00374fd8-0

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1 INTRODUCTION

PAGE MONSTER APPETIZER V1.0

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Introduction

   If you are reading this text right now, then you are probably one of the
many Amiga users with a growing interest in the World Wide Web.

Since its creation, the Web has attracted millions of users to participate
in a form of global communication unlike any that has come before. It has
created new opportunities for businesses, community service organizations
and the average person to present information in an attractive and
entertaining format, accessible from anywhere in the world.

   Unfortunately, development in this area has been lacking for the Amiga
user. While other platforms have been enjoying a wealth of Internet and Web
page creation tools, Amiga users have had to search
 high and low for programs to aid them in accessing the excitement of the
Web explosion.

                    So What is the Page Monster Appetizer ?

    The Page Monster Appetizer is a Web page creation tool that was created
using the AmigaVison professional authoring package.

It was specifically designed for Amiga users who are interested in creating
a down and dirty Web page for use on the World Wide Web.

 The Page Monster Appetizer is NOT by any means a comprehensive Web page
designers tool, but merely a prelude to our soon to be released commercial
product called PAGE MONSTER.

 The Appetizer is not a disabled demo of Page Monster, nor is it a scaled
down version. It is a stand alone application with limited capabilities.

It was created only to give users a feeling of how Page Monster 1.0 works,
and as it's name implies is just an appetizer to what is coming.

 What it does allow you to do is to create a very simple Web page through a
point and click interface, so NO KNOWLEDGE OF HTML IS NECESSARY FOR YOU TO
USE THIS PROGRAM!!!!!!!!!!!!!!!!!!

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THE~CONFIGURATION~SCREEN
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1.3 THE CONFIGURATION SCREEN

CONFIGURATION SCREEN

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     BROWSER FIELD: Type in the full pathname of the Browser that
    you will be using to preview your Web page with.
    The Browser must be able to load
    local files from the system through the
    CLI. (Mosaic-NoNet has this capability.)

 TEXT EDITOR FIELD: Type in the full pathname of the text Editor
    that you will be using to edit the HTML code
    directly. (The default is "Sys:c/Ed")

    VIEWER FIELD: Type in the full pathname of the picture
    viewer that you will be using to view
    graphics files (The default is
    "Sys:utilities/Multiview")

  DATATYPE FIELD: Type in the datatype extension of the picture
    format you will be using.
    For example:

```
                            .IFF  (Standard Amiga format)
                            .GIF  (Graphic interchange format Used
                                   on alot of Web pages)
                            .PCX  (A IBM Picture format)
                            .TIFF (A Macintosh picture format)

                            IMPORTANT: THE CORRECT DATA TYPE SUFFIX
                            (i.e .IFF) MUST BE ENTERED AND YOU ARE
                            LIMITED TO THAT DATATYPE ONLY!
                            OTHER DATATYPES WILL NOT BE RECOGNIZED
                            (The Default is .IFF)

        AWEB COMMAND:  Type in a cli command that you would like
                       to link your inline image to.

                        (This command can only be utilized
                        when using the Aweb 1.0 + web browser.
                        It is accessable only when loading
                        local files.) SEE
                  EXAMPLE
                     COMMAND OFF/ON:  setting this switch to ON will cause the
                       Appetizer to use the Aweb specific
                       reference tag when generating the
                       final HTML code.

       SAVE SETTINGS:  Will save all of the above settings as
                       the permanent defaults of the program.
                       ALL CHANGES MADE IN THE CONFIGURATION
                       SCREEN MUST BE SAVED BEFORE YOU ARE ABLE
                       TO UTILIZE THEM.

    START APPETIZER:  Will open the
                  QUICK~PAGE~SCREEN
                       .

              HELP:  Brings you to this online manual.
```

.

1.4 THE FILE LOAD SCREEN

                                          QUICK PAGE 2.0 SCREEN

              GO~TO~CONTENTS
                 TITLE FIELD: Type in a title for your homepage. This is the ←┘
                    text
              that will appear in the title bar at the top of the
              browser when the homepage is loaded.
              The information will be retained as long as the program
              is running or until you type in another title.

