

# **HTML-Heaven**

**COLLABORATORS**

	<i>TITLE :</i> HTML-Heaven		
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# Contents

<b>1 HTML-Heaven</b>	<b>1</b>
1.1 HTML-Heaven Help	1
1.2 HTML-Heaven - Overview	2
1.3 HTML-Heaven - How to Use it	4
1.4 HTML-Heaven - How to use HTML-Genie	6
1.5 HTML-Heaven - How to use HTML-Helper	7
1.6 HTML-Heaven - How to use HTML-Wizard	8
1.7 HTML-Heaven - How to use ToolKit	10
1.8 The ARexx Interface	12
1.9 HTML-Heaven - The Rexx Hosts	13
1.10 HTML-Heaven - History	14
1.11 HTML-Heaven - Copyright	16
1.12 HTML-Heaven - Distribution	17
1.13 HTML-Heaven - Registration	18
1.14 HTML-Heaven - Registration Form	20
1.15 HTML-Heaven - Bug Reports	21
1.16 HTML-Heaven - Bug Report Form	23
1.17 HTML-Heaven - Updates	24
1.18 HTML-Heaven - About the author	24
1.19 Supported HTML Commands	25

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## Chapter 1

# HTML-Heaven

### 1.1 HTML-Heaven Help

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```

Welcome to HTML-Heaven.

Contents:

1. Introduction.
2. Usage.
  - a. HTML-Genie.
  - b. HTML-Helper.
  - c. HTML-Wizard.
  - d. ToolKit.
3. The ARexx Interface.
4. The ARexx Host.

- 5.  
Supported HTML Commands.
- 6.  
History.
- 7.  
Copyright and Distribution.
- 8.  
Registering this suite.
- 9.  
Reporting any bugs.
- 10.  
About the Author

DISCLAIMER: I can only vouch for the 'virus-free' status of the ←  
suite when it

has been obtained from either my FTP/WWW site, an official Aminet mirror site or through Fred Fish. Any other source, such as a so-called 'Elite' BBS might not be safe. I was send some e-mail about hacked-up versions circulating that might harm your system. So please, if you value your Amiga, do obtain a copy of this suite from a reliable source such as the ones mentioned above.

This document is copyrighted 1994 by  
Paul Kolenbrander.  
All Rights Reserved.

## 1.2 HTML-Heaven - Overview

First and Foremost!

This package is meant as Shareware. Meaning that when you find this program useful, you ARE morally obliged to send a US\$ 15 contribution to the author.

I know I have no way of making you pay these 15 bucks I ask for the program. However, take heed! If nobody sends in a contribution,

I \*will\* assume that

nobody uses the program and therefore I cease all efforts to upgrade and/or support this program. Furthermore, I will probably go commercial with other programs. You will have to pay a lot more then, and you will have no way of testing it out before you pay. Finally, remember this saying:

'It is better to give than to receive!'

(I've given you this program, so now it's your turn, isn't it?)

Enjoy the programs!

HTML-Heaven is a suite of four programs intended to interface with any editor supporting ARexx commands. It's purpose is it to make creating and maintaining HTML documents easy by offering easy access to the

HTML commands

. The suite is

not WYSIWYG because the Amiga is a true multi-tasking computer and it's only a question of a couple of mouseclicks to save the HTML document in the editor and reload it into say AMosaic, ALynx or WebLink for WYSIWIG viewing. The philosophy behind that is this way all the users are free to use their own favorite browser

instead of having to use the one provided. Which is why HTML-Heaven interfaces with most Amiga text editors instead of using a built-in one. To facilitate the creation of HTML pages the suite consists of four different programs that can be used in any combination or just on their own. Just pick the one(s) that you like best and feel comfortable with. Note that the suite itself does not load or save HTML files. That's up to the texteditor that you use. This suite only makes creating and maintaining HTML documents much easier by allowing you to do this in a 'point'n'click' type fashion. Meaning that all you have to do is just click on the appropriate gadget in the suite and that will insert the selected tag at the current cursor position in your text editor. With selected editors the suite even knows if a block is marked and then will wrap paired tags (like <H1></H1>) around that block. Making life even more simple.

#### HTML-Genie

This program opens a horizontal window containing six listview gadgets. Which contain the commonly used HTML commands. Just selecting the command you want will make HTML-Genie transfer it to your texteditor.

#### HTML-Helper

This program opens a horizontal window containing seven rows of four buttons. Allowing you easy point and click access to the most commonly used HTML commands. This program is intended as a replacement for HTML-Genie for those users who dislike the list-view interface in that program.

#### HTML-Wizard

This program opens a horizontal window containing six cycle gadgets. Which contain the commonly used HTML commands. Just selecting the command you want will make HTML-Wizard transfer it to your texteditor. This program is intended for those who have the CycleToMenu commodity running. As this program will only then reach it's full functionality.

#### ToolKit

This last program opens a vertical window containing two listview gadgets. The top one contains all the HTML commands also present in HTML-Genie, the bottom one allows registered users to enter their own custom commands. These are read from a configuration file when ToolKit is started.

All four programs are font-sensitive and will use the default screen font. Providing this would not cause their window to exceed the screen size. In which case they revert to the Topaz 8 system font. All HTML-commands are also present in the menu. So demanding users can iconify the program and then access the HTML-commands from the menu while the program is iconified. The communication with the user's text editor is done via an

#### ARexx

script. This makes supporting other editors very easy and allows the user very high flexibility with regards to exactly what is transmitted to the editor. Some sample scripts are included in the package. The menu layout of all four

programs is identical, making it easy on the user to find all the commands located in the menu. Furthermore the user can define if all the commands should be in one menu (distributed in submenu's) or if every HTML category is to be given it's own menu. This can be done via the appropriate 'MENU=' Tooltype/CLI parameter.

As of this version, the iso2html.lha archive has been added to the distribution with the OK from it's author Christian Ruetgers (chr@quack.westfalen.de) As this saves me writing a similar tool, this is greatly appreciated. Note: iso2html is a separate program and may at any moment in time be removed from the HTML-Heaven distribution either by it's author or by me.

For

registered users  
the programs offer a number of other useful features.

- + On-line help for the HTML commands. Just enable the Help item in the menu and select a command. Instead of sending the command to the editor, the program will display a requester with the command and a short text on the HTML command.
- + ToolTypes/CLI parameters to customize the programs. Included is support for different fonts, sizes, position to open the window, position of the iconified window and the public screen to open up on.
- + Removal of the 'Reminder' requester that pops up when you end any of the programs in the HTML-Heaven suite.
- + Full and unlimited access to the Arexx Hosts contained in the programs.
- + The suite now also allows the user to edit tags that where selected before these are sent on to the text-editor. To use this feature, the user should select the 'Edit Tag' item in the menu. As this is a toggle item, selecting it again will trun the 'Edit tag' option off. Hitting the 'Enter' key in the string gadget or clicking the Ok gadget will send the edited tag to the text editor. Clicking the Cancel gadget will send the original tag instead. Note, the 'Edit Tag' option is not valid for HTML-Wizard at this moment.

