

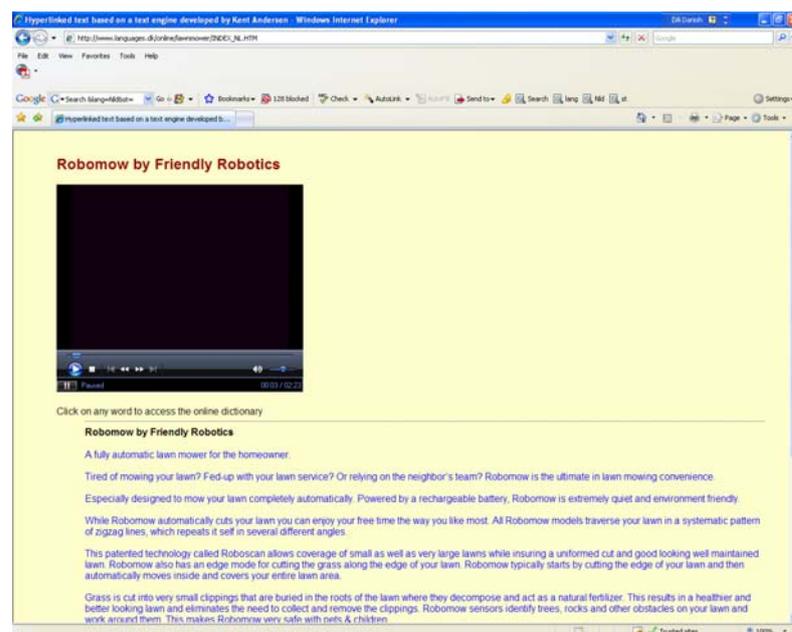
Rationale behind the Text Blender

The Text Blender function builds on browser versions of online dictionaries. In <http://lookwayup.com/free/> one can choose between different dictionaries, e.g. English-Dutch.

If the word teacher is entered the browser address line will look like:
<http://lookwayup.com/lwu.exe/lwu/d?s=f&w=teacher#Nld> this means that the word “teacher” is surrounded by [http://lookwayup.com/lwu.exe/lwu/d?s=f&w=”](http://lookwayup.com/lwu.exe/lwu/d?s=f&w=) and “#Nld”. Try to open a browser and enter the text:
<http://lookwayup.com/lwu.exe/lwu/d?s=f&w=teacher#Nld> in the browser address line, then replace the word teacher with another English word.

This is in simplicity what the text blender does.... Take a text word by word create a webpage where a click on the words calls a script that opens a browser window calling <http://lookwayup.com/lwu.exe/lwu/d?s=f&w=simple#Nld>

Now visit: http://www.languages.dk/online/lawnmower/INDEX_NL.HTM



A page opens with a video and a text where all words are linked to the Lookwayup.com English Dutch dictionary, try to click on the fourth word in the text “lawn” and a new windows opens with the address:

<http://lookwayup.com/lwu.exe/lwu/d?s=f&w=lawn#Nld>

Each word is hyperlinked with a JavaScript function dLink, which has two parameters href (the word to be looked up in a dictionary) and text (displays the word in the browser so it can be clicked on – it then changes colour, or even size) In most cases the href and text are the same, but words followed by e.g. punctuation marks has to be cleaned from these because of the dictionary, also some words contain characters that are not legal (or reserved) in JavaScript, e.g. a “” such characters must be changed in

the text to something almost similar E.g in order to work a “ becomes a ‘ this is not really good, but needed☹:

Have a look at the dLink function:

```
function dLink(href,text) {
  if (dhtml == 'IE')
    document.write('<A
HREF="http://lookwayup.com/lwu.exe/lwu/d?t=&h=dictpage&s=d&b=&w='+href+'&lang=Nld&st="
target="_blank" onMouseOut="mout('\link'+no+'\)" onMouseOver="mover('\link'+no+'\)"
ID="link'+no+'">'+text+'</A>');
  else if (dhtml == 'NN')
    document.write('<LAYER NAME="link'+no+'a" VISIBILITY="hide"><A
HREF="http://lookwayup.com/lwu.exe/lwu/d?t=&h=dictpage&s=d&b=&w='+href+'&lang=Nld&st="
target="_blank" onMouseOut="mout('\link'+no+'\)"
CLASS="different">'+text+'</A></LAYER><LAYER NAME="link'+no+'b"><A HREF="'+href+"
onMouseOver="mover('\link'+no+'\)" CLASS="normal">'+text+'</A></LAYER>');
  else
    document.write('<A
HREF="http://lookwayup.com/lwu.exe/lwu/d?t=&h=dictpage&s=d&b=&w='+href+'&lang=Nld&st="
target="_blank">'+text+'</A>');
  document.write(' ');
  no+=1;
}
```

The parameters **href** and **text** contain the word to be used in the web address and the word to be displayed

The above script is written for Internet Explorer (dhtml == 'IE') and also works with Netscape (dhtml == 'NN') as well as Firefox and Safari

The dLink function is then used to display the text in the browser (part of the continued html document), e.g.

```
<script>
dLink('A','A');
dLink('fully','fully');
dLink('automatic','automatic');
dLink('lawn','lawn');
dLink('mower','mower');
dLink('for','for');
dLink('the','the');
dLink('homeowner','homeowner. ');
</script>
```

will display the line “A fully automatic lawn mower for the homeowner” with each word hyperlinked to the dictionary.

Other dictionaries:

dLink function lines containing HREF= are the only changes from dictionary to dictionary. Try to visit

http://www.languages.dk/online/lawnmower/INDEX_EN.HTM here the text is linked

to Merriam Websters English dictionary. A click on lawn opens:
<http://www.merriam-webster.com/dictionary/lawn>

The dLink function in the above version is:

```
function dLink(href,text) {
  if (dhtml == 'IE')
    document.write('<A HREF="http://www.m-w.com/dictionary/'+href+'" target="_blank"
onMouseOut="mout(\'link'+no+'\')" onMouseOver="mover(\'link'+no+'\')"
ID="link'+no+'">'+text+'</A>');
  else if (dhtml == 'NN')
    document.write('<LAYER NAME="link'+no+'a" VISIBILITY="hide"><A
HREF="http://www.m-w.com/dictionary/'+href+'" target="_blank" onMouseOut="mout(\'link'+no+'\')"
CLASS="different">'+text+'</A></LAYER><LAYER NAME="link'+no+'b"><A HREF="'+href+'"
onMouseOver="mover(\'link'+no+'\')" CLASS="normal">'+text+'</A></LAYER>');
  else
    document.write('<A HREF="http://www.m-w.com/dictionary/'+href+'"
target="_blank">'+text+'</A>');
  document.write(' ');
  no+=1;
}
```

So a “Text Blender” program can save an html file starting with the standard HTML header etc. declares the dLink function like above, then takes a text either from a text file or from a window, counts the number of words in the text and use that number in a loop which word by word produces script lines like:

```
<script>
dLink('Robmow','Robmow,');
dLink('it','it');
dLink('mows','mows');
dLink('you','you');
dLink('don't','don't!');
</script>
```

In ToolBook v 8.6 the program code within the loop looks like:

```
set htmltext to htmltext &CRLF& "dLink('" & newword & "','" & orgword & "');" "
```

htmltxt is the produced html script (which can be saved to an html file) “newword” is the word cleaned from punctuation marks etc. and “orgword” is the word to be displayed in the browser but cleaned from reserved JavaScript characters like “

The remaining part of the htmltext before saving is basically

```
</body>
</html>
```

The above is the basics behind the Text Blender, it can of course be spiced with selections of dictionaries, adding media players, buttons for onward navigation etc.

Further development

Please comment and make suggestions for improvement to ka@ots.dk

The Text Blender idea and scripts are CopyLeft