Getting Started with HotHTML 3 Professional

Version 1.0

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Overview

This booklet provides an introduction to HotHTML 3 Professional. We start with a general overview of the major features in HotHTML 3, the system requirements and the installation process to correctly installing HotHTML 3. Then we start to explore the major features, tools and elements that make up HotHTML 3 and how to use them to make your life as a developer easy.

This guide will also teach you the basics of using HotHTML 3, introduce you to the user-interface and provide you with step by step tutorials to help you get started in using HotHTML 3.

This guide assumes you know at least the basics of HTML and how the internet works and that you have FixPack Three or above installed on your system. This guide has been written during the development of FixPack 3, therefore some features or screens may have non-released build numbers.

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Introduction

HotHTML 3 Professional allows developers from all areas to use a single Integrated Development Environment (IDE) to manage their development needs.

Some highlights of HotHTML 3 include

- **Ultra fast Syntax Highlighting & powerful editing features**
  HotHTML 3's new editor contains a powerful syntax engine and editing features with book marking, recordable macros and navigation history just a few of the many features when working with HotHTML 3.

- **SmartPreview – Remote/Server-side Previewing**
  Internal previewing of not only static HTML documents but also server-side files such as ASP.NET/PHP or ASP documents via a supported web server.

  SmartPreview can also preview CSS documents showing you how your document will look like without additional coding!

- **ProjectExplorer – Manage projects easily**
  Internal project management tool to open all your projects – even Visual Studio .NET Solutions – in the same IDE. Work on C# or VB.NET Windows/Web Form projects easily.

- **HotExplorer – Windows® Explorer® like File manger**
  Just like Windows® Explorer®, browse and administer your file system with the ability to open files over a network share, map drives etc just like in Windows® Explorer®.

- **DocumentData – Skeletal view of Document**
  Get a skeletal view of your SGML (Eg. HTML/XHTML), VB, CSS documents with the DocumentData engine. The treeview structure allows you to easily walk through your document visually.

- **BuildManager – Compile inside the IDE!**
  Using BuildManager you can compile .NET, Java, Perl etc documents right inside the IDE!

- **WebManager – Integrated FTP Editor!**
  Manage your remote website via FTP using WebManager with standard FTP features as well as real time editing of documents on remote servers.

- **CodeCleaner – Keep your code Clean with Tidy!**
  Make sure your documents are W3C compliant by validating and checking your document against W3C guidelines or indent your document for easier reading at a click of a button.

- **ActiveTasks – Never forget tasks again!**
  Internal task manager allowing you to schedule tasks so you don't forget to do something while working!

Plus many more features tuned for developers from all backgrounds.

System Requirements & Things to Consider

In order to use HotHTML 3 Professional you need to be running a Microsoft Windows Operating System. Windows 95 is not a supported platform for HotHTML 3 Professional.

Hardware

The minimum hardware configuration required to run HotHTML 3 Professional are:
- Intel Pentium 166Mhz
- 32MB RAM
- Video Adapter capable of at least 640x480x16Bit Colour
- 20MB Hard Disk Space

For a more favourable performance we recommend the configuration shown below:

- Intel Pentium 3 800Mhz +
- 128MB RAM +
- Video Adapter/Accelerator capable of 1024x768x32
- 40MB Hard Disk space

RAM is cheaper these days, so adding a little more RAM to your system can greatly improve the overall performance as Windows will find less excuses to use a page file.

Software

The minimum software requirements to run HotHTML 3 Professional are:

- Microsoft Windows 98 or NT 4 with Service Pack 6a
- Microsoft Internet Explorer 4.0

Performance
For optimal performance, HotHTML 3 should be run on a recent Windows NT based Operating System such as Windows 2000, XP or .NET Server 2003.

SmartPreview
For SmartPreview to work, you will need a web server such as Internet Information Services (IIS) or Apache installed on the local or network system (you should be able to map the path to a drive accessible on the machine HotHTML 3 is installed). To learn how to configure SmartPreview see [**Configuring HotHTML 3 > SmartPreview Options > Overview**] in the WebHelp Documentation system.