The unregistered version is fully functional, apart from the above four features. But judging from past experience, some people need an incentive to get them to register a program. Even if it's only US\$ 15.- to do so. And I put a lot of time and effort in the creation of this suite. Although I don't expect to become rich from it, I do hope it will bring me back some monetary reward.

For more info about the HTML language please read the accompagnying HTML Intro AmigaGuide(tm) document. This is the official NCSA HTML primer that I converted from HTML to AmigaGuide format. It contains all the information that one needs to get started. It's by no means a complete reference work on the HTML language though. As that language is still evolving. You can find a host of information on HTML on the World Wide Web.

## 1.3 HTML-Heaven - How to Use it

### Requirements

-----

- Amy Amiga running KS 2.04 or higher.

- A texteditor with ARexx capabilities that allows ARexx to insert text.
- ARexx (up and running)

#### Installation

-----

This is pretty straightforward. If you own the CBM Installer program you may just use the supplied install script to install HTML-Heaven. Otherwise you can do it manually by just copying the files from the archive to your harddisk or a floppy. In a directory of your choice. And they are ready to run. All you still need to do is to copy the

ARexx

script that supports

your editor to S: and rename it to HTML.rexx. As well as start up your text editor. Then you can start one or more of the programs in the HTML-Heaven suite. And you are up and running. You might want to create a script like below that starts your editor, as well as maybe a default file that already contains a HTML document framework, and then one or more of the HTML-Heaven programs. The example script below runs the standard Amiga Ed editor, with the sys:HTML/default.html file as a parameter. It then runs both

HTML-Genie

and

ToolKit

. (You will need to have a sys:HTML directory, containing a file Framework.html of course to use this script.)

----- HTML script file -----

C:Run ED SYS:HTML/Framework.html

C:Run HTML-Genie

C:Run ToolKit

-----

I run a similar script that I have aliased as HED. Works pretty well. Putting such a script in ToolManager or running it with XIcon should not present a problem either.

Here's an example of a script for registered users using GoldEd, HTML-Genie and ToolKit. It starts all three in specified positions and loads a default file into GoldEd1.0. In this case it contains a framework for an HTML page. The preferences for GoldEd contains the opening position of it's window, as well as width and height. Also WordWrap is switched off..

----- HTML script file -----

C:GED CONFIG=env:GoldEd/GoldEd-HTML.prefs S:Framework.HTML

C:RUN C:HTML-Genie HEIGHT=112 RXSCRIPT=S:HTML-GoldEd.rexx

C:RUN C:ToolKit TOPEDGE=113 HEIGHT=249 RXSCRIPT=S:HTML-GoldEd.rexx

-----

Another example is this script created by Cletus Baker for use with TurboText.

-----

/\*\*

\*\* This script launches the HTML Heaven suite of programs and

\*\* loads the HTML template into the current TurboText window.

\*\* Made by Cletus Baker. Thanks Cletus!

\*\*/



```

options results
Address 'TURBOTEXT' 'ActivateLastDoc'
Address value result

GetWindowInfo
parse upper var result icon x y width height minwidth minheight numviews
offset = 60

if ~(height-offset) < minheight) then do
  MoveSizeWindow x (y+offset) width (height-offset)
  end
else exit

SetPrefs WordWrap OFF

Address command 'run >nil: TurboText:Support/HTML-Helper PUBSCREEN=TURBOTEXT'
Address command 'run >nil: TurboText:Support/Toolkit PUBSCREEN=TURBOTEXT
TOPEEDGE=230 LEFTEDGE=486'

exit
-----

```

Running

-----

All four programs may be run from either the Shell (Registered users may supply parameters) or from their icon. (Registered users may supply ToolTypes)

To help users understand the HTML language, an AmigaGuide format document that describes HTML is included in this archive. It's a conversion from an original HTML document to AmigaGuide format. But it's by no means a complete reference. As the HTML language is still developing, the latest references are available on the World Wide Web.

## 1.4 HTML-Heaven - How to use HTML-Genie

HTML-Genie opens a Window that contains a number of listview gadgets. These listview gadgets contain the most used HTML commands. HTML-Genie contains the following six Listview gadgets from left to right:

1. Image/Text.  
This listview gadget contains HTML commands that deal with in-line images and their text-alignment.
2. Headers.

This listview gadget contains the HTML commands that deal with the header tags. These tags specify the size of headers in a HTML documents.

### 3. TextStyles.

This listview gadget contains the HTML commands that deal with the styles of text a HTML document can contain. Such as italic, bold or fixed-width to name but a few.

### 4. Layout.

This listview gadget contains HTML commands that deal with the layout of a HTML document. Such as seperators, paragraph marks etc.

### 5. Lists.

This listview gadget contains HTML commands that deal with the three kinds of lists (unnumbered, numbered and definition) that the HTML language has support for.

### 6. URL's

Finally, this listview gadget contains HTML commands that deal with URL's. An URL (Universal Resource Locator) is basically an address where something (an image, text etc) can be found and is unique.

For Registered Users only:

HTML-Genie supports the following ToolTypes/CLI parameters

'PUBSCREEN=' Enables you to specify a public screen HTML-Genie is to open it's window on. Default value for this parameter is the Workbench screen. Usage: PUBSCREEN=Edit\_screen.

'RXSCRIPT=' Use a different path/filename than the default 'S:HTML.rexx' script used. This allows you to easily adapt the program to another editor. Usage: RXSCRIPT=t:some\_script.rexx.

'RXPATH=' Specify the path for the RX command. As some users have moved the command from the SYS:Rexxc path. Make sure tha path specified ends in a '/' or ':'. Eg. RXPATH=SYS:rexxstuff/.

'FONTNAME=' Specify the (fixed width) font to use. Usage: FONTNAME=Topaz.font

'FONTSIZE=' Specify the size of the font to use. Usage: FONTSIZE=11

'TOPEDGE=' Y position for the window to open on. Usage: TOPEDGE=10

'LEFTEDGE=' X position for the window to open on. Usage: LEFTEDGE=50

'ZOOMTOP=' X position of iconified window. Usage: ZOOMTOP=30

'ZOOMLEFT=' Y position of iconified window. Usage: ZOOMLEFT=20

'REXXTOP=' X position of the TagEdit window. Usage: REXXTOP=30

'REXXLEFT=' Y position of the TagEdit window. Usage: REXXLEFT=20

'HEIGHT=' The Height of the Toolkit window. The listview gadgets will adapt their height to fill the window. Usage: HEIGHT=100

'HTML=' LOWER|UPPER specifies if HTML output should be in lower or in upper case. (Default=UPPER)

'MENU=' COMBINE|SPLIT specifies if the program is to open one menu with the HTML commands accesible through submenu's. Or that every HTML category gets it's own menu. (SPLIT) (Default=COMBINE)

## 1.5 HTML-Heaven - How to use HTML-Helper

This program opens a horizontal window containing seven rows of ←  
four buttons.

