

HTML Tutorial - Beyond the Basics

Automatic Transfer to Another Document

(HTML 2.0 and above)

On occasion, a document has to be moved or abandoned. This can turn the strength of HTML, *hyperlinks*, into a big problem - how do you correct all the links that will be broken. One answer is to "dummy out" the document until all links can be corrected. With this approach, any jump to the document will result in an automatic transfer to an alternate document. This is done with a **Meta** statement placed as the first statement in the dummy document (the browser must interpret at least HTML 2.0).

The format is:

```
<META HTTP-EQUIV="Refresh" CONTENT="1;URL=http://path/alternate.htm">
```

where an automatic transfer to *http://path/alternate.htm* will occur **1** second after this document is displayed.

The dummy document should also contain a link to the alternate document that can be manually selected by anyone whose browser cannot execute the automatic link.

Netscape Frames

With Netscape Navigator 2.0, Netscape introduced a whole new model for HTML documents. This is the FRAME document, which lets you specify the display as consisting of a number of independent viewing frames. Each frame can contain, in effect, its own HTML document.

A multi-frame document does not contain a BODY --- instead it contains a FRAMESET element, which defines the sizes, locations and initial contents of the individual FRAMES.

Here is an example

```
<FRAMESET ROWS="10%,80%,10%">
  <FRAME NAME="window1" SRC="document.html">
  <FRAMESET COLS="50%,50%">
    <FRAME NAME="window2" SRC="doc.html">
    <FRAME NAME="window3" SRC="doggy.html">
  </FRAMESET>
  <FRAME NAME="window4" SRC="doc444.html">
</NOFRAME>
  <BODY BACKGROUND .....>
```

```
        .... stuff to display if the browser does not understand
FRAMESET...
    </NOFRAME>
</FRAMESET>
```

This first divides the display into three slices, the top and bottom being the same size (10% of the display height each), the remainder goes to the middle frame. The first slice is named *window1*, and is initially loaded with the document *document1.html* -- the FRAME element defines the initial content of the cell (frames may be empty, in which case you leave out the SRC). The second slice is divided, by columns, into two frames -- named window2 and window 3. And so on.

Displaying HTML Documents in Specific FRAMES

Since the frames are named, a hypertext anchor can cause a referenced document to be displayed in a particular frame. This is done using a **TARGET** attribute with an anchor element.

For example, If a document contained the anchor:

```
<A HREF="some_stuff.html" TARGET="window3">link text</A>
```

The browser would take the retrieved document (*some_stuff.html*) and place it in the window named "window3", regardless of what window you might be in when the link is selected.

NOFRAMES for Browsers that do not Support FRAMES

If a browser does not support frames it will ignore all the frame elements, and will display the content of NOFRAMES. Conversely, if a browser does understand FRAMES, it will ignore the content of NOFRAMES entirely. Thus NOFRAMES is your way of building documents that are useful to all possible audiences.

Things to Note about FRAMES

Programming FRAMES is a bit more complicated than regular documents. The browser's *back* button no longer works the way you would expect, as the button implies *back* with respect to the entire displayed area, and not just back in a single frame. So, you might want to include a "Back Button" in your documents that will go to the previous document in the frame.

Also, many computers only have 640x480 pixel displays -- so don't get carried away creating pages with multiple framed areas -- you lose lots of space with the frame borders, and often do not add anything useful to the displayed information.

Additional Reference on FRAMES

You will also find additional details on FRAMES at the Netscape online documentation page, found at: http://www.mcom.com/assist/net_sites/frames.html.

Animated Gifs

Add animation to your otherwise static Web pages without any programming. To put it all together, [Alchemy Mindworks](#) offers an easy to use [Gif Construction Set](#) for Windows. It is a shareware program for approximately \$20.

Java Script and Applets

Java Script and Applets can also add life and interest to your page. You can learn more about them at [Sun's Java](#) site and at [HTML Goodies](#). Please note, JavaScript is used with 16-bit Netscape Navigator Browser. JavaScript and Java Applets can be used with the 32-bit browser.

The following ticker tape JavaScript example can be cut and pasted into your document from ticker [ticker.htm](#). Simply copy the document with the *File/Save As* item on your browser's menu bar. Then open it in any text editor and copy and paste it into your document. Once you are in your document you can change and edit the text of the ticker tape.

Another example is the JavaScript clock. (It is running on the bottom line of your browser now.) The clock example can be cut and pasted into your document from [jsclock.htm](#). Simply copy the document with the *File/Save As* item on your browser's menu bar. Then open it in any text editor and copy and paste it into your document.

Common Gateway Interface (CGI)

The University of Illinois offers an [introduction](#) to the Common Gateway Interface.

An example of a CGI program which can be used at Illinois State University is:

A CGI Counter:

The format for the counter is:

```
<IMG SRC="http://www.ilstu.edu:80/cgi-bin/counter.xbm?userid&digital">
```

To use this counter in your page you must have an account (i.e. a valid *ULID*) with the university.

Cascading Style Sheets (CSS)

Style Sheets are used to affect the display of text on a web page. A style sheet is composed of a set of statements (called *rules* or *directives*) that modify the way HTML tags are interpreted. Any HTML tag can be modified by a style sheet rule.