BuildManager
In order to compile (or build) solutions for external platforms such as Java or .NET, the relevant SDKs must be installed so you can configure BuildManager to compile the solutions you create. To learn how BuildManager works and how to configure a new language see [**Learn HotHTML 3 > Tools > BuildManager > Overview**] in the WebHelp Documentation system.

Installing & Maintaining HotHTML 3 Professional

We have made installing and maintaining HotHTML 3 easy by using Microsoft Windows Installer technology to efficiently manage the process for you. Here is a rough guide on installing HotHTML 3.

1. **Download the latest distribution**
   It's essential that you have the latest copy of HotHTML 3 before you install it. Go to the HotHTML 3 website and see if you have the latest release.

2. **Double Click to Extract**
   Our installations are compressed and are self-extracting archives, so double click on the executable to automatically extract it and launch the installation Wizard. After the installation completes, the setup file (HotHTML3Eval.msi) is stored in <Program Files>\WebSoftware\Setup Files\ folder. You may remove this file manually, however we recommend you leaving it so you don't hunt it down when MSI needs it for maintenance.

3. **Accept Defaults, Unless...**
   We have made it easier to install by ensuring that the default installation will suite most users, so unless you know exactly what you are doing or you've been advised by our support team to do otherwise, choose the default options for all the installation dialogs(after the End User License Agreement).

The Setup Types

There are three types of setups when installing HotHTML 3:

- **Minimal**
  This is if you only want to install the CORE editor and the minimal number of files to get HotHTML 3 to work. Generally not recommended unless you are running low on hard drive space. The minimal setup size is around 12MB.

- **Complete [DEFAULT]**
  The default option is the complete installation type. This installs ALL CORE requirements and all additional items that make up the HotHTML 3 editor. This is generally what all users should use, takes up around 20-30MB.

- **Custom**
  The custom installation type is for advanced users who want to disable certain features of the HotHTML 3 editor, or add-ons (such as external tools or documentation etc). The size varies on the components selected.

Installation Maintenance

Installing maintenance releases – such as FixPacks – are crucial to ensure HotHTML 3 is kept at an optimal state. If a new FixPack arrives (Eg. You have FixPack 3 installed, however FixPack 4 arrives) you may simply download the new installer and the installer will automatically migrate your installation to the new FixPack. However you will loose your existing configuration(s) or settings on the machine which will be reset including GUI layouts.

Starting HotHTML 3 Professional

After installing HotHTML 3 Professional – and remembering to reboot your system if the installer prompts you to – you can start using HotHTML 3 by either double clicking on the desktop icon created or going to "Start > Programs > WebSoftware > HotHTML 3 Professional > HotHTML 3" item in the start menu.
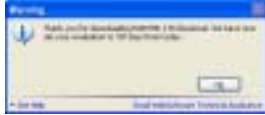
 When you first launch HotHTML 3, LicenseManager will thank-you for installing HotHTML 3 and activate a 30 day evaluation copy as shown in the image on the left.

Click OK and you will be shown the "Register & Activate Dialog" or otherwise known as the "Evaluation Dialog" as shown on the right. It will display the number of days you have left to evaluate the software and offer you the opportunity to activate your copy to avoid showing the evaluation dialog.

For this section, we will continue using the evaluation version, as there is virtually no difference from the amount of features or things we can do on either the evaluation or the registered version. Click "Continue" to start the initiating process for the editor. Alternatively you may register your copy by following instructions in WebHelp under [**Licensing > Overview**] topic.

After loading up the splash screen and a few whirls of the hard drive head you will see the HotHTML 3 IDE as shown below. There will also be two additional windows open; the "Welcome Dialog" and the "Tip of the Iceberg" Dialog.
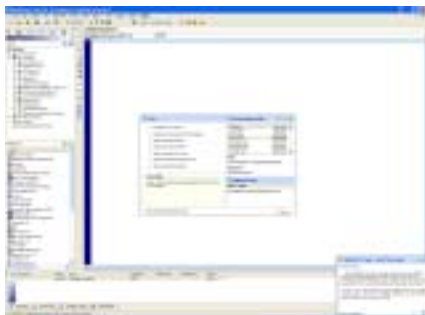
 The Welcome Dialog gives you access to the most common tasks you can do with HotHTML 3, including creating new documents, opening existing documents and viewing pending tasks that may need to be completed as well as a recently opened document list.

