

KidHTML

Marcio Esper

COLLABORATORS

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

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Chapter 1

KidHTML

1.1 Welcome

KidHTML v1.25
by
Marcio Esper
1998

NOTE: This is the new release of KidHTML.
It is more functional and has more
resources than v 1.0b, v1.1b and v1.21b.
If you find any bugs or weird behaviour,
please let me know it, send an Email
to icemanmail@iname.com, and please,
REGISTER ;)
The On-line support of KidHTML's program
in internet is:
<http://www.allnet.com.br/iceman>

contents:

Disclaimer
Important! Please read!

Introduction
What is this?

Requirements
What do you need?

Installation
Please read!!!

Usage
How to use this program.

Shareware
Please read this!!!

Greetings!
Thank you....

History
Once upon a time...

A.I. interface
What is it?

Arexx modules
Usage, configuration and developing.

Registration
Please register :)

The german translator says
A few words...

1.2 Introduction

Kid's HTML is a program to help you make your own home pages.

You don't need any know-how of html to make your own html texts. The program generates them for you, in a simple and versatile way.

1.3 Disclaimer

You can copy this program and spread it everywhere, but if you like the program, please register.

You are NOT allowed to alter the program or the guide.

I'M NOT RESPONSIBLE FOR ANY DAMAGE! YOU USE IT AT YOUR OWN RISK!

(I just wrote the sentence above because some people like to start a program and, while it's writing to the hd, they reboot, and then they'd ask the author money to make up for the damage! So don't be afraid, Kid' HTML is not dangerous :)

1.4 Installation

unpack the KidHTML.lha with your lha program, like

```
lha x KidHTML.lha
```

Click on the install icon 2 times with the mouse

Look in the installation program for instructions.

that's it :)

For registered users only!!!!

If you register KidHtml you'll receive a key file (KidHTML.key). Never change this file, because it will stop working when edited.

Copy the KidHTML.key to s:

In a shell window, CD to the KidHtml dir and type:

```
copy kidhtml.key to s:
```

If you receive the program via disk or email the installation procedure is all automatic.

That is, Done! :)

1.5 Usage

Main The main program.

First double click with the mouse pointer on the Kid's Html icon. The program will show some gadgets with text inside.

You'll need to replace the text inside the gadgets with your own texts :) The gadgets are (from top to bottom):

The text inside the fields needs to be validated with the mouse or keyboard/return ↵

For open a file, you need click on the square with index inside and or write a new name or use this name and press retur.

Filename
-> Look for know how open a file.

HP name

KidHTML v1.25

Title

by

Text

Marcio Esper

URL:Pic/Text

1998

Picture URL

SEMenu

List generator

Text EG

ADV color menu

Sub menu Advanced

Link info

Colors

End

E-Mail

Status pinel

The C function

Quit the program

PView

Note: You don't need to save your document, it will be automatically saved during its creation. If you'd like to create a new page, just rename or delete the current file, which you can find in the ramdisk under The name especificade for you in the filename gadget.

Run KidHTML now
Good work!

1.6 Filename

Main The main program.

Filename: In this field you must write the name of the file to be saved. Files are always saved in Ram:!
In the upper left part of the screen you will see the status of the filename. Whenever a file is selected, the status will show >ON. If it reads OFF, that's because you haven't specified a name for the file. The default name of this field is INDEX.
If you want to use this name, just click mouse on the field and ↵
RETURN.

1.7 HP name

HP name: Here you need to put the title of your document. This string will appear in the browser window. To write your title, just click with the mouse pointer on the string gadget, delete the old text and write your own text.

1.8 Title

Title: Write here the titles. Words written here will appear on your page with big, centered characters.

1.9 Text

Text: There are 3 options here, big, small and normal. The text options allows you to insert text in your home page.

big - inserts large font text.
small - inserts small font text.
normal - inserts standard size font text.

Text fields may be used with the advanced menu options. Activating those commands is done in 3 steps (4 in the case of lists, see the list command below).

Here are the steps:

1. Click the final I (ini) command button, eg. PI
2. Insert text (big, small or normal).
3. Click the final E (END) command button (eg, PE)

Be carefull when using the command buttons: wrong usage may cause problems in reading the page.

Document: This is the text you want put on your home page; it will be shown on your home page

divided in paragraphs.

