

MacroHTML

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1 Introduction

1.1 Welcome to MacroHTML

MacroHTML is an application that allows you to create static websites very easily. It does this by helping you in several ways:

- generates html from easily readable text
- allows you to define (and maintain) repeating sections of pages just once
- link checker - makes sure that you have no missing links in your site
- sitemap creator
- manages the files in your project in an easy to navigate manner

As a programmer, I found creating and looking after my website a tiring and tedious job - one that I'd usually avoid if possible. What I wanted was something that combined the ease of c/c++ '#include files' (for those repeating sections of the pages such as the header or footer and some menu items with a 'wiki' like syntax.

I wanted to be able to define a hyperlink just by typing it in: `[[www.cnn.com]]` rather than all that `<a href...>` stuff. To put images in just like this: `{{mypicture.jpg}}` And to define headings just like this `==Heading==`. Of course I needed to be able to use HTML as well, because there was no point in implementing everything - just those things that I wanted most.

[Click here for an example.](#)

What it is not. MacroHTML is not a complex, expensive and sophisticated website generation tool. Because of this I cannot offer technical support (except for bug fixes) for people using it. However, the learning curve that it presents should be fairly easy to surmount if you have a reasonable technical understanding of what it's doing and computers in general.

1.2 Example usage

An example:

```
<<header.inc>>
==Hello==
```

This is an un-ordered list of things:

```
* Item 1
* Item 2
* Item 3
```

with a right justified picture with an alternate text tag: `{{mypicture.jpg|some text description }}` Notice the space at the rightm just before the curly brackets - that makes the image right aligned.

```
<<footer.inc>>
```

Now this could be expanded by Macro HTML's inbuilt pre-processor and compiler to:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">

<head>
```

```

<meta name="Description" content="Bonamy House, Wilson, Soane" />
<meta name="Keywords" content="Wilson, Soane" />
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<meta name="Distribution" content="Global" />
<meta name="Author" content="James Collings jamie at cgisys dot net" />
<meta name="Robots" content="index,follow" />

<link rel="stylesheet" href="images/PixelGreen.css" type="text/css" />

<title>Bonamy House, Guernsey</title>

</head>

<body>
<!-- wrap starts here -->
<div id="wrap"><p> <div id="header"><div id="header-content">

    <h1 id="logo">Bonamy <span class="gray">House</span></h1>
    <h2 id="slogan">Guernsey</h2>

    <!-- Menu Tabs -->
    <ul>
        <li><a href="index.html" id="current">Home</a></li>
        <li><a href="renovation/index.html">Renovation</a></li>
        <li><a href="index.html">Downloads</a></li>
        <li><a href="index.html">Support</a></li>
        <li><a href="index.html">About</a></li>
    </ul>

</div></div>

<div class="headerphoto"></div>

<!-- content-wrap starts here -->
<div id="content-wrap"><div id="content">

    <div id="sidebar" >
    </p>
        <div class="sidebox">

            <h1>Restoration tricks</h1>

            <p>Epoxy beam splicing</p>
            <p>Industrial paints</p>
            <p>Stucco</p>
            <p><A HREF="boilers.html">Heating</A></p>
            <p><A HREF="http://www.cgisys.com/macrohtml.html">Site
generator (mine :-)</A></p>
        </div>

    </div>

    <div id="main">

        <div class="post">
<h1>Hello</h1><p>This is an un-ordered list of things:</p>
        <ul><li>Item 1</li> <li>Item 2</li> <li>Item 3</li></ul>with a right justified
picture with an alternate text tag: <IMG SRC="mypicture.jpg" ALT="some text
description"ALIGN=RIGHT> Notice the space at the rightm just before the curly
brackets - that makes the image right aligned.
        </div>

    </div>

<!-- content-wrap ends here -->
</div></div><p><!-- footer starts here -->

```

```
<div id="footer"><div id="footer-content">
  <p>          <div class="col float-left">
<h1>Products we used</h1>
  <ul><li><A HREF="http://www.sindat.cz">Sindat paints</A></li> <li><A
HREF="http://www.keimpaints.co.uk">Keim paints</A></li> <li><A
HREF="boilers.html">Protherm boilers</A></li>
    </ul>          </div>
  <div class="col float-left">
<h1>Architecture</h1>
  <ul><li><A HREF="http://www.soane.org/">Soane museum</A></li> <li><A
HREF="http://www.stjames.gg/">St. James the Less</A></li> <li><A
HREF="http://www.themarketplace.gg/h_architecture.html">Markets</A></li> <li><A
HREF="http://www.museum.guernsey.net/download/Elizabeth_College.pdf">Elizabeth
College</A></li>          </ul>          </div>

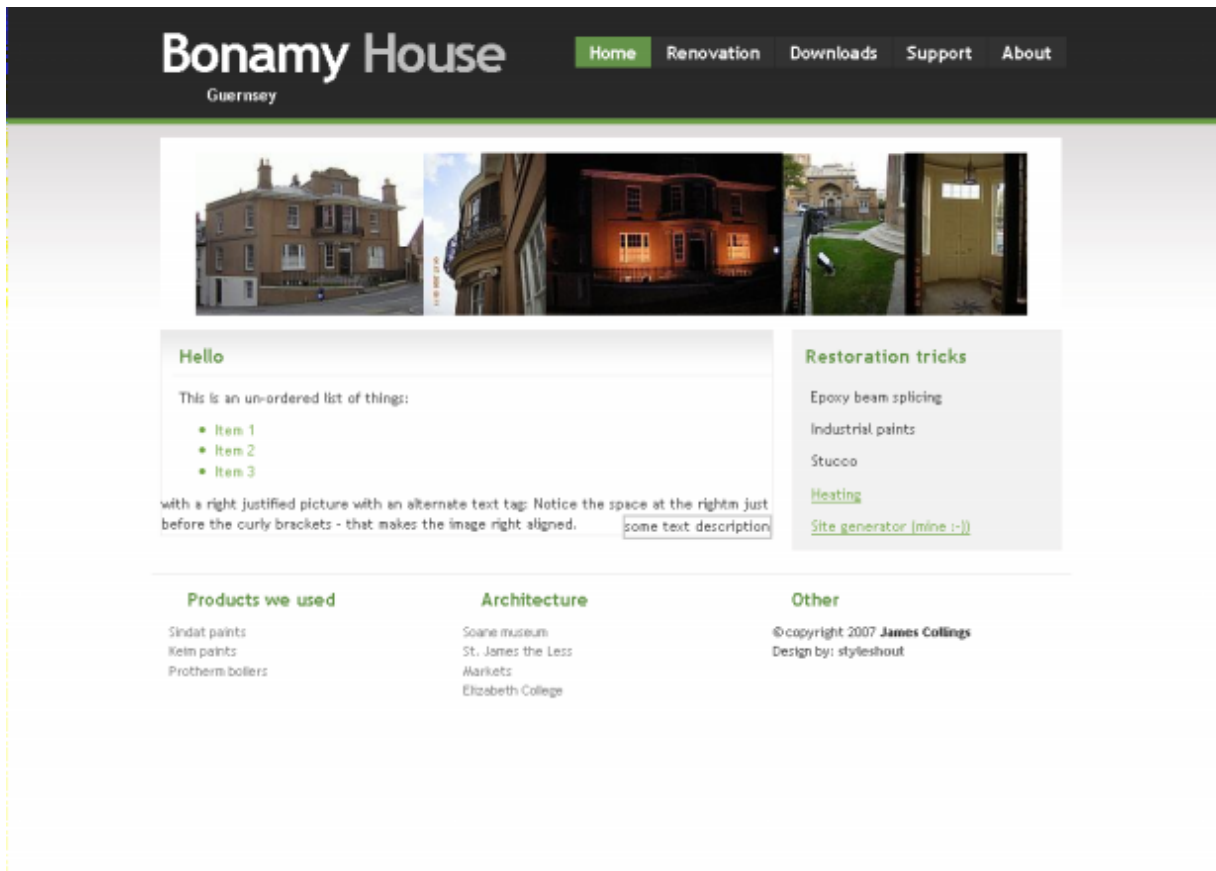
  <div class="col2 float-right">
<h1>Other</h1>
  &copy; copyright 2007 <strong>James Collings</strong><br />
  Design by: <a href="index.html"><strong>styleshout</strong></a> &nbsp;
&nbsp;
  </div>

</div></div>
<!-- footer ends here -->

<!-- wrap ends here -->
</div><p></p></body>
</html>
```

So. What's easier to edit and maintain? The raw HTML that is directly above, or MacroHTML's simple syntax, right at the start?

Oh, and here's the finished page:



Notice the central area:



This was the text between the <<header.inc>> and <<footer.inc>> include directives:

```
==Hello==
```

```
This is an un-ordered list of things:
```

```
* Item 1
* Item 2
* Item 3
```

```
with a right justified picture with an alternate text tag: {{mypicture.jpg|some text
description }} Notice the space at the rightm just before the curly brackets - that
```

makes the image right aligned.

You may notice that the image 'mypicture.jpg' is missing (bottom right) and that the browser is displaying the 'alt text' 'some text description' that was defined in the image link in the sample snippet.

Of course, this example also relies on a sophisticated stylesheet to make everything look good, and I used one of the ones at styleshout.com.

1.3 Installation

MacroHTML requires few resources on your computer; that means that it'll run on most machines.

Installation steps are:

1. Login to your computer as an administrator so that you can install software.
2. Download the software from our site: http://www.cgisys.com/macro_html/MHSetup.exe
3. Check it for viruses etc. just as you would any other software. Your virus scanner should do this for you automatically.
4. Open the downloaded file & you'll get the MacroHTML installer.
5. Press <Next>
6. Select 'I accept the agreement' if you wish to do so and press <Next>
7. Press <Next> to accept the default installation path if you wish, or change it.
8. Press <Next> to accept the program shortcut location
9. Check 'Create desktop Icon' if you want one (not required)
10. Press <Install> to finally install the software.
11. Do read the short post install message. It tells you that there is a sample website that has been installed for you to play with in c:\samplesite
12. Press <Next>
13. Press <Finish>

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1.5 Registration

MacroHTML is offered as shareware. This means that you are free to try the software prior to purchasing. In fact you don't have to purchase it at all, because the only restriction that we make is that an unregistered version always outputs text like this at the bottom of each page:

"HTML generated on 26/12/2007 01:37:00 by MacroHTML from [CGI Systems](#)"

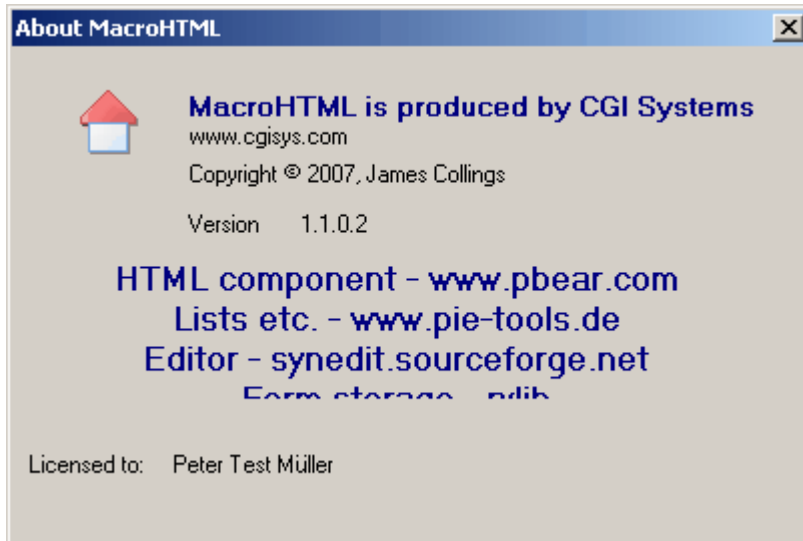
This is so that our software gets recognized and we get some small value back from you.

If you do wish to register, you can do so by purchasing a 'serial key' from us. The process is simple

1. Follow the 'purchase' link on our site from this page: <http://www.cgisys.com/macrohtml.html>
2. You purchase the software for a nominal fee from Shareit!, who are one of the largest software resellers on the net, so it's safe and secure.
3. They send you an email with a small 'registry' file attached. This is simply a text file with your registration details in it.
4. You save this file and double click it when **logged in with admin rights** so that your registry is

- updated.
- When you restart MacroHTML, you'll see that the main menu option 'Other|Remove CGISYS link from compiled footers can now be checked.

That's it. Your registered name is displayed in the about dialog:



In case you're interested, the key file that you install contains text like this:

```
REGEDIT4
```

```
[HKEY_LOCAL_MACHINE\Software\CGISYS\MacroHTML]  
"Key"="1234567"  
