00451da0-0

COLLABORATORS

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Contents

Chapter 1

00451da0-0

1.1 MWM Contents Page

```
           +--- -  -                 -  - ---+--- -  -              -  -  ↩
              ---+

|   ! Welcome to the first very easy-to-use HTML file generator !   |

+--- -  -                -  - ---+--- -  -              -  - ---+

                    M W M

        -->*  Magic WWW  (World-Wide Web) files Maker  *<--
               _____
                              |
                              |
                              |
              _____
              |                                  |
              | from an idea of  Maurizio Fabiani |
              |  developed by  Massimo  Baglione  |
              |_____|

                    Version 3.11


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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 higlighted 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 3.2 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> |
    | font n    || There is a FONT               |
    | 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
       n = Size of font

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

    - Insert label

        This action will insert a label to the first selected line to

```
          be linked in a future with an anchor, for example:

              <A NAME="flag1")

   - Go to 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.

   - Jump to next TEXT/IMAGE/LIST/FORM

       These  actions  will  start  a  search for the specific object
       starting  from  the  next  line  after the last selected line.
       (Useful, I think !).


 * Action menu

     -
          Text
           |
     -
          Image
           |
     -
          List
           |
     -
          Form
           |___  Same functions as the gadgets in the
     -
          More
           |     Main Window.
     -
          Head
           |
     -
          Center
           |
     -
          Font
           |
     -
          View
           |
     -
          Prefs
           |
```

1.7   What Can MWM Do?

```
  6.   WHAT CAN MWM DO?

MWM is able to do all the following HTML 3.2 things:

    - HEAD LINK REL=Banner
          META NAME="generator/description/author" CONTENT="..."
    - TITLE
    - BODY BACKGROUND="..." BGCOLOR="#color" TEXT="#color"
          LINK="#color" VLINK="#color" ALINK="#color"
    - ADDRESS
    - CENTER
    - FONT SIZE="n" COLOR="#color"
    - A HREF="...#..."
    - A ID="..."
    - IMG ISMAP ALIGN=TOP|MIDDLE|BOTTOM SRC="..." ALT="..."
    - UL TYPE="disc|circle|square" COMPACT PLAIN LH LI
    - OL TYPE="A|a|I|i|1" 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


        This program was constructed following the Wilbur HTML 3.2 specs

        MWM needs OS 3.0+

        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. 3.11  Mar 12 1997

    - Adjusted a little conflict between FONT and Headings.
```

- Added "FONT versus Heading" gadget in Prefs window.
  This gadget lets you choose if you need to write only FONT, only Headings
  or both (default).
- Some internal optimizations.

-MWM v. 3.10 Feb 24 1997

- Little adjustements.

-MWM v. 3.00 Feb 19 1997

- Updated to Wilbur - HTML 3.2.
- MWM 3.00 will only load the old projects done by MWM 2.12;
  previous versions may cause problems!
  To update your projects (starting with "WORK_MWM_NEW_4") just load and
  resave with MWM 3.00.
- Added "Jump to next TEXT/IMAGE/LIST/FORM" items to "Special" menu.
  These actions will start a search for the specific object starting from
  the next line after the last selected line. (Useful, I think !).
- Added "author" for META.
- Added "Bullet/Number" gadget in List window.
  This action allows you to specify the bullet type (disc, circle, square)
  for UL or the numbering method (arabic, alphanumeric, roman) for OL.
- Updated OL's attribute SEQNUM to START.
- Changed "Choose" gadget type into "IMAGE window" from text to string.
- Changed "Font" text on "TEXT window" to "Heading".
- Added FONT tool gadget into "Main window".
  With this feature you have an alternative way to modify the text size
  and the respective color, for example:
        <FONT SIZE="+1" COLOR="#00FFFF" Hello world! </FONT>
  If possible, the "What is?" window will show a little information
  where the FONT was inserted.
- Added CUT, SEARCH and EDIT tool gadgets into "Main window".
- Added "Insert label" item to "Special" menu.
- Improved gui for "Load text" if another text was loaded.

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

   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   Maurizio Fabiani

      39:102/1.5   Amiganet   39:102/1   Amiganet
      39:102/2.5   Amiganet   39:102/2   Amiganet
      2:335/602.5   Fidonet   2:335/602   Fidonet

2:335/607.5   Fidonet   2:335/607   Fidonet

                                       maui@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

                    FONT Gadget

                    SEARCH Gadget

                    CUT Gadget

                    EDIT 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 alignement 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

            For  unnumbered  list  you can also define the bullet type as disc,
            circle or square.

            - 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!

            For  ordered  list  you  can  also  define  the numbering method as
            arabic, roman or alphanumeric.
```

       – 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 (START)" gadget:

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

   – "<LH> Header" gadget:

      Useful to define the title of the list.

   – "Bullet/Number" gadget:

      For unnumbered list you can specify the bullet type as disc, circle or
      square.
      For ordered list you can specify the numbering method as arabic, roman
      or alphanumeric.

      This is an example of an ordered list with "roman" numbering method:

          <OL TYPE="I">
              <LI> First...
              <LI> Second...
              <LI> Third...

```
                 <LI> Some other things...
              </OL>

      This would be rendered like:

              I First...
             II Second...
            III Third...
             IV Some other things...
```

   - "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 tha 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 CENTER 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.

          - 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.

          - FONT versus Heading
            Its purpose is to prevent conflicts between FONT and headings.
            You can choose one of these options:

             - Only FONT       ; headings will be ignored
             - Only heading    ; FONT will be ignored
             - Mixed (default) ; each will be written

         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.
```

1.24 FONT Gadget

```
  2.  THE MAIN WINDOW


        The Action Gadgets
        ==================


        The FONT Gadget
        ---------------
```

With this   feature you have an alternative way to modify the text size and
the respective color, for example:

```
<FONT SIZE="+1" COLOR="#00FFFF" Hello world! </FONT>
```

If possible, the "What is?" window will show a little information where the
FONT was inserted.

1.25 SEARCH Gadget

```
2.  THE MAIN WINDOW


     The Action Gadgets
     ==================

     The SEARCH Gadget
     ---------------
```

The same action of the "Search" item on "Edit" menu.

1.26 CUT Gadget

```
2.  THE MAIN WINDOW


     The Action Gadgets
     ==================

     The CUT Gadget
     ---------------
```

The same action of the "Cut" item on "Edit" menu.

1.27 EDIT Gadget

```
2.  THE MAIN WINDOW


     The Action Gadgets
     ==================

     The EDIT Gadget
     ---------------
```

The same action of the "Edit" item on "Edit" menu.