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#6 The Index contains a list of all Help topics available for the Help Example. For information on how to use Help, press F1 or choose Using Help from the Help menu.

#⁷\$⁸⁺⁹**Edit Menu**

The Edit menu includes commands that enable you to move text to and from the clipboard, to delete text, and to undo a previous editing operation.

For more information, select the Edit menu command name.

C lear	Deletes text without moving it to the clipboard.
C opy	Copies text to the clipboard.
C ut	Deletes text and moves it to the clipboard.
P aste	Moves text from the clipboard to the edit window.
U ndo	Cancels a previous operation.

#¹⁰\$¹¹+¹²File Menu

The File menu includes commands that enable you to open and save files, establish a new workspace, and to print.

For more information, select the File menu command name.

~~Exit~~
~~New~~
~~Open~~
~~Print~~
~~Save~~
~~Save As~~

10# menu_file
11\$ File Menu
12+ commands:020

#¹³\$¹⁴**Glossary**

clipboard

13# glossary
14\$ Glossary

#¹⁵\$¹⁶+¹⁷K¹⁸ Copying Text

This topic explains how to copy text to and from the clipboard. (This topic is associated with the keywords "copy" and "clipboard.")

15# proc_copying_text
16\$ Copying Text
17+ procedures:010
18K copy;clipboard

#¹⁹\$²⁰+²¹K²²**Deleting Text**

This topic explains how to delete text. (This topic is associated with the keywords "delete" and "clipboard.")

19# proc_deleting_text
20\$ Deleting Text
21+ procedures:020
22K delete;clipboard

#²³\$²⁴+²⁵**Exiting**

This topic explains how to exit HelpEx.

23# proc_exiting
24\$ Exiting
25+ procedures: exiting

^{#26}~~#~~^{\$27}⁺²⁸**Edit Clear Command**

This topic explains the Edit menu's Clear command.

26# HELPID_EDIT_CLEAR
27\$ Edit Clear Command
28+ menu_edit:010

^{#29}~~#~~^{\$30}⁺³¹ **Edit Copy Command**

This topic explains the Edit menu's Copy command.

^{#32}^{\$33}⁺³⁴**Edit Cut Command**

This topic explains the Edit menu's Cut command.

32# HELPID_EDIT_CUT
33\$ Edit Cut Command
34+ menu_edit:030

³⁵# ³⁶\$ ³⁷**Edit Paste Command**

This topic explains the Edit menu's Paste command.

³⁸# ³⁹\$ ⁴⁰**Edit Undo Command**

This topic explains the Edit menu's Undo command.

^{#41}^{\$42}⁺⁴³**File Exit Command**

This topic explains the File menu's Exit command.

41# HELPID_FILE_EXIT
42\$ File Exit Command
43+ menu_file:010

⁴⁴#⁴⁵\$⁴⁶+**File New Command**

This topic explains the File menu's New command.

^{#47}^{\$48}⁺⁴⁹**File Open Command**

This topic explains the File menu's Open command.

^{#50}^{\$51}⁺⁵²**File Print Command**

This topic explains the File menu's Print command.

50# HELPID_FILE_PRINT
51\$ File Print Command
52+ menu_file:040

^{#53}^{\$54}⁺⁵⁵ **File Save Command**

This topic explains the File menu's Save command.

^{#56}^{\$57}⁺⁵⁸**File Save As Command**

This topic explains the File menu's Save As command.

#⁵⁹ Context Sensitive Topics

This Help system includes topics that you can call directly from the Helpex sample application. To get context-sensitive help from Helpex, press Shift+F1 and click on any element of the Helpex application window. You can also highlight any Helpex menu command using the keyboard and press F1 to get help on the command. Each topic has a unique context identifier, listed in the [MAP] section of the Help project file:

```
[MAP]
#define HELPID_EDIT_CLEAR    100
#define HELPID_EDIT_COPY    101
#define HELPID_EDIT_CUT     102
#define HELPID_EDIT_PASTE   103
#define HELPID_EDIT_UNDO    104
#define HELPID_FILE_EXIT    200
#define HELPID_FILE_NEW     201
#define HELPID_FILE_OPEN    202
#define HELPID_FILE_PRINT   203
#define HELPID_FILE_SAVE    204
#define HELPID_FILE_SAVE_AS 205
#define HELPID_EDIT_WINDOW  300
#define HELPID_MAXIMIZE_ICON 301
#define HELPID_MINIMIZE_ICON 302
#define HELPID_SYSTEM_MENU  305
#define HELPID_TITLE_BAR    306
#define HELPID_SIZING_BORDER 307
```

#60 \$61 +62 **Edit Window**

The edit window in the sample application really doesn't let you edit anything.

60# HELPID_EDIT_WINDOW

61\$ Edit Window

62+ screen_regions:010

#⁶³\$⁶⁴+⁶⁵**Maximize Icon**

This topic describes the maximize icon.

63# HELPID_MAXIMIZE_ICON
64\$ Maximize Icon
65+ screen_regions:020

#⁶⁶\$⁶⁷+⁶⁸**Minimize Icon**

This topic describes the minimize icon.

66# HELPID_MINIMIZE_ICON
67\$ Minimize Icon
68+ screen_regions:030

^{#69}^{\$70}+⁷¹**Sizing Border**

This topic describes the sizing border that surrounds the application window.