"RegName"="Peter Test Müller"
```

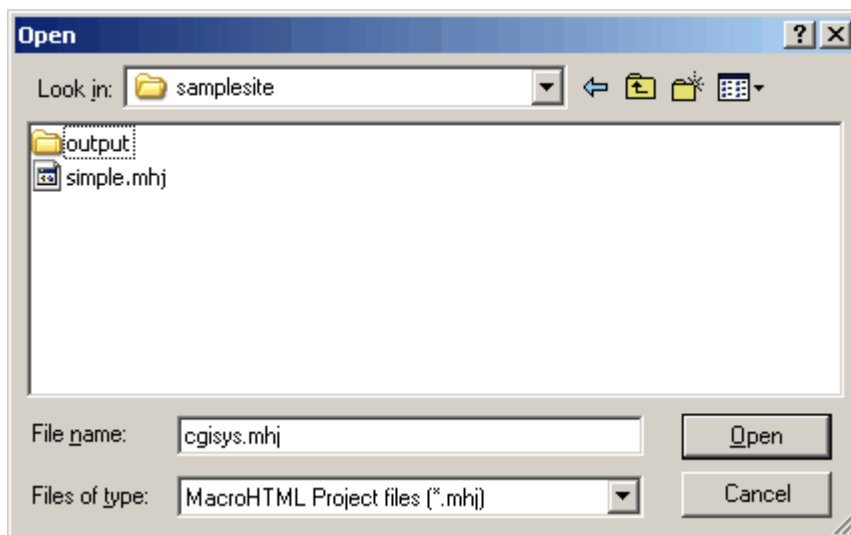
In other words, there's nothing nasty there :-)

2 Tutorial

2.1 Step 1 - using the example site

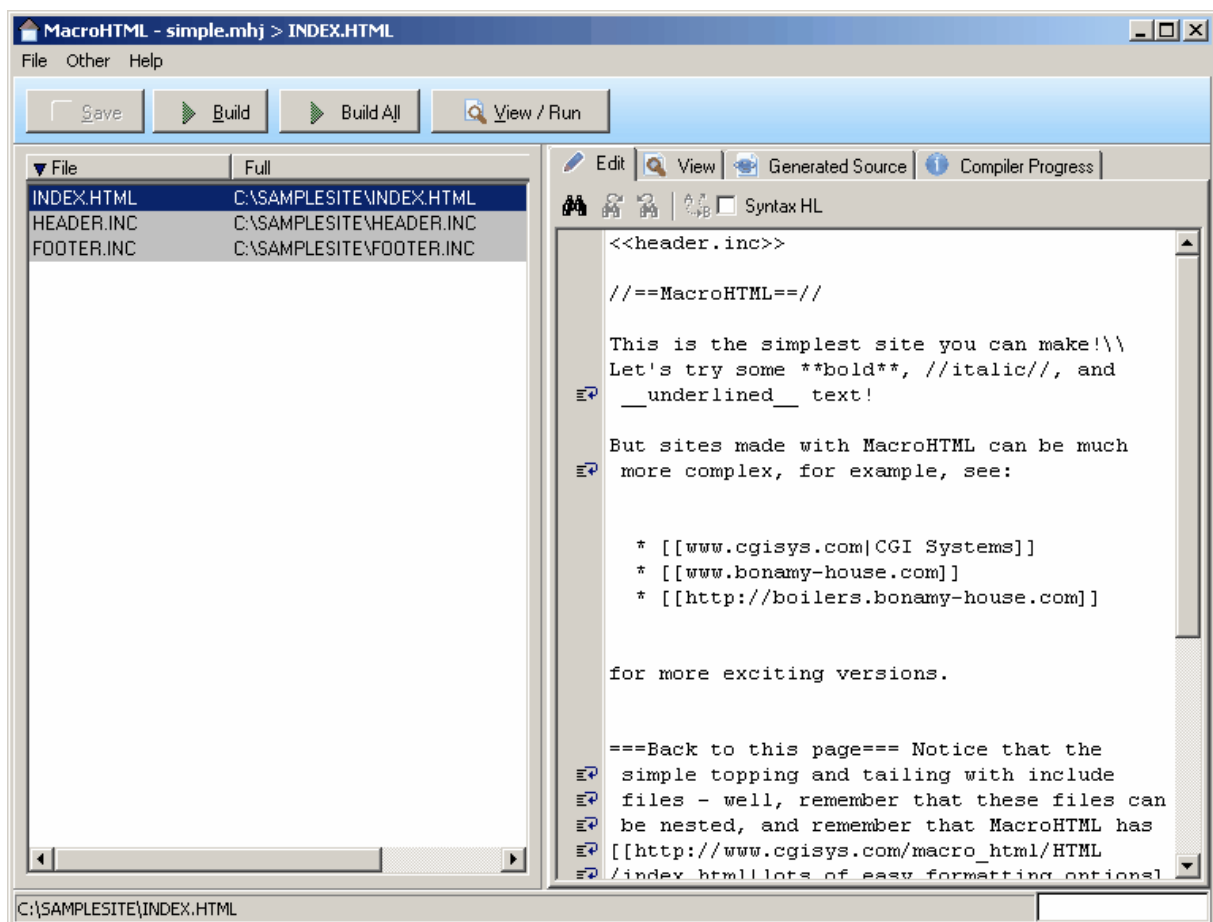
MacroHTML comes with a very simple sample site, located in c:\samplesite. You should take a look at this before creating your own site.

Start MacroHTML
Choose File | Open Project
Select the c:\samplesite\simple.hhj project as displayed below:



Open it.

you will see that MacroHTML now looks like this, with the project loaded:



Click on the 'INDEX.HTML' file in the left hand list - the contents of the file will be displayed in the right hand editor.

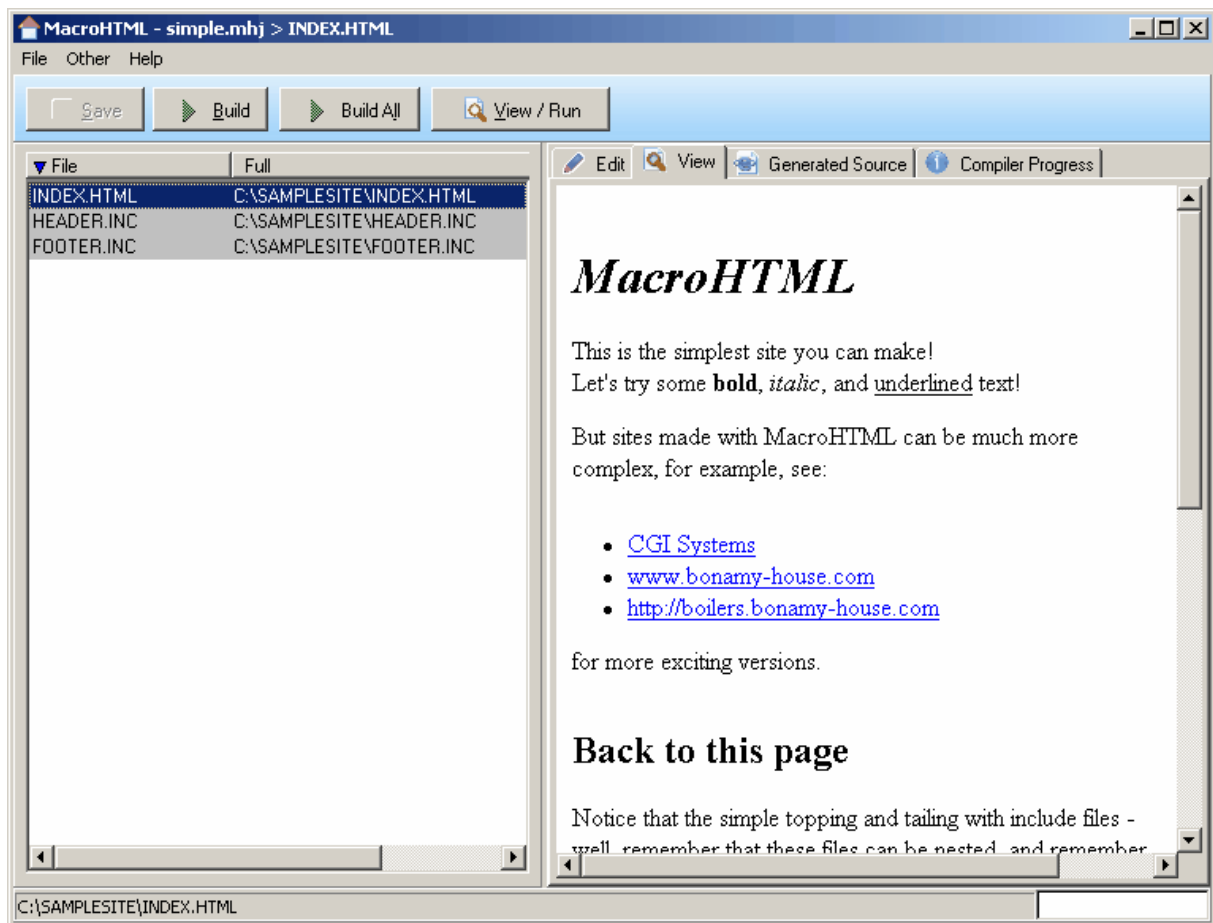
Press the 'Build All' button. The pseudo HTML file that is displayed in the editor will be converted to real HTML, which you can view by selecting the 'View' tab of the right hand area or by pressing the View/Run button.

Switch back to the editor & notice the first line of text: '<<header.inc>>'

This tells MacroHTML to include all the text that is found in the header.inc file at the spot where the <<header.inc>> directive is located, replacing it.

The next line is: `//==MacroHTML==//` This tells MacroHTML to start italics (`//`) to start 'heading 1 style' (`==`) and to output the text until those symbols are found again, at which point MacroHTML will close the heading 1 and italic tags in the final HTMLText.

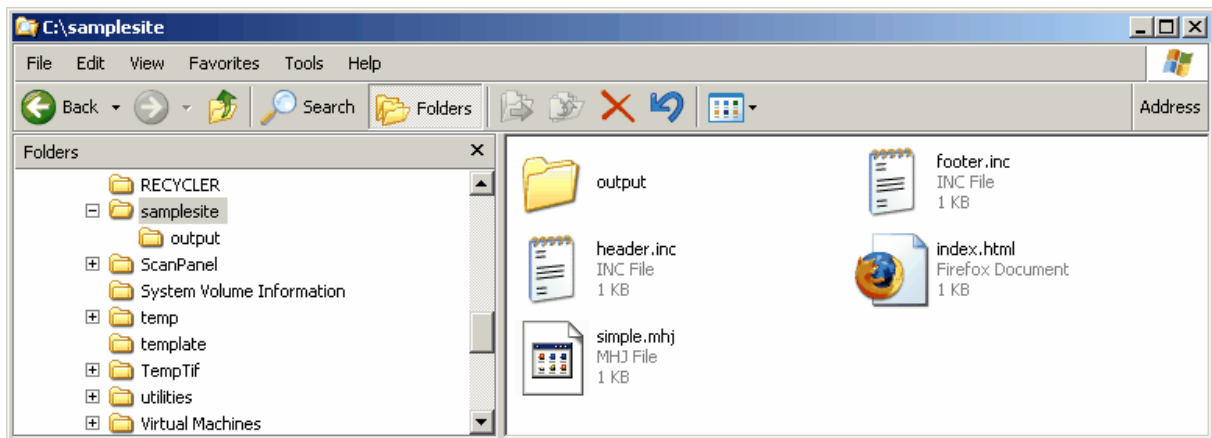
Click on the 'View' tab to see the final HTML in a 'rendered' form. Click on the 'Generated source' to see it as raw HTML.



Click back on to the 'Edit' tab. After the line `//==MacroHTML==//`, add something like 'My added text' followed by a new line. Notice that the 'Save' button to the left of the toolbar is enabled whenever you change any text in the editor. Press 'Save' & 'Build'.

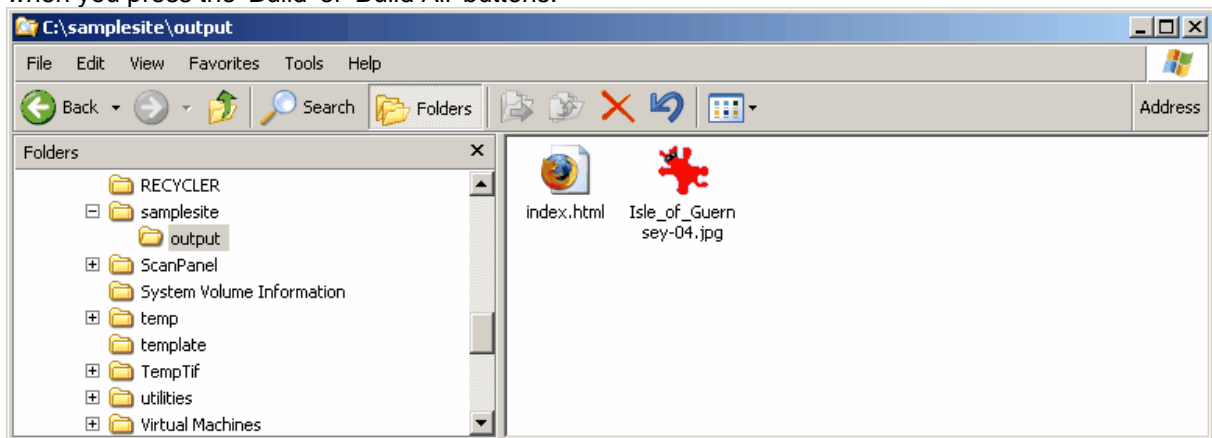
Change back to the 'View' tab. The text that you have added has been added to the final compiled HTML page.

If you check what's in the c:\samplesite directory, you'll see the following:



These are the files that you are editing in MacroHTML.

Now check the `c:\samplesite\output` directory. These are the files that MacroHTML makes for you when you press the 'Build' or 'Build All' buttons.



And they are the files that comprise your website. MacroHTML does not produce or manipulate images, so you need to have placed them in the output directory yourself. There are many good image manipulation programs available on the internet - such as IrfanView (<http://www.irfanview.net/>)

Obviously, if you want them to be visible on the net, you'll need to copy them to a webserver. typically using an FTP program, such as [TotalCommander](#).

[Next>>](#)

2.2 Step 2 - editing include files

'Include' files allow you to re-use sections of your website that are repeated on several pages. Instead of copying text and then maintaining the same text in many pages, you can put all that text in a special file, and simply put a link to the file in your pages.

The files are called 'template' files, and they have the extension '.inc'. In the sample website, you'll notice that there are three files:

```
index.html
header.inc
footer.inc
```

If you take a look at the text at the top of `index.html` in the editor, you'll notice the line:

```
<<header.inc>>
```

When MacroHTML encounters this when you build your html file, it replaces this with the text it finds in 'header.inc'. It does the same with the <<footer.inc>> file that is referenced at the bottom of the page.

In fact MacroHTML does exactly the same process when it reads header.inc - it looks for include directives (files within << & >> brackets) and substitutes their text in place of the directives. So one include file can include another, and another etc.

Include files are very useful for menus and can be used for much of the site, except the area where your contents change on a page by page basis.

For example:

```
<<header.inc>>  
<<menu.inc>>
```

my specific page based menu options could be here

```
<<main_page_layout.inc>>
```

page text page text page text page text page text page text

```
<<copyright.inc>>  
<<footer.inc>>
```

[<<Prev Next>>](#)

2.3 Step 3 - formatting tokens

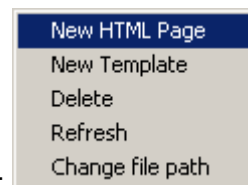
Another major feature that Macro HTML offers are tokens. They are much more human readable formatting markers that the compiler turns into fully formed HTML. You can find a full list [here](#).

For example, change the text 'But sites made with MacroHTML...' to '**But sites made with MacroHTML**...' Press Save and Build. View the finished page in the 'View' tab. Notice that that text is now bold. Check out some of the other simple formatting things back in the edit page.

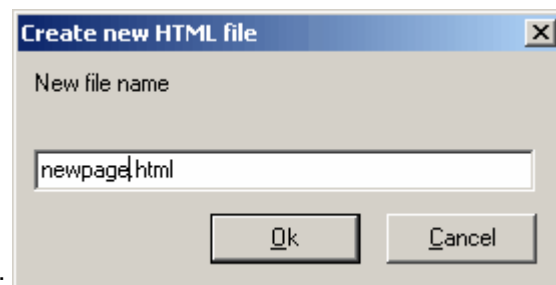
[<<Prev Next>>](#)

2.4 Step 4 - adding pages

Let's make a new page for our sample site.

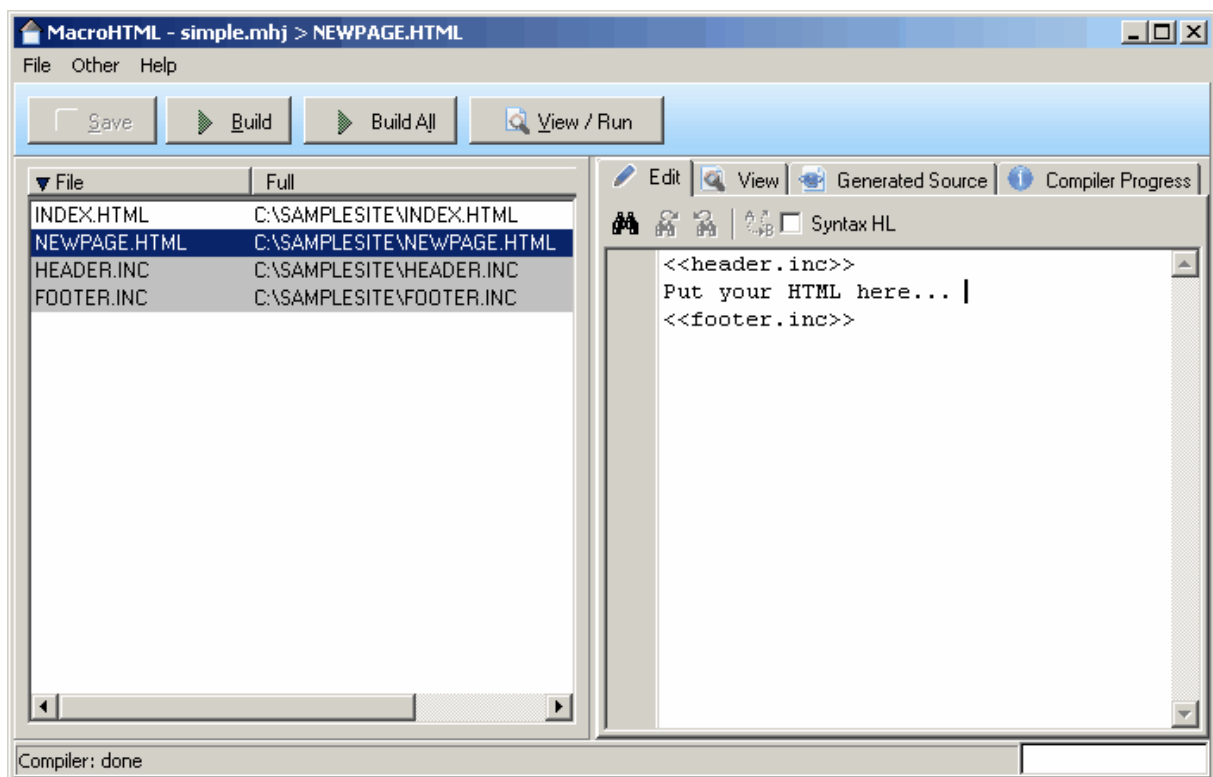


Right click on the file list and select the 'New HTML Page' option:



Enter a filename with the html extension, such as:

Change the text that has been placed in the file from 'Put your HTML here... ' to something like this:

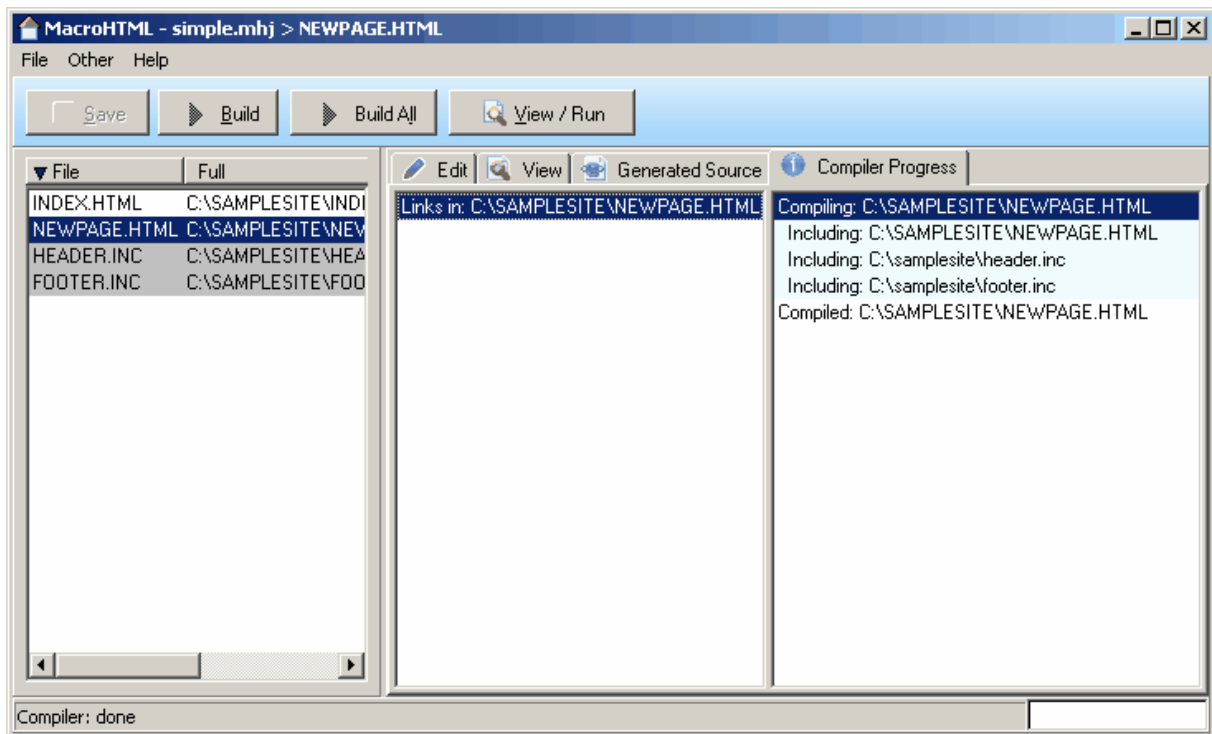


Save & build it.

[<<Prev Next>>](#)

2.5 Step 5 - checking links

MacroHTML contains a link checker. As you compile a site compiler messages and links that are discovered are displayed in the two lists in the 'Compiler output' tabbed page:



To perform a simple link check, select all items in the link list and right click on the list to select the menu option 'Check Selected Links'.

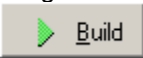
There's more information [here](#).

[<<Prev](#)

3 Operation

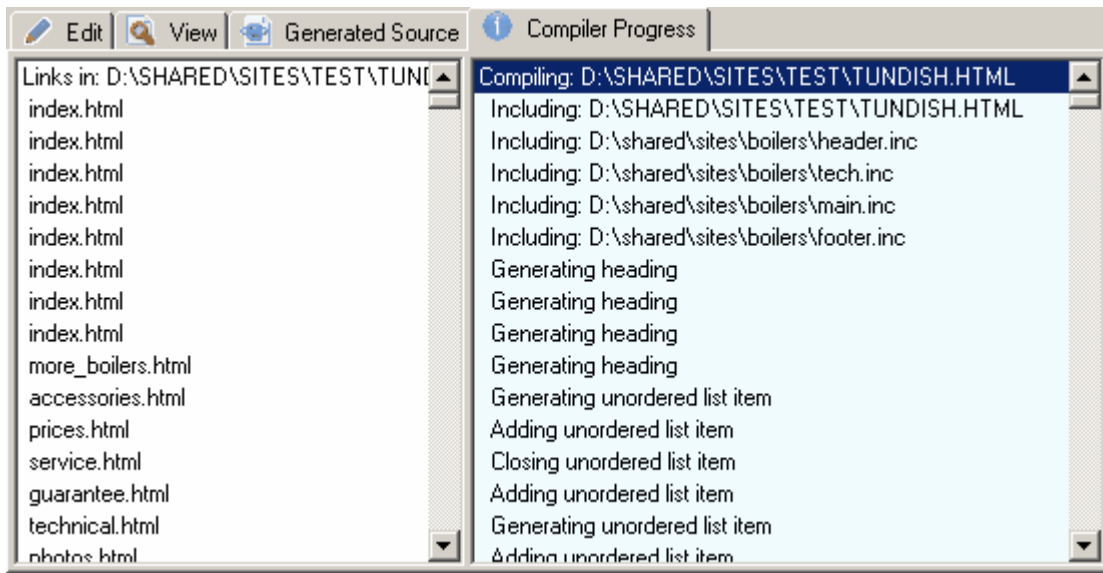
3.1 Building files


'Building' a file is the process by which finished HTML files are made by MacroHTML. When you press

the  button, the selected file source file (that is, the file that you have been editing) will be read from disk, pre-compiled and then compiled, producing the final HTML page.

Pre-compilation. In this phase, the source is analysed and '[include directives](#)' such as `<<header.inc>>` cause files (in this case the file 'header.inc') to be recursively loaded by the pre-compiler, and each expanded out until the result is a fully expanded stream of text, most likely with pseudo-html structures in it. Checks are made during pre-compilation for inadvertant looping, where one include file includes another which includes itself, and a warning will be written into the stream if this happens.

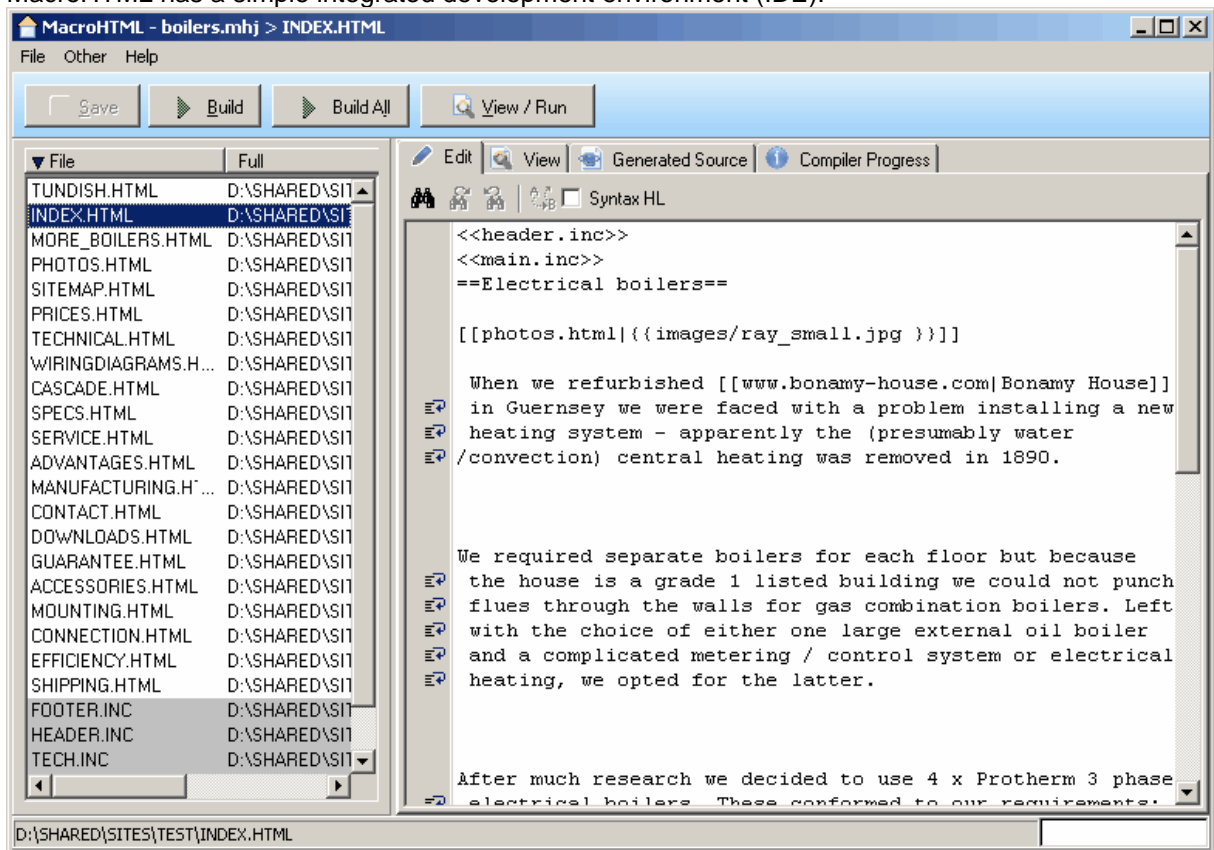
Compilation. This is the second phase, in which pre-defined [macros or tokens](#) found in the text stream are expanded to full HTML. During this phase links are also extracted and [link-checking](#) can be performed later. Both the links and the compiler progress is written to the IDE's 'Compiler progress' tabbed page:

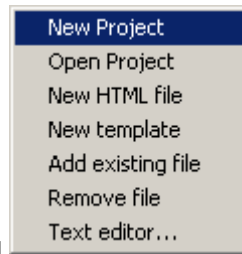


The  **Build All** button performs exactly the same operation as the Build button except it does so for all the files in the project.

3.2 The IDE

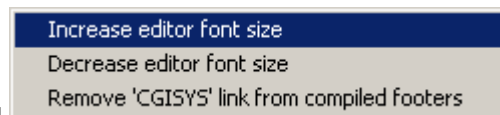
MacroHTML has a simple integrated development environment (IDE).





There is a File menu which allows you to:

- Create a new project
- Open an existing project
- Create a new HTML file within the project
