

## The EditHelp program

The EditHelp program creates hypertext files for use with the Windows help system. It can also create files in HyperText Markup Language (HTML) format.

HTML can be used to represent Hypertext news, mail, online documentation, etc. on the World Wide Web using a standard Internet protocol.

EditHelp can operate in two modes: 'Windows Help' and 'WWW'. This Help file describes how EditHelp behaves in the 'WWW' mode. To change mode, select the File|WWW Mode command.

To view an HTML file created by EditHelp, you will need an HTML Browser such as 'Mosaic'.

An HTML File may contain links and bitmaps. As you develop your HTML File, EditHelp helps you keep track of the status of each topic.

To find out more about using EditHelp to create HTML Files, see the following topics:

Files

Topics

Text Layout

Text Commands

The source file for this help is supplied with this program as

edithelp.edh

See also

Menu Commands

## Topic|Preview

The Preview command shows the Topic as it will be displayed by Windows Help.

To view the topic as it will appear on the World Wide Web, you should use an HTML browser which can display local files.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

## Definition List

A `List=...` command specifies that the following text should be shown as a Definition list:

```
{list=n}
```

where n is a non-zero number. (The value of 'n' is important only if you compile the source to a Windows Help file.)

Each of the following paragraphs is divided into two columns. The first column shows the list item name, while the second shows the item text. The columns are separated by a Tab character.

The List is terminated by:

```
{list=0}
```

For instance:

```
{list=15}{bold}Cut:{bold}<tab>deletes the selected text and places it  
    onto the Clipboard.\n{bold}Copy{bold}<tab>copies the selected text onto the Clipboard. \n{bold}Paste{bold}<tab>pastes a copy of the Clipboard contents at the  
    insertion point or replaces selected text in the current topic.\n{list=0}
```

(where <tab> is a Tab character) is shown as

<b>Cut:</b>	deletes the selected text and places it onto the Clipboard.
<b>Copy</b>	copies the selected text onto the Clipboard.
<b>Paste</b>	pastes a copy of the Clipboard contents at the insertion point or replaces selected text in the current topic.

The List command may only appear at the start of a paragraph. If the item text is forced to wrap, it will be aligned under the item text column.

See also

Bulleted List

## Bulleted List

A List command specifies that the following text should be shown as a bulleted list:

```
{list}
```

The following paragraphs are indented and each is preceded by a bullet. The List is terminated by:

```
{list=0}
```

For instance:

```
{list}{bold}Cut: {bold}deletes the selected text and places it  
    onto the Clipboard.\n{bold}Copy: {bold}copies the selected text onto the Clipboard. \n{bold}Paste: {bold}pastes a copy of the Clipboard contents at the  
    insertion point or replaces selected text in the current topic.\n{list=0}
```

is shown as

- \* **Cut:** deletes the selected text and places it onto the Clipboard.
- \* **Copy:** copies the selected text onto the Clipboard.
- \* **Paste:** pastes a copy of the Clipboard contents at the insertion point or replaces selected text in the current topic.\

where \* is a bullet.

The List command may only appear at the start of a paragraph; it may be indented.

See also

Definition List

## New File Link

A Link command with the format:

```
{link=<num>@<newFile>,<text>}
```

where '<newFile>' is the name of a HTML File, specifies a link to topic number <num> of file <newFile>. ('<text>' is the link-text to be displayed.) The name of the file containing the destination topic is

```
<fil><nnnnn>.htm
```

where <fil> is the first three characters of <newFile> and <nnnnn> is the topic number, <num>, padded with '0' to 5 digits.

The '<newFile>' string should not contain any DOS path information.

If <num> is zero then the link will be made to the file

```
<newFile>.htm
```

in other words, the Contents topic of <newFile>.

For instance:

```
{link=117@edithelp.htm,See also}
```

specifies a link to

```
edi00117.htm
```

And:

```
{link=0@other.htm,Other File}
```

specifies a link to

```
other.htm
```

If you compile a {link=0@<newFile>,...} to a Windows Help file, then a link will be inserted to <newFile>.HLP with the context string set to "index" .

## Edit|Bitmap

The Edit|Bitmap command inserts a Bitmap into the text of the current topic at the current insertion point. You can choose the Bitmap from a list of GIF files.

The bitmap filename should not contain any path information. The bitmap file should be in the same directory as the HTML file.

