Help Magician Pro 95

```
**************************************************************************
                            Source Directory
**************************************************************************
```

There are (4) source files installed in the sub directories of the Help Magician directory:

\SOURCE\TUTOR.HLX
\DEMO95\DEMO95.HLX
\DEMO31\DEMO31.HLX
\WEBDEMO\WEBSITE.HLX

```
**************************************************************************
                            DEMO95.HLX
**************************************************************************
```

This source file was specially prepared to demonstrate the various features of Windows 95 Help and some capabilities of the Help Magician Pro 95. It has examples of non-scrolling regions, secondary windows, how to use macros, how to include sound in your help system, how to create a Glossary, and much more.

All the files necessary to recreate the DEMO95.HLP file are in the \DEMO95 directory. You can open the DEMO95.HLX file within Help Magician Pro 95 to see how various Windows Help ideas were implemented. You cannot view the DEMO95.HLP file under Windows 3.1.

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**************************************************************************
                            DEMO31.HLX
**************************************************************************
```

This source file was taken from our Help Magician Pro 3.1 product and demonstrates Help Magician Pro under Windows 3.1. All the files necessary to recreate DEMO31.HLP file are in the \DEMO31 directory.

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**************************************************************************
                            WEBSITE.HLX
```

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**************************************************************************
```

This source file shows a sample website created with Help Magician Pro 95. You can simply load this file in, and select Write HTML from the Web menu. All the links and bitmaps are converted for use on a Website.

```
**************************************************************************
                            TUTOR.HLX
**************************************************************************
```

This is a completed version of the help file used in the Tutorial. This file is included as a reference and TUTOR.HLX should be completed by following the Tutorial chapter in the Getting Started manual. TUTOR.TXT is also provided to speed up the Tutorial by "Importing" TUTOR.TXT as a text file and inserting the links as instructed in the Tutorial chapter of the manual or the Tutorial topic in the help system.

Tutor.bmp is necessary to compile the Tutorial source and is included in the \SOURCE directory.

```
**************************************************************************
                        Additional Bitmaps
**************************************************************************
```

A number of other bitmaps are included in the \SOURCE directory. There are 26 bitmaps intended for use in a Glossary. They are named a_btn.bmp through z_btn.bmp. Of course, any of the bitmaps and icons, except for the Rabbit bitmap and icon, can be used in your own help system.

```
**************************************************************************
                        Glossary SHED File
**************************************************************************
```

A single SHED file with all of the buttons necessary for a Glossary is used in DEMO95.HLX and DEMO31.HLX and is intended for use in the Glossary Wizard feature of Help Magician Pro 95. The Context Strings in the SHED file are set to Glossary_A through Glossay_Z. If you have SHED.EXE, you can alter the context strings, if you like. If you don't have "mid-topic" Context Strings for each of the letters, you will receive unresolved jump destination errors when you compile the help file. You must have Context Strings for all of the letters or edit the SHED file and change the Context String for blank pages to the last page that has a Context String. Alternatively, use the exact bitmap buttons necessary for your Glossary.