

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

```
<!doctype html>
<html>
<head>
<meta charset="utf-8">
<title>Pricing | UnrealMaker</title>
<meta name="description" content="UnrealMaker, indie developer? Small studio? Or .. Big company? We have it!">
<meta name="keywords" content="UnrealMaker, game engine, free to use, game development, software, pricing">
<link href="css/style01.css" rel="stylesheet" type="text/css">
<script src="js/jquery-1.12.3.min.js"></script>
<script src="js/remodal.min.js"></script>
<script src="js/contactform.js"></script>
<link rel="stylesheet" href="css/remodal.css">
<link rel="stylesheet" href="css/remodal-default-theme.css">
```

[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 **Error** The `width` attribute on the `table` element is obsolete. [Use CSS instead.](#)

[From line 44, column 17; to line 44, column 101](#)

```
<table width="100%" border="1" cellspacing="0"
cellpadding="10px" class="priceTable">
```

2. **Error** The `cellspacing` attribute on the `table` element is obsolete. [Use CSS instead.](#)

[From line 44, column 17; to line 44, column 101](#)

```
<table width="100%" border="1" cellspacing="0"
cellpadding="10px" class="priceTable">
```

3. **Error** The `cellpadding` attribute on the `table` element is obsolete. [Use CSS instead.](#)

[From line 44, column 17; to line 44, column 101](#)

```
<table width="100%" border="1" cellspacing="0"
cellpadding="10px" class="priceTable">
```

4. **Warning** The `border` attribute on the `table` element is presentational markup. Consider using CSS instead. For example:

```
border: 1px solid gray }
```

[From line 44, column 17; to line 44, column 101](#)

```
<table width="100%" border="1" cellspacing="0"
cellpadding="10px" class="priceTable">
```

5. **Error** The `width` attribute on the `th` element is obsolete. [Use CSS instead.](#)

[From line 45, column 23; to line 46, column 48](#)

```
<tr>
scope="col"></th>
```

6. **Error** The `width` attribute on the `th` element is obsolete. [Use CSS instead.](#)

[From line 46, column 54; to line 47, column 49](#)

```
col"></th>
scope="col">Indie<
```

7. **Error** The `width` attribute on the `th` element is obsolete. [Use CSS instead.](#)

[From line 47, column 60; to line 48, column 49](#)

```
Indie</th>
scope="col">Studio
```

8. **Error** The `width` attribute on the `th` element is obsolete. [Use CSS instead.](#)

[From line 48, column 61; to line 49, column 49](#)

```
tudio</th>
scope="col">Triple
```

Document checking completed.

Source

```

1. <!doctype html>↵
2. <html>↵
3. <head>↵
4. <meta charset="utf-8">↵
5. <title>Pricing | UnrealMaker</title>↵
6. <meta name="description" content="UnrealMaker, indie developer?
7. <meta name="keywords" content="UnrealMaker, game engine, free to
   use, game development, software, pricing">↵
8. <link href="css/style01.css" rel="stylesheet" type="text/css">↵
9. <script src="js/jquery-1.12.3.min.js"></script>↵
10. <script src="js/remodal.min.js"></script>↵
11. <script src="js/contactform.js"></script>↵
12. <link rel="stylesheet" href="css/remodal.css">↵
13. <link rel="stylesheet" href="css/remodal-default-theme.css">↵
14. </head>↵
15. ↵
16. <body>↵
17.     <div id="top"></div>↵
18.     <div id="container">↵
19.         <div id="header">↵
20.             <div id="logo">↵
21.                 ↵
22.             </div>↵
23.             <div id="navigation">↵
24.                 <nav>↵
25.                     <ul>↵
26.                         <!-- Due to float:right, the navigation
27. need to be ordered in this new order -->↵
28.                         <li><a href="faqs.html">FAQs</a></li>↵
29.                         <li><a href="store.html">Asset Store</a></li>↵
30.                         <li><a href="pricing.html"
class="active">Pricing</a></li>↵
31.                         <li><a href="showcase.html">Showcase</a></li>↵
32.                         <li><a href="index.html">Home</a></li>↵
33.                     </ul>↵
34.                 </nav>↵
35.             </div>↵
36.         </div>↵
37.         <div id="slideshow">↵
38.             <h1><mark>Pricing - Subscription
Rate</mark></h1>↵
39.             <h2><mark>Indie developer? Small studio? Or .. Big
company?</mark></h2>↵
40.         </div>↵
41.         <div id="content">↵
42.             <div id="content-padding">↵
43.                 <h1>Subscription Rate</h1>↵
44.                 <p>Here at UnrealMaker, we believe that our
customer should only pay us if our software works. Hence we do have
free plan for our users without any timing limitation. Starting
price is as low as zero.</p>↵
45.                 <table width="100%" border="1" cellpadding="0"
cellpadding="10px" class="priceTable">↵
46.                     <tr>↵
47.                         <th width="25%" scope="col"></th>↵
48.                         <th width="25%" scope="col">Indie</th>↵
49.                         <th width="25%" scope="col">Studio</th>↵
50.                         <th width="25%" scope="col">Triple A</th>↵
51.                     </tr>↵
52.                     <tr>↵
53.                         <th scope="row">Support:</th>↵
54.                         <td>Email</td>↵
55.                         <td>Email & Live chat</td>↵
56.                         <td>Email, Live chat & Phone call</td>↵
57.                     </tr>↵
58.                     <tr>↵
59.                         <th scope="row">Splashscreen:</th>↵
60.                         <td>Yes</td>↵
61.                         <td>No</td>↵
62.                         <td>No</td>↵

