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Introduction

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

How Should I Design the Application?

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

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.

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.

What Are the Authoring Tools?

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

What Are the Support Tools?

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

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Introduction

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

Start a New Project

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

Create a Contents Topic

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

Create Additional Topics

This section demonstrates how to create additional topics and submenus.

Create a Popup Topic

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

Create Searchable Keywords

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

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.

Tips and Tricks

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