Hovering over each task will give you a small description of what the task is in the 'ActiveHelp' window.

The "Tip of the Iceberg" dialog is a revamp of what most software products have – Tip of the Day, we just didn't like calling it such a boring name so we stuck with the Iceberg.

Now we have started HotHTML 3, before we delve into using HotHTML 3 we should first discuss what we are seeing on the screen.

Dissecting the HotHTML 3 GUI Styles

Let's talk a little about the IDE itself and how we have created the GUIs so you can best use them while you work.

The HotHTML 3 IDE

The first thing you will notice when you start using HotHTML 3 is that there are two dockable windows (the NavBar and OutputBar) in the main IDE.
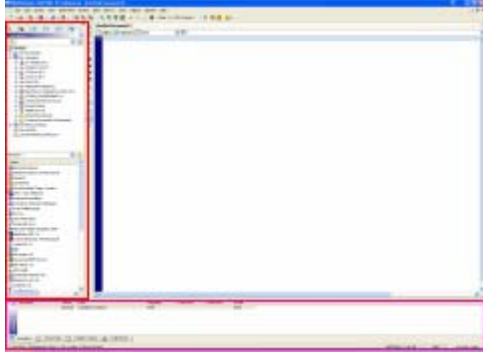
The NavBar is shown on the image on the right highlighted in **RED** (the left part of the image). Whilst the OutputBar is shown as **PINK** (the bottom part of the image).

Together these two dockable windows contain many of HotHTML 3's features which are easily accessible by activating one of the tabs.
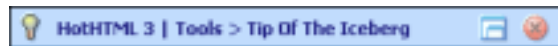
The Dialog GUIs

As you start using HotHTML 3 you will notice there are no standard windows title-bars on most windows (except in the Options Dialog).

Let's take a look at the "Tip of the Iceberg" dialog first.

The title bar is the blue area that appears that the extreme top of the dialog as shown below:

The first element (from the left) in the Title-bar is the Dialog Icon; this icon – apart from being a visual part of the dialog – has one important and cool feature. It allows you to synchronise the Dialog so only the title-bar portion is seen, this way we conserve the amount of space the dialog is taking. Go a head, click on the animated light bulb icon and watch the dialog slowly collapse and expand again when you click it again. After you've settled down playing with your new addiction lets move on to talk about the other cool thing about HotHTML 3 dialogs.

That is the auto-positioning of all the dialogs that have the title-bar, the second icon on the right (the two windows icon) allows you to dock or position your dialog to the bottom right hand corner of the screen, go on and click it - you know you to want to see it happen. The left click will place it in the corner, and right clicking will show you a list of other positions to automatically put the dialog to.

To reposition the form manually simply click on any of the blue areas(or the Dialog icon) and hold down on your mouse and drag it to where ever you like. Of course the final button on the very right is to close the Dialog itself, nothing too cool.

The NavBar: A Closer Look

As mentioned previously, by default the NavBar is docked on the left side of the HotHTML 3 IDE. The Navbar can only be docked to the left or ride sides of the IDE.

NavBar contains six main features (reflected by the number of tabs) as shown on the image on the left.

From left to right the tabs:

1. **HotExplorer**
   HotExplorer is a mini-Windows Explorer like tool allowing you to manage your files on your system. It works much the way Windows Explorer does, only additionally you can open files within the HotHTML 3 IDE simply by double clicking on them or dragging and dropping selected files, create new folders, move things around, cut/copy/paste etc. Just like a session of Windows Explorer right inside the HotHTML 3 IDE.

