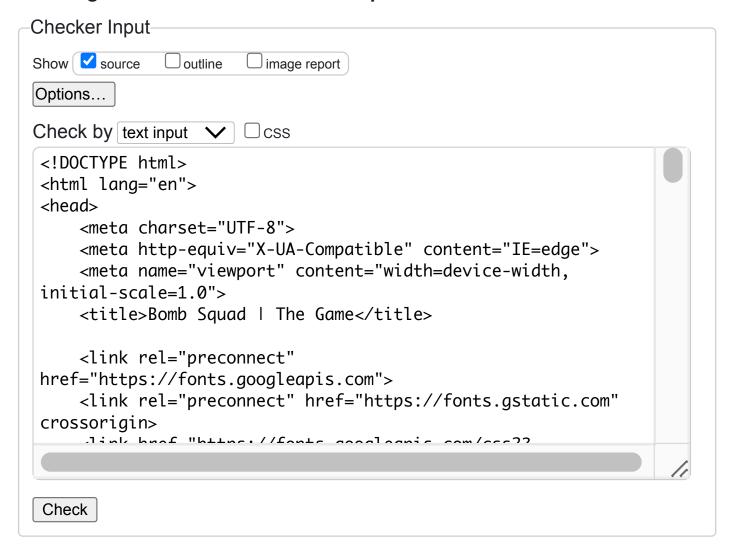# Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for contents of text-input area

Checker Input

Show ☑ source   ☐ outline   ☐ image report

[Options…]

Check by [text input ⌄] ☐ css

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <title>Bomb Squad | The Game</title>

    <link rel="preconnect"
href="https://fonts.googleapis.com">
    <link rel="preconnect" href="https://fonts.gstatic.com"
crossorigin>
    <link href "https://fonts googleapis com/css2?
```

[Check]

Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

[Message Filtering]

1. **Error** **Bad value** `Bomb Squad Assets/tos-computer-01.mp3` **for attribute** `src` **on element** [audio] **: Illegal character in path segment: space is not allowed.**

[From line 76, column 9; to line 76, column 74](#)

```
>↵          <audio src="Bomb Squad Assets/tos-computer-
01.mp3" data-sfx="red"></audi
```

2. **Error** **Bad value** `Bomb Squad Assets/tos-computer-02.mp3` **for attribute** `src` **on element** [audio](#) **: Illegal character in path segment: space is not allowed.**

[From line 77, column 9; to line 77, column 76](#)

```
>↵          <audio src="Bomb Squad Assets/tos-computer-
02.mp3" data-sfx="white"></audi
```

3. **Error** **Bad value** `Bomb Squad Assets/tos-computer-04.mp3` **for attribute** `src` **on element** [audio](#) **: Illegal character in path segment: space is not allowed.**

[From line 78, column 9; to line 78, column 75](#)

```
>↵          <audio src="Bomb Squad Assets/tos-computer-
04.mp3" data-sfx="gray"></audi
```

4. **Error** **Bad value** `Bomb Squad Assets/tos-computer-06.mp3` **for attribute** `src` **on element** [audio](#) **: Illegal character in path segment: space is not allowed.**

[From line 79, column 9; to line 79, column 76](#)

```
>↵          <audio src="Bomb Squad Assets/tos-computer-
06.mp3" data-sfx="green"></audi
```

Document checking completed.

Source

1. `<!DOCTYPE html>↵`
2. `<html lang="en">↵`

