

00451da0-0

COLLABORATORS

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REVISION HISTORY

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1.2 Introduction To MWM

1. INTRODUCTION

One day my friend Maurizio asked me, "Hey Max, do you think that it's possible to write a program to create files in HTML format by just loading a simple ASCII text and using the mouse to define the final HTML file?"

I said, "Oh my God! Miracles are not my speciality!" ...but he was right!

Well, the final result is near.

MWM allows you to load a normal text file and you can attach images, texts, lists and many other HTML objects to the selected lines and/or words just by using the mouse.

The GUI is essentially composed of:

-

THE MAIN WINDOW

This will show the normal text file. If a part of the text ↔

is defined by an action, it will be highlighted with a different colour from the rest of the text. Like some wordprocessors, this window contains a lot of small graphic gadgets linked to different actions.

- THE SINGLE LINE WINDOW

- THE LABELS WINDOW

This will show all labels included in an HTML file to be linked.

- THE HELP WINDOW (or LOG WINDOW)

-

THE What is? WINDOW

1.3 The Main Window

2. THE MAIN WINDOW

Once a simple text file is loaded, you will see it in the Main Window. Use the left mouse button to select part of the text, either by dragging, or by clicking. Then select one of the Action Gadgets to attach an action to the selected text. The action can be lists, texts, images, hyperlinks or many other things permitted by the HTML 3.0 specifications.

If you need to attach an action to a single word on a line, just double click on the line. The desired line will appear in the Single Line Window. You can then drag select the desired word(s).

Different actions will create objects that are shown in different colours in the Main Window.

All created objects are numbered in order of creation. By selecting the object, you can see information about it in the Log Window.

Keys

The Action Gadgets

1.4 The What is? Window

3. The "What is?" WINDOW

The "What is?" Window is always to the left of the Main Window. Its purpose is to provide short descriptions of the object(s) on that line. Here are some examples of object descriptions:

```

+-----+-----+
| What is?  || MWM Edit Window          |
+-----+-----+
| .....   || Uninitialised text        |
[1] [2] | Text Hn X || Initialised text                  |
| Head    || Text of the <HEAD> block          |
[3] | Form ABC_1 || Text of the <FORM> text           |
| Preformat || Preformatted text <PRE>         |
| Address  || Text of the <ADDRESS> block       |
| Paragraph || Paragraph text <P>               |
[4] | List XL   || Text of the <LIST> block           |
| Image    || Text that will be an image        |
| To site  || Hyperlink to a site              |
| Multi obj || Text including more objects       |

```

```

| Label      || There is a label <ID>          |
| Comment    || There is a comment <!-- ... --> |
| Lab & Com  || There is both label and comment |
+-----++-----+

```

Key to object descriptions:

- [1] Hn = Heading <H1> to <H6>, <HD> for default value
- [2] X = Alignment : L = LEFT
C = CENTER
R = RIGHT
J = JUSTIFY
- [3] ABC_1 = Form Method: GET
POST
- [4] XL = List type : UL = Unnumbered list
OL = Numbered list
DL = Definition

1.5 The Menus

4. THE MENUS

When the Main Window is active, you can use the menus. They contain the following items:

* PROJECT MENU

- Load text

Allows you to load a normal ASCII text file.

If a text file was previously loaded, MWM will ask if you want to replace it, or to insert the new file into the old one. If the latter, MWM will ask where you want it to be inserted:

- To the beginning
- To the end
- After the first selected line

- Save HTML

Allows you to save the work you've done as an HTML file.

MWM will ask if you also want to save all uninitialised text. If not, then only created objects, labels and comments will be included in the HTML file. If so, all uninitialised text will be saved as simple text and the string
 will be added to the end of each line.

After this, MWM will check for the TITLE and, if one doesn't exist, a requester will ask for one.

- Load saved work

Load a previously saved work.

- Save work

Save the entire work in a file to be recalled at any time so that the development of it may continue.

- Delete all

Delete all current work or only all objects.
(Handle with care!)

- Help Keys

List of all magic keys

- About

The brains behind MWM :-)

- Quit

Terminate MWM.

MWM will save the preferences and the last size/position of the "Main Window" into "MWM.prefs" in ENV: and ENVARC:

* EDIT MENU

- Cut

A requester will ask if you want to:

- Completely kill all selected lines
Deleted text will be copied to the clipboard.
- Kill only the created infos.
- Cancel

- Copy

This action copies all selected lines to clipboard.