- Create a new template file within the project
- To remove a file (actually just to mark it so, not really delete it)
- Open a text editor in which you can manually edit 3rd party files and perhaps the project settings themselves.



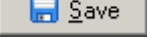



The 'Other' menu allows you to

- Increase the font size of various controls (useful for high-res monitors in early hours)
- Decrease them
- Remove the 'Powered by CGISYS' link on generated pages (if you have a valid serial key to do this).

Help menu. There is also context sensitive help (to a degree) for most of the program's areas which you can access by pressing the F1 key whilst in MacroHTML.

Below the menus is a toolbar with several buttons that perform the main operations of the program.



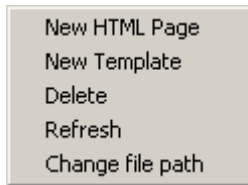
- The Save  button will be greyed out unless you have made a change to one of the source files. Its function is to make sure that the copy of the file that is on disk is exactly that which is being edited, because the compiler compiles the disk versions not the file in memory that is being edited.
- The Build  button 'builds' the disk based version of the currently selected file.
- The Build All  button does that same, but for all files in the project.
- The View/Run  button displays the built file (that is the selected source file's generated counterpart) in your default web browser.

Below the toolbar are the main working areas of the program. On the left is the source file list for the current project:



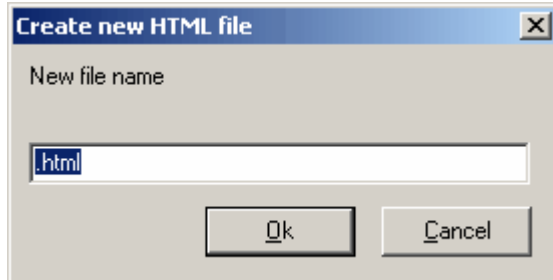
note that this list is resizable by dragging the splitter bar in-between the list and the work area to the list's right.

The list contains all the files in your project. Use the pop-up menu that you can access by right-clicking on the source file list:



to

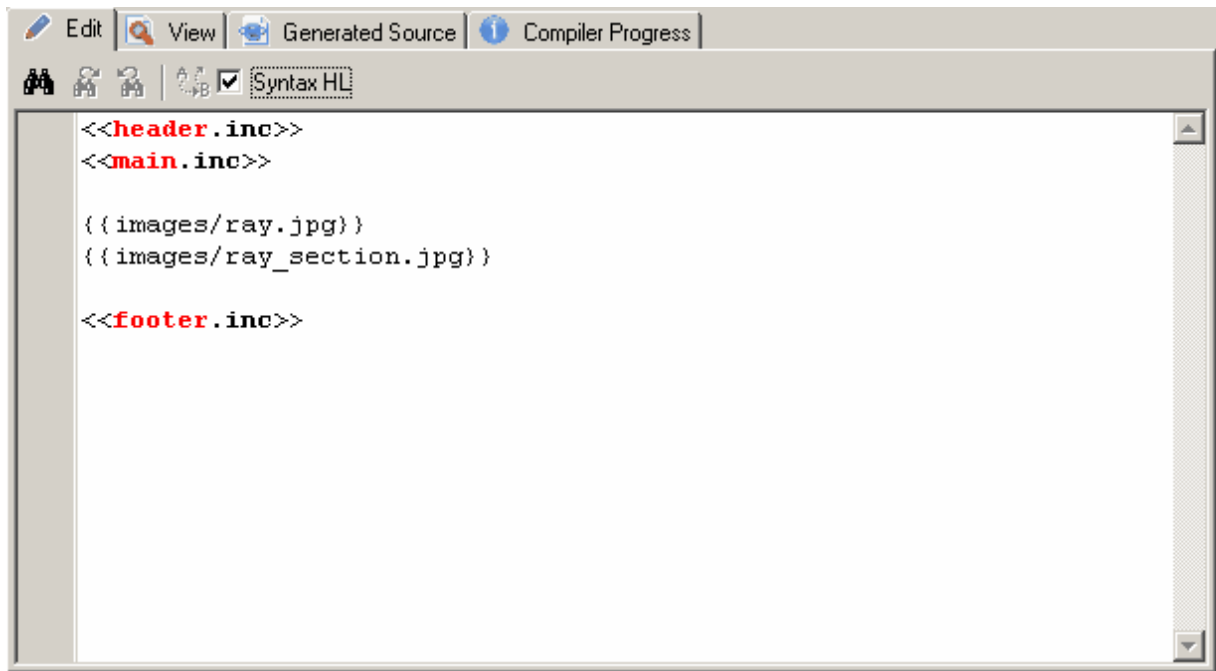
- Create a new HTML File. MacroHTML will ask you for a new file name with this dialog:



Enter a name without path - the file will be stored in the same directory qas your project file.

- Create a new template file. This is a small file that is **included** into your html with the <<>> wrappers. These files allow you to create complicated websites with repeating structures such as manus, headers and footers with great consistency.
- Delete. This only marks the file as deleted in your project. It does not actually delete the file from disk.
- Refresh. Reloads the list and the project from disk.
- **Change file path**. This is needed when you move a project or files around.

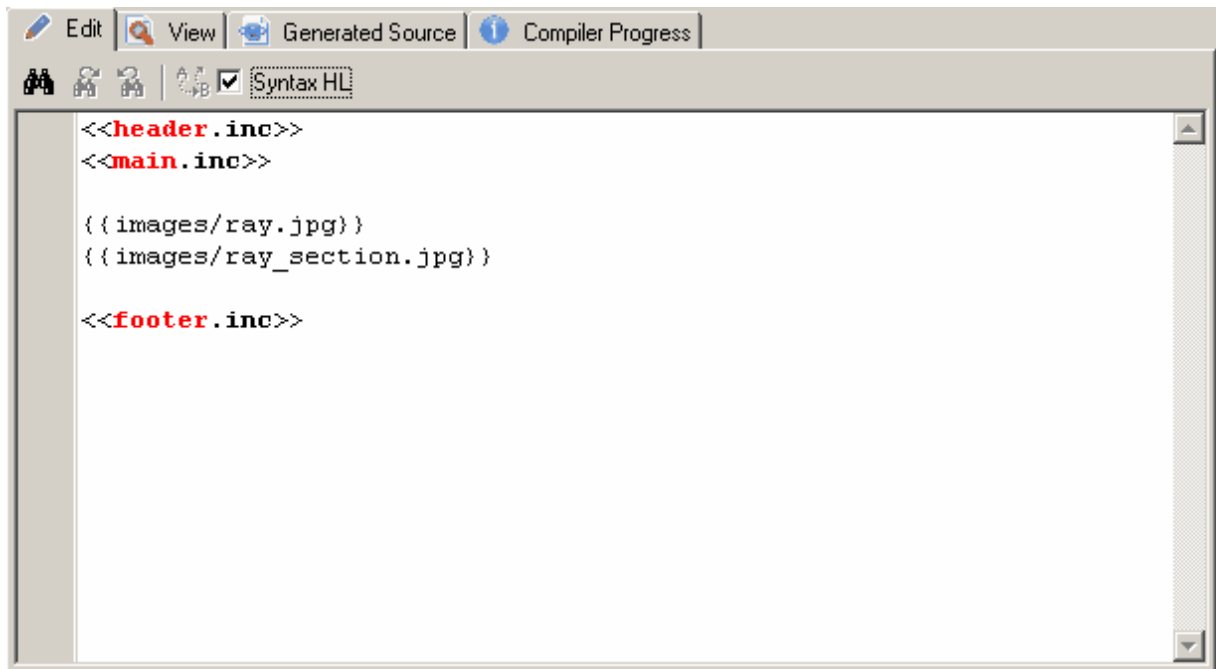
Then there is the 'main work area' which is subdivided into several tabbed pages:



Click [here for details of the main work area](#).

3.3 Main work area

This is MacroHTML's main work area:



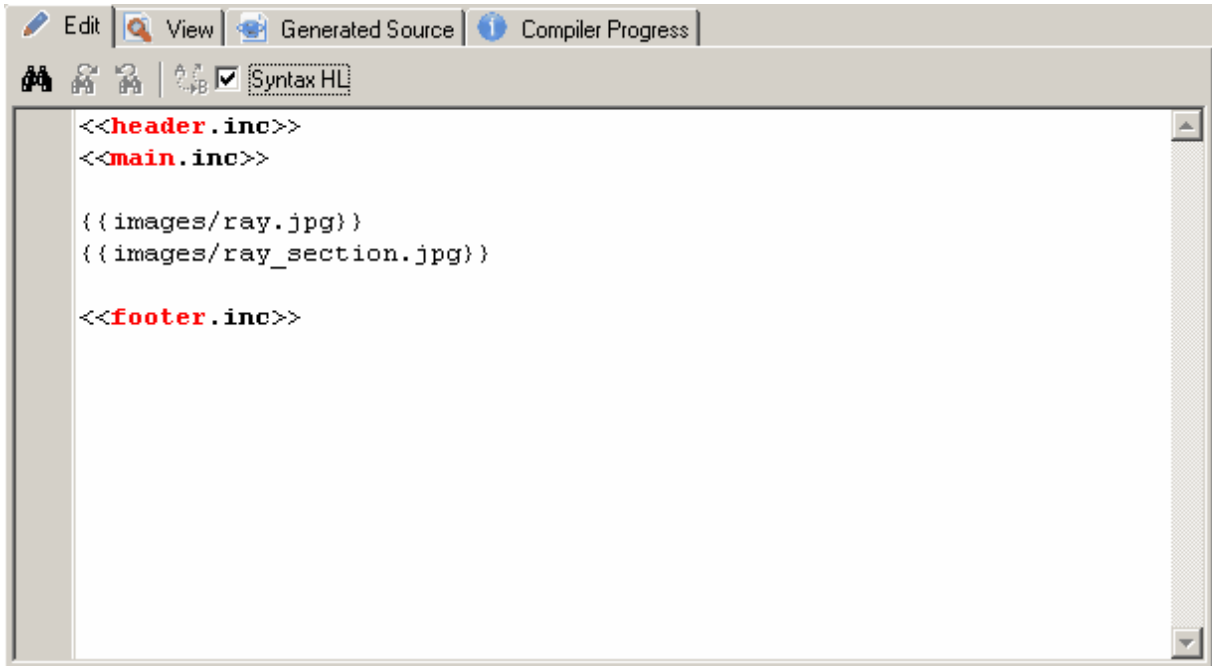
It is sub-divided into the following tabbed pages:

- [Edit](#) - this is where you edit a pseudo html file.

- **View** - use the embedded browser/viewer to see what the page looks like after compilation, or use the 'View / Run' button on the main toolbar.
- Generated source - this is what the compiler has generated for you from your source.
- Compiler progress - gives you an idea of the work the [compiler](#) has done for you, and also a list of [links](#) that were found in the page/s.

3.4 Editor

The editor:



Has the following functions/options.



You can type into it to create your pseudo html page. or a template for use as an include file. For example, the file above will create the following looking html page after compilation:

Clean, affordable electrical central heating...for the Channel Islands from ECC Ltd.

Protherm Electric Ray boilers

QUICK LINKS

- [Home](#)
- [More info.](#)
- [Accessories](#)
- [Prices & delivery](#)
- [Service](#)
- [Guarantee](#)
- [Technical](#)
- [Photos](#)
- [Download docs.](#)
- [Manufacturing](#)
- [Contact](#)



[E. & O. E.](#)

© 2007 ECC Ltd. Design by: [styleshout](#) | Links: [Protherm](#) | HTML Compiler: [CGI Systems](#) [Home](#) | [Site Map](#) |

HTML generated on 25/12/2007 21:44:04 by MacroHTML from CGI Systems

All that from such simple text!

It's not magic. The text is:

```
<<header.inc>>
<<main.inc>>

{{images/ray.jpg}}
{{images/ray_section.jpg}}
```

```
<<footer.inc>>
```

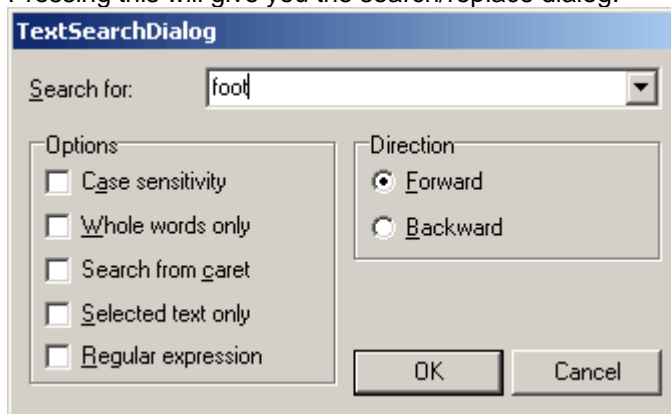
The first line includes the file 'header.inc' which includes the headers, all the way down to the 'quick links' menu on the left of the web page. The menu is stored in the 'main.inc' file. Two images are displayed, followed by the footer stored in 'footer.inc'.

Of course the page uses a stylesheet to obtain formatting and the 'main.inc' file stops at such a place in the text stream that the images and any other artifacts are introduced in a table on the right of the page. 'footer.inc' closes that table etc.

Back to the editor. You may cut/paste as expected, and search/replace with the search button on the editor's toolbar:



Pressing this will give you the search/replace dialog:



Syntax highlighting can be turned on/off with the 'Syntax HL' checkbox, also on the editor's toolbar.

And lastly, you can insert a sitemap into the source by right clicking on the editor and choosing the 'Insert sitemap' menu option:

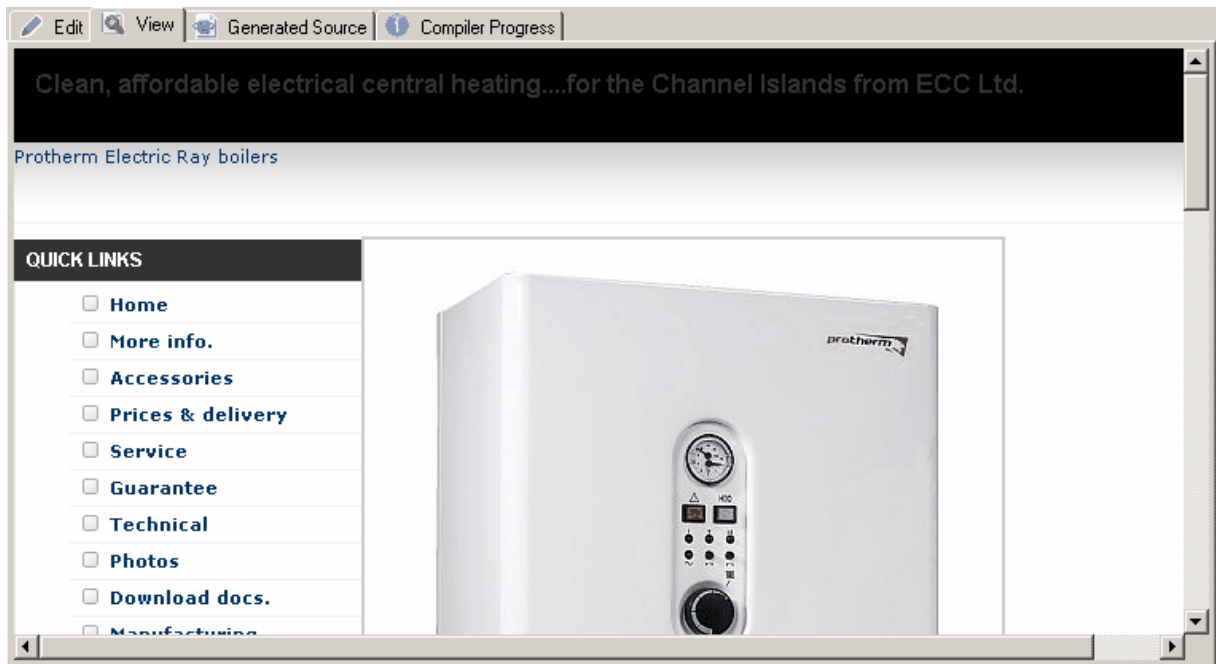
3.5 View

The embedded view is suitable for simple and correctly formatted html files. Use the



button to view the html in an external browser such as Firefox.

This is a sample of the embedded viewer rendering a generated file:



The preview capability built into MacroHTML can view *most* HTML and stylesheet constructs, but it is not as sophisticated or forgiving as a full web browser.

3.6 Generated source

MacroHTML has generated HTML code from this file:

```
<<header.inc>>
<<main.inc>>

{{images/ray.jpg}}
{{images/ray_section.jpg}}

<<footer.inc>>
```

Which has been pre-processed and compiled to create this HTML stream:

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1
/DTT/xhtml1-strict.dtd">/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
<meta name="Description" content="Electric Boilers" />
<meta name="Keywords" content="electric boilers guernsey jersey" />
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<meta name="Distribution" content="Global" />
<meta name="Author" content="jamie at cgisys.com" />
<meta name="Robots" content="index,follow" />
<link rel="stylesheet" href="images/Underground.css" type="text/css" />
<title>Electric Boilers in the Channel Islands (Guernsey & Jersey)</title>
</head>
<body>
<!-- wrap starts here -->
<div id="wrap">
<div id="header">
<span id="slogan"><h1>Clean, affordable electrical central heating....for the Channel
Islands from ECC Ltd.</h1></span> Islands from ECC Ltd.</h1></span>
<!-- tabs
    
```

And that it the final product - an html page created with the simplest input!

