

Known Bugs

My thanks to folks who have provided bug reports. As both HTML and this application gain in complexity, the possibility for problems increases what sometimes seems exponentially.

Overflow Errors

The maximum amount of text each field (Header, Body, and Footer) can hold is 30,000 characters. You can create and export up to 90K by using all three fields. However, I haven't written error checking on commands that result in a field overflowing. Generally, you will get an error message and either the command will not complete, or your text will get truncated at 30K, depending on the command. While some documents benefit from being large, it is often better to break your documents into smaller pieces anyway. (Note that Apple's TeachText and even its new SimpleText have this same 30K limitation)

HTML Errors

Yes, you can fool the editor with bad HTML codes, which may produce unpredictable results. One reviewer believed that I had stated somewhere that HTML.edit checked the contents of imported documents. This is not the case. It does do some parsing of structural codes, but no checking of other types is currently supported. I haven't coded exhaustively for every possible error, but a fair amount of effort has gone into error checking. The Undo feature should work in all cases.

While I have tried to support the production of accurate HTML code, I would still recommend using one of the existing HTML checkers, some of which are implemented as free online services. These tools check your documents against a specific DTD (Document Type Definition).

Quoted Attributes and Complex Tags

Some documents fail to use quotes on tag attributes. For example

```
<A NAME=target>Hot Text</A>
```

In this example, the word "target" is the unquoted attribute. I have tried to check for this in some cases and have written new code to handle attributes better, but you may find I've missed a few.

Many HTML tags allow for optional attributes. While most instances of these "complex" tags will cause no problems, there may be functions (such as Remove HTML) that fail to recognize these tags. Tags that by nature must contain attributes (such as anchor or image tags) are recognized by HTML.edit.

SGML Prologues

SGML prologue tags may legally contain imbedded specifications, such as

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 3.0//EN//"  
[ <!ENTITY % HTML.Recommended "INCLUDE"> ] >
```

This construction has also been known to cause a few well-known browsers to choke, since the first "<" is followed by another "<" before its closing ">" is encountered. I will probably write code to support this, but currently this usage is rather rare (at least in my environment), so it will probably not be supported until we see HTML 3.0.

Help Window

Some hotlinks in the Help window may refer to nonexistent or misspelled sections. If you click on a hotlink to one of these, some very small (4 point, such as "this is some 4 point text") text will show up in the Help window. Click on the Help arrow to return to the Contents, or Command Up Arrow to return to the last Help topic. And please email me so I can fix it.

Incompatibility with "Dialog View" Extension

HTML.edit uses Jay Hodgdon's "ShowDialog" XCMD to display some of its dialog boxes. The Dialog View extension munges these dialogs by placing the prompt text squarely in the middle of the scroll box. No booms but it looks *ugly*. No quick fix in sight, as no update of the ShowDialog XCMD is forthcoming.

Multiple Monitors

There is an acknowledged problem with dialog placement on multiple monitor systems. I think I've resolved this problem, but I haven't had many opportunities to check on various hardware installations.

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