Allowing the user easy point and click access to the most commonly used HTML commands. This program is intended as a replacement for HTML-Genie for those users who dislike the listview interface that program features. However, due

to space limitations not all

HTML

commands HTML-Helper supports are accesible from these buttons. They are however all accessible from the menu.

For Registered Users only:

HTML-Helper supports the following ToolTypes/CLI parameters

'PUBSCREEN=' Enables you to specify a public screen HTML-Helper is to open it's window on. Default value for this parameter is the Workbench screen. Usage: PUBSCREEN=Edit\_screen.

'RXSCRIPT=' Use a different path/filename than the default 'S:HTML.rexx' script used. This allows you to easily adapt the program to another editor. Usage: RXSCRIPT=t:some\_script.rexx.

'RXPATH=' Specify the path for the RX command. As some users have moved the command from the SYS:Rexxc path. Make sure tha path specified ends in a '/' or ':'. Eg. RXPATH=SYS:rexxstuff/.

'FONTNAME=' Specify the (fixed width) font to use. Usage: FONTNAME=Topaz.font

'FONTSIZE=' Specify the size of the font to use. Usage: FONTSIZE=11

'TOPEdge=' Y position for the window to open on. Usage: TOPEdge=10

'LEFTEDGE=' X position for the window to open on. Usage: LEFTEDGE=50

'ZOOMTOP=' X position of iconified window. Usage: ZOOMTOP=30

'ZOOMLEFT=' Y position of iconified window. Usage: ZOOMLEFT=20

'REXXTOP=' X position of the TagEdit window. Usage: REXXTOP=30

'REXXLEFT=' Y position of the TagEdit window. Usage: REXXLEFT=20

'HTML=' LOWER/UPPER specifies if HTML output should be in lower or in upper case. (Default=UPPER)

'MENU=' COMBINE|SPLIT specifies if the program is to open one menu with the HTML commands accesible through submenu's. Or that every HTML category gets it's own menu. (SPLIT) (Default=COMBINE)

## 1.6 HTML-Heaven - How to use HTML-Wizard

HTML-Wizard opens a Window that contains a number of cycle gadgets ←

. These

listview gadgets contain the most used

HTML

commands. HTML-Wizard

contains the following seven cycle gadgets:

### 1. Inline Images.

This cycle gadget contains HTML commands that deal with in-line images and their text-alignment.

### 2. Headers.

This cycle gadget contains the HTML commands that deal with the header tags. These tags specify the size of headers in a HTML documents.

### 3. TextStyles.

This cycle gadget contains the HTML commands that deal with the styles of text a HTML document can contain. Such as italic, bold or fixed-width to name but a few.

### 4. Page Layout.

This cycle gadget contains HTML commands that deal with the layout of a HTML document. Such as seperators, paragraph marks etc.

## 5. Lists.

This cycle gadget contains HTML commands that deal with the three kinds of lists (unnumbered, numbered and definition) that the HTML language has support for.

## 6. URL's

Finally, this cycle gadget contains HTML commands that deal with URL's. An URL (Universal Resource Locator) is basically an address where something (an image, text etc) can be found and is unique.

## 7. User Commands

This cycle gadget may (in a later version) contain customized entries in a way similar to the custom listview gadget in the Toolkit program.

After a command has been selected from one of the above cycle gadgets it depends on the setting of the FORCE variable (which defaults to NO) if the command selected is immediately sent to the texteditor (FORCE=YES) or if the command is sent only after the 'Send' gadget has been clicked upon. (FORCE=NO) This is necessary as in normal operation, clicking on a cycle gadget to find the right command would otherwise send all other commands that cycle past to the texteditor also. So they are buffered and the buffer will only be processed when the 'Send' gadget is clicked. Said buffer can be cleared using the 'Clear' gadget. However, those people who have the CycleToMenu commodity running will see these cycle gadgets turn into small pop-up menus from which they can easily select the command they wish. And have no more need for the 'Send' or 'Clear' gadgets. But setting the FORCE variable, which controls this behaviour, can only be done when you have obtained the registered version. As it's controlled using a ToolType or CLI parameter as stated below.

As stated before, to get the full usage out of HTML-Wizard, one should have CycleToMenu commodity running. This can be found (amongst others) on AmiNet ftp sites in the /pub/aminet/cdity directory. Recently a new version of the CycleToMenu commodity (v 2.1) has appeared that changed it's behaviour from the 1.0 one. The 2.1 version will no longer allow you to repeat a selection you made in a cyclegadget. I contacted the author and he seems not willing to chance this. Thus I was forced to add a 'Repeat' gadget to the right of every cyclegadget. Click on this if you run CycleToMenu 2.1 and you want to repeat the current entry in a cyclegadget.

For Registered Users only:

HTML-Wizard supports the following ToolTypes/CLI parameters

'PUBSCREEN=' Enables you to specify a public screen HTML-Genie is to open it's window on. Default value for this parameter is the Workbench screen. Usage: PUBSCREEN=Edit\_screen.

'RXSCRIPT=' Use a different path/filename than the default 'S:HTML.rexx' script used. This allows you to easily adapt the program to another editor. Usage: RXSCRIPT=t:some\_script.rexx.

'RXPATH=' Specify the path for the RX command. As some users have moved the command from the SYS:Rexxc path. Make sure the path specified ends in a '/' or ':'. Eg. RXPATH=SYS:rexxstuff/.

'FONTNAME=' Specify the (fixed width) font to use. Usage: FONTNAME=Topaz.font

'FONTSIZE=' Specify the size of the font to use. Usage: FONTSIZE=11

'TOPEDGE=' Y position for the window to open on. Usage: TOPEDGE=10

'LEFTEDGE=' X position for the window to open on. Usage: LEFTEDGE=50

'ZOOMTOP=' X position of iconified window. Usage: ZOOMTOP=30

'ZOOMLEFT=' Y position of iconified window. Usage: ZOOMLEFT=20

'HTML=' LOWER|UPPER specifies if HTML output should be in lower or in upper case. (Default=UPPER)

'MENU=' COMBINE|SPLIT specifies if the program is to open one menu with the HTML commands accesible through submenu's. Or that every HTML category gets it's own menu. (SPLIT) (Default=COMBINE)

'FORCE=' YES|NO specifies if ARexx commands will be send only after a command has been selected from the cycle gadget and the 'Send' gadget is clicked. (NO) Or (eg. when used with CycleToMenu) the command is sent after selecting it in the cycle gadget. (YES)

## 1.7 HTML-Heaven - How to use ToolKit

ToolKit opens a Window that contains two listview gadgets. The uppermost of the two contains all the HTML commands present in HTML-Genie and in the same organisation. It contains header to seperate the different categories. If you select one of these headers nothing will happen though. Here's list of which is which.