      LOAD PIC: Launches
              REQ
               a file requestor that is used to select
              an inline image for your homepage. THE IMAGE MUST BE
              THE SAME GRAPHIC FORMAT THAT WAS SPECIFIED IN THE

              DATATYPE~FIELD
               in the
              CONFIGURATION~SCREEN
              .

         VIEW: Views the picture currently loaded by the load
              pic requestor using the
              VIEWER
               specified in the

              CONFIGURATION~SCREEN
              .

       HEADER: Type in a Header. This is the header text that will
              appear just below the inline image on your homepage.
              The information will be retained as long as the program
              is running or until you type in another header.

     LOAD TEXT: Launches
              REQ
               a file requestor that is used to select a
              text file. This file will be used as the main body
              of text in your homepage.
              TEXT LOADED MUST HAVE BEEN PREVIOUSLY SAVED IN THE AMIGA
              ASCII FORMAT common to most text editors and
              word proccesors.

         EDIT: Edits the text currently loaded by the LOAD
              TEXT requestor using the
              EDITOR
               specified in the

              CONFIGURATION~SCREEN
              .

You may also edit text on the fly simply by clicking
on EDIT without using the LOAD TEXT requestor.

ACCEPT: Accepts the currently loaded values and then opens
the
PREVIEW~SCREEN
.

CONFIGURE: Returns you to the
CONFIGURATION~SCREEN
.

HELP: Brings you to this online manual.

1.5 THE PREVIEW SCREEN

                              THE PREVIEW SCREEN

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    DISPLAY SCREEN: Displays the HTML code generated from the ←
        values
    entered in the
QUICK~PAGE~SCREEN
. Clicking on the
    Display screen will allow you to edit The HTML code
    directly using the
EDITOR
 specified in the

CONFIGURATION~SCREEN
.

PREVIEW: Will call the
    BROWSER
     specified in the

    CONFIGURATION~SCREEN
     allowing you to see
        how your homepage will appear on the Web.

SAVE: Will call a save screen requesting a preformatted
    blank disk in df0: to save your homepage on.
    Clicking OK will cause the Appetizer to proceed
    with the save.
    Clicking CANCEL will abort the operation.

CANCEL: Returns you to the
    QUICK~PAGE~SCREEN
     and clears
        the HTML code.

```
        HELP: Brings you to this online manual

        EXIT: Quits Page Monster Appetizer.
```

1.6   ABOUT THE PAGE MONSTER

```
                                    COMING SOON

                    PAGE MONSTER VERSION 1.0


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              If you've enjoyed using the Page Monster Appetizer, and its  ←
                  simplistic
   approach to creating Web pages for the Internet, then as they say
   in the Biz, "you ain't seen nothin' yet!"

    Our New Web page creation tool PAGE MONSTER version 1.0 is currently
    in beta testing and promises some unique features when finally
    released. Some of these include:

        1. USER FRIENDLY POINT AND CLICK INTERFACE

        2. AUTOMATED HTML CODE GENERATION

        3. SUPPORT FOR LINKS TO EXTERNAL HTML DOCS

        4. SUPPORT FOR LINKS TO EXTERNAL MEDIA FILES
           SUCH AS IMAGES, SOUNDS, ANIMATIONS, VIDEO
           CLIPS AND MOD FILES.

        5. SUPPORT FOR POINT AND CLICK FORMS CREATION

        6. AUTOMATED AREXX SCRIPTING WHICH
           CAN AUTOMATICALLY CREATE AREXX SCRIPTS
           FOR ADPRO, OCTAMED6, SOX, & AGMSRECORDSOUND
           FOR FILE CONVERSION, OPTIMAZTION AND SAMPLING
           FROM INSIDE PAGE MONSTER.

        7. ABILITY TO SAVE  AND RECALL AREXX SCRIPTS

        8. ABILITY TO ENTER, SAVE AND RECALL NEW TAGS

        9. AUTOMATED TUTORIAL

       10. 32 CONTROL SCREENS

       AND MUCH MORE BEING PLANNED FOR THE FUTURE.
```

```
If you're interested in this type of application for the Amiga, please
support us. Any donations for futher development of this product would be
greatly appreciated.
```

We at CultureShock are long time Amiga users and in a time when most
American Amiga developers have vanished, it is only our love for the the
Amiga platform and its STILL superior technology and design that drives us
to find new ways of utilizing such a remarkable computer.