1.10 Link info

Links info: Put here the description of the links you want to create. Links are a way for you to surf on the web. With the links gadget, you'll have access to any internet home page. To use this powerful function, you'll need to know the address (URL) of your interest.

1.11 URL:// links

URL Text: Place here the addresses for your link, the page here you want to go. These addresses are known as URLs. use 'HTTP://' or 'FTP://' or the protocol of your choice for the address. this function can be used to download a file, for this, put the name of the file at the end of the address. You are allowed to show text in the browser, for this, just use the text at the end of the URL. Note: For reading a text or a picture, it is necessary that the link is in your directory in your internet site, for know how you put the links in your internet site, ask for the webmaster of your internet server. If you want to show a text in your home page directory, only write the name of the file.

The letters in the URL some times is a case sensitive.

ex:

mydoc.txt - a doc in your directory with the name mydoc.txt. This doc will be showing in your browser.

http://www.amiga.de - to link the amiga home page.

ftp://ftp.doc.ic.ac.uk - to use ftp protocol

http://www.allnet.com.br/iceman/KidHTML.lha
- to make a download item, in this case, if the user click the mouse on this URL the link KidHTML is sent from the server to the user.

After you enter the url, the program will ask for you for a description of the url. Put in this field a text to explain the URL for the intended user.

URL Pic: This is like the above, but, no text will be showed in the page, in page will appear a picture.

after you write the url, the program will asky for you the name of the picture, if the picture is in your home page directory, just type the name of the picture. But if the picture is in other location, write the complet url and name of the image.

for exemple:

I have a picture named hello.gif in the same directory of may home page, first i will write the url ho i want use in my home page, afeter i press enter, a input box will appears and i will write the name of the image.

example 2:

I have a picture in other location , the picture is in www.mictures.com/ and the name the picture is hello.gif like the above, i will write the url, but in the input box i will write the complet address of picture and the name.

`http://www.mictures.com/hello.gif`

1.12 Picture URL

Picture URL: Insert here the path of your chosen image, including its name. If the image is in your home page directory, just use the name.

Important!!!!!!

1. Fields are only valid after you press RETURN.
2. You can create as many links as you want!
All the commands in KidHtml are intuitive.
As you create your document, the filled text field becomes the exemple.
Example: If you click the mouse in a textfield and press RETURN 20 times, your home page will show 20 links with the same text.
3. If you click the mouse over an exemple text and then press RETURN, the exemple text will be used in your home page.
4. Careful with the leters with you use in the url address and filenames. some time the leters is a case sensitive.

1.13 E-Mail

E-mail: Write your e-mail address. Clear the old text, put in your e-mail and press the return key :)

1.14 End

End: Closes the file. After pressing 'END', you cannot add anything to the file.

1.15 Colors

Colors: You can use 4 colours autogenerate combinations of page. the Darknes, Surf, techno and classic. this function generate a aleatory sequence of colors, you can change the mode, and press

BUILD for make the changes in the page

CL/CANSEL for cansel a change or quite the menu.

Note! If you want to use color background and text, use this option before you fill the others gadgets!

1.16 SEMenu

SEMenu Search engine menu, this is a very powerful tool, that gives you A touch of search engines for your home page. The usage is very simple, but you need use in the correct order, first select one of the 3 options buttons, and put one text after your button's selection.

1.17 Text EG

Text EG: This is a really very powerfull tool!!!, That gives you many options for input texts, java scripts or pre buildings sources of html files. This feature is:

Text: You can insert any text file, with this command. for usage, just click with the mouse on the text bootton, a filerequester will be open, chose the file , and press the 'Ok' bootton.

This feature is very usefull too for put a examples of html sources in your page. if you use a html text for input, the text will be show like this is!

html code: You can use any html code here, if you get a source code of one page in the internet, you cam put this page here! or change anything in the page and use in your page. You can make a colection of many factures of html code, and use in your page.

Script: You can use a java script text here!

Edit: This is a big help for you make your pages :)
you edit in edit, your text, and the text is put in
your page like the original. no are need you use
new line or any other html command.

Note: I have never tried this with ansi texts, i do know if
ansi will work fine!

CL/Quit: After you use the edit, this button
is usefull if you whant discard your text.
this button close the menu too.

Make: this button confirm your text, after you
edit.

Help: talk for you read the guide :)))

Mode: This is a status display, this tool is very
usefull for you see how is the status of your
choise. This send to you a messages of the
program functions too!