If you want to be able to compile and display the source as a Windows Help file, then the source file directory should also contain a corresponding .BMP file. When EditHelp compiles the file as a Windows Help file, it will change the '.GIF' extension to '.BMP'.

See also

Edit|Undo

Edit|Cut

Edit|Copy

Edit|Paste

Edit|Delete

## Topic|Goto Unfinished

The Topic|Goto Unfinished command selects the next unfinished topic from the topic list and load it into the Edit window. An unfinished topic is one whose status is 'Incomplete' or Test'.

The Goto Unfinished command can be called with the Ctrl-F6 key.

See also

[Topic|Status](#)

[HelpFile|Status](#)

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Preview](#)

## File|Save As TXT

The File|Save As TXT command saves the current source to a file as plain ASCII text. All formatting and link commands are removed. The text file will have the name:

<filename>.TXT

where <filename> is the name of the current [EditHelp source file](#).

Each topic appears on a separate page; pages are separated by FF (#12) characters.

You can use the text file as the basis of your user manual.

See also

[File|New](#)

[File|Open](#)

[File|Save](#)

[File|Save As](#)

[File|Save As WWW](#)

[File|WWW Mode](#)

[File|Exit](#)



## Text Commands

The source text can contain Commands specifying links, sub-headings and bitmaps to be included in the HTML File.

A Link is specified by the Link Command:

```
{link=<num>,<text>}
```

where <num> is the Topic number of the destination and <text> is the link-text to be displayed.

A Bitmap is specified by the Bitmap Command:

```
{bitmap=<filename>}
```

where <filename> is the name of a GIF file to be displayed.

A sub-heading is specified by the Heading Command:

```
{heading=<text>}
```

where <text> is the text of the sub-heading.

The command name for every text command must appear in lower case. For instance, use 'link' not 'Link'.

Every text command starts with a '{' character. The '{' character may be inserted into the text as

```
{ }
```

See also

Text Layout

Heading command

Line command

List command

Centre command

## Text Layout

The Edit window of the EditHelp program shows the text of the current topic.

The layout of the text affects the layout of the HTML File.

Single newlines are ignored in the text so that the source:

```
Single newlines are
ignored in
the text
```

is displayed by the HTML Browser as:

```
Single newlines are ignored in the text
```

Two or more newlines start a new paragraph, so that:

```
Single newlines
are ignored.
```

```
But two newlines
start a new paragraph.
```

is displayed as:

```
Single newlines are ignored.
```

```
But two newlines start a new paragraph.
```

A '\' character at the end of a line is displayed as a newline, so:

```
Single newlines\
are ignored.
```

is displayed as:

```
Single newlines
are ignored.
```

Trailing blanks on a line are deleted; a single trailing blank is then added.

Lines must have fewer than 255 characters.

Text can be displayed bold or italic.

See also

Text Commands Heading command

Line command

List Command

Centre command

## Edit|Link

A link is specified in the source text by the Link command:

```
{link=<num>,<text>}
```

where <num> is the Topic number of the destination and <text> is the link-text to be displayed.

For instance, the Text Layout topic number is 114 so a link to the Text Layout topic would be specified as

```
{link=114,Text Layout}
```

which would display as

Text Layout

When the user selects the link, the destination topic is displayed.

A bitmap can be used as a button which displays the new topic.

The Edit|Link command inserts a Link into the text of the current topic at the current insertion point. You can choose the link topic from a list of all topics.

A link can specify that a New File should be loaded.

See also

Edit|Undo

Edit|Cut

Edit|Copy

Edit|Paste

Edit|Delete

Edit|Bitmap

Edit|Bitmap Link

## Comments

If first two characters on a line are '//', the line will be ignored. For example

```
// this is a comment
```

## **Tabs**

A Tab character in the EditHelp source file (.EDH) will be translated into a single blank in the HTML File.

If you compile the source into a Windows Help file then Tab characters will be translated into tabs in the Help File.

# Topics

A Windows Help File may contain several Topics. Each topic is a "page" full of information describing a particular subject. Each topic must have a unique 'topic number'.

One of the Topics is designated the 'Contents' Topic. This is usually the first page that the user should read and will contain Links which eventually lead to all the other Topics.

EditHelp extends these concepts to HTML Files. An HTML file can contain only a single topic. The topic with the Contents flag set (if any) will be stored in the file

<filename>.htm

where <filename> is the name of the current EditHelp source file.

