

VMLabs Markup Tools Documentation Readme

The files in this folder provide documentation for the various tools that can be used to create NUON games and other applications using only the NUON Markup Language (NML) and the scripting language (bob). These files are either htm files that can be read in any browser, or pdf files that can be read using the ADOBE Acrobat reader.

Markup Tools Reference

This reference briefly describes the purpose of each tool and the command line syntax for using the tool.

NML Reference

This manual describes the canonical NUON Markup Language. It also describes the built-in Widget objects that can be used in your applications.

bob Reference

This manual describes the bob scripting language.

Ramload Reference

This manual describes how to use the ramload program to create a ramdisk image that can be incorporated into a NUON.CD file that can be burned onto a CD.

SNML Reference

This manual describes the Simple NUON Markup Language. This language is very easy to learn to use, but it is not currently as full featured as the canonical NML. SNML is used in many of the Tutorial Lessons. An SNML file can be automatically converted to a NML file with the SAXON tool.

NUON Application Tutorial

This manual describes each tutorial lesson in detail and shows how to use the Markup tools to create a NUON application.

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