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1#ctx\_contents

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## #3 S4 +3 **Designing a Viewer Application**

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3#ctx\_chap\_2

4\$How Is a Viewer Application Created?

5+main:010

## #6 \$7 +8 **Introduction**

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

6#ctx\_2\_intro  
7\$Introduction  
8+chap2:010

## #9 \$10 +11 **How Should I Design the Application?**

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

9#ctx\_2\_design

10\$How Should I Design the Application?

11+chap2:020

## #12 §13 +14 **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.

12#ctx\_2\_files

13§What Files Can Be Used?

14+chap2:030

#<sup>15</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.

## #16 §17 +18 **What Are the Authoring Tools?**

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

16#ctx\_2\_authoring

17§What Are the Authoring Tools?

18+chap2:040

#19 §20 +21 **What Are the Support Tools?**

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

19#ctx\_2\_support

20\$What Are the Support Tools?

21+chap2:050

#22 §23 +24 **Creating a Simple Application**

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22#ctx\_chap\_3

23§Create a Simple Application

24+main:020

#25 \$26 +27 **Introduction**

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

## #28 §29 +30 **Start a New Project**

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

28#ctx\_3\_project  
29#Start a New Project  
30+chap3:020

## #31 §32 +33 **Create a Contents Topic**

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

31#ctx\_3\_contents

32§Create a Contents Topic

33+chap3:030

## #34 §35 +36 **Create Additional Topics**

This section demonstrates how to create additional topics and submenus.

34#ctx\_3\_addl

35§Create Additional Topics

36+chap3:040

## #37 §38 +39 **Create a Popup Topic**

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

37#ctx\_3\_popup  
38§Create a Popup Topic  
39+chap3:050

## #40 §41 +42 **Create Searchable Keywords**

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

40#ctx\_3\_keywords

41\$Create Searchable Keywords

42+chap3:060

## #43 §44 +45 **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.

43#ctx\_3\_visible

44§Keep the Table of Contents Visible

45+ chap3:070

## #46 §47 +48 **Tips and Tricks**

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