```
 3.   <head>↵
 4.       <meta charset="UTF-8">↵
 5.       <meta http-equiv="X-UA-Compatible" content="IE=edge">↵
 6.       <meta name="viewport" content="width=device-width,
      initial-scale=1.0">↵
 7.       <title>Bomb Squad | The Game</title>↵
 8.   ↵
 9.       <link rel="preconnect"
      href="https://fonts.googleapis.com">↵
10.       <link rel="preconnect"
      href="https://fonts.gstatic.com" crossorigin>↵
11.       <link href="https://fonts.googleapis.com/css2?
      family=Raleway&family=Saira+Stencil+One&display=swap"
      rel="stylesheet">↵
12.   ↵
13.       <link rel="preconnect"
      href="https://fonts.googleapis.com">↵
14.       <link rel="preconnect"
      href="https://fonts.gstatic.com" crossorigin>↵
15.       <link href="https://fonts.googleapis.com/css2?
      family=Orbitron&family=Raleway&display=swap"
      rel="stylesheet">↵
16.       ↵
17.       <link rel="stylesheet" href="style.css">↵
18.   ↵
19.   ↵
20.   </head>↵
21.   <body>↵
22.       <header>↵
23.           <h1>BOMB SQUAD</h1>↵
24.       </header>↵
25.     ↵
26.     <div class="base_plate">↵
27.         <div class = "base" id = steel></div>↵
28.       </div>↵
29.   ↵
30.       <div class="countdown_set">↵
31.           <!-- <div class = "clock" id="screenID">COUNTDOWN
      CLOCK</div> -->↵
32.           <div class = "clock" id="panel">COUNTDOWN
      CLOCK</div> ↵
33.           <span id="time">07:00</span>↵
34.           <!-- <div class = "clock" id="lens"></div> -->↵
35.           <!-- <div class = "clock" id="time"></div> -->↵
36.       </div>↵
37.   ↵
38.       <div class="indicator_set">↵
39.           <div class="light" id="light_1"></div>↵
40.           <div class="light" id="light_2"></div>↵
41.           <div class="light" id="light_3"></div>↵
42.           <div class="light" id="light_4"></div>↵
43.           <div class="light" id="light_5"></div>↵
44.       </div>↵
45.   ↵
46.       <div class ="sequence_set">↵
47.           <div class="screentag" id="A">SEQUENCE
      STATUS</div> ↵
48.           <span class="readout"></span>↵
```

```
49.        <span class="readout2"></span>↵
50.        <div class="goal" id="B"></div>↵
51.        <div class="count" id="C"></div>↵
52.    </div>↵
53. ↵
54.     <div class="mounting_plate">↵
55.        <div class = "mount" id =black></div>↵
56.     </div>↵
57. ↵
58.     ↵
59.    <div class="touchpad_set">↵
60.        <div class="touchpad" id="red" data-
    touchpad="red"></div>↵
61.        <div class="touchpad" id="white" data-
    touchpad="white"></div>↵
62.        <div class="touchpad" id="gray" data-
    touchpad="gray"></div>↵
63.        <div class="touchpad" id="green" data-
    touchpad="green"></div>↵
64.        <div class="touchpad" id="buffer"></div>↵
65.        <button class="defuse" id="defuse"
    type="button">DEFUSE</button>↵
66.     </div>↵
67. ↵
68. ↵
69.     <!-- <div class = "background">↵
70.        This will be an imaage search applied to full
    background of screen↵
71.        <div img src="Bomb Squad Assets/dynamite1-
    large.jpeg"</div>↵
72.     </div> -->↵
73. ↵
74. <!-- Sound file addition - confirm relative path for
    adding folder to git -->↵
75.     <div class="hidden">↵
76.        <audio src="Bomb Squad Assets/tos-computer-01.mp3"
    data-sfx="red"></audio>↵
77.        <audio src="Bomb Squad Assets/tos-computer-02.mp3"
    data-sfx="white"></audio>↵
78.        <audio src="Bomb Squad Assets/tos-computer-04.mp3"
    data-sfx="gray"></audio>↵
79.        <audio src="Bomb Squad Assets/tos-computer-06.mp3"
    data-sfx="green"></audio>↵
80.     </div>↵
81. ↵
82.     <!-- <div class="hidden">↵
83.        <div style="width:480px"><iframe
    allow="fullscreen" frameBorder="0" height="360"
    src="https://giphy.com/embed/4ndd63s5toTkJ2rSQl/video"
    width="480"></iframe></div>↵
84.     </div> -->↵
85. ↵
86. ↵
87.     <script src="squad.js"></script>    ↵
88. </body>↵
89. </html>
```

Used the HTML parser.

Total execution time 10 milliseconds.

About this checker • Report an issue • Version: 22.3.25