

# Unnamed\_Database

Brian

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Unnamed_Database		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## Unnamed\_Database

### 1.1 Web Design 1.3 Documentation

W e b D e s i g n

B y L a r r y M c G a h e y

D o c u m e n t a t i o n b y B r i a n M y e r s

U p d a t e d B y L a r r y M c G a h e y

Introductory

1. Program~Information  
General program info
2. Disclaimer~~~~~  
General disclaimer
3. Shareware~~~~~  
This program is shareware  
---

Program Usage

4. Concept~~~~~  
Program
  5. Main~screen~~~~~  
The main program screen
  6. The~menus~~~~~  
Description of the menus
  - 7.
-

Keyboard~commands~~  
Keyboard commands

8.

Buttons~~~~~  
Description of the buttons

---

Closing

The~authors,~with~contact~info

People~we~wish~to~thank~~~~~

Web Design © 1996 Larry McGahey

## 1.2 What this program's all about

Web Design is a program to make the creation of HTML documents a little easier. This program is ever living ever breathing so please check my home page for updates.

Let me know if you find any problems or have any suggestions.

## 1.3 General Disclaimer

There are no guarantees of any sort with this program. This program is not guaranteed to do anything at all, positive or negative.

Larry McGahey ("author" or "program author") is absolved of all responsibility if this program causes undesired operation. No responsibility is assumed or implied in the case of data loss or system damage.

## 1.4 This program is Shareware

WebDesign 1.3g is shareware. This means that you may use the program for free for 30 days before registering. At the end of the 30-day period, you must either register or quit using the program. R i g h t !

Registration makes you feel good about yourself. The program itself is otherwise uncrippled.

Registration costs \$15 US and may be sent in the form of check or money order to Larry's snailmail address.

Larry McGahey

---

6092 N 8th Street  
Kalamazoo, MI 49009  
USA

Even if you haven't registered feel free to send email with any comments or bug reports.

lmcgahey@net-link.net

## 1.5 Concept for WebDesign

As stated under  
Program~Info  
, Web Design is a program designed to make  
the creation of  
HTML  
documents a little easier. Using Web Design, you can  
use simple mouse clicks to create full Web pages containing embedded links,  
graphics, and forms.

## 1.6 The main program screen

The main program screen is the interface to Web Design that you ←  
'll see  
most of the time. The screen is organized with the following buttons and  
gadgets.

Close Gadget  
Quits the program

Resize Gadget  
Resizes the window

Text Entry Area  
This is where you do the editing on your document.

The~Buttons  
These buttons allow the insertion of various tags into your  
document.

## 1.7 Explanation of program menus

~Project

~Blocks~

~Misc~~~

---

~Size~~~

~Links~~

~Tables~

~Search~

~Info~~~

~Screen~

NOTE: In the descriptions of some of the menu selections, there will be a ←

capital letter encased in angle brackets ( `[` and ` ]` ). This is the key you press with the RightAmiga key for the keyboard shortcut. Example: New [N] means RightAmiga-N.

NOTE #2: Throughout the menus, references to HTML and HTML tags are included, with little or no explanation as to the effect of the tag. This is because this documentation is not intended to be a guide to HTML. If you want a guide to HTML, consult [HTML\\_Guide.guide](#), or the World Wide Web.

## 1.8 The \_Project\_ Menu

New [N]

Clear the current document and start fresh.

-----

Open [O]

Open an existing document for editing.

Open.html [H]

Same as open, except that the requester shows only files ending in .html.

Insert [I]

Insert another document at the current cursor location.

Insert.html [L]

Same as insert, except that the requester shows only files ending in .html.

Append [K]

Tack on another document at the end of the current document.

-----

Save [S]

Save the current document.

Save as [A]

Save the current document under a different name



Select Save Mode  
Select which form the document is saved as, ASCII or  
FTXT  
.

-----

Print File [P]  
Send the current document to the printer.

-----

Quit [Q]  
Quit the program.

## 1.9 The Blocks Menu

Mark [B]  
Toggle block select on and off.

Cut [X]  
Remove the selected block from the document and place it in  
the Clipboard.

Copy [C]  
Make a copy of the selected block and place it in the Clipboard.

Paste [V]  
Insert the contents of the Clipboard at the current cursor  
location.

-----

Set Cut to Mark....  
@REM "Help!"

Set Copy to Mark....  
@REM "More help!"

-----

Clear Line [Z]  
Clear the current line.

Delete Line [D]  
Erase the current line.

