

S + K Auto Page Building

Use the Build Page feature to automatically build an index type page - the Features page was built using this function.

Pick the topic titles from a list gathered either from the DOC file or the DFN file or use a browse sequence range to define the group of topics then decide to create the page in the DOC or DFN files.

Build_Page
\$ Auto Page Building
+ features:500
K Auto Page Building; Build Page;

s + k Summary Reports

Use the Summary Report feature to produce a list of each topic's title, context Id, browse sequence number, keywords and Id number. This is VERY useful for debugging or just keeping track of large project files.

Sample:

Title	Context ID	Sequence	Keywords	Macro	ID Number
WinHelp Macros	WINHELP_MACR OS	050	WinHelp Macros; Macros		0008
User Macros	USER_MACROS	060	User Macros; Macros		0012

SUMMARY_REPORTS
\$ Summary Reports
+ features:570
K Summary Reports; Reports

S + K Compile Current Page

Use this feature to have a preview of what the page will look like in the compiled help file. If the page to be defined is a pop-up then a page with the text 'Click Here' is created and clicking on this will display the selected pop-up.

COMPILE_CURRENT

\$ Compile Current Page

+ features:590

K Compile Current Page; View Page; Current Page

S + K Compile Project

With just one click on the toolbar or by selecting Tools Compile Project from the menus you can launch the help compiler to compile the current project's [HPJ](#) file.

If a Contents page has not been set then you are prompted to select one from a list of available Context Ids.

On completion of compilation you are given the option to open the errorlog or to view your newly created masterpiece.

COMPILE_PROJECT
\$ Compile Project
+ features:510
K Compile Project;

S + K ! Inserting Definitions

Select some text and INSERT DEFINITION. A context is guessed for the term selected, and you can enter the definition into the Input Box provided.

If the term has already been defined you can type the Context Id (if the guess is wrong) or search from a list of all available Context Ids.

If a reference already exist for the selected text you can delete the reference, change it, delete the referenced Context Id or both.

```
# INSERTING_DEFINITIONS
```

```
$ Inserting Definitions
```

```
+ features:520
```

```
K Inserting Definitions; Definitions; Pop-ups
```

```
! IfThen (IsMark(`Maxed`),"DestroyButton(`Rest_btn`); PositionWindow (400,0,623,1023,1,`Main`);  
DeleteMark(`Maxed`))
```

S + I K Inserting Graphics

This uses the common dialog box to select a graphic file to be inserted. Takes you to the directory specified in the BMROOT section of the HPJ file. The default filter shows MRB and SHG files, alternately BMP and WMF can be used as a filter or all files can be displayed.

Once a graphic file has been selected it can be inserted as a referenced file (left, right or with text justified) or as a Bitmap.

Sample:

Inserted Bitmap

Referenced Hypergraphic

Referenced Bitmap (Not MRB)

{bmc CH_DEMO.SHG}

{bmc CH_DEMO.BMP}

Note WinWord cannot import MRB or SHG files so these can only be referenced. Also that a referenced BMP file can be distorted at different resolutions.

INSERTING_GRAPHICS

\$ Inserting Graphics

+ features:530

! SaveMark ("Maxed"); PositionWindow (400,400,623,1023,3,`Main'); CreateButton(`Rest_Btn',`&Restore',
"DestroyButton (`Rest_Btn)"); PositionWindow (400,0,623,1023,1,`Main'); DeleteMark(`Maxed")

K Inserting Graphics; Graphics; Pictures; Bitmaps

S + K Viewing the Error File

After compilation you are given the opportunity to open the error file defined in the ERRORLOG setting of the HPJ file.

If after compilation you wish to view the error file you may do so by using VIEW ERRORFILE from the menus.

VIEWING_EF
\$ Viewing the Error File
+ features:600
K Viewing the Error File; Errorlog

S + K ! Inserting Jumps

Select some text and click on the toolbar or select INSERT JUMP from the menus.

A Context Id is guessed for the link or you are given the option to search from all available Context Ids.

