays a subset of HTML in a virtual group. You may put it into a ScrollgroupObject to move easier through the text.

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1.3 HTMLtext.mcc/MUIA_HTMLtext_Block

HTMLtext.mcc/MUIA_HTMLtext_Block

NAME

MUIA_HTMLtext_Block -- [..G], char *

FUNCTION

Get a pointer to the marked text. The text will be stripped of any HTML informations.

EXAMPLE

moreHTML.c

SEE ALSO

MUIA_HTMLtext_DoubleClick

1.4 HTMLtext.mcc/MUIA_HTMLtext_Clicked

HTMLtext.mcc/MUIA_HTMLtext_Clicked

NAME

MUIA_HTMLtext_Clicked -- [..G], BOOL

FUNCTION

Indicates whether the recent displayed document was chosen by clicking on a link (result is TRUE) in a document or by setting MUIA_HTMLtext_Contents or MUIA_HTMLtext_URL (result is FALSE).

1.5 HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook

HTMLtext.mcc/MUIA_HTMLtext_CloseURLHook

NAME

MUIA_HTMLtext_CloseURLHook -- [IS.], struct Hook *

FUNCTION

This hook will be called, always when the local copy of an URL is not longer needed. You may delete this file if you want, otherwise it will never be deleted.

EXAMPLE

moreHTML.c

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_OpenURLHook

1.6 HTMLtext.mcc/MUIA_HTMLtext_Contents

HTMLtext.mcc/MUIA_HTMLtext_Contents

NAME

MUIA_HTMLtext_Contents -- (V1) [ISG], STRPTR

FUNCTION

HTML text to be displayed in the HTMLtext object.

This string may content HTML tags and the equivalent closing tags (e.g. ..

See also further documentations of the HTML language.

EXAMPLE

```
MUIA_HTMLtext_Contents,
"<html>"
"  <head>"
"    <title>Example</title>"
"  </head>"
"  <body>"
"    <p>A simple example for the HTML class</p>"
"  </body>"
"</html>"
```

BUG

If you set a text with background pattern in a not opened window the background may appear crippled. (Don't ask me why!)

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_Path, MUIA_HTMLtext_Title

1.7 HTMLtext.mcc/MUIA_HTMLtext_DoubleClick

HTMLtext.mcc/MUIA_HTMLtext_DoubleClick

NAME

MUIA_HTMLtext_DoubleClick -- [..G], BOOL

FUNCTION

This attribute is set to TRUE whenever the user double clicks on an object in the text.

SEE ALSO

MUIA_HTMLtext_Block

1.8 HTMLtext.mcc/MUIA_HTMLtext_ElementList

HTMLtext.mcc/MUIA_HTMLtext_ElementList

NAME

MUIA_HTMLtext_ElementList -- [..G], struct MUIS_HTMLtext_Element *

FUNCTION

Gets a pointer to the first element of the list created by HTMLtext.mcc to handle the text objects.

The structure MUIS_HTMLtext_Element looks like this:

```
struct MUIS_HTMLtext_Element
{
    struct    MUIS_HTMLtext_Element *next;
    UWORD    type;
    UWORD    x,y,dx,dy;
    Object    *obj;
    char      *text;
};
```

You can walk through the list by following 'next' until it is NULL. 'x','y' contain the eventually coords of the related MUI object relatively to the upper left corner of the HTML object. 'dx' and 'dy'

contain the width and height of the object.
 'type' can contain the various values of them only the followings
 are public:

MUIV_HTMLtext_Element_Text:

You may find a pointer to the text in 'text' and in 'obj'
 a pointer to a MUI object of an internal custom class of
 HTMLtext.mcc.

MUIV_HTMLtext_Element_Image:

'obj' contains a pointer to the MUI object of an internal
 custom class of HTMLtext.mcc.

MUIV_HTMLtext_Element_HorizRule:

'obj' contains a pointer to the MUI object of 'Rectangle Class'.

You may also use some macros defined in the include files. (See example)

EXAMPLE

```
// Print active text of 'obj' (an HTMLtext object)

struct MUIS_HTMLtext_Element *el;

set(app, MUIA_Application_Sleep, TRUE);      // Better, to avoid confusion
get(obj, MUIA_HTMLtext_ElementList, &el);
while(el)
{
    printf("%s", MACRO_HTMLtext_GetText(el));
    el = el->next;
}
set(app, MUIA_Application_Sleep, FALSE);
```

1.9 HTMLtext.mcc/MUIA_HTMLtext_LoadImages

HTMLtext.mcc/MUIA_HTMLtext_LoadImages

NAME

MUIA_HTMLtext_LoadImages -- [IS.], BOOL

FUNCTION

Override the users configuration regarding the loading of images in
 the HTML document. This may be usefull, if you use the HTMLtext.mcc
 to display informations in which the image is a very important part.
 In all other cases it might be better to let the user choose.