3.7 Compiler Progress

As MacroHTML compiles a page (or pages), it does a lot of work for you. Simple descriptions of the work is displayed in the compiler progress list

```

Links in: D:\SHARED\SITES\TEST\PHOTO
index.html
index.html
index.html
index.html
index.html
index.html
index.html
index.html
more_boilers.html
accessories.html
prices.html
service.html
guarantee.html
technical.html
photos.html
downloads.html
manufacturing.html
contact.html
http://www.stylehout.com/
http://www.protherm.cz
http://www.cgisys.com/
index.html
sitemap.html

Compiling: D:\SHARED\SITES\TEST\PHOTOS.HTML
Including: D:\SHARED\SITES\TEST\PHOTOS.HTML
Including: D:\shared\sites\boilers\header.inc
Including: D:\shared\sites\boilers\main.inc
Including: D:\shared\sites\boilers\footer.inc
Generating heading
Generating heading
Generating heading
Generating heading
Generating unordered list item
Adding unordered list item
Closing unordered list item
Adding unordered list item
Generating unordered list item
Adding unordered list item
Closing unordered list item
Adding unordered list item
Generating unordered list item
Adding unordered list item
Closing unordered list item
Adding unordered list item
Generating unordered list item
Adding unordered list item
Closing unordered list item
Adding unordered list item
Generating unordered list item
Adding unordered list item
Closing unordered list item
    
```

Links that are found are displayed in the list to the left. You can find [more information about links here](#).

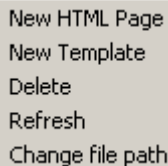
3.8 Projects

A project file is simply an ini format file with a .mhj extension. Typically it contains .html or .htm and .inc files in a directory. You can use the main menu's File|Text Editor menu option to edit this file directly.

This is a project file:

```
[MACROHTML PROJECT]
DESCRIPTION=
VERSION=1.0
HTMLDEFAULT=D:\shared\sites\boilers\newfiletext.txt
[PATHS]
ROOT=D:\shared\sites\boilers\
OUTPUT=D:\shared\sites\boilers\output\
[HTMLFILES]
D:\SHARED\SITES\TEST\TUNDISH.HTML=true
D:\SHARED\SITES\BOILERS\BOILERS.HTML=false
D:\SHARED\SITES\TEST\INDEX.HTML=true
D:\SHARED\SITES\BOILERS\MORE_BOILERS.HTML=true
D:\SHARED\SITES\TEST\PHOTOS.HTML=true
D:\SHARED\SITES\BOILERS\SITEMAP.HTML=true
D:\SHARED\SITES\TEST\PRICES.HTML=true
D:\SHARED\SITES\TEST\TECHNICAL.HTML=true
D:\SHARED\SITES\BOILERS\WIRINGDIAGRAMS.HTML=true
D:\SHARED\SITES\TEST\CASCADE.HTML=true
D:\SHARED\SITES\TEST\SPECS.HTML=true
D:\SHARED\SITES\TEST\SERVICE.HTML=true
D:\SHARED\SITES\TEST\ADVANTAGES.HTML=true
D:\SHARED\SITES\BOILERS\TEST.INC=false
D:\SHARED\SITES\TEST\MANUFACTURING.HTML=true
D:\SHARED\SITES\TEST\CONTACT.HTML=true
D:\SHARED\SITES\TEST\DOWNLOADS.HTML=true
D:\SHARED\SITES\TEST\GUARANTEE.HTML=true
D:\SHARED\SITES\TEST\ACCESSORIES.HTML=true
D:\SHARED\SITES\BOILERS\.HTML=false
D:\SHARED\SITES\TEST\MOUNTING.HTML=true
D:\SHARED\SITES\TEST\CONNECTION.HTML=true
D:\SHARED\SITES\TEST\EFFICIENCY.HTML=true
D:\SHARED\SITES\BOILERS\SHIPPING.HTML=false
D:\SHARED\SITES\TEST\SHIPPING.HTML=true
[INCLUDEFILES]
D:\SHARED\SITES\BOILERS\TEST.INC=false
D:\SHARED\SITES\TEST\FOOTER.INC=true
D:\SHARED\SITES\TEST\HEADER.INC=true
D:\SHARED\SITES\TEST\TECH.INC=true
D:\SHARED\SITES\TEST\MAIN.INC=true
D:\SHARED\SITES\TEST\DIMENSIONS.INC=true
```

If you move your project, then you'll need to edit this file. However some of the files' paths can be



changed with the source file list's pop-up menu Change Path option.

3.9 Include files

MacroHTML allows you to define snippets of HTML and include them in your web pages. This allows you to have a consistent look and feel on all of your pages, and write sections just once, with one

change being reflected in many files. It does this by using the double arrow bracket directive, eg. `((include/me))` (substituting normal brackets for arrow ones).

This tells the pre-compiler to include a file directly at that position, replacing the tag include directive that was there. As the file is being included, it in turn is checked to see whether it, too includes other files. If it does, then these are also included in a recursive manner unless doing so would create a circular path (at which point a warning message is placed in the parent file and compilation continues, but skipping that path).

Finally, the resultant pseudo-HTML stream is passed to the macro-compiler where the tags are expanded out to real HTML. That text stream is written to disk in an output directory as .html files which can be read by a browser.

An example:

```
<<header.inc>>
==Hello==
```

This is an un-ordered list of things:

```
* Item 1
* Item 2
* Item 3
```

```
with a right justified picture with an alternate text tag: {{mypicture.jpg|some text
description }} Notice the space at the right just before the curly brackets - that
makes the image right aligned.
<<footer.inc>>
```

`<<header.inc>>` includes the entire contents of the header.inc file that you (presumably) made earlier. If header.inc also includes any other include file, then they will also be included recursively. Once you change header.inc (or any of its parts), the site can be re-generated by pressing the 'Make All' button.

Whenever there is text that is repeated in your html source (even is it's in the same file), consider using an include file. Then, changes that you make to that one include file will be replicated in all other files that use it, and this makes for a much more consistent site. Although it is a little more trouble at the start, I'm sure that you'll soon realize how much grief and stress this single feature can save you. As an alternative for very short phrases and names, check out the ['hot text'](#) feature.

3.10 Tokens

Here's a brief description of each of the tags that are parsed by MacroHTML's macro-compiler.

They are loosely derived from those used by Wikipedia, as these are in common use.

Bold	is denoted by wrapping text in ** chars. Eg. **Bold** gives Bold
<i>Italic</i>	is denoted by wrapping text in // chars. Eg. //Italic// gives <i>Italic</i>
<u>Underline</u>	is denoted by wrapping text in __ chars. Eg. __Underline__ gives <u>Underline</u>
Monospace / quoted text	is denoted by wrapping it in " chars.
Paragraphs	are denoted by using 2 or more newline characters in succession.
Headline levels	are denoted by wrapping text in 2 or more == chars. Eg. ==headline level 1== gives Headline Level 1
Links	are defined within square brackets. [[www.cnn.com]] would give www.cnn.com , whereas [[www.cnn.com CNN News]] would give CNN News
Images	are displayed with the {{ tags. Left aligned {{images/CGI-guarantee.gif}} (note whitespace to left of filename) Right aligned {{images/CGI-guarantee.gif}} (note whitespace to right of filename) Centre aligned {{ images/CGI-guarantee.gif}} (note whitespace either side of filename) And the images can have alternate text (incase they don't display). Use the format {{images/CGI-guarantee.gif Alternate text}} Images as links Images can be used as links by combining the link and image tag formats like this: [[autoprintpro.html {{images/autoprint-small.jpg}}]] (that gives you a link to autoprintpro.html displayed as an image that is right aligned)
Lists	Unordered lists are created as follows: * This is item one (* This is item one) * This is item two (* This is item two) * This is item three (* This is item three) List items start with two spaces, followed by a * , then a space, then the text followed by a newline. Ordered lists are the same, except that they use the ' character rather than the * . The final list item is denoted by two or more newlines. List items can also be used in menus, as links. For example: * Autoprint is created with: * [[autoprintpro.html Autoprint]] * MacroHTML is created with: * [[macrohtml.html /MacroHTML/]] It is worth noting that the html ul , /ul ol and /ol tags are created by MacroHTML if they are not found. If they are there, they remain intact. This is so that styles can be preserved - for example, see the 'Our software' and 'MacroHTML' lists to the left and the 'Home' 'Downloads' 'FAQ' and 'Contact' menu items at the top of the page of our website.
Linebreaks	Use a Wiki like syntax, for example: This is some text with some linebreaks\\ blabla Note that the two backslashes are only recognized at the end of a

3.11 Hot text

MacroHTML supports 'hot text' that are name and value pairs placed at the **start** of the html page. This feature allows you to easily make 'placeholders' in your pages that are updated automatically. So, for example if you had a company name such as 'European Commercial Consortium Limited', you could just use '_ecc' in your text. When it was compiled, the '_ecc' s would be replaced with the full company name, everywhere in the output version of the files.

