

**aghelp**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> aghelp	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## aghelp

### 1.1 AmigaGuide Help Demo

This simple little example does absolutely nothing---except maybe show how to use the AmigaGuide help system from your application.

The main window, consist of the following gadgets.

**Status** - Shows Quick-Help or status information.

**List** - A list of useless information.

**Accept** - Accept any changes.

**Cancel** - Cancel any changes.

The following status information is available.

Window

Process

You can also bring up the menu, and press the help key over any menu item. The Project menu consist of one item:

**Quit**

You can also reference other files.

AmigaGuide Help

### 1.2 Status Display Window

This gadget is used to display current status information.

### 1.3 listview

This gadget shows a list that is completely full of lines that contain absolutely nothing.

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## 1.4 quit

Format: Quit

Template: ,

Purpose: To shut down the application.

Specification:

This command is used to close the application. This indicates cancelation of the **ListView** gadget.

## 1.5 Continuous Help

Select this menu item to turn Continuous Help back off.

## 1.6 Continuous Help

Continuous Help is a feature whereby AmigaGuide can be used to continuously show the Help page for the object that the pointer is currently over.

Select this menu item to turn Continuous Help on.

## 1.7 Cancel button

Format: Cancel

Template: ,

Purpose: Cancel the actions of the **ListView**

Specification:

Use this button to cancel the effects of the **ListView** gadget.

## 1.8 Accept button

Format: Accept

Template: ,

Purpose: Accept the actions of **ListView**

Specification:

Use this button to accept the effects of the **ListView** gadget.

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