Undelete Clear Line  
Restore the last cleared line.

-----

Save Block

---

Write the selected block to a file.

Print Block

Print the currently selected block.

## 1.10 The Misc Menu

Banner

Insert a `<BANNER>...</BANNER>` tag pair around the current line

BGSound

Allows you to select which sound will be played in the background as the page is displayed.

Credit

Insert a `<CREDIT>...</CREDIT>` tag pair around the current line.

Marquee

Allows you to create a moving text banner. Opens a requester to select the text message, the marquee behavior (sliding or scrolling), and marquee alignment (top, bottom, or middle).

-----

Single Marks

Insert single tags at the cursor position  
like: `<CENTER>` without `</CENTER>`

-----

Template

Insert a template like the program does upon startup. Contains an opening comment, `<HTML>`, `<HEAD>`, `<TITLE>`, and `<BODY>` tag pairs.

## 1.11 The Size Menu

Big

Select a large typeface.

Small

Select a small typeface.

## 1.12 The Links Menu

Full URL `http://`

Creates a link to an HTML document (or other text file) on a remote machine. Text gadgets allow entry of the remote address (site and file name), and comment for the link.

---

#### Relative URL

Creates a link to an HTML document (or other text file) on your machine. Can also link to another location in the current document. Text gadgets allow entry of the address (file name), and comment for the link.

#### Named Target

Create a NAME anchor.

#### ftp://

Establish a file transfer connection to a remote site. Text gadgets allow entry of the address (ftp site), and comment for the link.

#### file://

Creates a link to a file on a remote machine. Text gadgets allow entry of the address (site and file name), and comment for the link.

#### mailto:

Creates a link to sent Internet mail to an address. Text gadgets allow entry of the address (standard Internet e-mail address), and comment for the link.

#### news:

Allows reading of a Usenet group. Text gadgets allow entry of the newsgroup name, and comment for the link.

#### gopher:

Establish a gopher connection to a remote site. Text gadgets allow entry of the address (gopher site), and comment for the link.

#### Telnet:

Establish a telnet connection with a remote site. Text gadgets allow entry of the address (if there is a port number, use the form telnet://remote.site.name:portnum).

## 1.13 The\_Tables\_Menu

#### Table Attributes

Define the attributes of the table  
(alignment, width and border size)

#### Caption Attributes

Define the attributes of the caption  
(alignment and caption text)

~~~~~

#### Table Row Attributes

Define the attributes of the table row  
(alignment and vertical alignment)

#### Table Header Attributes

Define the attributes of the table header  
(alignment, vertical alignment, number of rows and number of columns)

#### Table Data Attributes

Define the attributes of the table data  
(alignment, vertical alignment, number of rows and number of columns)

~~~~~

#### Table Row

Insert table row tags without attributes

#### Table Header

Insert table header tags without attributes

#### Table Data

Insert table data tags without attributes

## 1.14 The Search Menu

#### Find Word [F]

Search for an occurrence of a word.

#### Find Next [M]

Search for the next occurrence of the string/word.

#### Find Mode

Wildcard => Search by wildcard.

By Word => Search for a word.

Case Sensitive => Turn on case sensitivity.

#### Replace Word [R]

Find one word and replace it with another.

-----

#### Goto Line [G]

Go to a specific line.

#### Goto Top [[]]

Go to the top of the document.

#### Goto Bottom []]]

Go to the bottom of the document.

-----

#### Set Bookmark

Set 1 => Set the current location as bookmark #1.

Set 2 => Set the current location as bookmark #2.

Set 3 => Set the current location as bookmark #3.

Set 4 => Set the current location as bookmark #4.

Set 5 => Set the current location as bookmark #5.

#### Goto Bookmark

Goto 1 => Goto bookmark #1.  
Goto 2 => Goto bookmark #2.  
Goto 3 => Goto bookmark #3.  
Goto 4 => Goto bookmark #4.  
Goto 5 => Goto bookmark #5.

-----

#### Page Up [,]

Move up one page in the document.

#### Page Down [.]

Move one page down in the document.

## 1.15 The \_Info\_ Menu

#### Document Size

Shows the size of the available document in number of characters, words, and lines.

#### Available Memory

Gives free memory in total, chip, and fast.

## 1.16 Information about the authors

Web Design was written by Larry McGahey.

Original documentation (AmigaGuide) was written by Brian Myers.

This 1.3g update of the documentation written by Larry McGahey.