1. Page Layout.  
This part of the listview contains HTML commands that deal with the layout of a HTML document. Such as seperators, paragraph marks etc.
2. Headers.  
This part of the listview contains the HTML commands that deal with the header tags. These tags specify the size of headers in a HTML documents.
3. Inline Image.  
This part of the listview contains HTML commands that deal with in-line images and their text-alignment.
4. Lists.  
This part of the listview contains HTML commands that deal with the three kinds of lists (unnumbered, numbered and definition) that the HTML language has support for.
5. Text Styles.  
This part of the listview contains the HTML commands that deal with the different styles of text a HTML document can contain. Such as italic, bold or fixed-width to name but a few.
6. URL's.  
This part of the listview gadget contains HTML commands that deal with URL's. An URL (Universal Resource Locator) is basically a unique address where a resource (an image, text etc) can be found.
- 7 Assorted.  
Finally this part of the listview contains assorted HTML commands.

For Registered Users only:

ToolKit allows the user to determine which commands to put in the lower listview. When the program is started, a config file is processed that should contain these commands. When no USERCMD parameter/ToolType is supplied, ToolKit looks for the file sys:Prefs/Presets/ToolKit.config. If that exists, it is processed. If it does not, ToolKit will use the internal defaults. Which are the ones unregistered users get.

The config file needs to adhere to the following syntax rules:

- Should consist of alternating TITLE= and COMMAND= entries.
- each TITLE= and COMMAND= entrie must be on one line. There is no limit to the length of a line.
- Currently ToolKit supports 1024 TITLE=/COMMAND= pairs per config file.
- The normal C string rules apply. So if you wish to use a \ or a " in the string, precede it by a \. Eg. \ for \ and \" for ".
- The config file must contain an equal number of COMMAND= and TITLE= entries.

Here is an example of a ToolKit config file...

```
-----
TITLE=StarTrek URL
COMMAND=<LI><A HREF=\"pics/StarTrek/as-.jpg\"> .</A>
TITLE=Amiga FTP URL
COMMAND=<LI> <A HREF=\"ftp://iaehv.nl/pub/users/paul/amiga/\"> .</A>
TITLE=OS/2 FTP URL
COMMAND=<LI> <A HREF=\"ftp://iaehv.nl/pub/users/paul/os2/\"> .</A>
TITLE=UList Frame
COMMAND=<UL> <LI></UL>
-----
```

ToolKit supports the following ToolTypes/CLI parameters

```
'PUBSCREEN=' Enables you to specify a public screen ToolKit is to open it's
             window on. Default value for this parameter is the Workbench
             screen. Usage: PUBSCREEN=Edit_screen.
'RXSCRIPT=' Use a different path/filename than the default 'S:HTML.rexx'
             script used. This allows you to easily adapt the program to
             another editor. Usage: RXSCRIPT=t:some_script.rexx.
'RXPATH='   Specify the path for the RX command. As some users have moved the
             command from the SYS:Rexxc path. Make sure tha path specified ends
             in a '/' or ':'. Eg. RXPATH=SYS:rexxstuff/.
'FONTNAME=' Specify the (fixed width) font to use. Usage: FONTNAME=Topaz.font
'FONTSIZE=' Specify the size of the font to use. Usage: FONTSIZE=11
'TOPEDGE='  Y position for the window to open on. Usage: TOPEDGE=10
'LEFTEDGE=' X position for the window to open on. Usage: LEFTEDGE=50
'ZOOMTOP='  X position of iconified window. Usage: ZOOMTOP=30
'ZOOMLEFT=' Y position of iconified window. Usage: ZOOMLEFT=20
'REXXTOP='  X position of the TagEdit window. Usage: REXXTOP=30
'REXXLEFT=' Y position of the TagEdit window. Usage: REXXLEFT=20
'WIDTH='    The width of the ToolKit window. The listview gadgets will adapt
             their width to fill the window. Usage: WIDTH=150
'HEIGHT='   The Height of the ToolKit window. The User Command listview
             will adapt it's height to fill the window. Usage: HEIGHT=250
'HTML='     LOWER/UPPER specifies if HTML output should be in lower or in
             upper case. (Default=UPPER)
'MENU='     COMBINE|SPLIT specifies if the program is to open one menu with
             the HTML commands accesible through submenu's. Or that every HTML
             category gets it's own menu. (SPLIT) (Default=COMBINE)
```

## 1.8 The ARexx Interface

This section of the document describes the ARexx script the HTML-Heaven package uses to interface with a number of Amiga text editors. It is a very simple script basically. This approach was chosen to make it easy for every user to create a script for HTML-Heaven to support his or hers editor. All that's required from the editor is that it supports ARexx and allows text-insertion either at the current cursor position or at the beginning of a line. What now follows is a simple example script that you may adapt to suit your editor. But please, if you have done this and the editor you adapted it for is not yet on the list of supported editors, send that script to [html-heaven@serena.iaehv.nl](mailto:html-heaven@serena.iaehv.nl). That way other users can benefit from it too.

Currently the following editors are supported:

- AME (HTML-AME.rexx)	
- Annotate 2.0 (HTML-Annotate.rexx)	
- CygnusEd 3.5 Pro (HTML-CEd.rexx)	+ Thanks to Douglas R. Cootey
- Amiga's Ed (HTML-Ed.rexx)	(Very limited support)
- EdWord (HTML-EdWord.rexx)	+ Thanks to the EdWord author.
- EdWord v.5 (HTML-EdWord5.rexx)	+ Thanks to Martin reddy.
- FRexxED (HTML-FRexxED.rexx)	+ Thanks to Michiel Willems.
- GoldEd (HTML-GoldEd.rexx)	
- GNU Emacs (HTML-MEmacs.rexx)	+ Thanks to Ellis Pritchard.
- PolyEd (HTML-PolyEd.rexx)	
- SAS's SE editor (HTML-SE.rexx)	
- SkoEd (HTML-SkoEd.rexx)	
- Textra (HTML-Textra.rexx)	+ Thanks to Ron Charlton.
- TurboText (HTML-TTX.rexx)	+ Many thanks to Cletus Baker.

