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

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3#ctx\_chap\_2

4\$How Is a Viewer Application Created?

5+main:010

6^K0: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 +17K18 **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

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

#<sup>19</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.

## #20 \$21 +22K23 **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

23K0:Authoring;Tools;Chapter 2

## #24 \$25 +26K27 **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

27K0: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.

32#ctx\_3\_intro

33\$Introduction

34+chap3:010

35K0:Introduction;Chapter 3

## #36 §37 +38K39 **Start a New Project**

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

36#ctx\_3\_project

37§Start a New Project

38+chap3:020

39K0:Start;Project;Chapter 3

## #40 S41 +42K43 **Create a Contents Topic**

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

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

## #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

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

## #60 S61 +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