#₁$₂K₃+₄Contents

K₅K₆K₇K₈

1$^{\#}$CONTENTS

2$^{\$}$Contents

3$^{K}$Contents

4$^{+}$0000

5$^{K}$list

6$^{K}$beginning

7$^{K}$main

8$^{K}$top

# #9$10K11+12Installation

K13K14K15K16

If you haven't already installed HelpMaker, you'll find it's quite simple.   There is no automated setup program, but all that's necessary is copying a few files to different locations.

Veteran HelpMaker users are aware that previous versions of HelpMaker shipped with it's own style sheet.   That is not the case any longer. When HelpMaker is first started, it looks for a style sheet called HM.STY in your default style sheet directory.   If it is not there, then HelpMaker will build it for you automatically in a few seconds.   This presents two benefits.   One less file to package with HelpMaker (less trouble for me, less download time for you) and assurance that you can always get a fresh copy if your old style sheet becomes damaged or accidentally changed.

After HelpMaker creates the style sheet you can format it as you please (face, size, color, alignment, etc.), however, it is suggested that you not alter any of the Breaks or Bullets & Numbers parts of the paragraph styles.   The styles are setup to be recognized in a specific way by the Windows Help Compiler.

**Where to put the files:**

HM.SMM
HMCOLOR.SMM
HMFRMT.SMM
HMHELP.SMM
HMSETUP.SMM
HM8514.DLL
HMEGA.DLL
HMVGA.DLL and
HMHELP.HLP all go in a directory of your choosing.

HCP.PIF
HMHELP.HPJ and

9#INSTALLATION
10$Installation
11KInstallation
12+0010
13Kconfiguration
14Kconfigure
15Ksetup
16Kinstall

HMHELP.RTF should be placed in the same directory where your Help Compiler, Help Project Editor, and Hot Spot Editor are kept.

HMHELP.SAM should be placed in your default Ami Pro document directory.

HMPAL.SMI goes in your Ami Pro program directory.   See Notes

Once you have all the files in place:

1. Start Ami Pro.
2. Select Tools/Macros/Playback.
3. Change to the directory where you placed HM.SMM.
3. Scroll down the list titled Macros until you see HM.SMM.
4. Select HM.SMM and click on OK.

This should add a HelpMaker menu at the beginning of your menu bar and display an icon bar at the lower right-hand corner of your screen.   You will initially see the Configuration panel of this help file.

# #17$18K19+20Configuration

K21K22K23

There are a few steps that will make things flow more smoothly for you.

First, select the HelpMaker menu and then select Setup. The HelpMaker Setup dialog will appear.   Each of the items there is explained below:

**RTF Path**

When RTF Path is selected, you are presented with a dialog box prompting you to change to the directory on your hard drive where you will be storing the Rich Text Format files saved from HelpMaker.   **Suggestion:** make this the same directory in which you store your Windows Help Compiler.

**Project Editor**

When Project Editor is selected, you are presented with a dialog box prompting you to change to the directory on your hard drive where your Help Project Editor is stored.  **Suggestion:** make this the same directory in which you store your Windows Help Compiler.

**Hot Spot Editor**

When Hot Spot Editor is selected, you are presented with a dialog box prompting you to change to the directory on your hard drive where your Hot Spot Editor is stored.   **Suggestion:** make this the same directory in which you store your Windows Help Compiler.

**Help Compiler**

When Help Compiler is selected, you are presented with a dialog box prompting you to change to the directory on your hard drive where your Windows Help Compiler is stored.   **Suggestion:** make this the same directory in which you store your Windows Help Compiler.

**Disable Resume Boxes**


17#CONFIGURATION
18$Configuration
19KConfiguration
20+0020
21Kinstallation
22Kinstall
23Ksetup

This is a feature for experienced users of HelpMaker.   During the process of building your help file (as explained in <u>Building Your First Help File</u>) you are prompted by different Macro Pause dialogs which ask you to perform a specific action, then click on Resume.   If you're like me, you'll get really tired of having to click on these Resume buttons every time you want to format a piece of the document.   The Disable Resume Boxes feature allows you to turn off this behavior thus making help file creation faster.   **Suggestion:** It is recommended to leave resume boxes enabled until you are quite experienced with HelpMaker.

**No HelpMaker Menu**

Allows you to turn off the HelpMaker menu.   This will speed up program load of HelpMaker and most of the functions are included on the <u>icon bar</u>.

**No ALT-Z Messages**

There are some functions in HelpMaker which automatically build a new page in your document and create a popup box footnote.   Then, a message appears telling you that you can press ALT+Z to return to the original location after you finish entering the popup box text.   This option in HelpMaker setup allows you to disable those messages.   See also:   <u>Popup Box</u>, <u>Bitmap Popup</u>

**Shortcut Keys**

HelpMaker now has <u>shortcut keys</u> which allow you quick access to most HelpMaker functions from the keyboard.   This can be turned on or off.