The remaining topics will be stored in the files with the name

<fil><nnnnn>.htm

where <fil> is the first three characters of the source file name and <nnnnn> is the topic number padded with '0' to 5 digits. For instance, Topic 117 of the source 'edithelp.edh' will be written as:

edi00117.htm

You can change the topic number by selecting the Topic|Caption command.

See also

file names

Topic|Caption

Contents

## Files

The input to the EditHelp program is a 'source file'. A source file has the extension '.EDH'.

You may examine the source file using any plain ASCII text editor but be careful not to disturb its format.

The HTML file is created as:

```
<directory><filename>.htm
```

where <filename> is the name of the current EditHelp source file and <directory> is the 'HTML File Directory' specified by the [HelpFileDirectories](#) command.

## Caption

Every topic may optionally have a Caption. The HTML Browser will display the caption in larger bold text at the head of the topic screen.

You can change the caption by selecting the Topic|Caption command.



## **File|New**

The File|New command creates a new EditHelp source file with one empty topic.

See also

[File|Open](#)

[File|Save](#)

[File|Save As](#)

[File|Save As TXT](#)

[File|Save As WWW](#)

[File|WWW Mode](#)

[File|Exit](#)

## File|Open

The File|Open command opens an existing EditHelp source file that was created using EditHelp. EditHelp source files have the extension '.EDH'.

The File|Open command displays the File Open dialog box.

See also

File|New

File|Save

File|Save As

File|Save As TXT

File|Save As WWW

File|WWW Mode

File|Exit

## File|Save

The File|Save command saves the current EditHelp source file to a file. EditHelp source files have the extension '.EDH'.

If the current EditHelp source file hasn't been named yet, EditHelp displays the Save File As dialog box.

See also

File|New

File|Open

File|Save As

File|Save As TXT

File|Save As WWW

File|WWW Mode

File|Exit

## File|Save As

The File|Save As command saves the current EditHelp source file to a file. The Save As dialog allows you to choose the name of the file.

EditHelp source files have the extension '.EDH'.

See also

File|New

File|Open

File|Save

File|Save As TXT

File|Save As WWW

File|WWW Mode

File|Exit

## **File|Exit**

The File|Exit command exits from the EditHelp program. If you've made changes to the EditHelp source file, you will be asked if you want to save them.

See also

File|New

File|Open

File|Save

File|Save As

File|Save As TXT

File|Save As WWW

File|WWW Mode

## **Edit|Undo**

The Edit|Undo command undoes your last editing action, including cut and paste actions.

Undo only works with actions performed on the EditHelp source file text in the Edit window.

The Undo command can be called with the Alt+BkSp key.

See also

[Edit|Cut](#)

[Edit|Copy](#)

[Edit|Paste](#)

[Edit|Delete](#)

[Edit|Link](#)

[Edit|Bitmap](#)

## **Edit|Cut**

The Edit|Cut command deletes the selected text from the current topic and places it onto the Clipboard, replacing the previous Clipboard contents.

The Cut command can be called with the Shift+Del key.

See also

[Edit|Undo](#)

[Edit|Copy](#)

[Edit|Paste](#)

[Edit|Delete](#)

[Edit|Link](#)

[Edit|Bitmap](#)

## **Edit|Copy**

The Edit|Copy command copies the selected text from the current topic onto the Clipboard, leaving the original intact and replacing the previous Clipboard contents.

The Copy command can be called with the Ctrl+Ins key.

See also

[Edit|Undo](#)

[Edit|Cut](#)

[Edit|Paste](#)

[Edit|Delete](#)

[Edit|Link](#)

[Edit|Bitmap](#)



## **Edit|Paste**

The Edit|Paste command pastes a copy of the Clipboard contents at the insertion point or replaces selected text in the current topic.

The Paste command can be called with the Shift+Ins key.

See also

[Edit|Undo](#)

[Edit|Cut](#)

[Edit|Copy](#)

[Edit|Delete](#)

[Edit|Link](#)

[Edit|Bitmap](#)

## **Edit|Delete**

The Edit|Delete command deletes the selected text from the current topic, but does not place the text onto the Clipboard.

Use Delete when you want to delete text from the current topic but you have text on the Clipboard that you want to keep.

The Delete command can be called with the Del key.