- Paste

Insert text from the clipboard to after the first selected line.

If you are using KCON: for the log window, for example, you can type whatever you need into this window, select

all your text with the mouse and press "Amiga+C" to copy all text into the clipboard.

NOTE: Remember to hit RETURN after the last line otherwise the console will be blocked and MWM won't be able to write messages.

Afterwards, select MWM's Main Window and press "Amiga+V".

This also works with the ConClip and ConPaste commodities.

- Search new

Search for a new string.

- Search again

Search for the next instance of the same string.

- Edit selected lines

This action allows you to modify the selected text. If the selected line is not a multi-object, the previously created objects will NOT be touched. Otherwise, if you edit the line, all objects in it will be deleted.

* Special Menu

- Goto label

This action allows you to go to a previously defined label in the current document.

- Mark location 1, 2, 3.

Mark three positions in the current text.

- Jump to mark 1, 2, 3.

Jump to the previously marked position.

* Action menu

-

Text

|

-

Image

|

-

List

|

-

Form

|___ Same functions as the gadgets in the

```
-
  More
    |   Main Window.
-
  Head
    |
-
  Size
    |
-
  View
    |
-
  Prefs
    |
```

1.6 What Can MWM Do?

5. WHAT CAN MWM DO?

MWM is able to do the following HTML 3.0 things:

```
- HEAD LINK REL=Banner
- TITLE
- BODY
- ADDRESS
- A HREF="...#..."
- A ID="..."
- IMG ISMAP ALIGN=TOP|MIDDLE|BOTTOM SRC="..." ALT="..."
- UL LI
- OL LI
- DL DT DD
- <!-- comment -->
- BR
- HR
- P ALIGN=LEFT|RIGHT|JUSTIFY
- CITE
- CODE
- EM
- STRONG
- AUTHOR
- PERSON
- SAMP
- KBD
- VAR
- DFN
- Q
- ACRONYM
- ABBREV
- INS
- DEL
- B
- I
```

- TT
- U
- S
- BIG
- SMALL
- SUB
- SUP
- < & "
- Á À Â Ã Å Ä Æ
Ç É È Ê Ë Í
Ì Î Ï Ð Ñ Ó Ò
Ô Õ Ö Ø Ú Ù Û
Ü Ý Þ
ß á à â ã ã ä
æ ç é è ê ë í
ì î ï ð ñ ó ò
ô õ ö ø ú ù û
ü ý ÿ þ
- URL for the links
- FORM METHOD=GET|POST
- INPUT TYPE=TEXT|PASSWORD|CHECKBOX|RADIO|RANGE|SCRIBBLE|
FILE|HIDDEN|SUBMIT|IMAGE|RESET
NAME,VALUE,SIZE,MAXLENGTH,CHECKED,MIN,MAX, SRC,ACCEPT
- List of INPUTs
- Headings:<h1|H2|H3|H4|H5|H6 ALIGN=LEFT|CENTER|RIGHT|JUSTIFY>

1.7 General Information

6. GENERAL INFORMATION

MWM needs OS 3.0+

This program was constructed following the HTML specs included in the archive HTML30GU.LHA. This archive can be found on most BBS's and on Aminet.

This version of MWM is Copyright ©1996 Massimo Baglione
World Rights Reserved.

1.8 Last minute Additions

7. ADDENDUM

Two words about heading size:

When you load an ASCII text, MWM assign to every line a value equal to zero (default) so, if you need to change default heading size (see menu), MWM saves the selected value instead of zero.

Into saved works done by earlier versions of MWM 1.05, this default value still to be 5 (H5) and can't be "defaulted".

Please, excuse me for this unexpected problem and tell me quickly if MWM persists to get wrong writing headings.

Ciao!

1.9 The History of MWM

8. HISTORY OF MWM

MWM history (from last to first):

-MWM v. 1.08 Jul 04 1996

- First amigaguide version of the english manual.
- Fixed a dangerous bug deleting multiobjects inside FORMs.
- Now you can specify a file to be linked into a site also for images and multiobjects. (MORE gadget)
- Removed a little bug displaying actions gadgets for 4 colors screens.