They take the following form:

```
#name=value
```

and are separated with a newline. They may include link tokens and are processed **after** the include files are expanded. The end of the list of these is terminated with two or more newline characters:

Eg:

```
#zaneta=Mrs. Zaneta Collings
#jamak=Mr. James Collings
#filo=Master Philip Collings
#ourco=[[www.cgisys.com|CGI Systems]]
```

```
<<top.inc>>
<meta name="Description" content="EMail client">
...
zaneta, jamak and filo can be reached at ourco.
...
```

becomes:

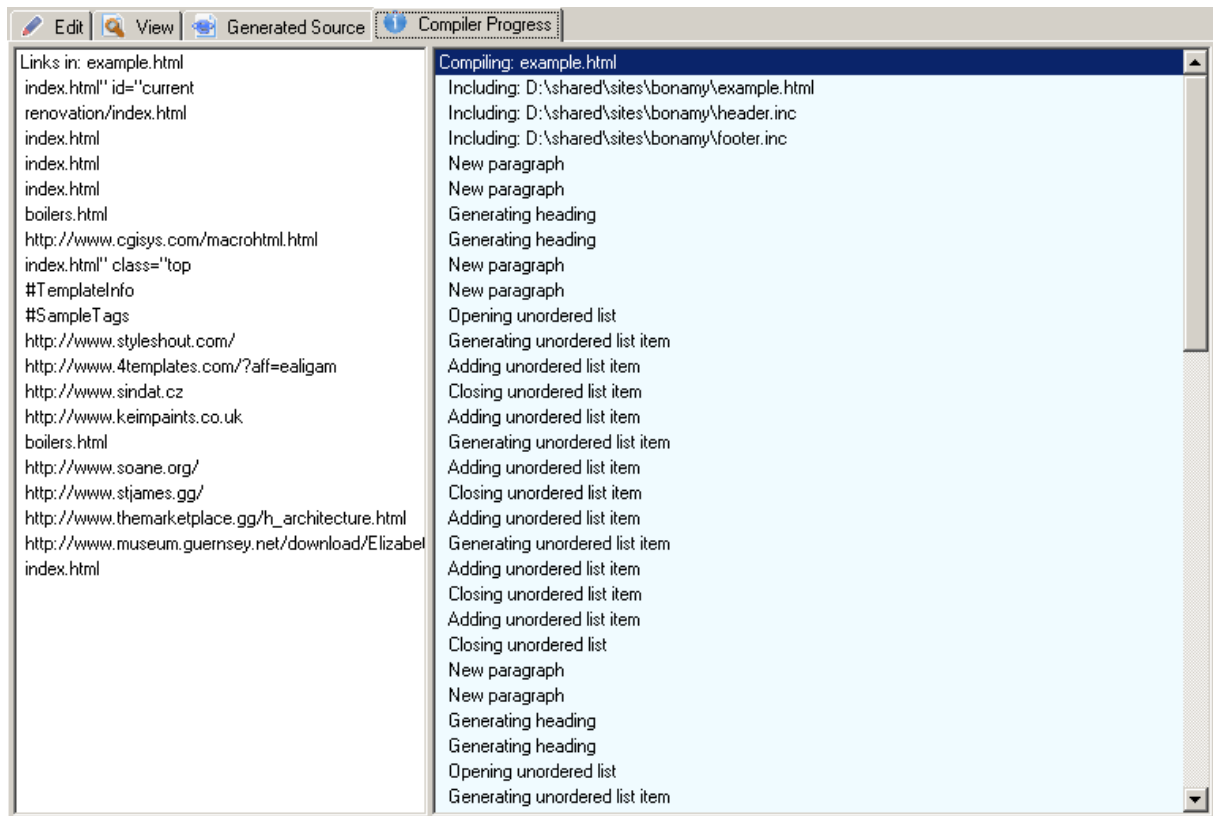
```
...
<meta name="Description" content="EMail client">
...
Mrs. Zaneta Collings, Mr. James Collings and Master Philip Collings can be reached
at <A HREF="http://www.cgisys.com">CGI Systems</A>.
...
```

Of course you may also place the hot text at the top of an include file that is included at the start of your html page.

3.12 Compiler

This is the last phase of the HTML generation process. The pre-processed pseudo-HTML is expanded to full HTML, which is placed in the output directory. This is the code that is displayed in the 'View' tab, and can be seen as raw HTML in the 'Generated Source' tab.

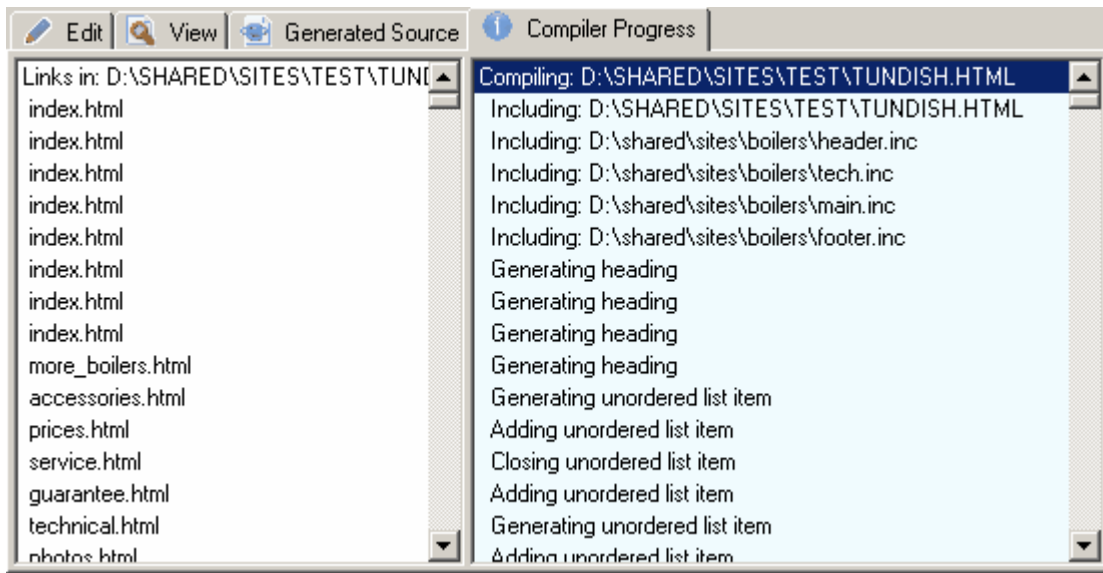
The also compiler creates two output lists. The first contains the links found in the site, and the second tells you what the compiler did.



You can 'make' a file (that is the process of turning your source into a proper html file) by pressing the 'Make' or 'Make All' buttons on the main toolbar. The html that is generated is placed in the output folder.

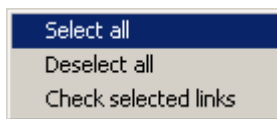
3.13 Link checker

After you've compiled your site, select all the links from the compiler's link list and right click with on that list. Choose 'check selected links' and MacroHTML will check that the pages are there. Those that are not will be displayed in red.



The left hand pane above displays links found in a file.

If you right click on one of those links, you'll see the following menu:



Select all, then click 'Check selected links'. The bottom status bar:

Links: 594 ok, 0 bad

of the program will tell you if there were any bad ones, and these will be highlighted in the link list in red.

Double-clicking on a valid link will display that page in your default browser.

3.14 HTML files

These are the final files that you are creating through the simple syntax language that is described in the [Include files](#) and [Tokens](#) sections. HTML can be cumbersome and tedious to maintain, especially for a site with several pages each with repeating sections, and that's where MacroHTML comes in.

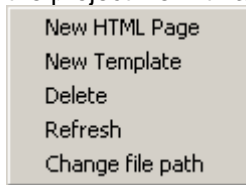
3.15 Output

This is the output directory where the compiler places the generated HTML, and it is this that you can copy to your site, most likely with FTP.

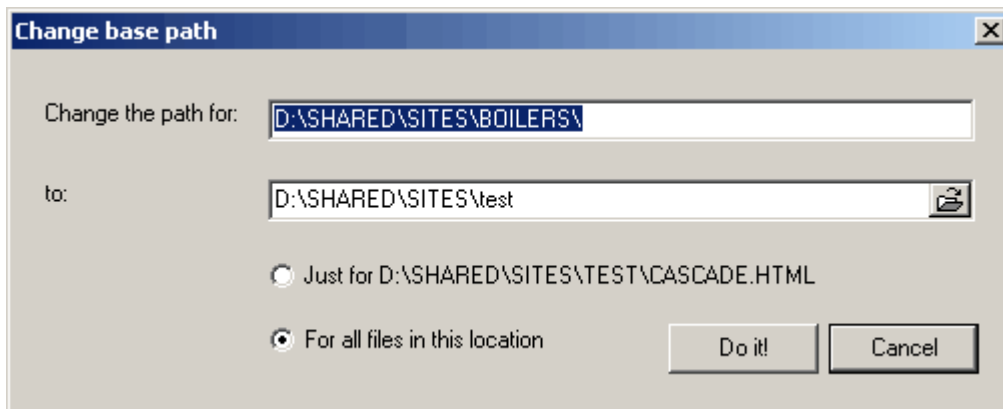
3.16 Changing a source file's path

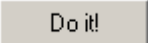
MacroHTML stores its component file paths in a project (which is just an 'ini' format file with the '.mhj' extension). The paths are absolute and not relative - they take the form 'c:\our_projects\project\file.html' rather than 'project\file.html'.

There are times when you need to change a source file's path in the project. for example if you have moved the project or renamed its directory. You can either do this the manual way, by directly editing the project file with a text editor, or by using the source file list's pop-up menu 'change path' option:



If you select this, and you have selected a source file first, you'll see a dialog like this:



In the 'To' field, select the new path for this file. Select the 'Just for xxx' radio button and press the  button. You will notice that your file reference has changed in the project. If you selected the 'For all files in this location' radio button. obviously all files references in the project would have been changed.

3.17 New file default text

If you want to have default text inserted into each new HTML file that you create, [change your project](#) so that MacroHTML knows where that default text is:

```
[MACROHTML PROJECT]
DESCRIPTION=
VERSION=1.0
HTMLDEFAULT=D:\shared\sites\boilers\newfiletext.txt
[PATHS]
```

The HTMLDEFAULT is what you need to set. Also create a file at that location with your default text in it.

After doing this and saving the project file, ensure that you [refresh](#) the project from disk inside MacroHTML.

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