How to install support for your editor? Simple, copy the correct script to S: and name it HTML.rexx. Registered users can specify the name of the script to use as a CLI parameter or ToolType also.

```
-----
/* HTML-Helper example Arexx script.
 * Ver      : 0.9 (28th November 1994)
 * Copyright: Paul Kolenbrander (InterNet: paul@serena.iaehv.nl)
 * Function : Pass on the HTML commands from HTML-Helper to an Editor.
 * Input    : HTMLCMD - The HTML command to be inserted.
 */

OPTIONS RESULTS                               /* enable return codes */
PARSE ARG HTMLCMD

/* The below line is required by some editors as to strip any trailing and */
/* leading " from the string. Other editors require a string to be enclosed*/
/* between ". So default behaviour for the HTML-Heaven package is to do so.*/

HTMLCMD = SUBSTR(HTMLCMD,2, LENGTH(HTMLCMD)-2)

/* Now we give this script the address of your editors ARexx Host. Replace */
/* the name between the ' and ' by the one used by your editor. It should */
/* be mentioned in the editor's manual what this name is. */
```

```
address 'editor_rexx_host'

/* And now we insert the HTML command string into the editor. Just replace */
/* the InsertText part below by the command, or sequence of commands that */
/* is required by your editor. Again, please consult your editor's manual. */

InsertText HTMLCMD

EXIT                                     /* And exit the script.      */
-----
```

## 1.9 HTML-Heaven - The Rexx Hosts

As of version 1.1 all four programs comprising the HTML-Heaven suite now offer an ARexx Host. The name of the host is found in the requester shown when the 'info' menu item is selected. On their first invocation the programs use the following Rexx Hosts:

HTML-Genie	GENIE1	- Subsequent hosts: GENIE $x$ (where $x$ is a number)
HTML-Helper	HELPER1	- Subsequent hosts: HELPER $x$ (where $x$ is a number)
HTML-Wizard	WIZARD1	- Subsequent hosts: WIZARD $x$ (where $x$ is a number)
HTML-Genie	TOOLKIT1	- Subsequent hosts: TOOLKIT $x$ (where $x$ is a number)

So one can operate multiple invocations of one program. Each will have its own unique ARexx Host.

Supported Commands:

```
-----
HELP ON           - Switch on-line help mode on.
HELP OFF         - Switch on-line help mode off.
EDIT ON          - Switch Tag Edit mode on.
EDIT OFF         - Switch Tag Edit mode off.
HTMLCASE UPPER  - Output all HTML tags in uppercase. Eg. <BR>
HTMLCASE LOWER  - Output all HTML tags in lowercase. Eg. <br>
WINDOW ACTIVATE - Activate the window.
WINDOW MOVE xval yval - Move the window. Always specify both the x and y
                       values. Eg. WINDOW MOVE 0 10.
WINDOW BACK     - Push the window back.
WINDOW FRONT    - Bring the window back to the front.
WINDOW POSITION   - Returns the window x and y position as well as
                       it's width and height. Eg. '10 200 566 89'
QUIT            - End the program.
```

Here are a few examples on how to send commands from eg the cli.

To set help mode to on for HTML-Genie:

```
rx 'ADDRESS GENIE1 HELP ON'
```

To move HTML-Wizard's window to front:

```
rx 'ADDRESS WIZARD1 WINDOW FRONT'
```

To move ToolKit's window 50 pixels to the right and 10 down:

```
rx 'ADDRESS TOOLKIT1 WINDOW MOVE 50 10'
```

And to end HTML-Helper:



```
rx 'ADDRESS HELPER1 QUIT'
```

Finally a small script to get HTML-Wizard's window position:

```
----- Script Begin -----
/* Get Window position */

options results

ADDRESS WIZARD1 WINDOW POSITION
say 'HTML-Wizard's position is '||result
exit
----- Script End -----
```

The programs do send return codes that can be evaluated by your rexx script to determine if the command was succesful.

## 1.10 HTML-Heaven - History

Date	HTML-Genie	HTML-Helper	ToolKit
dec. 14 1994	0.9 Internal only	0.9 small alpha distribution	0.9 Internal only
dec. 30 1994	1.0 1st release	1.0 1st release	1.0 1st release
jan. 15 1995	Added <BLINK>, WIDTH= and HEIGHT= tag's. As well as some general optimizing.		
jan. 18 1995	Added <HTML>, mailto: and ALT= tags. Fixed some typo's. Also Added a HTML framework document to the distribution.		
jan. 19 1995	Added <CENTER> tag. As well as a tootype/parameter (HTML) to determine if the outputted HTML tags are to be lower or upper case.		
jan. 20 1995	Added fill-in form support to the menu. (Forms submenu)	Added Fill-in form support to the layout listview	Added Fill-in form support to the HTML listview as well.
jan. 21 1995	Added support for the CBM Installer tool. With all the above changes an version upgrade is in order. The suite now is version 1.01.		
feb. 14 1995	Repaired a booboo. I used sys:rexxc/rx in the programs to get the scripts executed. If users moved their rexxc dir contents to C: there is a problem. Now I just use 'rx'.		
feb. 25 1995	Swapped <UL> and <OL> tags around as they had been tied into		

| the wrong entries.  
|  
|  
feb. 26 1995 | Added HTML-Wizard to the suite. Thus making it a foursome...  
|  
feb. 27 1995 | Built in an ARexx host into all 4 programs...  
|  
mar. 9 1995 | Added the RXPATH tooltype and made the programs default to  
| SYS:Rexxc/ if started from their icons. As it turned out the  
| SYS:rexxc/ path isn't in the workbench path 100%. Resulting  
| in some weird problems for some users.  
|  
mar. 16 1995 | After some reports of hacked-up versions of the suite that  
| are supposed to float around, I've beefed up the security  
| in the program. During this I found two small bugs that got  
| fixed as well. I also added a <A NAME=""></A> tag after this  
| had been requested by some of the registered users...  
|  
mar. 18 1995 | Added 'DateStamp' menu item. When selecting this item, a date  
| stamp will be placed in your HTML document like the one below:  
| <I>Document last modified on: Sat Mar 18 11:57:47 1995.</I>  
| The date and time used is that of your Amiga at the time when  
| the item is selected. As it's not a real tag, it's only in the  
| menu. But it has been given the Right-Amiga-] key-shortcut.  
|  
mar. 24 1995 | Added 'R'eppeat gadgets to all the cycle gadgets in the HTML-  
| Wizard program. This to accomodate for the changed behaviour  
| of CycleToMenu 2.1.  
|  
apr. 5 1995 | Added a large number of character entities to the menu. So  
| now you can easily create those special characters like the  
| © sign, or æ or < and > and the likes. I've no idea if the  
| AMosaic program supports these HTML+ entities. But the OS/2  
| WebExplorer sure does. ;- ) And most of the other mainstream  
| browsers also do. Also added Sub- and superscript tags.  
|  
apr. 8 1995 | Added the brunt of the NetScape HTML extensions. As these  
| extensions are not standard HTML, they have been put in a  
| seperate menu. Please note that not all browsers support  
| these tags. Adding these tags to the program does not mean  
| I agree or disagree with the NetScape people. It only states  
| that I think users of teh suite may find these tags useful.  
| Note: be careful with the Upper/Lowercase tooltype. As some  
| of these tags are case-senstitive (eg. TYPE=I or TYPE=i)  
|  
apr. 29 1995 | Fixed a stupid mistake that caused the programs to exit if in  
| the menu the <DT> or <DD> tag was selected. Thanks Bonnie!  
| Added a rexx script for Annotate.  
|  
aug. 25 1995 | Added an 'Edit Tag' requester to the suite. With the exception  
| of HTML-Wizard as this program acts a bit weird about this. I  
| also added ARexx commands to the hosts enabling users to switch  
| the Edit mode on and off.  
|  
-----

