

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>Homepage | UnrealMaker</title>
<meta name="description" content="UnrealMaker, the next generation game engine! Shaping
the AAA games of tomorrow!">
<meta name="keywords" content="UnrealMaker, game engine, free to use, game development,
software, homepage">
<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 **Error** The `width` attribute on the `table` element is obsolete.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 50, column 15; to line 50, column 96](#)

```
<table width="100%" border="0" cellspacing="5"
cellpadding="0" class="labelTable">
```

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 **Error** The `cellspacing` attribute on the `table` element is obsolete.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

[From line 50, column 15; to line 50, column 96](#)

```
<table width="100%" border="0" cellspacing="5"
cellpadding="0" class="labelTable">
```

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 **Error** The `cellpadding` attribute on the `table` element is obsolete.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

[From line 50, column 15; to line 50, column 96](#)

```
<table width="100%" border="0" cellspacing="5"
cellpadding="0" class="labelTable">
```

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 **Error** The `border` attribute on the `table` element is obsolete.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

[From line 50, column 15; to line 50, column 96](#)

```
<table width="100%" border="0" cellspacing="5"
cellpadding="0" class="labelTable">
```

Document checking completed.

Source

```
1. <!doctype html>
2. <html>
3. <head>
4. <meta charset="utf-8">
5. <title>Homepage | UnrealMaker</title>
6. <meta name="description" content="UnrealMaker, the next generation
  game engine! Shaping the AAA games of tomorrow!">
7. <meta name="keywords" content="UnrealMaker, game engine, free to
  use, game development, software, homepage">
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
  need to be ordered in this new order -->
27.                         <li><a href="faqs.html">FAQs</a></li>
28.                         <li><a href="store.html">Asset Store</a></li>
29.                         <li><a href="pricing.html">Pricing</a></li>
30.                         <li><a href="showcase.html">Showcase</a></li>
31.                         <li><a href="index.html"
  class="active">Home</a></li>
32.                     </ul>
33.                 </nav>
34.             </div>
35.         </div>
36.         <div id="slideshow">
37.             <h1><mark>UnrealMaker</mark></h1>
38.             <h2><mark>The next generation game engine!
  Shaping the AAA games of tomorrow!</mark></h2>
39.         </div>
```

```

40.         <div id="content">↵
41.             <div id="content-padding">↵
42.                 <h1>What is UnrealMaker?</h1>↵
43.                 <p>UnrealMaker is a new modern game
engine created by developers for developers. Come with a lot of
features that only next-generation engine have. It is used to
create AAA games like these ...</p>↵
44.                 ↵
45.                 <h1>Why should I choose
UnrealMaker?</h1>↵
46.                 <p>This game engine is packed with a lot of
features that game developers and desingers dreamed of. One example
is that this software support easy memory handling dynamic lighting
system and up to one million particle per scene!</p>↵
47.                 <h1>What's more in UnrealMaker?</h1>↵
48.                 <p>Our company also have dedicated platforms for
everything. Ranging from tutorials on game designing and
developments to community forums to game asserts store</p>↵
49.                 ↵
50.                 <table width="100%" border="0" cellpadding="5"
cellpadding="0" class="labelTable">↵
51.                     <tr>↵
52.                         <td><a
href="http://www.cplusplus.com/doc/tutorial/" target="_blank"></a></td>↵
53.                         <td><a href="store.html"></a></td>↵
54.                         <td><a href="http://www.gamedev.net/index"
target="_blank"></a></td>↵
55.                     </tr>↵
56.                     <tr>↵
57.                         <td>C++ Tutorial</td>↵
58.                         <td>Asset Store</td>↵
59.                         <td>Community Forums</td>↵
60.                     </tr>↵
61.                 </table>↵
62.                 <p>Want to see something new being added? Feel free
to email us at <a
href="mailto:feedback@unrealmaker.com">feedback@unrealmaker.com</a>
.</p>↵
63.             </div>↵
64.         </div>↵
65.         <div id="footer">↵
66.             <footer>↵
67.                 <p><a href="#top">[Back To Top]</a> |
Copyright 2016, UnrealMaker | <a href="#contactUs">[Contact Us]</a>
</p>↵
68.             </footer>↵
69.         </div>↵
70.     </div>↵
71.     ↵
72.     <div class="remodal" data-remodal-id="contactUs">↵
73.         <button data-remodal-action="close" class="remodal-
close"></button>↵
74.         <h1>Contact Us</h1>↵
75.         <p>Contact us for whatever reason you can think of!
Ranging from pricing to dinners!</p>↵
76.         <form name="contact"
action="mailto:general@unrealmaker.com" onSubmit="return
validateForm()" id="contactForm">↵
77.             <input type="text" name="name" placeholder="Name"
class="inputText" required><br><br>↵
78.             <input type="email" name="email" placeholder="Email"
class="inputText" required><br><br>↵
79.             <textarea name="text" form="contactForm"
placeholder="Your text here." required></textarea>↵
80.             <input type="submit" value="Submit"
class="submit">↵
81.         </form>↵
82.     </div>↵

```

```
83. </body>↵  
84. </html>
```

Used the HTML parser.

Total execution time 14 milliseconds.

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