- MWM v. 1.07 Jun 12 1996

- Assigned ENTER key for "Edit first selected line".
- Assigned RETURN key for "Insert an empty line".
- Scrolling text if dragging vertical gadget (slow, but it works).
- Added "Prefs" gadget on action gadgets.
- Removed "Preferences" from menu.
- Optimized listviews:
 - UP/DOWN keys -> move desired option;
 - RETURN key -> make the choice;
 - ESC key -> exit from listview;
- Kirk Strauser suggestions:
 - Removed little bug writing multiobjects;
 - Remember drawers for load/save work and save HTML.
 - Now it is possible a link to a document into a site (see MORE

gadget).

- Little bug freeng memory removed. (tanks to Sushi)
- First amigaguide version of the italian manual. (Pierluigi

Sferrella)

- MWM v. 1.06 May 29 1996

- New "About". Tanks to David Putzier for his wonderful logo!!
- Removed small bug defining lists.
- Adjustements for MWM's texts.
- MWM adjusts position for tools gadgets just to fill upper space.
- Now MWM saves config during quit.
- Snapshot for main window and "What is?" window.
- I hope removed a bug saving prefs for screens.
- Now it's possible to open/close "What is?" window (Del key).
- Improved "Special" menu:

```
"Go to label";
"Mark location 1";
"Mark location 2";
"Mark location 3";
"Jump to mark 1";
"Jump to mark 2";
"Jump to mark 3";
```

- MWM v. 1.05 May 15 1996

- Small bug deleting multiobjects for FORMs removed.
- Adjusted headings size writing lists.
- Improved "Delete all" in "project" menu.
- Adjustments in "Single line" window:
 - MWM shows infos about a single object when selected;
 - Now it is possible to delete a single object if previously created;
 - Better separation between multiobjects;
- Bug fixed version of the english doc! (;-)) Tanks to Jeff Lavin!

- MWM v. 1.04 May 03 1996

- Optimized some functions.
- Small bug removed.
- Adjusting width for lowres screens.
- Adjusted docs to 78 columns.
- Arranged depth between "Main Window" and "What is?" window.
- Improved autosizing for "Single Line" window.
- Now MWM shows all following ASCII value:
 - 9 (TAB) as four spaces (ASCII 32);
 - 10 (LF) and 13 (CR) as end of lines;
 - 32 to 126;
 - 127 to 160 skipped because unused;
 - 161 to 255;

- Added filter for:

```
&Aacute; &Agrave; &Acirc; &Atilde; &Aring; &Auml; &Aelig;
&Ccedil;
&Eacute; &Egrave; &Ecirc; &Euml; &Iacute; &Igrave; &Icirc; &Iuml;
&ETH; &Ntilde; &Oacute; &Ograve; &Ocirc; &Otilde; &Ouml; &Oslash;
&Uacute; &Ugrave; &Ucirc; &Uuml; &Yacute; &THORN;
&szlig; &aacute; &agrave; &acirc; &atilde; &atilde; &auml;
&aelig;
&ccedil; &eacute; &egrave; &ecirc; &euml; &iacute; &igrave;
&icirc;
&iuml; &eth; &ntilde; &oacute; &ograve; &ocirc; &otilde; &ouml;
&oslash; &uacute; &ugrave; &ucirc; &uuml; &yacute; &yuml; &thorn;
```

- MWM v. 1.03 Apr 12 1996

- Fixed a liiiittle bug for "Amiga + Q" (quit).
- Fixed a bug changing "heading size" default.

- MWM v. 1.02 (never released)

- New versions of the docs.
- Removed a dangerous bug deleting multiobjects.
- Now MWM uses Cut, Copy and Past via Clipboard.

- MWM v. 1.01 Apr 04 1996
 - Now MWM works only on OS 3.0 or higher.
 - Removed a bug in opening requesters.
I have never tested MWM without MCP! (;-)
I'm really sorry for this!
- MWM v. 1.00 Apr 01 1996
 - ...FINALLY!!!
First release for all Amiga's Web makers!!

1.10 Credit where credit's due!

9. CREDITS

I want to thank all my beta testers for their good bug reports about MWM.

In particular, I'd like to thank:

Troy Bouchard (Snowy Hill) and Mel Greer for their incredible minds!

Alessandro Di Michele for his advice about the GUI.

Kirk Strauser for his various and detailed reports.