NOTE: Caution in the usage of the html code button!!!!
the incorrect usage will cause a problem in your's
browser reading the file!

1.18 ADV

ADV ADV is a tool that gives you an advanced color menu.
 This menu consists of a group of buttons with combined functions ↔
 :

There are 5 groups:

- Background, to select the background color.
- Text, to select the text color.
- VLink, to select the color of already visited links.
- ALink, to select the active link color.
- Llink, to select the link color

The advanced color menu commands must always be used
in the following order:

Group, then Color, Group, then Color... and so on.

eg: click background, then click black,
then click text, then click read, and so on.

Available colors are: Black, White, Red, Blue, Green and Yellow.

AutoColor: The program can generate a color for you, you need
chose a group and press the AutoColor botton. like the

above colors usage.

BGI: BGI is a background image function. You can use a GIF or JPG picture in the background. You can use 2 ways for get the pictures:

- in your home page dir, use only the picture's name
eg. bground.gif
- in other location, use the picture's name and URL
eg. <http://www.iceman.nu/backg.gif>

NOTE: for best results, use small pictures in the background of your pages. The large pictures increase so much the time of the browser to get an image.

Make: Type make after you choose all your options.

NOTE: use the color or ADV menu as your first option. You can set the color one time. Be careful but if you choose a wrong value, just close the menu with the make button and press the 'C' button, open the file again and choose again the ADV menu or Color menu.

1.19 Sub menu advanced

Sub Menu Advanced:

--: This button creates a separation line on the page. It is useful to organize or emphasize your home page.

NL: Newline, inserts a new line in your html.

II/IE: Italics (beginning and end): whenever you want your text in italics, press II, then insert the text, then press IE. Your text will be shown in italics in the browser.

BI/BE: Same as above, this time for bold text.

CI/CE: Same as above, for centered text.

PI/PE: Paragraph. Texts typed after pressing PI and before pressing PE will be divided in paragraphs.

UI/UE: Same as above for underlined text.

1.20 List generator

Lists

This powerful function available from v1.1 and rewrite in the v1.25 allows you to organise your Texts as numbered lists, of many formats. by included item order.

The usage for the bottons are

Botton I, text...text...text Botton E.

for make this example i press

- 1 - Press #LI
- 2 - Write in the requester Acid_Skil and press enter
- 3 - clear the requester
- 4 - write MoreAct and press enter
- 5 - clear the requester
- 6 - Write Gandalf and press enter
- 7 - Clear the requester
- 8 - Press #LE

eg:

- 1 - Acid_skill
- 2 - MoreAct
- 3 - Gandalf

Commands are:

#LI / #LE: Numeric list , like the example above
in this mode, the list will showed with
numbers in front.

>LI / >LE: Unordered list, no numbers will be showed
in the list.

MI / ME: List in menu format.

DI / DE: list in directore format

All this bottons, the usage is the same of the
example above.

BLI / BLE: List with pictures. the usage is diferent of the
others procedures.
you need put the name of the picture for be showed
in the init of list itens and text next.

for example, imagine the simbol '*' one gif image.

the list will be show:

```
* item 1
* item 2
```

for make this the procedure is...

- 1 - press the BLI botton
- 2 - Put the name of picture and press enter
- 3 - pute the text in the case "item 1" and press enter
- 4 - pute the name the picture and press enter
- 5 - write a item 2 and press enter
- 6 - press the BLE botton with the mouse.

1.21 Clear

C: Clears the file you are creating.
If you use the 'C' botton, the
file will be deleted, and you
will lose all your work.
use this botton with carefull.

1.22 Ending the program.

Quit: Exits the program.

hummm... :) that is it!

1.23 Requirements

You'll need:

- An AMIGA :)
- To see your home page, a browser.
- WB2.04/3.0+

You don't need but the program work bether

- 4m fast ram
 - many html scripts modules
-

- many java scripts modules
- many arexx modules
- know of html
- AMIGA 4000 :)

1.24 Shareware

This Program is SHAREWARE!!! :)

If you use this program, please help me to develop more programs for the Amiga !

Send me US\$ 10,00 (ten US Dollars) by mail.
Please include your e-mail address, in order to receive the complete version of Kid's HTML.