                        You can drop us a line at:

                         quintin@u.washington.edu

                          Or write us at:

                  4043 Latona N.E. Seattle. Wash 98105

                              U.S.A.

1.7 System Requirements

                              SYSTEM REQUIREMENTS

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                 Page Monster Appetizer was designed to run on any Amiga running ←
                   1.3 or
greater operating system with at least 2 megs of ram and a hard drive. 4
megs of ram is necessary to run your browser from within the Appetizer.

 3.0 or greater is strongly recommended especially if you are planning to
use a Web browser to preview your completed page.
 This is due to the fact that it is only with 3.0's Datatype capability,
that you can view inline images in your browser.

 It is also possible to run Page Monster Appetizer using low memory machines
such as a A500 or A600 with 1 meg of ram, but you will need to use the
special low memory version of the Appetizer provided with this archive.
  (SEE
                Low~memory~version~installation~&~use
).

The obvious drawbacks of using older operating systems is that you cannot
preview your work using a browser running WB 1.3 and although with enough
memory you may be able to run Mosaic-NoNet on WB 2,0, you won't be able to
view inline images.

 However the alternative could be that if you had access to a IBM or Mac
running a Browser such as Netscape and you had eithier the Crossdos or
Maxdos filesystem for the Amiga, you could use this program to create a web
page on the Amiga and then save it to an IBM 720K disk or a 1.44mb disk if
you have an High Density disk drive.

                      ADDITIONAL FILES NEEDED

 Since the Page Monster Appetizer was created with the AmigaVision
Profesional authoring system, you will need to have following files
installed in your system or boot disk:

        1. The AVplayer installed in your Sys:c Directory

        2. The avdb.library installed in your Sys:libs Directory

        3. The avtextgad.library installed in your Sys:libs Directory

        4. The camd.library installed in your Sys:libs Directory

The AVPlayer Archieve is a freely distributable program and can be found
at:

                AMINET/GFX/SHOW/AVPLAY_2.4.lZH

In addition you must also install the APPEND command written by Oliver
Enseling in your Sys:c Directory. If you are using Workbench 2.0 and want to
use a file requestor you must also install REQ command a 2.0 file requestor
written by Thomas Ansorge in your Sys:c Directory.

            APPEND is Freeware and can be found on:

                Fred Fish Disk 379

            REQ is Shareware and can be found at:

                AMINET/UTIL/CLI/REQ.lha

 Your C: directory should at least contain the commands delete,
        Copy, and IconX for this application to work properly.

.

1.8   Installing on 1.3

                                    Low Memory Version Installation and use

            GO~TO~CONTENTS
            Included in this archive is the compressed file PM_LOWMEM.LHA,   ←
              which
contains a version of the Page Monster Appetizer that was designed to work
on lower memory machines. It can run on a stock A500 or A600 with at least 1
meg of ram and a external disk drive.

 This version was created for the purpose of giving Amiga users who are
using low memory machines a quick and easy way to create   simple HTML
documents.

   There is also great potential for use of this program in a educational
enviornment that is utilizing older Amigas. It could be seen as a way to
teach students about HTML at a remedial level and at very low cost.

 To install the Low Memory version Follow the Following step by   step
instructions:

      1. First format a blank disk and label it APPETIZER.1

      2. Decompress PM_LOWMEM.LHA and then copy all the

         files and directorys in the drawer named APPETIZER.1

         to the disk you just formatted in step 1

      3. Make a copy of your standard Workbench1.3 disk by

clicking on its icon and selecting duplicate from

the workbench menu. The resulting copy should be

named "copy_of_Workbench1.3"

4. Copy avplay_2.4.lzh, APPEND and LHA directly
   to your APPETIZER.1: disk.

5. Insert the APPETIZER.1 disk in df1: open it

   and click on the STRIP_SYS icon.

