

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>FAQs | UnrealMaker</title>
<meta name="description" content="UnrealMaker, clearing our customers doubts is our top
priority.">
<meta name="keywords" content="UnrealMaker, game engine, free to use, game development,
software, questions">
<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** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)

[From line 43, column 40; to line 43, column 43](#)

```
ccordion"><h1>What i
```

Content model for element `button`:

[Phrasing content](#), but there must be no [interactive content](#) descendant.

2. **Error** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)

[From line 47, column 43; to line 47, column 46](#)

```
ccordion"><h1>How mu
```

Content model for element `button`:

[Phrasing content](#), but there must be no [interactive content](#) descendant.

3. **Error** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)
[From line 51, column 43; to line 51, column 46](#)
`ccordion"><h1>What 's`
Content model for element `button`:
[Phrasing content](#), but there must be no [interactive content](#) descendant.
4. **Error** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)
[From line 55, column 43; to line 55, column 46](#)
`ccordion"><h1>Who cr`
Content model for element `button`:
[Phrasing content](#), but there must be no [interactive content](#) descendant.
5. **Error** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)
[From line 59, column 43; to line 59, column 46](#)
`ccordion"><h1>How ca`
Content model for element `button`:
[Phrasing content](#), but there must be no [interactive content](#) descendant.
6. **Error** Element `h1` not allowed as child of element `button` in this context. (Suppressing further errors from this subtree.)
[From line 63, column 43; to line 63, column 46](#)
`ccordion"><h1>Where`
Content model for element `button`:
[Phrasing content](#), but there must be no [interactive content](#) descendant.
7. **Error** The `frameborder` attribute on the `iframe` element is obsolete. [Use CSS instead.](#)
[From line 66, column 17; to line 66, column 365](#)
`<iframe src="https://www.google.com/maps/embed?pb=!1m18!1m12!1m3!1d3988.6645215384683!2d103.85445721...sen!2ssg!4v1463570289864" width="600" height="450" frameborder="0"`

Document checking completed.

Source

```

1. <!doctype html>↵
2. <html>↵
3. <head>↵
4. <meta charset="utf-8">↵
5. <title>FAQs | UnrealMaker</title>↵
6. <meta name="description" content="UnrealMaker, clearing our
customers doubts is our top priority.">↵
7. <meta name="keywords" content="UnrealMaker, game engine, free to
use, game development, software, questions">↵
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. <link rel="stylesheet" href="css/accordion.css">↵
15. </head>↵
16. ↵
17. <body>↵
18.     <div id="top"></div>↵
19.     <div id="container">↵
20.         <div id="header">↵
21.             <div id="logo">↵
22.                 ↵
23.             </div>↵
24.             <div id="navigation">↵
25.                 <nav>↵
26.                     <ul>↵
27.                         <!-- Due to float:right, the navigation
need to be ordered in this new order -->↵
28.                         <li><a href="faqs.html" class="active">FAQs</a>
</li>↵
29.                         <li><a href="store.html">Asset Store</a></li>↵
30.                         <li><a href="pricing.html">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>FAQs</mark></h1>↵
39.             <h2><mark>Clearing our customers doubts is
our top priority</mark></h2>↵
40.         </div>↵
41.         <div id="content">↵
42.             <div id="content-padding">↵
43.                 <button class="accordion"><b>What is UnrealMaker?
</b></h1></button>↵
44.                 <div class="panel">↵
45.                     <p>As explained at the <a
href="index.html">Homepage</a>, UnrealMaker is a new modern game
engine created by developers for developers. Come with a lot of
features that only next-generation engine have.</p>↵
46.                 </div>↵
47.                 <button class="accordion"><b>How much does it
cost?</b></h1></button>↵
48.                 <div class="panel">↵
49.                     <p>Starting price is as low as zero. For more
information, you can check the <a href="pricing.html">pricing
page</a>.</p>↵
50.                 </div>↵
51.                 <button class="accordion"><b>What's UnrealMaker
TeamCloud?</b></h1></button>↵
52.                 <div class="panel">↵
53.                     <p>UnrealMaker TeamCloud is a cloud based
application that allow UnrealMaker developers to collaborate
together to create bigger and better gamees quickly.</p>↵
54.                 </div>↵
55.                 <button class="accordion"><b>Who created
UnrealMaker?</b></h1></button>↵

```

```

56.         <div class="panel">↵
57.         <p>UnrealMaker is founded by Larry Stone and Sergey
Burn in 2000 as a mini school project. Its quickly become a big
project used to create small indie games and more recently AAA
games. The company now has more than 100 strong developers
maintaining the UnrealMaker and TeamCloud softwares.</p>↵
58.         </div>↵
59.         <button class="accordion"><h1>How can I contact
UnrealMaker?</h1></button>↵
60.         <div class="panel">↵
61.         <p>You can contact us at <a
href="mailto:general@unrealmaker.com">general@unrealmaker.com</a>.
You can also contact us via +65 6456 6654.</p>↵
62.         </div>↵
63.         <button class="accordion"><h1>Where can I find
UnrealMaker?</h1></button>↵
64.         <div class="panel">↵
65.         <p>UnrealMaker headquarter is located in Ang Mo Kio
Singapore, inside ITE College Central.</p>↵
66.         <iframe src="https://www.google.com/maps/embed?
pb=!1m18!1m12!1m3!1d3988.6645215384683!2d103.85445721475402!3d1.377
9598989950155!2m3!1f0!2f0!3f0!3m2!1i1024!2i768!4f13.1!3m3!1s0x3
1da16e84c362445%3A0x5c37585cc46eb695!2sITE+College+Central!5e0!3m2!
1sen!2ssq!4v1463570289864" width="600" height="450" frameborder="0"
style="border:0" allowfullscreen></iframe>↵
67.         </div>↵
68.     </div>↵
69. </div>↵
70. <div id="footer">↵
71. <footer>↵
72.         <p><a href="#top">[Back To Top]</a> |
Copyright 2016, UnrealMaker | <a href="#contactUs">[Contact Us]</a>
</p>↵
73.     </footer>↵
74. </div>↵
75. </div>↵
76. ↵
77. <script>↵
78.     var acc = document.getElementsByClassName("accordion");↵
79.     var i;↵
80.     ↵
81.     for (i = 0; i < acc.length; i++) {↵
82.         acc[i].onclick = function() {↵
83.             this.classList.toggle("active");↵
84.             this.nextElementSibling.classList.toggle("show");↵
85.         }↵
86.     }↵
87. </script>↵
88. ↵
89.     <div class="remodal" data-remodal-id="contactUs">↵
90.         <button data-remodal-action="close" class="remodal-
close"></button>↵
91.         <h1>Contact Us</h1>↵
92.         <p>Contact us for whatever reason you can think of!
Ranging from pricing to dinners!</p>↵
93.         <form name="contact"
action="mailto:general@unrealmaker.com" onSubmit="return
validateForm()" id="contactForm">↵
94.             <input type="text" name="name" placeholder="Name"
class="inputText" required><br><br>↵
95.             <input type="email" name="email" placeholder="Email"
class="inputText" required><br><br>↵
96.             <textarea name="text" form="contactForm"
placeholder="Your text here." required></textarea>↵
97.             <input type="submit" value="Submit"
class="submit">↵
98.         </form>↵
99.     </div>↵
100. </body>↵
101. </html>

```

Used the HTML parser.

Total execution time 13 milliseconds.

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