

**00451da0-0**

**COLLABORATORS**

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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

There you can insert more objects in a single line.

#### - THE HELP WINDOW (or LOG WINDOW)

This will show all informations about selected lines. MWM provides you three levels of informations:

- None
  - Medium
  - High
-

-

THE What is? WINDOW

This will show a quick information about all lines.

## 1.3 The Single Line Window

### 3. THE SINGLE LINE WINDOW

Once doubleclicked on a text line, MWM will open the "Single line" window. Here you can attach text, images and inputs.

If the line is not part of a form, only the TEXT and IMAGE action gadgets are usable, else only the FORM action gadget can be used to insert objects.

F!, F2 and F4 keys are the hotkeys for these three actions.

MWM lets you to use each of two mouse buttons:

\* Left mouse button:

- by clicking and dragging you can select part of the line;
- if you doubleclick into an object, MWM will open the correspondent window to edit it;

\* Right mouse button;

- if you click into an object, the effect is equal to the doubleclick of the left mouse else, if out, MWM will highlights the entire word under the mouse pointer.
- if you click out of the window box, the Single window will be closed (also ESC key).

## 1.4 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

## 1.5 The What is? Window

### 4. 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  |
+-----++-----+
| .....   || Uninitialized text |
| txt Hn X  || Initialized Text      |
| txt->in   || Text linked to current document |
| txt->out  || Text linked to another document |
| txt->site || Text linked to a site      |
| img simple|| Simple image          |
| img->in   || Image linked to current document |
| img->out  || Image linked to another document |
| img->site || Image linked to a site      |
| img map   || Map image                |
| head      || Text of the <HEAD> block      |
| Form type || Text of the <FORM> block      |
| preformat || Preformatted text <PRE>    |
| address   || Text of the <ADDRESS> block   |
| paragraph || Paragraph text <P>          |
| 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 |
| break     || There is a break <BR>        |
| line      || There is an horizontal rule <HR> |
| centered  || There is a centered line <CENTER>|
+-----++-----+
```

Key to object descriptions:

Hn = Heading <H1> to <H6>, <HD> for default value

X = Alignment: L = LEFT, C = CENTER, R = RIGHT, J = JUSTIFY

type = Form method GET or POST

Del key will open or close this window.

## 1.6 The Menus

### 5. THE MENUS

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

#### \* PROJECT MENU

- Load plain 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 as follow:

- Replace
- Insert to the beginning;
- Insert to the end;
- Insert after the first selected line.

- HTML save

Save automatically your work on the same HTML file or, if not previously saved, this action will open the Save window as defined below.

If you have selected "OK + autosave" gadget on Prefs window, this action will be repeated everytime you press "OK" gadget on TEXT, IMAGE, LIST and FORM windows.

- HTML save as...

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

This action will open the Save window with these gadgets:

"Background" gadget:

This can be used to specify a URI for an image tile to cover the document background.

"BGColor" gadget:

Specifies the background color for the document body.

"Text" gadget:

Specifies the color used to stroke the document's text.

"Link" gadget:

---



Specifies the color used to stroke the text for unvisited hypertextlinks at the moment the user clicks on the link.

"VLink" gadget:

Specifies the color used to stroke the text for visited hypertext links.

"ALink" gadget:

Specifies the highlight color used to stroke the text for hypertext links at the moment the user clicks on the link.

"Save ALL text" gadget:

All text in the main window will be saved to the HTML file.

"Save only INITIALIZED text" gadget:

Only created objects will be saved to the HTML files, all uninitialized text will be ignored.

"Cancel" gadget:

Return quietly to main window.

- Load project

Load a previously saved project.

- Save project

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
  - |
- Center
  - |
- View
  - |
- Prefs
  - |

## 1.7 What Can MWM Do?

### 6. WHAT CAN MWM DO?

MWM is able to do the following HTML 3.0 things:

- HEAD LINK REL=Banner
  - META NAME="generator/description" CONTENT="..."
- TITLE
- BODY BACKGROUND="..." BGCOLOR="#color" TEXT="#color"
  - LINK="#color" VLINK="#color" ALINK="#color"
- ADDRESS
- CENTER

- A HREF="...#..."
- A ID="..."
- IMG ISMAP ALIGN=TOP|MIDDLE|BOTTOM SRC="..." ALT="..."
- UL COMPACT PLAIN LH LI
- OL COMPACT CONTINUE SEQNUM=n LH LI
- DL COMPACT LH DT DD
- <!-- comment -->
- BR
- HR
- P ALIGN=LEFT|CENTER|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
- &lt; &gt; &amp; &quot;
- &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;
- URL for the links
- FORM METHOD=GET|POST
- INPUT TYPE=TEXT|PASSWORD|CHECKBOX|RADIO|RANGE|SCRIBBLE|FILE|HIDDEN|
  - SUBMIT|IMAGE|RESET
  - TEXTAREA
  - NAME, VALUE, SIZE, MAXLENGTH, CHECKED, MIN, MAX, SRC, ACCEPT
- List of INPUTs
- Headings: <H1|H2|H3|H4|H5|H6 ALIGN=LEFT|CENTER|RIGHT|JUSTIFY>

## 1.8 General Information

## 8. 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.

MWM works with the gadtools and reqtools libraries.

