

# RSD Save Options

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Content: Save options for the RSD Configuration file.

Applies to: Mozile 0.6.22b+

## Values

The values are not case sensitive unless specified.

Settings with **values in dark blue** can only have a single value.

Example: <setting name="saveContent">page</setting>

Settings with **values in red** can have one or more values as a comma separated list.

Example:

<setting name="saveEntities">html40Latin1,html40Symbols,html40Special,mathML20</setting>

Settings with values in normal black text means you have to insert appropriate text. Make sure you get this correct because Mozile has no way of guessing what the correct value should be if you specify an incorrect url, character set, etc.

If you don't specify a setting a default value is used. The default value may depend upon the **Content-type** of the document. (This is indicated by **green** text.) For a document requested from a server this is usually the Content-type specified in the HTTP headers. XML documents can also specify the encoding in the XML declaration. HTML and XHTML files might also specify the encoding via a meta tag, although this will usually be ignored because the HTTP header typically has a higher precedence. If you are editing a file from a local disk the extension of the file may influence how your file is handled. Look at the Mozile Page Info (from the "Mozile" drop down menu) to see the Content-type and encodings to check that the values are what you think they should be.

HTML files have a Content-type of "text/html".

XHTML files have a Content-type of "application/xhtml+xml".

## Example Settings for a simple XHTML document using a Latin charset.

```
<setting name="saveCharset">document </setting>
<setting name="saveEntities">html40Latin1,html40Symbols,html40Special</setting>
<setting name="saveConversion">entityBeforeCharset,ignoreIgnorables,decimalNCR </setting>
<setting name="saveHTMLCompatibility">xhtml</setting>
```

This will save with the charset specified in the HTTP Content-type header for the document (e.g. ISO-8859-1). The standard HTML 4 character entities (such as &pound;) are generated. The charset conversion then takes place. Any characters not in the target charset are replaced by a decimal numeric character reference. By setting the HTML compatibility to "xhtml" empty tags such as the break tag have a space inserted before the closing slash. i.e. <br />

RSD Setting	Include	Default	Values	
<a href="#">mes</a>	optional	XHTML	url	Url of MES.
<a href="#">tagCSS</a>	optional	XHTML	url	Url of CSS file for tag view mode.
<a href="#">pasteMode</a>	optional	text	text	Cut/Paste mode. (xml/xhtml/html modes incomplete.)
<a href="#">saveMethod</a>	required	display	<a href="#">display</a>	Save to dialog.
			<a href="#">local</a>	Save to local file.
			<a href="#">post</a>	Save via HTTP POST.
			<a href="#">webdav</a>	Save via Webdav.
<a href="#">saveContent</a>	required	page	<a href="#">page</a>	Save whole page.
			<a href="#">current</a>	Save current editable area.
			<a href="#">current-ns</a>	Save current editable area with XML namespaces.
<a href="#">httpSavePath</a>	optional	none	save path	HTTP POST save path. Can be a relative or absolute url.
<a href="#">savePresetDisallow</a>	optional	none	<a href="#">all</a>	All presets are disabled.
			<a href="#">user</a>	The user presets are disabled.
<a href="#">saveMethodDisallow</a>	optional	none	<a href="#">display</a>	Disable save to dialog.
			<a href="#">local</a>	Disable save to local file.
			<a href="#">post</a>	Disable save via HTTP POST.
			<a href="#">webdav</a>	Disable save via Webdav.
<a href="#">saveContentDisallow</a>	optional	none	<a href="#">page</a>	Disable save of whole page.
			<a href="#">current</a>	Disable save of current editable area.
			<a href="#">current-ns</a>	Disable save of current editable area with namespaces.
<a href="#">httpSavePathModify</a>	optional	true	<a href="#">true</a>	HTTP POST save path can be modified.
			<a href="#">false</a>	HTTP POST save path can not be modified.

RSD Setting	Include	Default	Values	
saveHTMLCompatibility	optional	XML/XHTML : xml HTML : xhtml		Option to save in HTML compatible format.
			xml	Save in standard XML format.
			xhtml	Save in XHTML Compatible format. Add a trailing space to empty tags. e.g convert   to  
			html (RESERVED)	Reserved for future expansion if anyone wants a strict HTML save format. (No trailing slash in empty tags, etc.)
saveHTMLCase	optional	HTML : lower XML/XHTML : N/A		Determines the case of tags during the save for text/html documents only.
			lower	All tags are converted to lower case.
			upper	All tags are converted to upper case.
saveCharset	optional	X/HTML : document Other : UTF-8	document	Save using the charset specified with the document.
			charset name	Save using the named charset.
saveEntities	optional	X/HTML: html40latin1, html40symbols, html40special  XML: none		Specify which characters should be converted to entities. Refer to the section on character entities in the W3C HTML and MathML specifications for further details of character entities.  Note that the following characters are <b>always</b> converted to entities: & to &amp; ; < to &lt; ; and > to &gt;
			none	Don't convert any characters to entities.
			html40latin1	Convert Latin1 chars. (&#xA0; to &#xFF;)
			html40symbols	Convert W3C Greek, General Punctuation, Letterlike Symbols, Arrows, Mathematical Operators, Miscellaneous Technical characters.
			html40special	Convert General Punctuation characters.
			mathml20	Convert Mathematical Markup Language 2.0 entities.
			transliterate	Convert certain extended chars into Ascii equivalents. (e.g. Capital A with a circumflex accent to A^). Warning: you could end up with some '<' and '>' characters in the middle of your xhtml.

RSD Setting	Include	Default	Values	
saveConversion	optional	X/HTML: entitybeforecharset, ignoreignorables, decimalncr  XML: none		Specify details for the charset and entity conversion.  You can only include one option from each group.
		A	none	Don't create entities.
			entitybeforecharset	Create entities before converting to the save charset.
			entitiyaftercharset	Convert to the save charset, then create entities.
		B	nofallback	Ignore unknown characters that don't have text entity equivalents.
			questionmark	Replace unknown chars with a question mark.
			escapedunicode	Replace unknown chars with a string representing the Unicode hexadecimal value. E.g. \u03a9
			decimalncr	Replace unknown chars with a decimal numeric character reference. E.g. &#937;
			hexncr	Replace unknown chars with hexadecimal numeric character reference. E.g. &#x3a9;
		C	charsetfallback	(?) If there is an invalid character, try and guess what the correct charset is and use this instead of the specified charset. (I think) UNTESTED
		D	ignoreignorables	(?) Ignore default ignorable code points. (I think this means Unicode characters above U010000.) UNTESTED