Girish V Nath for his very professional reports.
(waiting for the beer.;-)

Paul Stevens (another beer dependent..(; -))

Arnold Schwarzenegger ... (Hey Arnie, are you really you or it's just the effect of the beer ? (;-))

And for the rest of MWM development:

Ross Delaforce for his FTP support.

Jeff Lavin for his great help about this doc!

David Putzier for his wonderful MWMlogo.iff.
Check it Out!!!

Pierluigi Sferrella for the Italian Amigaguide docs.

Mike Handley for the English Amigaguide docs.

Moreover, a big kiss (!) is flying to my Boss (Maurizio Fabiani) for his never ending patience!

The last credit is reserved for the Amiga: (All together)

.....THANKS AMIGA!!!!

-----+-----

-=> * \X/ Amiga! \X/ MAUI BBS! \X/ Love and Beer! * <=-

The revenge of the Italian Products

...enjoy this program!!!

1.11 How to Register MWM

10. SHAREWARE REGISTRATION

If you like this program, and you would like to use the disabled functions, you can send me US\$25 to the following address:

Massimo Baglione
Via Della Chiesa 1
67019 Civitatomassa
Scoppito L' AQUILA (Italy)

Please specify where I should send your key file.

For any suggestions, ideas or mail bombs, you can contact us at:

Massimo Baglione

Maurizio Fabiani

39:102/1.5 Amiganet

39:102/1 Amiganet

39:102/2.5 Amiganet

39:102/2 Amiganet

2:335/602.5 Fidonet

2:335/602 Fidonet

2:335/607.5 Fidonet

2:335/607 Fidonet

maui@mbx.vol.it
(Internet email)

1.12 Keys

2. THE MAIN WINDOW

Keys

====

If the text is larger than the window, you can scroll it using the cursor keys or the scroll gadgets.

The cursor keys by themselves will scroll one line or column.

Shifted Cursor Keys will scroll one page up/down/left/right.

Pressing the ALT key with the cursor keys will go to the beginning/end/top right/top left.

Pressing the CTRL key with the cursor keys will attempt to resize the window to fit the text.

The HELP Key will open or close the Log Window.

The DEL key will open or close the "What is?" Window.

Pressing ENTER will edit the first selected line.

Pressing RETURN will insert an empty line.

1.13 The Action Gadgets

2. THE MAIN WINDOW

The Action Gadgets

=====

Starting from the left, the Action Gadgets are:

TEXT Gadget

IMAGE Gadget

LIST Gadget

FORM Gadget

MORE Gadget

HEAD Gadget

SIZE Gadget

VIEW Gadget

PREFS Gadget

1.14 TEXT Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The TEXT Gadget

This action will define a particular type of text for selected lines.

If you are working in the Single Line Window, MWM will show the following choices:

- * It's a link to a previously defined label into the current document.
- * It's a link to another document.

A Web Browser like AMosaic will highlight this part of the text. If the user clicks on this object, a new text defined by this action will be called.

After choosing the file to be linked, MWM will ask you if you need to refer to a particular label in the linked text. If so, a listview will show all of the labels. Just double click to choose one.

- * It's a link to another site.

MWM will show a requester to find out where it can go to read the site name. You can choose from:

- Selected Line

If the site name is the current selected text, MWM will concatenate all the selected lines.

- Keyboard

The site name will be defined manually.

- PATH:File

The site name is defined in the site file.

You may define a list of sites in advance for MWM to use. The list must look like this:

```
www.vol.it
agnus.livewire.com
www.lycos.com
www.yahoo.com
...
```

If the location of the site list has not been previously defined, MWM will look for it in "PROGDIR:MWM.sites". You may define a different location for the site file using the "PREFS" gadget, "Sites list" item.

MWM will give you the following list of link types:

```
file://localhost/
http://
ftp://
mailto:
news:
gopher:
telnet:
```

Once you have chosen a link type, you will be asked to add the complete name of the site. If you chose:

- Selected Line

You're done with the current link.

- Keyboard

MWM will ask you to enter the complete name of the site.

- PATH:File

MWM will present the choices in the site file, and ask you to choose one.

* It's a simple text.

Otherwise, if you are working in the Main Window with one or more selected lines, MWM will add the following choices to the previous choices:

* It's a pre-formatted text.