69# HELPID_SIZING_BORDER

70\$ Sizing Border

71+ screen_regions:040

^{#72}^{\$73}⁺⁷⁴**System Menu**

This topic describes the system menu.

72# HELPID_SYSTEM_MENU

73\$ System Menu

74+ screen_regions:060

\$⁷⁵⁷⁶⁷⁷ **Title Bar**

This topic describes the title bar that is used for application and document windows.

75# HELPID_TITLE_BAR
76\$ Title Bar
77+ screen_regions:070

#⁷⁸\$⁷⁹+⁸⁰ Bitmaps by Reference

A bitmap can be placed in a sentence `{bmc max2icon.bmp}`, just like any character. Click on the maximize button bitmap to open a pop-up box with more information.

`{bml winword.bmp}` You can also put bitmaps at the left margin of the Help window. Text will automatically wrap along the right edge of the bitmap.

`{bmr mouse.bmp}` Or the bitmap can be at the right window margin, and text will automatically wrap along its left edge.

78# BITMAPS_REF

79\$ Bitmaps by Reference

80+ bitmap:0005

#⁸¹ The coding for this bitmap is:
text...{bmc codec.bmp}text...

Note: You cannot code bml or bmr bitmaps
as hotspots in this version of Help.

#82\$83+84 Visually Placed Bitmap

The Microsoft logo shown here was pasted from Clipboard into the Help topic file using Word for Windows.

Try clicking on the logo.

82# BITMAP_WINWORD

83\$ Visually Placed Bitmap

84+ bitmap:0010

#85

The Microsoft logo is a registered trademark of Microsoft Corporation.

#86 **Windows System Fonts**

This is Courier 10 point.

This is Helv 10 point.

This is Modern 12 point.

This is Roman 12 point.

This is TMS RMN 12 point.

Note: Although they are available in Windows,
the Script and Symbol fonts do not display
with this version of Help shipped with the 3.0 SDK.

This is Script 12 point.

Τηισ ισ Σψμβολ 12 ποιντ (Symbol font).

#₈₇ +₈₈ **Vowels and Consonants**

Find the vowels and consonants in the word below by clicking on them one at a time.

Microsoft

#89

The letter M is a consonant.

#90

Yes, the letter i is a vowel.

90# LETTER_I

#91

No, the letter c is not a vowel.

#92

R is a consonant.

92# LETTER_R

#93

This letter o is one of two in the word Microsoft.

#94

The letter s is between two vowels in this word.

#95

This o is the second one in Microsoft. Did you find the other one?

#96

No, f is not a vowel.

#97

The trailing t in Microsoft is a consonant.

97# LETTER_T

#98 +99 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc.continue.bmp}

98# REVEAL_ZERO

99+ DESIGN:0005

#100 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc continue.bmp}

{bmc bullet.bmp} **Where it is.**

#₁₀₁ **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc continue.bmp}

{bmc bullet.bmp} Where it is.

{bmc bullet.bmp} How to put it on.

#₁₀₂ **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc done.bmp}

{bmc bullet.bmp} Where it is.

{bmc bullet.bmp} How to put it on.

{bmc bullet.bmp} How to inflate it.

#₁₀₃ Help can be authored with interactive instructional segments:

⁺¹⁰⁴ **Congratulations!**

You have found a topic that has no context-string identifier. It is accessible from a browse sequence only.

Can you think of a reason to author such a topic?

#105 +106 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkboff.bmp}

bold

{bmc chkboff.bmp}

italic

{bmc chkboff.bmp}

underline

{bmc done.bmp}

105# SIM_start

106+ DESIGN:0010

#107 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkboff.bmp}

bold

{bmc chkboff.bmp}

italic

{bmc chkboff.bmp}

underline

{bmc done.bmp}

#108 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

<u>{bmc chkboff.bmp}</u>	bold
<u><i>{bmc chkbon.bmp}</i></u>	italic
<u><i>{bmc chkboff.bmp}</i></u>	underline

{bmc done.bmp}

#109 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkboff.bmp}

bold

{bmc chkboff.bmp}

italic

{bmc chkbon.bmp}

underline

{bmc done.bmp}

#₁₁₀ **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkboff.bmp}

bold

{bmc chkbon.bmp}

italic

{bmc chkbon.bmp}

underline

{bmc done.bmp}

#111 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkbon.bmp}

bold

{bmc chkboff.bmp}

italic

{bmc chkboff.bmp}

underline

{bmc done.bmp}

#₁₁₂ **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkbon.bmp}

bold

{bmc chkbon.bmp}

italic

{bmc chkboff.bmp}

underline

{bmc done.bmp}

#113 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc chkbon.bmp}

bold

{bmc chkboff.bmp}

italic

{bmc chkbon.bmp}

underline

{bmc done.bmp}

#₁₁₄ **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

<u>{bmc chkbon.bmp}</u>	bold
<u><i>{bmc chkbon.bmp}</i></u>	italic
<u><i>{bmc chkbon.bmp}</i></u>	underline

{bmc done.bmp}

K₁₁₅ **Eureka!**

You found a topic that is accessible from a keyword search only. This topic is not linked through hypertext in any way.

You can use this technique to access topics without having to index them and author jumps. You can also access topics like this directly from your application through the use of multiple keyword tables.

¹¹⁵K DOS;