Larry can be contacted at:

Larry McGahey  
6092 N 8th Street  
Kalamazoo, MI 49009

IRC: yoooper #amiga

E-Mail: [lmcgahey@net-link.net](mailto:lmcgahey@net-link.net)

URL: <http://www.net-link.net/~lmcgahey/>

URL: <http://www.net-link.net/webdesign/>

URL: <http://www.instantkarma.com/>

Brian can be contacted at:

Brian Myers

---

1713 Bellevue Loop  
Anchorage, AK 99515

IRC: Imix  
E-Mail: lanceLOT@spideys.com (not current)

## 1.17 The \_Screen\_ Menu

640x200  
640x256  
640x400  
640x480  
640x512  
656x495  
676x476  
800x600

Each menu selection changes the screen resolution appropriately.

## 1.18 Keyboard Commands

For the description of a command, refer to its description in [↔](#)  
the  
menu  
section.

RightAmiga-,  
Page Up

RightAmiga-.  
Page Down

RightAmiga-A  
SaveAs

RightAmiga-B  
Mark Block

RightAmiga-C  
Copy Block

RightAmiga-D  
Delete Line

RightAmiga-F  
Find Word

RightAmiga-G  
Goto Line

RightAmiga-H  
Open.html

---

---

RightAmiga-I  
Insert

RightAmiga-K  
Append

RightAmiga-L  
Insert.html

RightAmiga-M  
Find Next

RightAmiga-N  
New

RightAmiga-O  
Open

RightAmiga-P  
Print

RightAmiga-Q  
Quit

RightAmiga-R  
Replace Word

RightAmiga-S  
Save

RightAmiga-T  
Inserts the html template

RightAmiga-V  
Paste Block

RightAmiga-X  
Cut Block

RightAmiga-Z  
Clear Line

RightAmiga-[  
Goto Top

RightAmiga-]  
Goto Bottom

RightAmiga-1  
Table with attributes

RightAmiga-2  
Table caption with attributes

RightAmiga-3  
Table row with attributes

---

RightAmiga-4  
Table header cell with attributes

RightAmiga-5  
Table data cell with attributes

RightAmiga-6  
Table row simple

RightAmiga-7  
Table header simple

RightAmiga-8  
Table data simple

F1  
Insert Line Break (<BR>)

F2  
Insert Paragraph Break (<P>)

F3  
Insert List Entry Tag (<LI>)

F4  
Insert Horizontal Rule (<HR>)

F9  
Insert blank line above current line

F10  
Insert blank line below current line

Alt-LeftArrow  
Goto start of word

Alt-RightArrow  
Goto end of word

Shift-LeftArrow  
Goto start of previous word

Shift-RightArrow  
Goto start of next word

Ctrl-LeftArrow  
Goto beginning of line

Ctrl-RightArrow  
Goto end of line

---



## 1.19 Button Commands

The buttons on the main program screen are arranged in seven columns. ↔  
The functions of the buttons are as follows.

```

~BFont~
~BText~
~Form~M/A~~~
~DefinedList~
~Table~~~~~
~ListEntry~
~Images~~~

~LFont~
~BGrnd~
~Input~Type~
~Term~~~~~
~Caption~~
~New~Line~~
~BGImage~~

~Style~
~NLink~
~Select~~~~~
~Define~~~~~
~Row~~~~~
~Paragraph~
~HRule~~~~~

~Block~
~VLink~
~Options~~~~~
~Term/Define~
~Header~~~
~Left~~~~~
~Comment~~

~Char;~
~ALink~
~Option/S~~~
~List~Type~~~
~Data~~~~~
~Center~~~~~
~Template~

~Meta~~
~LText~
~Text~Area~~
~List~Only~~~
~Headings~
~Right~~~~~
~ImageMap~

```

---

## 1.20 HyperText Markup Language

HTML (or HyperText Markup Language) is the language of the ↔  
World Wide  
Web. HTML is based on SGML (Standardized General Markup Language). HTML  
allows you to compose ASCII hypertext documents that can, in either text or  
graphical form, combine text, pictures, sounds, animation, links to other  
documents on your machine, links to pages on other machines, and links to  
other Internet services (such as telnet, gopher, ftp, usenet news, etc.). A  
much better description of HTML, as well as a comprehensive guide to all  
current HTML 3.0 codes, can be found in the file  
HTML\_Guide.guide  
, available  
on Aminet and also included in this archive.

## 1.21 People we want to thank

Larry wishes to thank...