The full version contains:

- more background and text colors
- background images.
- more functions.
- many more functions. :)

Send mail to:

Marcio Esper
r: Prof. Francisco Maffei, 407
Interlagos
Sao Paulo SP
Brasil.
ZIP 04788-080

You will receive an e-mail with the key, so that you may have access to all the functions, as well as support and updates.

If you wish to receive the program in a disc, just mention it in your letter and include an SAE.

Thank you very much for reading this doc and for using this program :) and

LONG LIVE THE AMIGA !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

1.25 Greetings

First I would like to thank those who have been helping me testing KidHtml, so that it becomes better and free of bugs. :)

I also would like to thank my friends who are helping with the correction and translation of the guide and readme files. :)

And thanks as well to those who have given me their opinions

and ideas about the program (of course just to those who told me it was a good program). :) Oh, ok, to the those who said bad things about the prog too, all critic can be constructive. :)
I would like to mention:

Vaclave Filho 'Brazek' for ideas and test

Yves Grabowsky for the translation to german and test

MrDo for the translation to english, correction in the portuguese guide and requesters, and test

Rudnei Baptista Nunes for test

SuRRouND for test and find a bug

DeeZ for test

Giovane for test

Hugo-rj for help in translation of english of the KidHTML's support page.

For this people i say Thank you very much!!!!

I would also like to thank YOU very much to for believing in the Amiga!!!!
I hope that better days will come, when our beloved platform will be a star again. :)

LONG LIVE TO THE AMIGA!!!!!!!!!!!!!!!!!!!!!!!!!!!!

1.26 History

KidHTML v1.0b phase 1

This was the first version of KidHtml, and it didn't stay out for much long, because of a big bug in the graphic modes.
This version would only work in certain graphic modes. :(
But that is past now.... :)

KidHTML v1.0b phase 2

Bug removed! At last KidHtml can be used by anyone.

Main features are:

- New portuguese and english guide.
 - Creation of files only under the name "index.html".
-

- Just a few features, but capable of producing simple html pages easily and quickly. :)

KidHTML v1.1b phase 1

- The whole program was remade, and it boosts now a much more full and functional graphic interface.
 - So far no bugs were found in v1.1.
- The program is much more fast and stable.
- Some of the features are:
 - New GUI
 - Advanced menu
 - Possibility of graphics links
 - Better control of the output file
 - Inclusion of lists
 - error warnings during execution
 - new color ADV menu
 - many more commands
 - file status panel
 - Correction of the guides by MrDo
 - the program was optimized, so it uses now much less memory considering the amount of included resources, and...
it's faster.

KidHTMLv1.21: Very good program

- Correction on the GUI file name gadget.
 - Some of the features are:
 - All of the KidHTML v1.1 more...
 - GUI filename gadget rebuild.
 - Advanced menu ADV.
 - Advanced menu Text EG.
 - Capability of insertipon of java script
 - HTMLcode modules
 - New A.I. Intuition interface.
 - Otimization of the HTML code.
 - Text entrance as same the original.
 - Text entrance with full use of editor
 - Capability of use clipboard in the edit.
 - More than 14 new functions than the v1.0b.
 - Very powerfull inlustrade english guide.
 - Possibility of graphics links.
 - Better control of the output file.
 - numeric list
 - error warnings during execution
 - Color ADV menu
 - SEM - Search engine menu
 - more commands
 - file status panel
-

- the program was optimized again much more fast.
- Help on line on [HTTP://www.allnet.com.br/iceman](http://www.allnet.com.br/iceman)
- Transtalion to the German by Yves Grabowsky
- New Key controll.
- Optimization of the html output file.
- No more requires xen font.

KidHTML v1.25b NOW :)

NEW features more than the v1.21b

- New list enhaced with
 - numerical list
 - ordered list
 - unordered list
 - menu list
 - director list
 - bullet list
 - New randomic color generator with four layowts of colors.
 - new key methodod
 - the program auto generate one key for you test all the features for 20 uses.
 - Work now in the wb2.x +
 - now assembled in PHxass v4.38 from Frank Wille, much more fast!!!!
 - text EG rebuild, you can get now 32k texts for use in your home page.
 - new picture link.
 - new preview function
 - Java script in the text EG menu rebuild.
NOTE: the java script don't work 100% in the amiga's Browsers ate the moment, but you can use in your pages without problems.
 - Work now in own screen. with AGA or ECS AMIGAS
 - Data time function enhaced.
 - Status menu all functional
-

1.27 The german translator says...

Hi, at first, I'm not Marcio Esper! My name is Yves Grabowsky, I make the german translation of KidHTML. I would like to thank Marcio for KidHTML, because I think, it is really easy to use, and a real chance for HTML beginners to make webpages, without the knowledge of difficult html codes. And I would like to say: If YOU like KidHTML, pay the little shareware fee of \$10 dollars, I think it is not much money. I would like to thank Marcio again, because he gave me the permission to write a short notice about my programs in the guide. A little promotion is everytime welcome. :-)

Thank you Marcio!