2. **ProjectExplorer**
   ProjectExplorer allows you to manage supported project formats within the HotHTML 3 IDE. Unlike in HotHTML 2001 and below, the ProjectExplorer tool is now a true integrated feature in the IDE. At FixPack Three, HotHTML 3 supports the opening of HotHTML 2001, VS.NET C#/VB.NET, VB5/6 Projects/Groups, Visual C++ Workspaces and of course the native HotHTML 3 Project format.

3. **ActiveLib**
   ActiveLib is a generalised tool which can be a great reference or learning tool when you're working with a new language you may not be so familiar with. Geared towards non-SGML languages – eg. Not languages that have tag elements and attributes like HTML/XHTML or XML but rather languages such as Java, VB or Perl.

4. **TagLib**
   TagLib is much like ActiveLib only for SGML languages like HTML/XHTML etc with inbuilt documentation support. Again a great learning or reference tool to aid when you're working in an unfamiliar language.

5. **DocumentData**
   DocumentData allows you to visually see the skeleton of your document, currently there's support for three types of languages. First is all SGML languages (shows tag elements in a document), Cascading Style Sheets and Visual Basic files.

6. **QuickInsert**
   QuickInsert is a collection of useful code fragments – aimed at web developers – that you can simply drag and drop into the relevant areas of your document. In also encapsulates ClipManager which monitors your clipboard for changes allowing you to go back and paste text from the past which otherwise would have been lost. All the items in the QuickInsert panels are available in the Insert or Format menus as well.

In our path to learning how to use HotHTML 3 we will be using most of the tabs that make up NavBar. For a more in-depth look at each feature take a look at the help documentation which can be accessed by clicking on the "Help" icon in each tab.

The OutputBar: A Closer Look

The OutputBar is the other dockable window in the HotHTML 3 IDE, by default its docked at the bottom.

 The OutputBar contains four main features as shown on the left.

From left to right the tabs:

1. **ActiveDoc**
    ActiveDoc is a document management feature, keeping track of the opened documents (and images) inside the HotHTML 3 IDE so you can browse through them easily without going through endless menus. ActiveDoc has been beefed up since the HotHTML 2001 version by showing more information (in real-time) and visually being able to close and save documents without even leaving the current document you are working in.

    As we work with documents in our tutorials, notice the way ActiveDoc will automatically update the list and manage files open in the IDE for you.

2. **ActiveTasks**
    ActiveTasks allows you to maintain a list of tasks that need to be carried out, sort of like a TODO list right inside HotHTML 3. We all know developers of any kind aren't known for their good memory skills. The ActiveTasks tab contains a list of the tasks (called 'TaskList') that need to be fulfilled. We can activate the task to view its details by double clicking on it or right click to edit or remove it.

3. **Compiler Output**
    The Compiler output tab is a component of the BuildManager feature which allows you to setup a compiler to build or compile documents right inside the HotHTML 3 IDE. The output from the compiler – and viewer – appears in the textbox here.

4. **CodeCleaner**
    CodeCleaner is a tool to help you validate your HTML/XHTML and XML documents via the W3C TidyCOM Object. The output from Tidy is parsed to an easy to use list shown in this tab.

5. **Debug Window**
    The Debug Window is only shown if HotHTML 3 is in DebugMode and is useful for Plugin Developers and us (WebSoftware) to understand what HotHTML 3 was doing when say a crash occurred etc.

When we move into tutorials a little later on we shall use some of the features that make up OutputBar to help us be more productive.