Selected lines will be included between <PRE> and </PRE>. They will usually be displayed in a fixed width (non-proportional) font.

* It's a paragraph.

Selected lines will be included between <P> and </P>. MWM will ask you to choose an alignment:

DEFAULT - LEFT - RIGHT - JUSTIFY.

* It's information about you.

Selected lines will be included between <ADDRESS> and </ADDRESS>.

1.15 IMAGE Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The IMAGE Gadget

This action will REPLACE selected text with an image.

A File Requester will ask you to select the image file.

Next, MWM will ask you to choose what kind of alignment you want for the image. The possible choices are:

- BOTTOM
- MIDDLE
- TOP

Then, MWM will ask you what type of image you desire:

- It's a link to an already defined label in the current document.
- It's a link to another document. (See
TEXT
Gadget)
- It's a link to a site. (See
TEXT
Gadget)

- It's a MAP image.
- It's a simple image.

1.16 LIST Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The LIST Gadget

This action will define selected lines as a list.

There are three types of lists:

- Unnumbered, for example:

- * it's cold
- * it's warm
- * it's raining

- Numbered, for example:

- 1- Don't drink if you must drive
- 2- Don't drink if you have drunk
- 3- Cappuccino is more greedy than beer
- 4- Milk is finish, give me a beer!

- Definition, for example:

Colours
 Red
 Green
 Blue

Planets
 Mercury
 Mars
 Jupiter
 Earth
 ...

After choosing the type of list you want, MWM will ask you if you want to add more information to every element of the list.

If you select NO, the list will become a simple list of words.

If you select YES, MWM will show you line by line the selected text, and ask you how you want to define it:

- It's a link to another document. (See
TEXT
Gadget)
- It's a link to a site. (See
TEXT
Gadget)
- It's a simple text.

1.17 FORM Gadget

2. THE MAIN WINDOW

The Action Gadgets
=====

The FORM Gadget

This action consists of two steps.

Firstly, you define the part of the text that will become the FORM. MWM will ask you for the type. You may choose from:

- GET
- POST
- Cancel

After this, MWM needs to know the desired action (a URL for instance). This is an example of an action:

```
http://x/y/sample
```

You will see that the colour of the selected text has changed. With FORM objects you may select one or more lines for each group.

Secondly, you get to define all other parts of the FORM. Select as many or as few of the previously selected lines as you wish, and select the FORM Gadget again. MWM will ask you to choose between the following possibilities:

- * It's a simple text.
-

This is useful to describe some other, more important, objects.

* It's an INPUT.

This choice will open a requester with the following type of INPUT's:

- | | |
|-------------|-----------|
| 1. Text | 7. File |
| 2. Password | 8. Hidden |
| 3. Checkbox | 9. Submit |
| 4. Radio | 10. Image |
| 5. Range | 11. Reset |
| 6. Scribble | |

If you choose number 4 (Radio) MWM will check if you have selected more than one line. If so, MWM will ask if you want to include these into the same RADIO group.

If YES, the RADIO group will have the same field name. In this way, a program like AMosaic can be sure that one, and only one, of them can be selected by the user.

* It's a list of INPUT's.

This won't work if you are working in the Single Line Window. Any single INPUT's to define will be included in a list.

Every element of the FORM (except that inserted in a list) will be saved into the final HTML file prefixed by the <P> string in order to print each line separately.

If you need to insert two or more elements of the FORM into the same line, you can double click on it in the Single Line Window.

1.18 MORE Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The MORE Gadget

This action changes depending on whether you are working in the Main Window or in the Single Line Window.

If you are working in the Main Window:

If the selected text is uninitialised (in other words, without objects), MWM will consider the first selected line and ask you what you want to do with this line. The possibilities are:

- * Insert label here (`<ID>`) for hyperlinks;
- * Insert comment here (`<!-- -->`);
- * Define title for current document (`<TITLE>`).
- * Define the background image (`<BODY BACKGROUND>`).
- * Insert an empty line (`<P>`).
- * Insert horizontal Bar (`<HR>`).