Now, to the promotional things. :^)
My programs are:

SeekHTTP:

~~~~~

SeekHTTP is a program that searches in files for URLs. You can choose between writing the URLs to a file, write to standart outfile or load them into your browser. Currently supported browsers are iBrowse, AWeb and Voyager. A CLI interface is also available. Available languages are German, English and Portuguese. The file, where the URLs are written in, is in HTML format.

Features:

- Triton GUI
- very fast
- comfortable config program
- as much inputfiles as you can (multiselect, when selecting inputfiles)
- outfile is in HTML format
- loads your browser automatically and loads the outfile in it (if you wish)
- supported browser are iBrowse, AWeb and Voyager
- CLI interface
- a standart outfile, you can select an outfile or use the standart outfile as outfile
- if the outfile already exists, the URLs are appended to this file
- support scripts for some programs to use SeekHTTP with them
- available languages are English, German and Portuguese
- easy to use, the GUI is self explaining
- you can open SeekHTTP on any pubscreen
- IT'S FREE!!! I DON'T WANT MONEY FROM YOU!

Available: Aminet, util/rexx

Current Version (at this time): 3.1

AminetFTPMail:

---

~~~~~

AminetFTPMail is a program, that let's you get the Aminet Recent Uploads by FTP-Mail. You select the Aminet Recent mail in YAM, start AminetFTPMail, select the files you want to get in a comfortable list and click the start button. AminetFTPMail will write a mail to a ftp-mail site of your choice and the only thing you have to do then is sending the mail.

Short info about FTP-Mail:

FTP-Mail is a service, that let's you get files from a ftp site per mail. You write a mail with the files, that you want to get to a ftp site, that supports ftp mail and this ftp site will mail the files that you want to get to you.

This service is excellent for getting aminet uploads, but because writing the mails per hand is not very comfortable, I have written AminetFTPMail.

Features:

- TritonGUI
- comfortable Configprogram
- you can select a predefined FTP-Mail site or specify a own ftp-mail address
- you can choose the max. mailsize
- easy to use
- no limit how much files you want to get (the only exception is the size of your email account ;-))
- you have two lists, in the upper you can select which upload you want, and in the lower are the uploads, that you want, displayed and can be removed everytime.
- simple but powerful
- the only thing you have to do is selecting which files you want, and sending the mail :-)
- I DON'T WANT MONEY FROM YOU FOR THIS! (but if you still want to send me some money, I won't stop you from doing so ;-))

Available: Aminet, comm/mail

Current Version (at this time): 1.0

AminetGetFTP:

~~~~~

A sisterprogram of AminetFTPMail. It has the same gui, does the same things, the only differents are that it doesn't write FTP-Mails, it starts AmFTP, connects to a aminet site of your choice and downloads all files that you have selected.

Features:

- TritonGUI
  - comfortable Configprogram
  - you can select a predefined aminet site or specify a own server address
  - easy to use
  - no limit how much files you want to get
  - you have two lists, in the upper you can select which upload you want, and in the lower are the uploads, that you want, displayed and can

- be removed everytime.
- you can store files you want to get on disk, collect them and get them all at once at a later time
- when AminetGetFTP is finished, it asks you for going offline
- PropFonts
- you can use your own fonts
- if you click on "Get the files" and you are not online, AminetGetFTP will run Miami and go online
- progressbar that shows you what AmFTP is currently doing
- simple but powerful
- I DON'T WANT MONEY FROM YOU FOR THIS! (but if you still want to send me some money, I won't stop you from doing so ;-))

Available: Aminet, comm/mail

Current Version (at this time): 2.0

CheckDownloads:

~~~~~

CheckDownloads is a useful tool, that checks your aminet downloads with VirusZ. You can be sure, that you don't have viruses on your computer.