Creating your first Document

Now that we have familiarised ourselves with the basic GUI that HotHTML is comprised of lets go back to where we left off and create our new document. If you closed the "Welcome Dialog" it can be accessed again (without restarting) by going to *File > New > Show Welcome Dialog*. A screenshot of what the dialog looks like appears below, although yours may not have as many "Recently Opened Files" as I have.
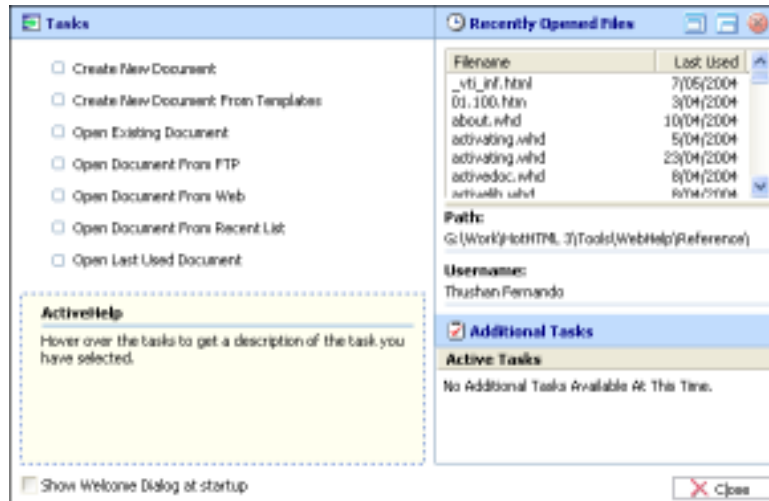
From the list of Tasks select the first 'Create New Document'. This will bring up the "New Document" Dialog as shown on the right.

We will first create a simple HTML document to start off with. So select "HTML" for the language and leave "Load Default Template for Language" option selected along with "Ignore Template not Found Errors" checked. This will mean that when the new document is created, it will load the default template for that language and if the default template does not exist it will not show you any warnings.

The default document should look something similar to this, although the comments were removed to conserve space.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
 <title></title>
 <meta name="Generator" content="WebSoftware HotHTML 3 Professional">
 <meta name="HotHTML3.Version" content="v1.0.1900">
 <meta name="Copyright" content="Copyright (c) 2005 Thushan Fernando">
 <meta name="Rating" content="General">
 <meta name="Revisit-after" content="15 days">
 <meta name="Robots" content="ALL">
 <meta name="Description" content="">
 <meta name="Keywords" content="">
</head>
<body>
</body>
</html>
```

The default template gives us the basic outline of a document so we can get straight into writing code.

Notice that HotHTML 3 has now placed the cursor in between the title tags waiting for us to start working straight away? So lets start by changing the title to "My First HotHTML 3 Webpage", which is somewhat more original than the usual "Hello World" we know all too well. Also the template should have your name instead of "Thushan Fernando" as the examples show for the "Copyright" Meta tag element.

Next let's go in between the BODY tags and enter some text. Just like in WYSIWYG editors, HotHTML 3 supports formatting keyboard shortcuts to save developers the time to write the code required. The full list of shortcuts can be found in the WebHelp Documentation [**Learn HotHTML 3 > Features > CodeEditor > Reference > Shortcuts**].

Lets start by creating a new paragraph in the body by entering *CTRL+ENTER* note that HotHTML 3 has inserted a paragraph tag and placed the caret within the tags. Start typing in "This is " and after the space press *CTRL+I* which will enter the italics tag and once the caret is within the <I> tag press *CTRL+B* which will enter a bold tag within the italics, here we enter the word "cool".

Your code should be something similar to the code below (the additions we made are in **RED**):

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <title>My First HotHTML 3 Webpage </title>
  <meta name="Generator" content="WebSoftware HotHTML 3 Professional">
  <meta name="HotHTML3.Version" content="v1.0.1900">
  <meta name="Copyright" content="Copyright (c) 2005 Thushan Fernando">
  <meta name="Rating" content="General">
  <meta name="Revisit-after" content="15 days">
  <meta name="Robots" content="ALL">
  <meta name="Description" content="">
  <meta name="Keywords" content="">
</head>
<body>
<p>This is <i><b>cool</b></i></p>
</body>
</html>
```

Now let's preview the document so far, to do this simply click on the 'Preview' tab next to the 'Editor' tab in the DocumentWindow.

