

#1 !2

1#ctx\_contents  
2!PaneID(`chap3.mvb>main', `ctx\_contents\_2>contents', 0)

#<sub>3</sub> \$<sub>4</sub> **Contents**

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## #5 \$6 +7K8 **Designing a Viewer Application**

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5#ctx\_chap\_2

6\$How Is a Viewer Application Created?

7+main:010

8K0:Create;Application;Chapter 2

## #9 \$10 +11K12 **Introduction**

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

9#ctx\_2\_intro  
10\$Introduction  
11+chap2:010  
12K0:Introduction;Chapter 2

## #13 \$14 +15K16**How Should I Design the Application?**

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

13#ctx\_2\_design

14\$How Should I Design the Application?

15+chap2:020

16K0:Design;characteristics;Chapter 2

## <sup>#17</sup> <sup>\$18</sup> <sup>+19</sup> <sup>K20</sup> **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.

<sup>17</sup><sup>#</sup>ctx\_2\_files

<sup>18</sup><sup>\$</sup>What Files Can Be Used?

<sup>19</sup><sup>+</sup>chap2:030

<sup>20</sup><sup>K</sup>0:Files;AVI;BMP;WMF;WAV;MID;Chapter 2

<sup>#21</sup> 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.

## <sup>#22</sup> <sup>\$23</sup> <sup>+24</sup> <sup>K25</sup> **What Are the Authoring Tools?**

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

<sup>22</sup><sup>#</sup>ctx\_2\_authoring

<sup>23</sup><sup>\$</sup>What Are the Authoring Tools?

<sup>24</sup><sup>+</sup>chap2:040

<sup>25</sup><sup>K</sup>0:Authoring;Tools;Chapter 2



## <sup>#26</sup> <sup>\$27</sup> <sup>+28</sup> <sup>K29</sup> **What Are the Support Tools?**

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

<sup>26</sup><sup>#</sup>ctx\_2\_support

<sup>27</sup><sup>\$</sup>What Are the Support Tools?

<sup>28</sup><sup>+</sup>chap2:050

<sup>29</sup><sup>K</sup>0:Support;Tools;utilities;Chapter 2

## #30 \$31 +32K33**Creating a Simple Application**

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30#ctx\_chap\_3

31\$Create a Simple Application

32+main:020

33K0:Create;Simple;Chapter 3

#34 \$35 +36K37**Introduction**

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

## #38 §39 +40K41Start a New Project

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

38#ctx\_3\_project  
39§Start a New Project  
40+chap3:020  
41K0:Start;Project;Chapter 3

## #42 \$43 +44K45**Create a Contents Topic**

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

42#ctx\_3\_contents  
43\$Create a Contents Topic  
44+chap3:030  
45K0:Contents;Chapter 3

## #46 \$47 +48 K49 **Create Additional Topics**

This section demonstrates how to create additional topics and submenus.

46#ctx\_3\_addl  
47\$Create Additional Topics  
48+chap3:040  
49K0:Additional;Topics;Chapter 3

## #50 \$51 +52K53**Create a Popup Topic**

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

50#ctx\_3\_popup  
51\$Create a Popup Topic  
52+chap3:050  
53K0:Create;Popup;Topic;Chapter 3

## #54 \$55 +56**Create Searchable Keywords**

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

54#ctx\_3\_keywords

55\$Create Searchable Keywords

56+chap3:060

57K0:Create;Searchable;Keywords;Chapter 3



## #58 \$59 +60K61 **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.

58#ctx\_3\_visible

59\$Keep the Table of Contents Visible

60+chap3:070

61K0:Table of Contents;Visible;Pane;Chapter 3

## #62 \$63 +64K65**Tips and Tricks**

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

62#ctx\_3\_tips  
63\$Tips and Tricks  
64+chap3:080  
65K0:Tips and Tricks;Chapter 3