- \* Laura "she's the best" Bird for endless understanding and support.
- \* Chet Wisniewski of DC Productions for bringing my A4000'040  
back from the grave and keeping it going ever since.
- \* Brian Myers, for the original version of the docs.
- \* Tim Martin and Eddie "Obi Wan" Churchill for being there  
when they could be.

Brian wishes to thank...

- \* Theresa, for endless love and support; and also for her endlessly  
helpful editing input.
- \* Peter, for listening to me whine about my old shitty life and my  
current shitty job :).
- \* My brother, for ?????? :)
- \* My parents, for me :)

## 1.22 IFF FTXT

FTXT (or IFF FTXT) is the standard text-graphics format that most Amiga  
word processing programs can load and save in.

## 1.23 BFont

Set the font size for the BODY of the document.

---

## 1.24 LFont

Sets the font size for the current line only.

Hint:

If you want a different size font for several lines you can remove the `</FONT>` mark from the end of the current line and place `</FONT>` at the end of the area that you would like the custom size font.

Some browsers may not support this.

## 1.25 Style

Allows you to set the text style.

Styles such as BOLD UNDERLINE ITALIC EMPHASIZE.

Hint:

Web Design will place these marks around existing text or you can type text into the box of the requester that opens when you click this button.

Typing text in the box allows you to insert different style text in the middle of a sentence.

## 1.26 Block

This sets the text attribute for an area of text.

## 1.27 Char;

Insert character entity.

Example:

If you select the " character, `&quot;` will be typed into the document.

This method of handling the Latin-1 set of printing

---

characters is to compensate for keyboards that do not have the character.

## 1.28 Meta

This lets you easily insert a description and keywords for your page.

These will not appear in the browser but will be read during a search.

The Meta lines should be place between the <HEAD> and </HEAD> tags of your document.

## 1.29 BText

Set the text color for the document.

## 1.30 BGrnd

Set the background color for the document.

## 1.31 NLink

Set the text color for links that have not yet been visted.

## 1.32 VLink

Set the text color for links that have been visted.

## 1.33 ALink

Sets text color for a link during the time the hypertext is being clicked.

---

### 1.34 LText

Set the text color for only the line the cursor is currently on.

### 1.35 Form M/A

Define method (POST or GET) and action (cgi-bin, mailto) for a form.

### 1.36 Input Type

Define the input type (TEXT, CHECKBOX, RADIO, HIDDEN, SUBMIT or RESET) name, value, size, maxlength and initial checked/unchecked.

### 1.37 Select

Create a list of options that may be selected.

### 1.38 Options

Create a list of options for the SELECT function.

### 1.39 Option/S

Create a pre-selected OPTION for the SELECT function.

### 1.40 Text Area

Create a TEXTAREA input field in which the user can type.

Attributes include comment, name of the text area, number of rows, and number (in characters) of columns.

---

## 1.41 DefinedList

Create the tags for a glossary or Definition List.

Example:

```
<DL> (opening defined list)
<DT>A term
<DD>That terms definition
</DL> (closing defined list)
```

## 1.42 Term

Create a term for a glossary/definition list.

Example:

```
<DL>
<DT>Time (term)
<DD>Time flys like an arrow but fruit flies like a banana. (definition)
</DL>
```

## 1.43 Define

Create a definition for a glossary/definition list.

Example:

```
<DL>
<DT>Time (term)
<DD>Time flys like an arrow but fruit flies like a banana. (definition)
</D>
```

## 1.44 Term/Define

This function allows you to easily create a list of

---

terms and definitions.

This function does not create the <DL> and </DL> tags that must be present.

## 1.45 List Type

Ordered List:

Default = standard style ordered list

Small Letters = ordered list using small letters

Capital Letters = ordered list using uppercase letters

Small Roman = ordered list in the Roman Small font

Large Roman = ordered list in Roman Large font

Unordered/Bullet List:

Default = standard style bullet list

Disk = bullet list using disks for the bullet icon

Circle = bullet list using circles for the bullet icon

Square = bullet list using squares for the bullet icon

The <LI> or List Entry tag will be added automatically if you choose to list items in the boxes.

## 1.46 List Only

Use this function to add more items to an ordered or unordered list that is already started.

The <UL></UL> or <OL></OL> tags will not be added.

Only the <LI> or List Entry tag will be added.

## 1.47 Table

---

Create the TABLE tag with attributes.

## 1.48 Caption

Create a CAPTION to indicate what the table is about.

## 1.49 Row

Indicate a TABLE row.