This version of MWM is Copyright ©1996-97 Massimo Baglione  
World Rights Reserved.

## 1.9 Last minute Additions

Hi!

1>

A little word about the german doc done by Wolfgang G. Wettach:

probably his work will be not upgraded to the new versions of MWM,  
so the german doc is valid only for the 2.00 version.

2>

Try to load "MWM\_eng\_HTML.project" included in this archive.  
This is the project file for the HTML version of the english doc.

Thanks for using MWM!

Ciao!

## 1.10 The History of MWM

### 9. THE LATEST CHANGES OF MWM

-MWM v. 2.12 Jan 14 1997

- First HTML format of the english docs... done by MWM (obviously ;-)).  
Included also the project so you can see it with MWM.
  - Added "BR as EOL" gadget on Preferences window (see docs).
  - Improved mouse events on Single window:
    - \* Left mouse:
      - + if you doubleclick into an object, MWM will open the correspondent window to edit it;
    - \* Right mouse;
      - + if you click into an object, the effect is equal to the doubleclick of the left mouse else, if out, MWM will highlights the entire word under the mouse pointer.
      - + if you click out of the window box, the Single window will be closed (also ESC key).
  - Added right mouse button's event for listviews. Its purpose is the same
-

of the doubleclick of the left mouse button.

## 1.11 Credit where credit's due!

### 10. 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, Mel Greer, Alessandro Di Michele, Kirk Strauser, Girish V Nath, Paul Stevens.

And for the rest of MWM development:

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 doc.
Mike Handley	for the English Amigaguide doc.
Wolfgang G. Wettach	for the German doc.

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!!!

## 1.12 How to Register MWM

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## 11. 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 the complete version of MWM (key).

Pirated key will corrupt your data!!

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

Massimo Baglione

39:102/1.5 Amiganet  
39:102/2.5 Amiganet  
2:335/602.5 Fidonet  
2:335/607.5 Fidonet

Maurizio Fabiani

39:102/1 Amiganet  
39:102/2 Amiganet  
2:335/602 Fidonet  
2:335/607 Fidonet

maui@mbox.vol.it  
(Internet email)

## 1.13 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.

## 1.14 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

CENTER Gadget

VIEW Gadget

PREFS Gadget

## 1.15 TEXT Gadget

### 2. THE MAIN WINDOW

The Action Gadgets

=====

The TEXT Gadget

-----

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

---



MWM will show a window with some gadgets:

- "Type" gadget:
  - Plain; all selected text will be saved into HTML.
  - Link into this document;  
it makes an hyperlink to the current document.
  - Link to another document;  
A web browser like AMosaic will highlight this part of the text.  
If the user click on this object, a new text defined by this action will called.
  - Link to a site.
  - Preformatted;  
Selected lines will be included between <PRE> and </PRE>.  
They will usually be displayed in a fixed width (typewriter) font.
  - Address.  
Selected lines will be included between <ADDRESS> and </ADDRESS>.
  - Paragraph.  
Selected lines will be included between <P> and </P>.  
You can also specify an alignment as:

DEFAULT, LEFT, RIGHT, JUSTIFY.

- "Link" gadget:

Active for "link to another document", it lets you choose the file name to be linked.
- "Label" gadget:

Active for "link into this document" and "link to another document", it lets you choose the label name to be linked.

- "URI" gadget:

Active for "link to a site";  
MWM will give you the following list of URI's types:

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

- "Site" gadget:

Active for "link to a 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 reduce to one all the selected lines.
- Keyboard  
The site name will be defined manually from the keyboard.
- 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.

- "Markup" gadget:

Adds a markup to the current text.  
You can choose from:

- Citation (Typically in italic). (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 chars. (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)
  - Italic text. (I)
  - Typewriter text. (TT)
  - Underscored text. (U)
  - "Lined" text. (S)
  - Big text. (BIG)
  - Small text. (SMALL)
  - Subscripted (SUB)
  - Superscripted (SUP)
-

- Nothing (to clear current markup)

- "Font" gadget:

With this you can modify the font size (headings) 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 they are using, and how the browser and their system is set up, your text may look different on each system.

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

- "Align" gadget:

This gadget is used to specify the alignment for the headings.

- Left;
- Center;
- Right;
- Justify;

- "OK" gadget:

Add object to the buffer.

- "Cancel" gadget:

Exit quietly from object definition.

- "Delete" gadget:

Lets you to delete the current edited object.

If you need to retouch a text object, just click "TEXT" gadget when that object is selected (or double click on it).

## 1.16 IMAGE Gadget

### 2. THE MAIN WINDOW

The Action Gadgets

=====

The IMAGE Gadget

-----

This action will `_REPLACE_` selected text with an image.

MWM will show a window with some gadgets:

- "Choose" gadget:

A file requester will ask you to select the image file.

- "Alt" gadget:

The alternative text (ALT) for this image.

- "Type" gadget:

- Simple;