## 1.11 HTML-Heaven - Copyright

Copyright.

The HTML-Heaven package is copyright 1994-1995 by P. Kolenbrander.

- Copying and

distribution.  
This program is \*NOT\* Public Domain. It may be freely ↔  
redistributed however.

Everybody is free to make as many copies of this programs as he or she wants and distribute these copies! Since this is ShareWare, if one uses the proggy one is morally obliged to send the author the requested contribution. This can not be enforced, of course! I will however cease distribution of updates if no contributions are received. Since in that case nobody seems to find it a useful program. There are but a few rules you \*must\* observe when copying or distributing this package. These rules are specified a bit further on in this document. First there is an very \*important\* message for people in both Germany and Great Britain, as well as the Netherlands.

=====  
<<< NOTICE >>>

The above does not apply to Great Britain or Germany (BRD). Due to the fact that a lot of 'PD-vendors' are grossly overcharging their customers in these countries I have decided that this software may only be distributed by appointed distributors. Any distributor who wish to obtain a distribution license should write to the address mentioned in the Contributions chapter. The distribution of this package by usergroups and/or other users in both Great Britain and West-Germany is of course permitted as long as there is no charge.

-----  
<<< ACHTUNG >>>

Vertriebsbestimmungen fuer die Bundesrepublik Deutschland!

Wegen der geldgierigen Geschaeften der meisen sogenannten 'PD' Vertreiber ist es nicht gestattet diese Software in der BRD zu vertreiben ohne Schriftliche Lizenz. Diese Lizenz wird nur an Reputablen Betriebe erteilt

Diese Software darf nicht ohne vorherige Zustimmung meinerseits auf deutschen PD-Disketten erscheinen.

Des weiteren ist der Vertrieb dieser Programme, auf Fish- oder andere PD-Disks, von allen deutschen 'PD-Händlern' ohne meine vorherige schriftliche Genehmigung ebenfalls untersagt.

Erlaubt ist natürlich das normale Kopieren und Weitergeben von Disketten mit System Information im nichtkommerziellen Rahmen, also Gebuehren-frei.

---

Für Anfragen stehe ich unter der unten aufgeführten Adresse zur Verfügung.

Sollte diese software von einer PD-Disk entfernt werden müssen um diesen Bestimmungen nachzukommen, so muß dieses File auf der Disk verbleiben.

Ich unternehme diesen Schritt, da es in Deutschland eine Reihe 'Händler' gibt, die für PD-Disketten wahre Wucherpreise erheben, die keineswegs mehr durch den für sie entstehenden Aufwand zu rechtfertigen sind.

Auch wird vielen 'AMIGAnern und -innen' das Geld für gerade mal 30-50% volle Disketten aus der Tasche gezogen.

An den deutschen Kunden:

Sollten Sie Kunde eines deutschen Händlers sein, und an dieses Paket doch interessiert sein, so schicken Sie mir eine leere Diskette mit Rückumschlag und zwei International Reply Coupons zu (Gibt's bei der Post). Ich kopiere ihnen das Paket gerne.

-----  
<<< ATTENTIE >>>

Distributie in Nederland!

Daar er, ook in Nederland, mensen zijn die met de distributie van ShareWare(PD) goed geld verdienen, maar de originele auteurs ervan volledig in de kou laten staan, (De door de auteur gevraagde somma voor de contributie wordt meestal niet eens voldaan!!) is het niet toegestaan deze software te verspreiden zonder dat hiervoor vooraf een distributie licentie van de auteur is verkregen. Natuurlijk is het wel toegestaan dit programma vrij te kopiëren, mits dit tussen gebruikers onderling of in user-groepen gebeurt. Natuurlijk zonder dat hier kosten aan zijn verbonden!

Aan de Nederlandse gebruikers:

Als U in dit programma bent geïnteresseerd stuur dan een lege disk met gefrankeerde- en aan uzelf geaddresserde retour envelop. Het programma kopieer ik er dan voor U op.

=====

## 1.12 HTML-Heaven - Distribution

Distribution.

Distribution rights are hereby, of course, granted to Fred 'Mr.Amiga' Fish and any other non-profit organisation. People wanting to include this proggy on any disk retailing over US\$ 5.00, or it's equivalent in another currency, must first obtain written permission for this from the author. Nor may the program be bundled with any commercial package, be it hardware, software, or

---

a combination of both, without also first obtaining written permission from the author of this program.

When copying and or distributing this software, you must adhere to these few rules.

- This package may not be used by, or bundled with, any software / hardware retailing over: (Europe) Dfl. 5.-, (Rest of the world) US\$ 5.- or it's equivalent in any other currency, without prior written permission from the author.
- This document file must always accompany the program.
- This document file may not be modified by anyone.
- The author retains the right to forbid anyone to distribute this software when the author suspects foul play! Distributing this software implies that you respect this right and will adhere to it.
- The author \*retains\* the right to \*remove\* this program from the ShareWare pool at any time, without prior notification.
- Distribution of this software on any CD-ROM, with the exception of the Fish CD-ROM's made by Fred Fish and the official AmiNet CD-ROM distribution requires the distributor of such a CD-ROM to obtain a license for distribution from me. Failure to do so, may result in legal action.

## 1.13 HTML-Heaven - Registration

Registration.

If you register this package, you will receive a version of the program that does not have the little Reminder Window when you exit it, and is registered in your name. As well as get access to the on-line help tooltypes and such. All this is accomplished by the use of a keyfile. This allows all registered users to easily obtain

updates

to the package by FTP or mail.