```

```

62.         </tr>↵
63.     <tr>↵
64.         <th scope="row">Early access:</th>↵
65.         <td>No</td>↵
66.         <td>Yes</td>↵
67.         <td>Yes</td>↵
68.     </tr>↵
69. <tr>↵
70.     <th scope="row">UnrealMaker
TeamCloud</th>↵
71.     <td>No</td>↵
72.     <td>No</td>↵
73.     <td>Yes</td>↵
74. </tr>↵
75. <tr>↵
76.     <th scope="row">Export modules:</th>↵
77.     <td>Windows & Mac</td>↵
78.     <td>Windows, Mac, Android, iOS &
HTML5</td>↵
79.     <td>Windows, Mac, Android, iOS, HTML5,
Steam VR & Playstation</td>↵
80. </tr>↵
81. <tr>↵
82.     <th scope="row">Royalty fees:</th>↵
83.     <td colspan="3">5%</td>↵
84. </tr>↵
85. <tr>↵
86.     <th scope="row">Pricing (USD):</th>↵
87.     <td>Forever Free</td>↵
88.     <td>$199/mo</td>↵
89.     <td>$499/mo</td>↵
90. </tr>↵
91. </table>↵
92.         <h1>Pay royalties only if your game
success</h1>↵
93.         <p>You will need to pay royalties if your game
success. If the game you made using our game engine is not success,
it is not nice for us to charge you any money, right?</p>↵
94.         <p>5% for <ins>each game</ins> that made $5000 USD
or more in profit. So that mean if you have five games making $5000
USD each, you only need to pay us $1000 USD. However, if you have
five games making only $4000 each, you do not need to pay us at
all!</p>↵
95.         <p>Want a special contract? Contact us at <a
href="mailto:sales@unrealmaker.com">sales@unrealmaker.com</a>!
</p>↵
96.     </div>↵
97. </div>↵
98. </div>↵
99. <div id="footer">↵
100. <footer>↵
101.         <p><a href="#top">[Back To Top]</a> |
Copyright 2016, UnrealMaker | <a href="#contactUs">[Contact Us]</a>
</p>↵
102.     </footer>↵
103. </div>↵
104. ↵
105.     <div class="remodal" data-remodal-id="contactUs">↵
106.         <button data-remodal-action="close" class="remodal-
close"></button>↵
107.         <h1>Contact Us</h1>↵
108.         <p>Contact us for whatever reason you can think of!
Ranging from pricing to dinners!</p>↵
109.         <form name="contact"
action="mailto:general@unrealmaker.com" onSubmit="return
validateForm()" id="contactForm">↵
110.             <input type="text" name="name" placeholder="Name"
class="inputText" required><br><br>↵
111.             <input type="email" name="email" placeholder="Email"
class="inputText" required><br><br>↵
112.             <textarea name="text" form="contactForm"
placeholder="Your text here." required></textarea>↵

```

```
113.         class="submit">↵      <input type="submit" value="Submit"
114.         </form>↵
115.     </div>↵
116. </body>↵
117. </html>
```

Used the HTML parser.

Total execution time 15 milliseconds.

[About this checker](#) • [Report an issue](#) • Version: 16.5.23