See also

[Edit|Undo](#)

[Edit|Cut](#)

[Edit|Copy](#)

[Edit|Paste](#)

[Edit|Link](#)

[Edit|Bitmap](#)

## Search|Find

The Search|Find command searches for characters or words in the text of the current topic. You can match uppercase and lowercase letters or ignore case.

If you select the 'All Topics' button then the search will start with the first topic in the topic list and will be extended to all the topics in the list.

See also

[Search|Replace](#)

[Search|Replace with Link](#)

[Search|Next](#)

## Search|Replace

The Search|Replace command searches for and changes text in the current topic. During the search, you can match uppercase and lowercase letters or ignore case.

If the 'all occurrences' box is checked then all the occurrences of the search string will be replaced in the current topic.

If you select the 'All Topics' button then the search will start with the first topic in the topic list and will be extended to all the topics in the list. If the 'all occurrences' box is checked then all the occurrences of the search string will be replaced in all topics. If the 'all occurrences' box is not checked then only the first occurrence to be found will be replaced.

See also

[Search|Find](#)

[Search|Replace with Link](#)

[Search|Next](#)

## Search|Next

The Search|Next command repeats the last search or replace operation without opening the Find dialog box.

The Next command can be called with the F3 key.

See also

[Search|Find](#)

[Search|Replace](#)

[Search|Replace with Link](#)

## Topic|Next topic

The Topic|Next Topic command displays the next topic in the topic list in the Edit window.

The Next topic command can be called with the F6 key.

See also

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)

## Topic|Prev topic

The Topic|Prev Topic command displays the previous topic in the topic list in the Edit window.

The Prev topic command can be called with the Shift-F6 key.

See also

[Topic|Next topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)

## Topic|New topic

The Topic|New Topic command creates a new topic. Each topic should have a unique topic number.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)



## Topic|Goto

The Topic|Goto command allows you to select a new topic from the topic list and load it into the Edit window.

You may select the topic by topic number or caption.

See also

Topic|Next topic

Topic|Prev topic

Topic|Back

Topic|New topic

Topic|Goto Unfinished

Topic|Delete

Topic|Caption

Topic|Contents

Topic|Status

Topic|Preview

## Topic|Delete

The Topic|Delete command deletes the current topic from the EditHelp source file.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)

## Topic|Caption

The Topic|Caption command changes the topic number and caption of the current topic.

You can also call the Topic|Caption command by clicking on the caption area of the main window.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)

## Topic|Contents

The Topic|Contents command toggles whether the current topic is the Contents topic.

Only one topic can have the Contents switch set to True. If you toggle the Contents command, all the other topics will have their Contents switch set to False.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Status](#)

[Topic|Preview](#)

## Topic|Status

The Topic|Status command cycles through the status values for the current topic. The status value can be one of:

- Incomplete
- Test
- Finished

The Status value has no effect on the operation of EditHelp but allows you to keep track of which parts of the source have been completed.

You can also call the Topic|Status command by clicking on the status area of the main window.

See also

[HelpFile|Status](#)

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|Back](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Preview](#)

## HelpFile|Directories

The HelpFile|Directories command allows you to specify the directory into which the HTML (.HTM) File will be copied.

The EditHelp source file is always in the current directory but the HTML File may be placed in any directory.

See also

HelpFile|Status

## HelpFile|Status

The HelpFile|Status command displays the Project Status dialog. This shows the Topic number, Caption and Status of each topic.

The Project Status dialog helps you keep track of how far you've got in developing your HTML File.

You may add a short note to each topic to remind you what to do next.

See also

Topic|Goto Unfinished

Topic|Status

HelpFile|Directories

# Menu Commands

The following menu commands are available:

## File



New  
Open  
Save  
Save As  
Save As TXT  
Save As WWW  
Exit

## Edit



Undo  
Cut  
Copy  
Paste  
Delete



Link  
Bitmap  
Bitmap Link

## Search

Find  
Replace  
Replace with Link  
Next

## Layout



Heading  
List  
Line  
Centre

## Text

Bold  
Italic

## Topic

Next topic  
Prev topic  
Back  
New topic



Goto  
Goto Unfinished  
Delete  
Caption  
Contents  
Status





Preview

## **HelpFile**

Directories

Status

## Bitmaps

A Bitmap is specified by the Bitmap command:

```
{bitmap=<filename>}
```

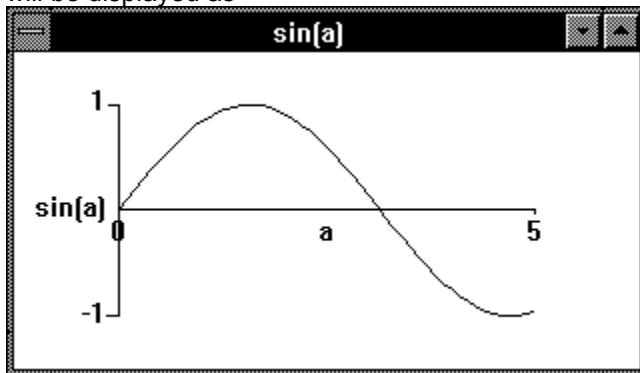
where <filename> is the name of a GIF file to be displayed.

The bitmap should be a .GIF file in the same directory as the HTML file. The <filename> should not contain any DOS path information.

For instance, the following command:

```
{bitmap=sample.gif}
```

will be displayed as



The HTML Browser will display coloured bitmaps but you may find it best to use monochrome bitmaps. They are smaller and can be displayed on any hardware.

If you want to be able to compile and display the source as a Windows Help file, then the Help source file directory should also contain a corresponding .BMP file. When EditHelp compiles the file as a Windows Help file, it will change the '.GIF' extension to '.BMP'.

See also

Text Commands

Edit|Bitmap

## Topic|Back

The Topic|Back command re-displays the last topic to be shown.

The Topic|Back command can be called with the Ctrl-B key.

See also

[Topic|Next topic](#)

[Topic|Prev topic](#)

[Topic|New topic](#)

[Topic|Goto](#)

[Topic|Goto Unfinished](#)

[Topic|Delete](#)

[Topic|Caption](#)

[Topic|Contents](#)

[Topic|Status](#)

[Topic|Preview](#)

## Search|Replace with Link

The Search|Replace with Link command searches for and changes text in into a [Link](#).

The Replace with Link command will not replace text which is inside a {link=...} or any other [command](#). Nor will it replace text which is in the same [topic](#) as the destination of the link.

During the search, you can match uppercase and lowercase letters or ignore case.

If the 'all occurrences' box is checked then all the occurrences of the search string will be replaced in the current topic.

If you select the 'All Topics' button then the search will start with the first topic in the topic list and will be extended to all the topics in the list. If the 'all occurrences' box is checked then all the occurrences of the search string will be replaced in all topics. If the 'all occurrences' box is not checked then only the first occurrence to be found will be replaced.

See also

[Search|Find](#)

[Search|Replace](#)

[Search|Next](#)

## Text|Bold

The Text|Bold command sets whether subsequent text will be displayed bold or normal width.

`{bold}`

The `{bold}` command toggles between bold and normal width characters. For instance:

Ordinary text and `{bold}`bold text and back to `{bold}`ordinary text

is displayed as:

Ordinary text and **bold text and back to** ordinary text

Every paragraph starts with the text normal width.

See also

[Text|Italic Command](#)

## Text|Italic

The Text|Italic command sets whether subsequent text will be displayed italic or normal.

`{italic}`

The `{italic}` command toggles between italic and normal characters. For instance:

Ordinary text and `{italic}`italic text and back to `{italic}`ordinary text

is displayed as:

Ordinary text and *italic text and back to* ordinary text

Every paragraph starts with the text normal (not italic).

See also

[Text|Bold Command](#)

## Edit|Bitmap Link

A bitmap link is specified in the source text by the Link command:

```
{link=<num>,bmp=<filename>}
```

where <num> is the Topic number of the destination and <filename> is a file containing the bitmap to be displayed.

For instance, the Edit|Link topic is 2207 so a bitmap-link to that topic could be specified as

```
{link=2207,bmp=sample1.gif}
```

which would display as



When the user selects the bitmap, the destination topic is displayed.

As in this example:  a bitmap-link can also appear in the middle of text.

The bitmap filename should not contain any path information. The bitmap file should be in the same directory as the HTML file.

If you want to be able to compile and display the source as a Windows Help file, then the EDH source file directory should also contain a corresponding .BMP file. When EditHelp compiles the file as a Windows Help file, it will change the '.GIF' extension to '.BMP'.

A link can specify that a New File should be loaded.

