

Project Strategy

Background

HTML.edit is an editor for the HyperText Markup Language, the text-based coding used for documents on World Wide Web (WWW). All HTML-coded documents created by HTML.edit are saved external to the editor as ASCII text files. World Wide Web servers follow HyperText Transfer Protocol (HTTP) and deliver on demand HTML documents to remote clients using browser programs like NCSA Mosaic.

HTML.edit is more than an editor. HTML.edit incorporates many time-saving features for not only HTML coding but document management as well. It is designed to become a master archive of a server's documents, with the ability to simplify global changes and updates.

HTML.edit remembers the location of each exported document, enabling both a simplified update process and the automatic creation of URL paths when creating hypertext links to documents on the same server.

HTML.edit attempts to produce documents that conform to the most current HTML 2.0 draft DTD (Document Type Definition). Eventually this editor will support all the features of HTML 2.0 level 2. I am concentrating on complete support for HTML 2.0 levels 0 and 1, plus support for level 2 forms. Tables are part of the HTML 3.0 draft. Version 1.7 supports forms and tables, albeit without complete support for the many available attributes of each. This editor does not support non-standard HTML features; I hope you don't either.

Yes, HTML 3.0 is in the works, and given enough interest I will continue to modify and hopefully improve this product, keeping it as up to date as standards and my time allow. Please consult the many online guides or the included A Beginner's Guide to HTML for more information on producing good code.

Application Structure

HTML.edit consists of five screen types (in this order):

- Index card
- Editor Window (1 per stored document)
- Master Headers (1 per Master Header)
- Master Footers (1 per Master Footer)
- Preferences card

Document Handling

Due both in part to the philosophy of the editor and its HyperCard roots, this application operates differently from other text editors you may have seen in the way it handles

documents.

While most editor and word processor applications open, edit, and save to an on-disk document, HTML.edit acts as an archive or master copy database for on-disk documents. It is capable of storing an effectively limitless (see Limitations) number of HTML documents as master copies, exporting to HTML text files on demand.

All HTML documents are by nature ASCII text files, not binary files (such as word processor documents). To edit an existing on-disk text file, it is imported into HTML.edit, edited, and exported, overwriting the old version. No text files are created on your hard disk until exported from HTML.edit.

Since most folks using this editor are generally creating not just one but a system of HTML files, I recommend using HTML.edit as the database of the HTML files used on your server. Since the editor stores the complete pathname of an exported document, you are able to export the entire contents of the editor or any selected group of documents with one command, refreshing your server easily and quickly.

You can then compress and backup one file rather than many, as HTML.edit essentially stores the hierarchical arrangement of files as well. (It does not, however, create folders or delete existing files.)

You can only edit one stored document at a time (ie., you have only the one applications window open at any time), but saving your changes within the stored document in HTML.edit occurs as you type. There is no "save" command in HTML.edit with an exact equivalence to other applications. When you quit from other applications, all open documents are closed. When you quit from HTML.edit, all stored documents remain "saved" within the editor. The documents are not available to your http server until they are exported from HTML.edit.

On to New Features, or return to HTML.edit Features.