   This is a dos script that will remove a

   number of files on the copy_of_Workbench1.3

   to make room for the nessesary files described

   in step 6 and step 7.

   If you have LHA copied to the APPETIZER.1

   and everything setup as described in step 4 then

   steps 6,7 and 8 will be automated, otherwise...

6. copy the AVPlayer into the c: directory of

   the newly striped down workbench disk .

7. Copy the AVPlayer libraries into the Libs:

    directory of the newly striped down workbench1.3

    disk. They are as follows:

        1. The avdb.library

        2. The avtextgad.library

3. The camd.library

4. The realtime.library

(These files are nessesary for the Page Monster

to operate properly if you have not yet obtained

them see the end of this file for information

on where you can get them.)

8. Make a directory named c on the APPETIZER.1 disk

and copy the commands copy, delete, makedir and

APPEND into it.

9. Next format another blank disk and label it HTML.

This is the disk that your final project

will be saved to. Each project will require its own

disk.

(Please note: This is only the Appetizer it is not designed
 to create a suite of web pages.)

Files needed for this program to operate properly
can be found at the folowing places.

The AVPlayer Archive is a freely distributable program and can be found at:

http://ftp.wustl.edu/~aminet/dirs/gfx_show.html

In addition you must also install the APPEND command written by
Oliver Enseling in your Sys:c Directory.

APPEND is Freeware and can be found on:

Fred Fish Disk 379

Your C: directory should at least contain the commands, copy
        makdir & delete.

1.9   LEGAL STUFF

LEGAL STUFF

GO~TO~CONTENTS
© Copyright 1996 CultureShock Multimedia
Page Monster Appetizer is ShareWare and may be freely distributed
under the following conditions.

