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# Help file

## EasyVision's demo program

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<b>General help context</b>
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HLPCTX 1 HC\_GENERAL

This is the ~EasyVision 2.0~ demonstration program number 1.

EasyVision is a collection of ~C functions~ and ~C++ classes~. It will provide you with the tools to easily produce professional looking programs, in a fraction of the time normally needed for such elegance and performance! EasyVision was created to be ~powerful~, ~reliable~ and ~simple~ to use! This is not a library where you have to learn 3 billion new commands.

The library offers ~common C functions~ that can be used in any programming project. It also offers ~five classes~ that will provide a complete, fully integrated ~user interface~, which looks and acts just like TURBO VISION from BORLAND!

You will be able to create and manage full featured ~windows~, complete with ~scrolling input fields~ and ~push buttons~. A ~desktop~, a ~statusline~ and a ~menubar~ will get together to complete the interface. Mouse support is available everywhere.

The ~F1~ key will always display an ~help window~, just like this one, and will be available ~everywhere in your program~, without you having to write a single line of code! You don't have to format the help text either. The built in help system will format the text in the help window with ~word wrapping~! You write your help file in your favorite editor then use the ~help compiler utility~. The help file resides on disk to minimize memory usage by the program. Access to the help file is instantaneous. An index to every help context is built in memory at program startup.

You should take a look at the other demo program. It's a ~Tower's of Hanoi~ simulation that will solve this puzzle for you.

So, if you would like to take advantage of this library, just read the manual included in the archive ~EV\_200.ZIP~, and within the hour you will be on your way to a new standard in ~quality~ and ~ease of use~ with the EasyVision library!

Remy Gendron  
Author of EasyVision  
HLPEND



# MENUBAR

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## System menu

HLPCTX 100 HC\_MENU\_SYSTEM  
~SYSTEM~

This menu contains the ~refresh~ and ~about...~ menu items.  
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## Demo menu

HLPCTX 200 HC\_MENU\_DEMO  
~DEMO~

This menu will allow you to open a demonstration window or to exit the program.  
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## Examples menu

HLPCTX 300 HC\_MENU\_EXAMPLES  
~EXAMPLES~

This menu does not provide any functions. It only has dummy menu items.  
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# MENUITEMS

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## refresh

HLPCTX 101 HC\_MENU\_SYSTEM\_REFRESH

~Refresh~

This will redraw the desktop, the statusline and the menubar. This function is available only when all windows are closed.

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## about

HLPCTX 102 HC\_MENU\_SYSTEM\_ABOUT

~About~

This will open an information window. It displays many characteristics of common windows.

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## open window

HLPCTX 201 HC\_MENU\_DEMO\_OPEN

~Open window~

This will open a window with input fields and push buttons.

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## exit program

HLPCTX 202 HC\_MENU\_DEMO\_EXIT

~Exit program~

If you want to terminate the program, this is how you do it!

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## Offline items

HLPCTX 301 HC\_MENU\_EXAMPLES\_OFFLINE

~Offline~

Menu item can be set to be ~online~ or ~offline~. When offline, they can't be selected.

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## Do nothing item

HLPCTX 302 HC\_MENU\_EXAMPLES\_DUMMY

~Nothing~

This item is just sitting there, doing nothing.\_ It's just looking at the wheels go round and round...

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## About window

HLPCTX 1000 HC\_WINDOW\_ABOUT

~About window~

This sample window has only an OK button. You push it, or the enter key, to close the window.

You can move windows by dragging their frames around the screen. This option can be set ON or OFF when you create a window. This window can be moved around. Try it!

You should also notice that ~this window's background is WHITE~. EasyVision can use bright background colors. They are enabled by the desktop's {settextmode} member function.

What you are reading is the default help text for this window. Buttons and input fields can have help context of their own, that will override the window's default help text. However, the button here does not have one. When this is the case, buttons or input fields with no help context number will use the window's default help context.

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## Demo window

### General help

HLPCTX 2000 HC\_WINDOW\_DEMO

~Demo window~

This is the window's default help context.

The buttons and input fields in this window could each have their own help context number. As this is not the case here, they display the window's default help context.

The buttons here will allow you to move the window around. The 'Esc' button will close the window.

An input field can be configured to allow only a specified set of characters to be entered. It can automatically promote all inputs to uppercase. It can refuse an empty input or accept it. It will remove all trailing spaces from the answer. It won't allow an answer to begin by spaces. And many more options...

The four input fields here show some of those possibilities.

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