INSERTING_JUMPS

\$ Inserting Jumps

+ features:540

K Inserting Jumps; Jumps

! IfThen (IsMark(`Maxed`),"DestroyButton(`Rest_btn`); PositionWindow (400,0,623,1023,1,`Main`); DeleteMark(`Maxed`))

S + K Inserting New Contexts

Click on the toolbar or INSERT NEW CONTEXT from the menus.

You are presented with a dialog box to enter all the options for a new context. Options such as Auto Context, Non-scrolling title are presented as check boxes and are on/off as defined in [Default Context Formats](#).

All the context details can be entered; Title, Context Id, Browse Sequence number, Keywords, Macros. These can be entered here or added later using the [EDIT CURRENT CONTEXT](#) function.

INSERTING_NEW

\$ Inserting New Context

+ features:550

K Inserting New Context; Contexts; Topics; Pages

S + K WinHelp Macros

Build complex WinHelp macros by point-and-click selection of all built in macros.

Example:

Select some text

Click Insert Macro

Select CreateButton from the list

In the macro edit window enter the following

```
`ButtonId'=`HA_Btn'
```

```
`Name'=`&About'
```

"Macro" Click on the Insert Macro button and select About from the list or type About()

Click done and check that the macro reads CreateButton ('HA_Btn', `About', "About ()")

Click OK

Your macro is now referenced to the selected text. You can create a DestroyButton macro in a similar manner

Demo Creates a button that displays the HELP ABOUT box

Undo Demo Destroys the button

S + K User Macros

Use RegisterRoutine to register external DLL's and then define a user macro to correspond to the new function.

Example:

Use Insert Macro to insert the following into the CONFIG section of the HPJ file

```
RegisterRoutine("MMSYSTEM","mciExecute","S")
```

Use Define User Macro to define the macro

```
mciExecute("Command")
```

Select the text required and Insert Macro - mciExecute("Sound SystemStart")

or if no text is selected the macro will be added to the CONFIG section of the HPJ file

Demo Plays the sound file associated with System start up

This will play the system sound associated with System Start (This will not work unless you have a suitable driver installed)

```
# USER_MACROS
$ User Macros
+ features:580
K User Macros; Macros
```

S + K Secondary Windows

Use the Edit HPJ [Windows] function to create a secondary window, use the default settings or set your own.

Example:

Edit HPJ [Windows]

Window Name=W2_WND

Caption=Secondary Window

accept the defaults

Select some text

Insert Jump

SW_DEMO>W2_WND

Demo Creates a secondary window

Undo Demo Reopens features window

SECONDARY_WINDOWS

\$ Secondary Windows

+ features:560

K Secondary Windows; Windows

s CreateHelp! v2 Features

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S + K Obtaining CreateHelp! v2

CreateHelp! version 2 will be available from May 4th 1993

After this date it should be available from the following sources as [CH2xx.ZIP](#)

CompuServe: MSBASIC
WINSDK
MSWORD
UKSHARE

Public Software Library

Compulink Information eXchange

and most respectable BBSs and Shareware libraries.

CreateHelp! is shareware. You are given a 30 day evaluation period. Thereafter if you continue to use it you must register.

Registration is \$40, available by

On CompuServe, GO SWREG, product 791
Cheque or Postal Order to the [author](#)
Visa/Master Card by arrangement

OBTAINING_CREATEHELP!

\$ Obtaining CreateHelp! v2

+ 200

K Obtaining CreateHelp! v2; CreateHelp!

S + K Contacting the Author

If you have problems obtaining your copy of CreateHelp! or have any other queries, contact:

Nic Barnes
CHC Software
27 West Park
London SE9 4RZ
ENGLAND

or by eMail to

Nic Barnes @ CompuServe 100111,3452

CONTACTING_THE
\$ Contacting the Author
+ 300

K Contacting the Author; Author; Nic Barnes - The author

S + K Contents

[CreateHelp!](#) was born out of the need for a good, easy to use help file authoring tool. There are other tools available, but the good ones are very expensive, and the cheap ones aren't very good. [CreateHelp!](#) is intended to fill that gap.

[CreateHelp! v2 features](#)

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This file contains a demo of all the features supported in CreateHelp! v2. The source files are included in [CH2xx.ZIP](#)

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