1. That all files in the original archive are intact and are
   not modified and organized exactly as shown bellow.
   These are the following files:

```
 Original  Packed Ratio    Date      Time    Name
 --------  ------ -----  ---------  --------  -------------
      628     249 60.3% 03-Apr-96 08:06:20  PMONSTER.info
    13542    2380 82.4% 03-Apr-96 07:52:42  PMONSTER/8SVX/clicks-low
     8040    5081 36.8% 03-Apr-96 07:52:42  PMONSTER/8SVX/pm.snd
   119886   59249 50.5% 03-Apr-96 07:51:38  PMONSTER/8SVX/theme2
       93      68 26.8% 01-Apr-96 07:09:28  PMONSTER/ASSIGN_APPETIZER
     9114    2158 76.3% 31-Mar-96 16:56:44  PMONSTER/ASSIGN_APPETIZER.
info
     4263     792 81.4% 03-Apr-96 08:24:18  PMONSTER/CHECK_RESOURCES
     5473    1133 79.2% 31-Mar-96 16:56:50  PMONSTER/CHECK_RESOURCES.
info
      968     239 75.3% 03-Apr-96 07:53:02  PMONSTER/COMMDJR.DBF
     2463     930 62.2% 03-Apr-96 07:52:46  PMONSTER/config.txt
       46      46  0.0% 03-Apr-96 08:00:20  PMONSTER/FONTS/READ.ME
     1580     405 74.3% 03-Apr-96 07:52:58  PMONSTER/ILBM/aw.br1
     1652     424 74.3% 03-Apr-96 07:52:54  PMONSTER/ILBM/aw.br2
     1850     146 92.1% 03-Apr-96 07:52:54  PMONSTER/ILBM/BLANK
    18036    9861 45.3% 03-Apr-96 07:52:30  PMONSTER/ILBM/INTRO.PIC
    29414   11171 62.0% 03-Apr-96 07:52:02  PMONSTER/ILBM/pm-slide1
    41692   18717 55.1% 03-Apr-96 07:51:46  PMONSTER/ILBM/pm-slide2
    35170   13727 60.9% 03-Apr-96 07:51:56  PMONSTER/ILBM/pm-slide7
    23418    7721 67.0% 03-Apr-96 07:52:16  PMONSTER/ILBM/pm-slide8
    37676   14616 61.2% 03-Apr-96 07:51:52  PMONSTER/ILBM/pm-slide9
    19930   11433 42.6% 03-Apr-96 07:52:26  PMONSTER/ILBM/PM.PIC
    16224    8849 45.4% 03-Apr-96 07:52:34  PMONSTER/ILBM/PM2.PIC
     1640     429 73.8% 03-Apr-96 07:52:58  PMONSTER/ILBM/QP1.BR
     2108     670 68.2% 03-Apr-96 07:52:50  PMONSTER/ILBM/QP2.BR
    24068    4707 80.4% 03-Apr-96 07:52:14  PMONSTER/ILBM/QPCONFIG.
SCREEN
    26624    3689 86.1% 03-Apr-96 07:52:06  PMONSTER/ILBM/QUICKPAGE.
SCREEN
    26210    3982 84.8% 03-Apr-96 07:52:10  PMONSTER/ILBM/QUICKPAGE1.
```

```
    3.SCREEN
      15766    1969 87.5% 03-Apr-96 07:52:38  PMONSTER/ILBM/QUICKPAGE2.
    SCREEN
      21665    7371 65.9% 03-Apr-96 07:52:22  PMONSTER/MONSTER.GUIDE
      36626   36626  0.0% 03-Apr-96 07:42:22  PMONSTER/PM_LOWMEM.lha
       1134     429 62.1% 03-Apr-96 07:52:58  PMONSTER/PREVIEW.TXT
       2588     884 65.8% 03-Apr-96 07:52:48  PMONSTER/QP1.3.TXT
      43286    9066 79.0% 03-Apr-96 07:51:22  PMONSTER/QUICKPAGE2.AVf
        553     178 67.8% 03-Apr-96 07:51:10  PMONSTER/QUICKPAGE2.AVf.info
        648     283 56.3% 03-Apr-96 08:05:52  PMONSTER/README.INSTALLATION
         36      36  0.0% 01-Apr-96 07:08:00  PMONSTER/START_APPETIZER
       8234    1984 75.9% 31-Mar-96 16:56:44  PMONSTER/START_APPETIZER.
    info
    -------- ------- ----- --------- --------
     602344  241698 59.8% 03-Apr-96 08:27:12   37 files
```

2. Page Monster Appetizer cannot be sold for profit or distributed
   with any commercial software without the written permission of
   the owners of CultureShock Multimedia.

DISCLAIMER: PAGE MONSTER APPETIZER SOFTWARE IS PROVIDED "AS-IS"
AND SUBJECT TO CHANGE; NO WARRANTIES ARE MADE. ALL USE IS AT YOUR
OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED ON THE PART OF
CULTURESHOCK MULTIMEDIA.

1.10 Practical Example

   During the writing of this doc file the PD version of AWeb 1.0 by Yvon
Rozijn was released on Aminet. We were much impressed with its AREXX and
SHELL COMMAND capability, so we added a quick routine into the Page Monster
Appetizer that will give you a practical example of how this aweb specific
tag could be used.

In the AWEB FIELD you will notice that the default value is:

          SYS:DPAINT_AGA/DPAINT Load=Ram:QPAGE/PIC.IFF

you can replace "SYS:DPAINT_AGA/DPAINT" with the correct path of where
DPAINT is located on your system and then click SAVE. Next set the COMMAND
switch to ON. The Appetizer should now be activated to create a link to the
above command when the HTML code is generated.
 Once the Aweb 1.0 browser is called by clicking on PREVIEW in the PREVIEW
SCREEN. You should be able to edit the inline image directly, using dpaint
from inside aweb just by clicking on the inline image.

note: Any shell command can be used for example; if you wanted to
      edit the HTML code directly from inside Aweb you could use:

               Sys:c/Ed ram:Qpage/Final.html

instead of the above example.