Alternatively, you may preview the above document inside an external browser – such as Firefox – by selecting the internet explorer icon in the Standard toolbar and selecting "Mozilla Firefox ..." from the drop down list as shown on the right. Note that the version number will auto update as new versions are installed.
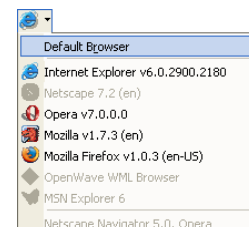
Using Advanced Tools

Now that we've created our first page and previewed it inside our browser lets take a look at some of the other features HotHTML 3 has that can aide us in our work.

CodeCleaner

CodeCleaner is a tool – powered by Tidy – that ensures that any web pages we create are conforming to the W3C guidelines and allows us to pinpoint errors and possible solutions for these errors.

In FixPack 3, we've taken the idea of CodeCleaner to a new level by allowing you to simply click on a pre-configured script for Tidy from the "CodeCleaner" menu as shown right and CodeCleaner will automatically run the selected command for us.
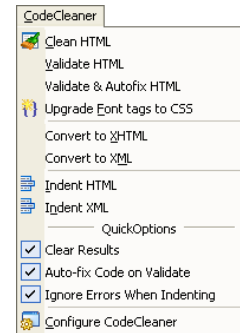
The code we created can easily be indented for easier reading – although in this case its already an easy to read document – by going to the *CodeCleaner > Indent HTML* item. The document will instantly be reformatted (without the need to save the file) and return a slightly more indented version as shown below.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">

<html>
<head>
 <title>My First HotHTML 3 Webpage</title>
 <meta name="Generator" content="WebSoftware HotHTML 3 Professional">
 <meta name="HotHTML3.Version" content="v1.0.1900">
 <meta name="Copyright" content="Copyright (c) 2005 Thushan Fernando">
 <meta name="Rating" content="General">
 <meta name="Revisit-after" content="15 days">
 <meta name="Robots" content="ALL">
 <meta name="Description" content="">
 <meta name="Keywords" content="">
</head>