EXAMPLE

moreHTML.c

1.10 HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook

HTMLtext.mcc/MUIA_HTMLtext_OpenURLHook

NAME

MUIA_HTMLtext_OpenURLHook -- [IS.], struct Hook *

FUNCTION

This hook will be called, always when an URL has to be loaded whose protocol is not supported. These URL's may come from hyperlinks, images or else.
The hook function will receive a pointer to a structure described bellow in the register a1. In a0 is a pointer to the calling hook and in a2 a pointer to the calling object.

```
struct
{
    char *URL;
    char *TmpFilename;
};
```

The member 'URL' contains the full name of the URL. 'TmpFilename' is an array of char where to the calling hook copies the name of a local file that contains the data coming from the URL. The default name already standing in 'TmpFilename' will be a file in "T:". (Created by SAS/C tmpnam() function).

However, you may change the name as you like as long as it is not long than 256 bytes.

The class will test if the temporary file exists or not. If not will follow an ordinary error message, that the file has not been found.

FUTURE:

For the future I plan to do file notification, that means that you may launch a process to load data from the URL in a file. Then you leave the function called by the Hook but returning TRUE and the name of the file. Once the file is loaded completely, HTMLtext.mcc will refresh the display. Due to some technical problems it will take some time, before everything works fine :(

EXAMPLE

moreHTML.c

SEE ALSO

MUIA_HTMLtext_URL, MUIA_HTMLtext_CloseURLHook

1.11 HTMLtext.mcc/MUIA_HTMLtext_Path

HTMLtext.mcc/MUIA_HTMLtext_Path

NAME

MUIA_HTMLtext_Path -- (V1) [ISG], STRPTR

FUNCTION

Sets the path to the used document. This value will be used, if there are images to load or links to follow and they not have a full path. If you use MUIA_HTMLtext_LoadContents, the path will be automatically set.

SEE ALSO

MUIA_HTMLtext_URL

1.12 HTMLtext.mcc/MUIA_HTMLtext_Title

HTMLtext.mcc/MUIA_HTMLtext_Title

NAME

MUIA_HTMLtext_Title -- (V1) [..G], STRPTR

FUNCTION

Gets the title of the document currently active. The title has to be specified in the text between <title> and </title> tags.

SEE ALSO

MUIA_HTMLtext_Contents

1.13 HTMLtext.mcc/MUIA_HTMLtext_URL

HTMLtext.mcc/MUIA_HTMLtext_URL

NAME

MUIA_HTMLtext_URL -- [ISG], STRPTR

FUNCTION

Name of an URL to be loaded. If the URL is of an not supported protocol, the MUIA_HTMLtext_OpenURLHook will be called.

The only supported protocol, yet, is "file:///". Names without any protocol specification will be handled as normal local filenames.

SEE ALSO

MUIA_HTMLtext_OpenURLHook, MUIA_HTMLtext_Path, MUIA_HTMLtext_Title

1.14 HTMLtext.mcc/MUIA_HTMLtext_VLinkHook

HTMLtext.mcc/MUIA_HTMLtext_VLinkHook

NAME

MUIA_HTMLtext_VLinkHook -- [IS.], struct Hook *

FUNCTION

This hook will always be called, when the parser finds an A tag with a HREF attribute. As argument the URL of this link will be passed and the function has to return TRUE if this URL was already visited or FALSE if not.

EXAMPLE

HTMLtext-Demo.c

1.15 HTMLtext.mcc/MUIM_HTMLtext_Jump

HTMLtext.mcc/MUIM_HTMLtext_Jump

NAME

MUIM_HTMLtext_Jump

SYNOPSIS

DoMethod(obj, MUIM_HTMLtext_Jump, struct MUIS_HTMLtext_Element *el);

FUNCTION

Jump to position of an element to make it visible to the user.

INPUTS

el - The element to be jumped to

RESULT

If for some reasons it was impossible to jump, FALSE is returned.

BUGS

Function may crash if element passed are not in element list.

SEE ALSO

MUIA_HTMLtext_ElementList, MUIA_Virtgroup_Top

1.16 HTMLtext.mcc/MUIM_HTMLtext_Mark

HTMLtext.mcc/MUIM_HTMLtext_Mark

NAME

MUIM_HTMLtext_Mark

SYNOPSIS

```
DoMethod(obj,MUIM_HTMLtext_Mark,  
    struct MUIS_HTMLtext_Element *first,  
    struct MUIS_HTMLtext_Element *last);
```

FUNCTION

Mark a part of the HTML text. Use list from MUIA_HTMLtext_ElementList

INPUTS

first - The first element to be marked
last - The last element to be marked

RESULT

The result value is currently undefined.

BUGS

Function may crash if element passed are not in element list.

SEE ALSO

MUIA_HTMLtext_ElementList

1.17 HTMLtext.mcc/MUIM_HTMLtext_Reload

HTMLtext.mcc/MUIM_HTMLtext_Reload

NAME

MUIM_HTMLtext_Reload

SYNOPSIS

```
DoMethod(obj,MUIM_HTMLtext_Reload);
```

FUNCTION

Reloads the current page. Use this, if you know that the documents contents have changed, because MUIA_HTMLtext_URL will not reload the document, if the URL given is the same as the one currently displayed.

SEE ALSO
 MUIA_HTMLtext_URL