

Nu Html Checker

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

Showing results for https://szilvia-csernus.github.io/map-game/error.html

Checker Input

Show ☒ source ☐ outline ☐ image report

Options...

Check by address ▼

https://szilvia-csernus.github.io/map-game/error.html

Check

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

Message Filtering

Document checking completed. No errors or warnings to show.

Source

```
1. <!DOCTYPE html>↵
2. <html lang="en">↵
3. <head>↵
4.     <meta charset="UTF-8">↵
5.     <meta name="viewport" content="width=device-width, initial-
   scale=1.0">↵
6.     <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin
   >↵
7.     <link
8.         href="https://fonts.googleapis.com/css?
   family=Nunito:wght@400;700"
9.         rel="stylesheet"
10.     >↵
11.     <link rel="stylesheet" href="./assets/css/first.css" >↵
12.     <link rel="stylesheet" href="./assets/css/style.css" >↵
13.     <title>error response</title>↵
14. </head>↵
15. <body>↵
16.     <p class="error" >An error happened while connecting to Mapbox,
   apologies for the inconvenience!<br>Please try again later.</p>↵
17.     <a class="errorBtn" href="./index.html">Try again</a>↵
18. </body>↵
19. </html>
```

Used the HTML parser. Externally specified character encoding was utf-8.

Total execution time 74 milliseconds.