- Map;

- Link to current; (See the TEXT Gadget, above)

- Link to another; (See the TEXT Gadget, above)

- Link to a site; (See the TEXT Gadget, above)

- "Align" gadget:

- TOP

- MIDDLE

- BOTTOM

- "Link" gadget: (See the TEXT Gadget, above)

- "Label" gadget: (See the TEXT Gadget, above)

- "URI" gadget: (See the TEXT Gadget, above)

- "Site" gadget: (See the TEXT Gadget, above)

- "OK" gadget: (See the TEXT Gadget, above)

- "Cancel" gadget: (See the TEXT Gadget, above)

- "Delete" gadget: (See the TEXT Gadget, above)

If you need to retouch an image object, just click "IMAGE" gadget when that object is selected (or double click on it).

## 1.17 LIST Gadget

### 2. THE MAIN WINDOW

The Action Gadgets

=====

The LIST Gadget

-----

This action will define selected lines as a list.

MWM will show a window with some gadgets:

- "Type" gadget:

- Unnumbered; for example:

- \* it's cold
- \* it's warm
- \* it's rain

- Numbered, for example:

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

- Definition, for example:

Colors

- Red
- Green
- Blue

Planets

- Mercury
- Mars
- Jupiter
- Earth
- ...

- "Add image" and "Add text" gadgets:

This action will add an image or a text to the current line showed into the text gadget.

- "Compact" gadget:

This flag, if active, lets you to define that the unnumbered list must be showed by the browser without bullets <UL COMPACT>.

- "Plain" gadget:

This flag, if active, lets you to define that the list must be showed by the browser in a smaller way <UL PLAIN>.

- "Continue" gadget:

Don't restart the sequence number, continue where previous list off <OL CONTINUE>.

- "Starting from (SEQNUM)" gadget:

Set the starting sequence number for the first item <OL SEQNUM=n>. This gadget is only usable if the gadget "Continue" is not selected.

- "<LH> Header" gadget:

Useful to define the title of the list.

- "Prev" and "Next" gadgets:

---

Lets you to add text or image to every line of the LIST.

- "OK" gadget:

Add object to the buffer.

- "Cancel" gadget:

Exit quietly from object definition.

- "Delete" gadget:

Lets you to delete the current edited list.

If the list contains texts or images, MWM will shows a warning.

If you need to retouch a list object, just click "LIST" gadget when that object is selected (or double click on it).

## 1.18 FORM Gadget

### 2. THE MAIN WINDOW

The Action Gadgets

=====

The FORM Gadget

-----

This action is composed by two steps:

In the first step you define the part of the text that will become the FORM. MWM will show a window with some gadgets:

- "Method" gadget:

- GET
- POST

- "Action" gadget:

Here you can specify the ACTION (a URL, for instance) of that FORM.

This is an example of an Action: "http://x/y/sample".

You will see that the color of the selected text has changed.

With FORM objects you may select one or more lines for each group.

In the second step 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 show a window with some gadgets:

- "Type" gadget:

- Plain text;

This is useful to describe some other more important objects.

- INPUT;

- List of INPUTs;

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

- "Input" gadget:

This gadget contains the following type of INPUTs:

Text, Password, Checkbox, Radio, Range, Scribble,  
File, Hidden, Submit, Image, Reset and Textarea.

If you choose RADIO, MWM will check if you have selected the  
"Same RADIO group" gadget.

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.

- "Name" gadget:

Here you can specify the NAME of the INPUT.

- "Value" gadget:

Here you can define the default, or initial, VALUE for the INPUT.

- "Width" and "Max" gadgets:

With these gadgets you can define the size in chars and the maximum  
number of chars allowed for the TEXT and PASSWORD inputs.

- "Rows" and "Cols" gadgets:

With these gadgets you can define the size in chars for the TEXTAREA  
input.

- "From", "To", "Value" gadgets:

If you are working for RANGE input, all of these gadgets will  
be abled.

- "Accept" gadget:

Used for the ACCEPT field of the FILE input.

- "Source" gadget:

Used to define the SRC field for all of the inputs elements that  
would need it.

- "Next" and "prev" gadgets:

Ghosted if the "Same Radio group" gadgets are not selected.

Otherwise, you can specify the VALUE and the selection (SELECTED) for

---

every element of the same RADIO group.

- "OK" gadget: (See the TEXT Gadget, above)
- "Cancel" gadget: (See the TEXT Gadget, above)
- "Delete" gadget: (See the TEXT Gadget, above)

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 element of the FORM into the same line, you can double-click on it working in the Single Line Window.

If you need to retouch a FORM object, just click "FORM" gadget when that object is selected.

## 1.19 CENTER Gadget

### 2. THE MAIN WINDOW

The Action Gadgets  
=====

The HEAD Gadget  
-----

This action will center all selected lines <CENTER>.

## 1.20 MORE Gadget

### 2. THE MAIN WINDOW

The Action Gadgets  
=====

The MORE Gadget  
-----

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 ( <!-- --> );
- Insert empty line. ( <P> )
- Insert horizontal graphic line ( <HR> ).

## 1.21 HEAD Gadget

---



## 2. THE MAIN WINDOW

The Action Gadgets  
=====

The HEAD Gadget  
-----

This action will define selected lines as the HEAD.  
MWM will show a window with some gadgets:

- "Title" gadget:

Used to define the <TITLE> of the document.

- "Description" gadget:

This gadget lets MWM to insert the following line :

