

#1 !2

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

## #3 S4 **Contents**

### Designing a Viewer Application

Introduction

How Should I Design the Application?

Viewer's Files

What Are the Authoring Tools?

What Are the Support Tools?

### Creating a Simple Application

Introduction

Start a New Project

Create a Contents Topic

Create Additional Topics

Create a Popup Topic

Create Searchable Keywords

Keep the Table of Contents Visible

Tips and Tricks

## #s \$6 +7Ks **Designing a Viewer Application**

Introduction

How Should I Design the Application?

Viewer's Files

What Are the Authoring Tools?

What Are the Support Tools?

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

## #17 \$18 +19K20 **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.

17#ctx\_2\_files

18\$What Files Can Be Used?

19+chap2:030

20K0: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.

## #22 §23 +24K25 **What Are the Authoring Tools?**

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

22#ctx\_2\_authoring

23\$What Are the Authoring Tools?

24+chap2:040

25K0:Authoring;Tools;Chapter 2

## #26 \$27 +28K29 **What Are the Support Tools?**

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

26#ctx\_2\_support

27\$What Are the Support Tools?

28+chap2:050

29K0:Support;Tools;utilities;Chapter 2

#30 S31 +32K33 **Creating a Simple Application**

Introduction

Start a New Project

Create a Contents Topic

Create Additional Topics

Create a Popup Topic

Create Searchable Keywords

Keep the Table of Contents Visible

Tips and Tricks

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.

34#ctx\_3\_intro  
35\$Introduction  
36+chap3:010  
37K0:Introduction;Chapter 3

## #38 §39 +40K41 **Start 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 S43 +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 +48K49 **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 +56K57 **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 S63 +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