See also

[Edit|Undo](#)

[Edit|Cut](#)

[Edit|Copy](#)

[Edit|Paste](#)

[Edit|Delete](#)

[Edit|Link](#)

[Edit|Bitmap](#)

## Layout|Heading

A sub-heading is specified by the Heading command:

```
{heading=<text>}
```

where <text> is the text of the heading.

For instance, the following command:

```
{heading=Sub-heading}
```

will be displayed as

### **Sub-heading**

The Layout|Heading command inserts a Heading into the text of the current topic at the current insertion point.

See also

[Text commands](#)

[List command](#)

[Line command](#)

[Centre command](#)



## Layout|List

A List command specifies that the following text should be shown in list format.

There are three formats for the list command:

<b>Command</b>	<b>Description</b>
{list}	start a <u>Bulleled List</u>
{list=n}	start a <u>Definition List</u>
{list=0}	end a list

See also

Text Commands

Line command

Heading command

List command

Centre command

## Layout|Line

A Line command specifies that a line should be drawn across the screen. For instance:

```
{line}
```

is shown as:



If the Line command is followed by text, the text is displayed immediately above the line:

```
{line}This is text
```

is shown as:

```
This is text
```



The Line command may only appear before the text of a paragraph.

See also

[Text Commands](#)

[List Command](#)

[Heading command](#)

[Centre command](#)

## Layout|Centre

A Centre command specifies that the remaining text of the paragraph should be centered in the screen. For instance:

```
{centre}This text is centred
```

is shown as:

This text is centred

The Centre command must appear before any of the text of a paragraph.

Older HTML browsers may ignore this command.

See also

[Heading command](#)

[List command](#)

[Line command](#)

## File|Save As WWW

The File|Save As WWW command saves the current source as a HyperText Markup Language (HTML) file.

Each topic will be stored in a separate file. The topic with the Contents flag set (if any) will be stored in the file

<filename>.htm

where <filename> is the name of the current EditHelp source file.

The remaining topics will be stored the files with the name

<fil><nnnnn>.htm

where <fil> is the first three characters of the source file name and <nnnnn> is the topic number padded with '0' to 5 digits. For instance, Topic 117 of the source 'edithelp.edh' will be written as:

edi00117.htm

HTML does not support several features available in Windows Help files:

Fonts	the command is ignored
Text size	the command is ignored
Text colour	the command is ignored
Help Macros	treated as a <u>Link</u>
Popup Links	treated as a <u>Link</u>
Boxed text	a <u>Line</u> is drawn
Keep	the command is ignored

If your source file uses any of these features, a warning message will be displayed but the HTML file will be written anyway.

A Tab character will be translated into a single blank.

All Lists will be displayed as simple bulleted lists.

If a Bitmap or Bitmap Link specifies a BMP file then the 'bmp' extension will be translated into 'gif'. So, for instance, the command:

```
{bitmap=sample.bmp}
```

would be translated into an inline graphics element specifying

sample.gif

You should make the GIF file available in the same directory as the HTML files. Some HTML browsers will not be able to display inline graphics. If the graphic is essential, it may be wiser to make a link to it (with a New File Link, link=0 command) rather than to put it inline.

See also

File|New  
File|Open  
File|Save  
File|Save As  
File|Save As TXT  
File|WWW Mode  
File|Exit

## Shareware

This is an unregistered version of EditHelp and certain features have been disabled.

EditHelp is Shareware, please copy and distribute it freely. Details of how to register it can be found under the Help|Shareware command.

Please send your registration fee and any reports of bugs or suggestions for improvements to:

Analogue Information Systems Ltd.  
1 Warrender Park Crescent  
Edinburgh EH9 1DX  
Scotland, UK

Send a formatted floppy and a stamped-addressed-envelope (whether you are registered or not) for other shareware and freeware you may find of interest.

## File|WWW Mode

The EditHelp program creates hypertext files for use with either the Windows Help system or the World-Wide-Web.

EditHelp can operate in two modes: 'Windows Help' and 'WWW'.

In WWW mode, EditHelp disables several features which are available in Windows Help but not in HTML files.

This Help file describes how EditHelp behaves in the 'WWW' mode. To change mode, select the WWW Mode command.

A file created in WWW mode can also be compiled as a Windows Help file.

See also

[File|New](#)

[File|Open](#)

[File|Save](#)

[File|Save As](#)

[File|Save As TXT](#)

[File|WWW Mode](#)

[File|Exit](#)