```
<META NAME="description" CONTENT="We are the world!">
```

- "Choose" gadget:

Used to define a fixed banner:

```
<LINK REL=BANNER HREF="/Work:Docs/a.html">
```

If you press the HEAD gadget and no text was loaded, MWM will ask you if "It doesn't matter" and, if so, MWM will create automatically one text line (the first) where the HEAD informations will be stored.

If you need to retouch the HEAD object, just click "HEAD" gadget when that object is selected.

## 1.22 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.

Try to open MWM and your browser to the same screen.

---

## 1.23 PREFS Gadget

### 2. THE MAIN WINDOW

The Action Gadgets

=====

The PREFS Gadget

-----

This action will open the following list of options:

GUI:

- Screen  
You can choose from Default, Named and Owner public screens.
- Font  
Change the current font in the Main Window.

Default paths:

- ASCII texts  
Define a common path for all text files.
- Images  
Define a common path for all image files.
- Work dir  
Define your favorite working directory (RAM:T, for example).

Log window:

- Log window  
Allows you to personalize the Log Window.
- Log level  
MWM provides you three levels of informations:
  - None; Nothing about objects will be showed.
  - Medium Simple informations about selected object.
  - High Full informations, all data into an object will be displayed.

Utils:

- Browser  
Choose the preview program, for example AMosaic, AWeb or IBrowse.
- Sites list  
Choose the file containing the list of sites.

HTML defaults:

---

- Heading  
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, 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.

#### Other

- OK + autosave  
If active, MWM will save automatically the HTML file when OK button gadget is pressed defining texts, images, lists and forms. Just click reload on the browser for the preview if you are working with it.
  - BR as EOL  
If active, it lets MWM to insert the <BR> keyword after every line so you can save your text more possible like the original showed into MWM's Main window.
-