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1#ctx_contents

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#3 \$4 +5K6 **Designing a Viewer Application**

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3#ctx_chap_2

4\$How Is a Viewer Application Created?

5+main:010

6K0:Create;Application;Chapter 2

#7 \$8 +9K10**Introduction**

This is the introduction to Chapter 2, How Is a Viewer Application Created?

7#ctx_2_intro
8\$Introduction
9+chap2:010
10K0:Introduction;Chapter 2

#11 \$12 +13K14**How Should I Design the Application?**

This section explains characteristics that must be considered in the design of a Viewer application.

11#ctx_2_design

12\$How Should I Design the Application?

13+chap2:020

14K0:Design;characteristics;Chapter 2

^{#15} ^{\$16} ⁺¹⁷ ^{K18} **Viewer's Files**

This section describes the files used by Viewer, the file formats that are supported, and other information related to Viewer files and disk usage.

The formats supported include RTF text files, BMP and WMF picture files, WAV and MID sound files, and AVI movie files.

¹⁵[#]ctx_2_files

¹⁶^{\$}What Files Can Be Used?

¹⁷⁺chap2:030

¹⁸^K0:Files;AVI;BMP;WMF;WAV;MID;Chapter 2

^{#19} This refers to the Windows Meta File format. It contains instructions to draw lines and circles, rather than the contents of the resulting pixels. WMFs are very small files that display with high precision at all resolutions.

^{#20} ^{\$21} ⁺²² ^{K23} **What Are the Authoring Tools?**

This section describes the primary programs used to create a Viewer application.

²⁰[#]ctx_2_authoring

²¹^{\$}What Are the Authoring Tools?

²²⁺chap2:040

²³^K0:Authoring;Tools;Chapter 2

^{#24} ^{\$25} ⁺²⁶ ^{K27} **What Are the Support Tools?**

This section describes the utilities and other support programs included with Viewer.

²⁴[#]ctx_2_support

²⁵^{\$}What Are the Support Tools?

²⁶⁺chap2:050

²⁷^K0:Support;Tools;utilities;Chapter 2

#28 \$29 +30K31**Creating a Simple Application**

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28#ctx_chap_3

29\$Create a Simple Application

30+main:020

31K0:Create;Simple;Chapter 3

#32 \$33 +34K35**Introduction**

This is the introduction to Chapter 3, Create a Simple Application.

#36 \$37 +38K39**Start a New Project**

This section demonstrates how to begin a new project by creating the necessary directory structure and files.

#40 \$41 +42K43**Create a Contents Topic**

This section demonstrates how to create your table of contents topic.

#44 \$45 +46K47**Create Additional Topics**

This section demonstrates how to create additional topics and submenus.

44#ctx_3_addl
45\$Create Additional Topics
46+chap3:040
47K0:Additional;Topics;Chapter 3

#48 \$49 +50K51**Create a Popup Topic**

This section demonstrates how to create a hot spot and topic that produce a popup window.

48#ctx_3_popup
49\$Create a Popup Topic
50+chap3:050
51K0:Create;Popup;Topic;Chapter 3

#52 \$53 +54K55**Create Searchable Keywords**

This section demonstrates how to define keywords in your application that can be used to locate information.

52#ctx_3_keywords
53\$Create Searchable Keywords
54+chap3:060
55K0:Create;Searchable;Keywords;Chapter 3

#56 \$57 +58K59**Keep the Table of Contents Visible**

This section demonstrates how to define an additional pane in the Viewer window, and how to display the table of contents in that pane while the user browses through different topics.

56[#]ctx_3_visible

57^{\$}Keep the Table of Contents Visible

58⁺chap3:070

59^K0:Table of Contents;Visible;Pane;Chapter 3

#60 \$61 +62K63**Tips and Tricks**

This section lists various suggestions for creating Viewer applications, and warnings of common problems.

60#ctx_3_tips
61\$Tips and Tricks
62+chap3:080
63K0:Tips and Tricks;Chapter 3