

WML - ELEMENTS

http://www.tutorialspoint.com/wml/wml_elements.htm

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WML is defined by a set of *elements* that specify all markup and structural information for a WML deck. Elements are identified by tags, which are each enclosed in a pair of angle brackets.

Unlike HTML, WML strictly adheres to the XML hierarchical structure, and thus, elements must contain a start tag; any content such as text and/or other elements; and an end tag. Elements have one of the following two structures:

- **<tag> content </tag>** : This form is identical to HTML.
- **<tag />**: This is used when an element cannot contain visible content or is empty, such as a line break. WML document's prolog part does not have any element which has closing element.

Following table lists the majority of valid elements. A complete detail of all these elements is given in [WML Tags Reference](#).

Deck & Card Elements

WML Elements	Purpose
<!-->	Defines a WML comment
<wml>	Defines a WML deck <i>WMLroot</i>
<head>	Defines head information
<meta>	Defines meta information
<card>	Defines a card in a deck
<access>	Defines information about the access control of a deck
<template>	Defines a code template for all the cards in a deck

Text Elements

WML Elements	Purpose
 	Defines a line break
<p>	Defines a paragraph
<table>	Defines a table
<td>	Defines a table cell <i>tabledata</i>
<tr>	Defines a table row
<pre>	Defines preformatted text

Text Formatting Tags

WML Elements	Purpose
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	Defines bold text
<big>	Defines big text
	Defines emphasized text
<i>	Defines italic text
<small>	Defines small text
	Defines strong text
<u>	Defines underlined text

Image Elements

WML Elements	Purpose
	Defines an image

Anchor Elements

WML Elements	Purpose
<a>	Defines an anchor
<anchor>	Defines an anchor

Event Elements

WML Elements	Purpose
<do>	Defines a do event handler
<onevent>	Defines an onevent event handler
<postfield>	Defines a postfield event handler
<ontimer>	Defines an ontimer event handler
<onenterforward>	Defines an onenterforward handler
<onenterbackward>	Defines an onenterbackward handler
<onpick>	Defines an onpick event handler

Task Elements

WML Elements	Purpose
<go>	Represents the action of switching to a new card
<noop>	Says that nothing should be done
<prev>	Represents the action of going back to the previous card

<refresh> Refreshes some specified card variables.

Input Elements

WML Elements	Purpose
<input>	Defines an input field
<select>	Defines a select group
<option>	Defines an option in a selectable list
<fieldset>	Defines a set of input fields
<optgroup>	Defines an option group in a selectable list

Variable Elements

WML Elements	Purpose
<setvar>	Defines and sets a variable
<timer>	Defines a timer

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