At the end of this chapter you will find a form. Please complete it and send it in if you wish to register the program. Read on for information on the registration fee.

The HTML-Heaven.key key file should be placed in the directory containing the HTML-Heaven programs (PROGDIR:) or in your L: directory. Each program firstly checks PROGDIR: and if it can't find a keyfile there it will check the L: directory.

The registration fee for the HTML-Heaven package is as follows:

```

+-----+
|          REGISTRATION AMOUNTS          |
|                                         |
| Nederland          Dfl 15,-           |
+-----+

```

```
| Rest of Europe      DM 15,- / Dfl 15,- |
| Rest of the World US$ 15.- / Dfl 20.- |
|                                     |
+-----+
```

Payment can be effected in one of the following ways:

----- NEDERLAND -----

- 1) Maak fl. 15,- over op de volgende girorekening, ten name van Paul Kolenbrander.  
POSTGIRO: 4005686  
De Postgiro \*alleen\* gebruiken als U het van een Nederlandse bank/girorekening overmaakt. Dit vanwege de kosten.  
Only use PostGiro if you transfer it from a Dutch bank or giro account. Otherwise I have to pay at least Dfl. 6.50 charges.
- 2) Stuur een Eurocheque of Girocheque t.w.v. fl. 15,- naar onderstaand adres. Vergeet niet uw pasnummer in te vullen.

Stuur wel het ingevulde registratieformulier. Via e-mail of gewone post. Na ontvangst van dat formulier en rekeningafschrift wordt de diskette met de keyfile en de laatste versie van HTML-Heaven U per kerende post toegezonden.

----- EUROPE -----

- 1) Send a Eurocheque for the amount of Dfl 15 to the address mentioned below. Don't forget to fill-in your card number.
- 2) Send me a Postal Money Order for the amount of Dfl 15,-.
- 3) Send me US\$ 10.- or DM 15.- or Dfl 15.- in bills.

Please, do \*NOT\* use my PostGiro account that was in the previous versions of this document. As Dutch PostGiro seems to have changed their rules and for the transfer of Dfl 15.- now ask Dfl. 6.50 in charges. Ending up that they get a bigger chunk out of registering the program that I do. I apologize for the inconvenience. But if you absolutely need to use PostGiro, then make it out for Dfl 20. Otherwise PostGiro registrations are costing me more money than they bring in. :-)

----- WORLD -----

- 1) Send me US\$ 15.-, DM 20.- or Dfl 20.- in bills. (cash)
- 2) Send me a Postal Money Order for the amount of Dfl 20.
- 3) Send a Eurocheque for the amount of Dfl 20 to the address mentioned below. Don't forget the card number. ;-)

I apologize for the fact that these amounts are somewhat higher. But as postage (airmail) outside Europe is more expensive most of this extra money is going to the Post Office(s) and not to me...

(No personal, or other checks please!)

-----

---



```

|           _ CD32   _ Other   _ Other   _ 68060
|
|           Editor used:
|
| COMMENTS      :
|
|
|
|
|
| By sending in this registration, I agree to abide by the terms
| as specified in the HTML_Heaven.guide document.
|
| Signature:                                Date  :
|                                           Place  :
|
|                                           * Tick the appropriate please
|
| .....
+-----+
| Send to   : P. Kolenbrander
|            Turfveldenstraat 37
|            NL-5632 XH EINDHOVEN
|            The NETHERLANDS
|
| INTERNET  : paul@serena.iaehv.nl
+-----+

```

## 1.15 HTML-Heaven - Bug Reports

### Bug Reports.

Accidents will happen and I'm only human. If you find a bug or you think you might have found a bug, please print out the following form on you printer, fill in the necessary details, and sent it to the address mentioned on it. Thanks!

All four programs

-----  
Known Problems:

- Some fixed width fonts cause the program to crash. I need to fortify the font loading function to forego this.
- Sometimes specifying negative values for the ARexx Window Move command does not seem to be doing what they are supposed to do... Very elusive problem. But i'm looking into it.
- When started from the icon, the programs default to looking for RX in the SYS:Rexxc directory. When you moved the RX command and are an unregistered user you are in trouble. The problem is it seems I can't rely 100% that WB knows the full path. Anyway, for registered users it's just a question of setting the RXPATH tooltype to the path where RX can be found. Unregistered users will have to register to solve this problem. or move RX back to the Sys:RexxC directory...



- Be careful when using the Upper/Lower case tooltype in combination with the NetScape tags. As some of these are case-sensitive. Just leave the tooltype at it's Default Uppercase setting should prevent any such problems.
- I just found out that Amiga Ed uses the / as a string terminator. And as the / is a very important character in HTML (End tags's) the usability of the HTML-Heaven package with Amiga's Ed is somewhat limited. Currently I can't solve this due to lack of decent documentation on Ed's Arexx capabilities.

#### HTML-Helper

-----

##### Known Problems:

#### HTML-Genie

-----

##### Known Problems:

- With 2.04 a string gadget is tacked onto the bottom of the listview gadgets. I'm in the process of locating the 2.04 includes to see if there is a way to suppress this.
- Sometimes it looks like the listview gadgets don't fully adjust (height) to the height of the window. Eg there is a space several pixels wide. This is not the program, but GadTools.library. It sizes listviews by multiples of the font height it seems. Decrease your windowheight by the amount of free pixel rows is all I can suggest at this point.

#### HTML-Wizard

-----

##### Known Problems:

- Edit Tag mode won't work. It complains it can't open the required requester window. (More precisely, it doesn't seem to be able to create the gadgets in that window.) Which is weird as it uses a shared module with which none of the other programs have problems. And HTML-Wizard was developed from the source of HTML-Genie.

#### ToolKit

-----

##### Known Problems:

- With 2.04 a string gadget is tacked onto the bottom of the listview gadgets. I'm in the process of locating the 2.04 includes to see if there is a way to suppress this.
- Sometimes it looks like the listview gadgets don't fully adjust (height) to the height of the window. Eg there is a space several pixels wide. This is not the program, but GadTools.library. It sizes listviews by multiples of the font height it seems. Decrease your windowheight by the amount of free pixel rows is all I can suggest at this point.

#### ToDo List:

##### All four programs

-----

- Add HTML 3.0 commands. A number of these, like tables and such will be in



```
+-----+
| Sent to:   P. Kolenbrander                               |
|            <BUG-Report HTML-Heaven>                    |
|            Turfveldenstraat 37                          |
|            NL-5632 XH EINDHOVEN                          |
|            The NETHERLANDS                              |
|            or e-mail it to: html-heaven@serena.iaehv.nl |
+-----+
```

## 1.17 HTML-Heaven - Updates

Updates.