## 1.50 Header

TABLE headings label rows and columns.

## 1.51 Data

TABLE data are the values of the TABLE.

## 1.52 Headings

Either create a heading with justify and font size attributes by typing the heading in the box or leave the box empty to put the heading tags around existing text.

## 1.53 ListEntry

Insert the <LI> or List Entry tag in ordered or unordered lists.

Note:

This tag can also be inserted by pressing the F3 key.

---



## 1.54 New Line

Insert the <BR> or Line Break tag.

Note:

This tag can also be inserted by pressing the F1 key.

## 1.55 Paragraph

Insert the <P> or PARAGRAPH tag.

Note:

This tag can also be inserted by pressing the F2 key.

## 1.56 Left

LEFT justify.

## 1.57 Center

CENTER justify.

## 1.58 Right

RIGHT justify.

## 1.59 Images

Indicate an image to placed in the document.

Include attributes like BORDER size, ALT name, vertical spacing, horizontal spacing.

In most cases you may preview the image.

## 1.60 BGIImage

Indicate a background image for the document.

In most cases you can preview the image.

---

## 1.61 HRule

Insert a <HR> or horizontal rule tag.

You can select justification, horizontal size in pixels or percentage, vertical size, shading on or off.

If you only want a simple horizontal rule leave the boxes empty.

Note:

This tag may also be inserted by pressing the F4 key.

Some of these attributes may not be supported by all browsers.

## 1.62 Comment

Insert a comment into the document that will not be shown by the browser.

This can be used for reminders etc.

## 1.63 Template

Insert a new template with the required tags for an html document.

This is the same template that appears when you first open

Web Design.

## 1.64 ImageMap

Load an image to be used as an Imagemap.

## 1.65 Index

<HR.~Simple~~

<HR>~Attr.~~~

B

BG~Image~~~~~

Blocks

Bold~~~~~

Bullet~List~~~

Buttons  
C

Center~~~~~

Cite~~~~~

Code~~~~~  
Colors  
Concept  
D

Defined~List~~

Definition~~~~

Disclaimer  
E

Emphasize~~  
F

Forms

FTXT  
H

Heading~1~~

Heading~2~~

Heading~3~~

Heading~4~~

Heading~5~~

Heading~6~~

HTML

HTML\_Guide.guide  
I

Image~~~~~

Info

Italic~~~~~

K

Keyboard~~~

Keyboard~commands

L

Left~~~~~

Links

List~Entry~~~~

List~Term~~~~~

Lists

M

Main~screen

menu

Misc

N

New~Line~~~~~

O

Ordered~List~~

P

Paragraph~~~~~

People~we~wish~to~thank

Preformat~~

Program~Info

Program~Information

Project

R

Right~~~~~

S

---

Sample~~~~~  
Screen  
Search  
Shareware  
Size  
Strong~~~~~  
T  
  
Template~~~~~  
The~authors,~with~contact~info  
The~Buttons  
The~menus  
Typewriter~  
U  
  
Underline~~  
V  
  
Variable~~~  
W  
  
Workbench~~~~~  
Wrap~On/Off~~

## 1.66 HTML\_Guide.guide

Well, after doing this doc, I'm going to do a short fan supplement for Rifts® RPG. I'll do the HTML guide file I promised as soon as I'm done. For now, check out the following web sites that have quite a bit of info on HTML.

[www.ncsa.uiuc.edu/General/Internet/WWW/HTMLPrimer.html](http://www.ncsa.uiuc.edu/General/Internet/WWW/HTMLPrimer.html)  
NCSA - A Beginner's Guide to HTML

[www.cs.cmu.edu/~tilt/cgh/](http://www.cs.cmu.edu/~tilt/cgh/)  
Composing Good HTML

[home.netscape.com/assist/net\\_sites/html\\_extensions.html](http://home.netscape.com/assist/net_sites/html_extensions.html)  
Extensions to HTML

---

[home.netscape.com/assist/net\\_sites/html\\_extensions\\_3.html](http://home.netscape.com/assist/net_sites/html_extensions_3.html)  
Extensions to HTML 3.0

[home.netscape.com/assist/net\\_sites/frames.html](http://home.netscape.com/assist/net_sites/frames.html)  
Frames - An Introduction

[home.netscape.com/eng/mozilla/2.0/relnotes/demo/target.html](http://home.netscape.com/eng/mozilla/2.0/relnotes/demo/target.html)  
How to target a link to a window (more frames stuff)

---