# #24$25K26+27Help Compiler

K28K29K30K31

HelpMaker was developed and tested using the Microsoft Help Compiler version 3.10.505.   It may very well, more likely than not, work with earlier or later versions of the same product, or with WinHelp compilers distributed by other manufacturers.   However, I can only guaranty that the formatting done to your Ami Pro 3.0 document will be interpreted properly when used with the version mentioned above.

24#HELP_COMPILER
25$Help Compiler
26KHelp Compiler
27+0030
28Kcompile
29Kversion
30Khc.exe
31Khcp.exe

# #32$33K34+35Help Project Editor

K36K37K38K39K40

HelpMaker was developed and tested using the Microsoft Help Project Editor version 1.00.0014. This is an application you have which is capable of automating the process of creating a Windows Help project file (.HPJ).   More information can be found on help project files in the Windows Help Authoring Guide.   **Suggestion:** As of the time of creating this help file, *according to a Microsoft technote found in the Microsoft Knowledgebase on CompuServe*, an application called Help Project Editor can be downloaded from the Microsoft Software Library on CompuServe.   GO MSL and download WHAT6.EXE.   This is the project editor I use and has been very handy.   However, it is not necessary in order to create a WinHelp file, but using a project file provides much more WinHelp functionality.

32#HELP_PROJECT_EDITOR

33$Help Project Editor

34KHelp Project Editor

35+0040

36K.HPJ

37KHPJ

38Keditor

39Kproject

40Kversion

# #₄₁$₄₂K₄₃+₄₄Hot Spot Editor

K₄₅K₄₆K₄₇K₄₈

HelpMaker was developed and tested using the Microsoft Hot Spot Editor version 3.50.784. This would be an application you have which is capable of editing SHG, BMP, WMF or DIB graphic files.   The Hot Spot Editor allows you to define "hot spots" on a graphic which can be linked to help file topics or popup boxes (most common application).   As of the time of this help file creation, the Microsoft Hot Spot Editor can be downloaded from the WINSDK forum on CompuServe.   The file name is SHED.ZIP.

Hot Spot Editor.../Start... - executes your Hot Spot Editor.

Hot Spot Editor.../Open BMP/SHG/WMP/DIB File... - allows user to specify a graphic file to be opened when your Hot Spot Editor is started.

41#HOT_SPOT_EDITOR
42$Hot Spot Editor
43KHot Spot Editor
44+0050
45Khot spot
46Keditor
47Kgraphic
48Kversion

# #49$50K51+52Icon Bar

K53K54K55K56

Each button has text on it to indicate its purpose.   My suggestion is to play around with all of them in a dummy file that you don't intend on keeping.   This should familiarize you on how each behaves.   Click on the buttons below for a more detailed explanation:

{bmc c:\helpcomp\iconbar.shg}

**Important:**   The iconbar remembers its last position, but in order for it to remember, you have to exit HelpMaker either by selecting HelpMaker/Exit or by clicking on the Exit button on the icon bar itself.   One of those two processes will "remember" the last icon bar position for you.   The position will not be remembered if Ami Pro is exited while HelpMaker is still running.

49#ICON_BAR
50$Icon Bar
51KIcon Bar
52+0080
53Ktoolbar
54Kbutton
55KSmartIcon
56Kicon

# #[57]$[58]K[59]+[60]Building Your First Help File

K[61]K[62]K[63]K[64]K[65]K[66]K[67]

If you've never authored a WinHelp file before, the following instructions will step you through your first.    Otherwise, they'll simply familiarize you with some of the functions of HelpMaker.    These instructions assume that you have obtained a help compiler and help project editor.    They also assume that you have configured HelpMaker as described under the help topic <u>Configuration</u>.

1. On the icon bar, click on the New button.    A blank document appears.    When the cursor is on the first line of the page, it should say Heading at the lower left-hand corner of the screen.    This indicates that the Heading paragraph style is currently being used.

2. Type the word "Contents" (without the quotes).    Press ENTER twice.

3. Type a bit of garbage, then press ENTER twice again.

4. Type the words "Second Panel".    Press ENTER twice.

5. Click on the Page Break button on the icon bar.    You should have a new page now.

6. Type the words "Second Panel".    Press ENTER twice.

7. Type a bit of garbage, then press ENTER twice again.

8. Type the word "Contents" and press ENTER.

9. Go back to page 1, place the insertion point on the line with the word "Contents" at the top.

[57]#BUILDING_YOUR_FIRST_HELP_FILE
[58]$Building Your First Help File
[59]KBuilding Your First Help File
[60]+0090
[61]Kbeginner
[62]Kbeginning
[63]Khow to
[64]Klearning
[65]Kfirst timer
[66]Kdirections
[67]Kinstructions

10. Click on the Format Topic button on the icon bar.   You are prompted to place the cursor on the topic line (which you have already done) and then click Resume.   Go ahead and click Resume now.   HelpMaker proceeds to create several footnote references.   It then stops and asks you to enter a number.