Available: Aminet, util/rexx

Current Version: 1.0

Greets from Germany,

Yves Grabowsky

1.28 Status pinel

The status pinel is a tool for help you in the page generation. Many times you can forget a sequence of buttons, and, this cause a problem in your home page design.

for use this tool, is very easy, any time ho you press a botton in the advanced menu, the key will be showed in other color. for you get a max of the design enviroment the orther of the bottons display is the beather result.

PI/E, CI/E, BI/E, II/E and UI/E

White = free
black = need press.

Note: For the key will free again you need
press the end key the same times you
press the ini key.

Ex:
you press BI, BI, UI

you need press for a correct design of
page

BE and UE

the second BE not is used because the
A.I. procedure will disable this.
because you do not need 2 bold statements
for a unic string.

1.29 A.I. Interface...

Well, the A.I. (artificial intelligence) interface
is a one of the most interesting aspects of the
program, still under construction, but a full
functional, this function can help you for use the
program.

What it do?

In the first, the A.I. interface analyze your usage
of the program and interage in function of your
procedure.

- Help you a open a file
- Show any problem in the execution of page
- try help you if the program see, you making
much errors.

1.30 Preview...

PView: Is a viewer function, hummm.... :)
You can see your page at any moment using
the Pview button.
a filerequester will appear, and you need
choose the browser of your choice for see the
your page .

You need choose a browser only one time.

1.31 Arexx modules

Well, the arexx modules is a powerfull tool for you incrementing your pages, or make any thing with arexx scripts.

For use the arexx commands, you need first use the configure program available with the KidHTML package.

Configuration: In the KidHTML dir double click on the KidArexxConfig icon, a window will be open on the screen and you can see many buttons with numbers from 1 to 8. click on the number with you can. a file requester will appear, choose the arexx script and press the [OK] button

choose other button for make the same procedure for put other program or press [OK] or [END].

NOTE: - the end key without the ok, cancel all changes.

- the file rdag2html from Michael Ranner come in the program for a example of usage the arexx modules

You can get the last version of this program in <http://www.netlounge.at/mranner/> or contact the author in mail at Michael.Ranner@netway.at This is a public domain program.

- The SeeKHTTP come in the examples to from Yves Grabowsky, the german translator of the KidHTML.guide .You can get this program in the aminet or contact the author for mail in YvesGrabowsky@t-online.de.

The full documentation of this two programs is in the Docs dir of KidHTML.

Usage:

The usage is very simple, you need just press the ARExx button the the KidHTML v1.25 main window, and choose a button with your arexx script.

after this, a requester will appear asking for a program argument, this argument you can use from the arexx program guide. If you don't write nothing, the default will be used.

NOTE: Look in the your arexx script guide for correct

instalation and usage.
if the program is not properly installate and
configurate, the program will not work properly.

DEVELOPERS

You can make yours own arexx scripts, or make a
scripts for use with KidHTML.

For it you need look this:
the program need have a little guide or doc.
the program need use this procedure

program [(source file)] [(arguments)] ram:

source file: is the text,html doc, or any kind of file to
be used for your program. this is optional
if the program don't use any file.

arguments: you can use any kind of argument, but this need
is put afther the source and before the out file.

ram: the defalt out file need be write in the ram file
for be easy for the new user usage.

you can make scripts for be used with the text eg
menu.

NOTE: The text EG have many bottons with diferents
way of read and use a file.

if the output file fave a html structure, use the
Text EG html code, if have other kind of structure
use the Text botton.

If you want make any arexx script for use with KidHTML, please
let me know, i will apreciate use it in my KidHTML :)
and i will put the program and your name in the KidHTML support
page in the arexx section (under construction).

1.32 Registration

Thankyou for look here :)

For register the soft you need send me a mail with
u\$ 10, dolars or any other money, but the same value :)

send to:

Marcio Esper

R: Professor Francisco Maffei 407

interlagos
Sao Paulo SP
Brazil
ZIP 04788-080

in the mail put your e-mail and version of KidHTML.
you will receive a 1 new release of KidHTML and
a 50% save off the news releases.

I am built a own domain for support of KidHTML
in the momente the support is in
www.allnet.com.br/iceman
or in e-mail
iceman@iceman.nu or icemanmail@iname.com or
iceman@allnet.com.br

Thankyou very much for get a look in KidHTML.