If the selected text has been initialised, MWM will add the following choices to the previous choices (not for HEAD and links to sites):

- * Citation (Typically in Italics) (`(CITE)`)
- * Emphasis (`(EM)`)
- * Strong emphasis (`(STRONG)`)
- * Code (`(CODE)`)
Looks like preformatted text,
for example: `1 + 1 = 2`
- * Author (`(AU)`)
For an author of a book, etc.
- * Person (`(PERSON)`)
For a generic person name.
- * Sequence of characters (`(SAMP)`)
- * Keyboarded Text (`(KBD)`)
- * Variable Name (`(VAR)`)
- * Definition (`(DFN)`)
- * Short quote (`(Q)`)
- * Acronyms (`(ACRONYM)`)
- * Abbreviations (`(ABBREV)`)
- * Inserted text (`(INS)`)
- * Deleted text (`(DEL)`)
- * Bold text (`(B)`)
- * Italicised text (`(I)`)
- * Typewriter text (`(TT)`)
- * Underscored text (`(U)`)
- * "Lined" text (`(S)`)
- * Big text (`(BIG)`)
- * Small text (`(SMALL)`)
- * Subscripted text (`(SUB)`)
- * Superscripted text (`(SUP)`)

If the selected text is a link to a site, a requester will ask you if you want to:

- Link to a document on this site

This action allows you to edit MANUALLY the name of the document to be linked on the desired site.

If the selected lines are part of the HEAD, a different requester will ask if you want to:

- Attach a BANNER

With this action, you can choose an HTML file to be a fixed banner.

Example:

```
<LINK REL=Banner HREF=myspath:mybanner.HTML>
```

If you are working in the Single Line Window, and a previously created and currently selected text object is present, MWM will give you the following choices:

- * Citation (Typically in Italics) (CITE)
- * Emphasis (EM)
- * Strong emphasis (STRONG)
- * Code (CODE)
- Looks like preformatted text,
for example: 1 + 1 = 2
- * Author (AU)
- For an author of a book, etc.
- * Person (PERSON)
- For a generic person name.
- * Sequence of characters (SAMP)
- * Keyboarded Text (KBD)
- * Variable Name (VAR)
- * Definition (DFN)
- * Short quote (Q)
- * Acronyms (ACRONYM)
- * Abbreviations (ABBREV)
- * Inserted text (INS)
- * Deleted text (DEL)
- * Bold text (B)
- * Italicised text (I)
- * Typewriter text (TT)
- * Underscored text (U)
- * "Lined" text (S)
- * Big text (BIG)
- * Small text (SMALL)
- * Subscripted text (SUB)
- * Superscripted text (SUP)

1.19 HEAD Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The HEAD Gadget

This action will define selected lines as the HEAD.

The HEAD consists of the TITLE of the document, some other information, and the selected text.

By using MORE action you can insert a BANNER.

1.20 SIZE Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The SIZE Gadget

With this action you can modify the font size of the selected lines.

The following choices are possible:

- <H1> Very large font, bold
- <H2> Large font, bold
- <H3> Large font, italic
- <H4> Normal font, bold
- <H5> Normal font, italic
- <H6> Small font

Note that these values are just an indication. Depending on what Browser the user is using, and how the Browser and their system is set up, text may look different on each system.

MWM sets this value to <H5> for all lines defined as simple text. Use the "PREFS" gadget, "HTML defaults" item to change this default.

Once the size has been chosen, you can select an alignment:

- LEFT (default)
- CENTER
- RIGHT
- JUSTIFY

1.21 VIEW Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The VIEW Gadget

This action allows you to call a program like AMosaic to see how the page looks at any time. The program that will be called is defined by using the "PREFS" gadget, "Browser" item.

1.22 PREFS Gadget

2. THE MAIN WINDOW

The Action Gadgets

=====

The PREFS Gadget

This action will open the following list of options:

* Text Path

Define a common path for all text files

* Image Path

Define a common path for all image files

* Work Dir

Define a Work Directory (For example, RAM:T)

* Browser

Choose the Preview Program, for example: AMosaic, AWeb, IBrowse, Voyager

* Sites List

Choose the file containing the list of sites

* Screen Prefs

Change the graphics mode for MWM's screen

* Select new font

Change the current font in the main window

* Edit log window

Allows you to personalise the Log Window

* HTML defaults

Allows you to personalise some defaults in the final HTML file

This action will open the following requester:

- Heading size

when you load an ASCII text, MWM assigns a value of zero (default) to every line, so if you need to change the default heading size, MWM saves the selected value instead of zero.

If you want a different heading size, select one of:

H1 H2 H3 H4 H5 H6

in the listview.