As registered users get a key-file they can download all updates from the HTML-Heaven FTP-site ([ftp.iaehv.nl /pub/users/paul/amiga](ftp://ftp.iaehv.nl/pub/users/paul/amiga)) or grab them of the HTML-Heaven WWW page. (<http://www.iaehv.nl/users/paul/index.html>) The updates will of course also be posted to the AmiNet FTP sites. If you are not able to use any of the above methods and you are a registered user, you may obtain an update by normal mail. As stated below...

If you live in the NETHERLANDS!

- Stuur een diskette in een (voldoende) gefrankeerde retourenvelop voorzien van uw naam naar bovenstaand adres. U ontvangt dan de update per kerende post. (vergeet niet uw registratie nummer te vermelden!)

If you live in the REST OF THE WORLD!

- Send me a diskette and a selfadressed envelope as well as either US\$ 2.-, Dfl. 3,00 or two International Reply Coupons to cover return postage. You will receive the update by return mail. (Include your registration#!)

## 1.18 HTML-Heaven - About the author

Some Information about the author.

(But first, a message from our sponsor!)

NOTICE:

This software is supplied as is, and neither the author nor the distributor is liable or responsible for any damage to either the computer, peripherals or media this software is used on. Neither the author nor distributor can be held responsible for any other damage arising from the usage of the software or arising from the software failing to operate in the manner desired by the user. Neither the author nor the distributor will be liable in any event for any loss of profits or savings. No warranty of any kind, either expressed or implied is made by the author or the distributor.

About The Author.

---

I used to be a systemanalyst/programmer for mini's and did some work for MSD (Philips Medical Systems) as well as some other companies. I got a bit bored with life in the fast lane (Working on For Hire basis at a Service Buro), so I switched over to sales at a plastics company. I kept on programming in my spare time as a hobby. This isn't my only work. Some others are PicView and PicFind as well as PKTInfo and TimeCheck. Some other stuff I did were DInfo, MAvail and SystemInformation. Another project that I am currently working on is named Bloodhound. It is based on Roeland Kamps Look tool and basically it will sniff out and display any ASCII text contained in (binary) files. I also was part of the PhotoLite development team. (A CD\$^3\$^2\$ PhotoCD viewer)

If you think I deserve more then US \$15,-. Well, sportscars (Preferably a 64 Corvette or a Lamborghini Countach) as well as pretty daughters/sisters (Not the 'Kelly Bundy' type, WITH a functioning brain please) are always welcome. You'll find the address mentioned below. I could also use an A3000T / A4000T or other nice goodies... And I'd be eternally grateful for an A3000+. :-)

Complaints, comments and improvements to the program ( possibly with example C source! ) as well as gifts are welcome. Please direct them to one of these addresses:

The address is: Paul Kolenbrander  
 Turfveldenstraat 37  
 NL-5632 XH EINDHOVEN  
 HOLLAND

I can be reached electronically at the following address.

INTERNET : paul@serena.iaehv.nl

>>> Flames and insults kindly direct to the NIL: device! <<<

## 1.19 Supported HTML Commands

HTML-Genie, HTML-Helper, HTML-Wizard and ToolKit in their current versions support the following HTML 1.0, HTML 2.0, HTML+ and NetScape commands:

LayOut commands	Headers	Inline Images
<ADDRESS></ADDRESS>	<H1></H1>	<IMG SRC=""></A>
<BODY></BODY>	<H2></H2>	<IMG ALIGN=BOTTOM SRC=></A>
<CENTER></CENTER>	<H3></H3>	<IMG ALIGN=MIDDLE SRC=""></A>
<HEAD></HEAD>	<H4></H4>	<IMG ALIGN=TOP SRC=""></A>
<HTML></HTML>	<H5></H5>	ALT=""
<TITLE></TITLE>	<H6></H6>	WIDTH= HEIGHT=
Typefaces	Fill-In form related commands	
<B></B>	<FORM></FORM>	
<DIR></DIR>	<TEXTAREA NAME="" ROWS= COLS=></TEXTAREA>	
<TT></TT>	<INPUT TYPE="checkbox" NAME="" VALUE="">	
<I></I>	<INPUT TYPE="password" NAME="" VALUE="">	
<BLINK></BLINK>	<INPUT TYPE="radio" NAME="" VALUE="">	
<CITE></CITE>	<INPUT TYPE="reset" NAME="" VALUE="">	

```

<CODE></CODE>          <INPUT TYPE="submit" NAME="" VALUE="">
<DFN></DFN>           <INPUT TYPE="text" NAME="" VALUE="">
<EM></EM>              <SELECT NAME=""></SELECT>
<KBD></KBD>           <FORM METHOD="get" ACTION="http://"></FORM>
<SAMP></SAMP>         <FORM METHOD="post" ACTION="http://"></FORM>
<STRONG></STRONG>
<SUB></SUB>
<SUP></SUP>
<VAR></VAR>

```

## URL related commands

## Lists

## Assorted commands

```

-----
<A HREF="ftp://"></A>      <UL></UL>          <A HREF=></A>
<A HREF="gopher://"></A>  <OL></OL>          <BR>
<A HREF="mailto:"></A>    <DL></DL>          <BLOCK QUOTE></BLOCK QUOTE>
<A HREF="news:"></A>      <LI>              <P>
<A HREF="telnet:"></A>    <DT>              <PRE></PRE>
<A HREF="wais://"></A>    <DD>              <HR>
<A HREF="http://"></A>
<A NAME=""></A>

```

## Character Entities

```

-----
&amp      &mdash   &agrave   &egrave   &ograve   &ugrave   &szlig
&gt;       &ndash   &aacute  &eacute   &oacute   &uacute   &ccedil
&lt;       &nbsp;      &acirc   &ecirc   &ocirc   &ucirc   &ntilde
&quot;    &nbsp;      &atilde  &euml    &otilde  &uuml    &divide
&reg     &nbsp;      &auml    &igrave  &ouml    &         &yacute
&trade   &shy    &aring   &icirc   &oslash  &         &thorn
&         &         &aelig   &iuml    &         &         &yuml

```

## --- NETSCAPE TAGS ---

```

<HR> related      IMG related      List related
-----
SIZE=              ALIGN=left       TYPE=disc        VALUE=
WIDTH=             ALIGN=right      TYPE=circle      START=
ALIGN=left         ALIGN=texttop    TYPE=square      BACKGROUND=
ALIGN=right        ALIGN=absmiddle  TYPE=A
ALIGN=center       ALIGN=absbottom  TYPE=a           Font related
NOSHADE            VSPACE=          TYPE=I           -----
<NOBR>            HSPACE=          TYPE=i           <BASEFONT SIZE=>
<WBR>             TYPE=1           <FONT SIZE=></FONT>

```