<body>
 <p>This is <i><b>cool</b></i></p>
</body>
</html>
```

The real handiness of this functionality comes when you are looking through large messy files, with CodeCleaner all the hard work is done for you automatically!

You can also use the other functions to easily convert your document to XHTML or XML or even upgrade any font tags over to CSS at the touch of a button!

QuickInsert

The QuickInsert tool is situated in the last tab on the NavBar dockable from the right and houses a collection of commonly used snippets of code that web developers may need. These can also be retrieved from using the *Insert* or *Format* menu items.
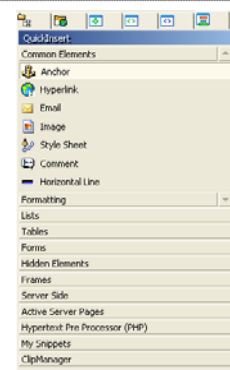
Using QuickInsert
To use QuickInsert items, simply click and drag the tag you want to insert to the position you want to place the code fragment in your document and it will be inserted for you. Alternatively you can select a block of text, and double click on an item (for instance highlight some text and double click the "Hyperlink" item in the "Common Elements" header to insert a hyperlink around the selected text). You may also reposition the code fragments to your liking by clicking and moving the items with your mouse.

MySnippets
The MySnippets header contains your personal collection of snippets that you can create simply by selecting a block of text, dragging and dropping that block into the QuickInsert listbar or alternatively right clicking on the selection and selecting *Add To MySnippets* which is the last option in the context menu.

ClipManager
QuickInsert contains another neat tool which keeps track of your clipboard. ClipManager can store a historical view of items in your clipboard – which are of text format – and allow you to insert these items into your document as if they were code snippets. You can configure how many snippets you want to store in the Option dialog.

ActiveDoc

ActiveDoc maintains a list of documents open inside the HotHTML 3 IDE, simply click on the item you want to view and ActiveDoc will automatically bring that document into the front for you. You may also right click on any item and save/close a document without having to loose focus on the current document your working on.

DocumentData

The DocumentData tool can be invaluable when working on
large documents to be able to visually walk through a
documents skeleton to find fragments of code we need. To
illustrate this, click on the second last tab (from the right) in
the NavBar to activate the DocumentData window.

By default it will give you a treeview breakdown of the current
document your working on – in our case it's the document
from the "Creating your first Document" section. Simply click
on any of the tag names to be transported to that location in
the document.

DocumentData will also give a skeletal view of CSS
documents, visual basic documents and documents your previewing in the
"Preview" tab in the editor (to do this force refresh whilst the "Preview" tab is
selected).
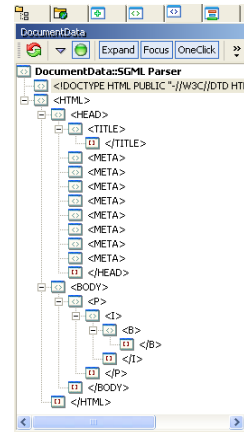
Advanced Text Editing Features

Now that we have created our first basic document lets learn some advanced text editing features in HotHTML 3.

Manipulating Text
Text blocks can be manipulated directly within the editor, avoiding copying and pasting sections to move fragments of text from one area to another.

Some useful methods of manipulating text inside HotHTML 3 include

- **Moving blocks of text**
  Select the block of text you wish to copy. Then click-and-hold on the black selected area and drag it to the desired location and release the mouse button.

- **Copying selection to another section in the same document**
  Select the block of text you wish to copy. Then click-and-hold on the black selected area whilst pressing the *CTRL* key and move the text to the desired location. Note that the cursor changes to the copy text cursor.

- **Selecting Areas of text**
  Sometimes its useful to select only a portion of text instead of an entire line blocks. To do this hold down *CTRL* and select the area of text you wish, this will not select entire lines but the boundary you make with your mouse. Then normal editing functions – such as Copy/Cut – will only utilise the selection selected. Pasting will also insert only the selection you copied via this method.

- **Typing on multiple lines at once**
  Another useful feature we've incorporated is the ability to type once but make the text span multiple lines. To do this hold down *CTRL* and select two or more lines, ensure that there's no selection of text but rather a single line appearing in the editor and start typing. You'll

14	i am typing this once
15	i am typing this once
16	i am typing this once
17	i am typing this once
18	i am typing this once
19	i am typing this once
20	

  be typing the same text on multiple lines at once as shown above.

Code Editing Tools
There are several tools to assist you whilst working with code in HotHTML 3, these are located right next to the NavBar as a toolbar. The functionality of some of these include:

- **Indenting/Unindenting Lines**
  Select some lines and let HotHTML 3 indent and unindent them by using the first two items in the toolbar.

- **Comment/Uncomment Lines**
  Select some lines and automatically comment or uncomment the selection using the next two items in the toolbar.

- **Bookmark Lines**
  We all travel back and forth between multiple areas within the same document but occasionally we may forget where to go back to. To assist us we can create a bookmark for each line we want to keep a record of by selecting the bookmark icon (represented by the flag icon in the toolbar or in the *Bookmarks > Toggle Bookmark* menu item). Then we can navigate forward or backwards with regards to bookmarks using the next two items with the directional arrows.

- **Line Navigation History**
  If you don't remember to bookmark a line clicking on the arrow with leading dots will return you to the last line you visited and similarly allow you to travel forward if the history was not overwritten.

- **Record Macro's**
  Macros can greatly simplify repetitive tasks by recording the keystrokes the first time and replaying them when needed. To achieve this go to the *Macros > New Macro* menu item and start modifying text as you prefer. Notice that there is a popup dialog with a single button with a Stop icon, click on this when you want to stop recording your actions. After doing so you will be prompted to save this macro for future use. To use it, simply go to the *Macro > Play Macro X* menu item (Where X is the slot you decided to save the macro to) and watch HotHTML 3 magically replay the recorded macro.

- **Find/Replace Dialog**
  The find and replace dialog can be activated by hitting *CTRL+F* or *CTRL+H* on your keyboard. You may find and replace text within the current document, just project files or across all open documents inside HotHTML 3.

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