11. Type "0000" in the dialog box and click on OK.

12. Just below that topic, you had typed the words "Second Panel".   Highlight those words, FROM LEFT TO RIGHT, then click on the Jump Mark button on the icon bar.   HelpMaker prompts you to select the text (which you've already done) and then click Resume.

13. Click on Resume.   HelpMaker proceeds to format the text appropriately and create another entry just beside it.

14. Go back to page 2 and place your insertion point on the first line with the words "Second Panel".   Click the Format Topic button on the icon bar as you did in step 10.   But, this time, type in the number "0010" when prompted.   Click on OK.

15. Just below that topic, highlight the word "Contents", FROM LEFT TO RIGHT, then click on the Jump Mark button on the icon bar. Click on Resume.

16. Click on the Save button on the icon bar.   It should default to RTF directory (explained under the help topic Configuration) and UNTITLED.RTF as the file name.   These are acceptable.   Click on OK.

OK, breathe.   You have just completed the formatting of your first WinHelp file.   All we have to do now is create a project file, then compile it.   Did you remember to start your stopwatch?

17. Click on the .HPJ button on the icon bar.   Your Help Project Editor should start.   The following instructions assume that you are using the Microsoft Help Project Editor version 1.00.0014.   If not, go directly to step 29.

18. Select Edit/Add New or Existing File.   Select the RTF file that you saved in step 16.   Click on OK.

19. Select Edit/Project.

20. In the Title box, type the text you want to appear in the titlebar of the help window.

21. In the Contents box, type the word "Contents" (without the quotes).

22. Select Help Version 3.1.   Click on OK.

23. Select Edit/Compression.   Select High.   Turn OFF Use Old Keyphrase.

24. Select Edit/Window Definitions.

25. Under Background Colors, click on the list labeled Scrolling Region.    Select Yellow.

26. Click on the list labeled Non-scrolling Region.    Select Gray (their spelling, not mine).    Click on OK.

27. Select File/Save As.    It's a good practice to name your .HPJ file with the same name as the RTF except you'll use an .HPJ extension.
Click on OK.
28. Close the Help Project Editor.

29. On the HelpMaker icon bar, click on the Compile button.

30. Select the .HPJ file you just finished saving in step 27 (or the .RTF file you saved in step 16 if you don't have the Help Project Editor).

31. Click on OK.    The Help Compiler should start.    Let it be.    WHEN IT FINISHES, click on the Resume button.    This should
automatically open the WinHelp file you just created.    Play with it a bit.    Click on the jump marks.

Congratulations.    You've just completed what might be your first WinHelp file.

# #[68]$[69]K[70]+[71]Notes

K[72]K[73]K[74]K[75]K[76]K[77]K[78]K[79]

The pif file, HCP.PIF, that comes with HelpMaker is set to run a help compiler with the filename HCP.EXE.   If this is not your situation, you can edit the .pif file by using PIFEDIT.EXE that comes with Microsoft Windows.

If you start HelpMaker and your icon bar appears but with no icons, try the following in this order:

> 1. Make sure you have your HelpMaker program files setup as per the directions under <u>Installation</u>.

> 2. Make sure there is a file in your Ami Pro program directory called OUTDLL.DLL.   If you are using Ami Pro in a shared network environment, you may not have sufficient rights to the Ami Pro program directory and may need the assistance of a network administrator to put OUTDLL.DLL in the program directory for you.

> 3. Place the file:

> > HMPAL.SMI

> in your Ami Pro program directory.   Exit, then restart Ami Pro and then HelpMaker.

> 4. Select HelpMaker/Help/About for information on how to contact me.

The following files used to create this help file are included with HelpMaker to be an example for you:

> 68[#]NOTES
> 69[$]Notes
> 70[K]Notes
> 71[+]0100
> 72[K]SmartIcon
> 73[K]icon
> 74[K]network
> 75[K]outdll.dll
> 76[K]directory
> 77[K]HCP.PIF
> 78[K]pif
> 79[K]installation

HMHELP.SAM
            HMHELP.RTF
            HMHELP.HPJ

HelpMaker is designed and guaranteed by me ONLY to work with Ami Pro 3.0 for Windows.   You may get satisfactory results from HelpMaker in other versions of Ami Pro, however, I will be unable to support it in such a situation.

The author will not be held responsible for any losses, whether real or intangible, due to the usage of HelpMaker.   The author reserves the right to change or cancel any policy or information without notice.

# #[80]$[81]K[82]+[83]Registration

K[84]K[85]K[86]K[87]

HelpMaker is not freeware.   You are allowed 30 days to use the program free of charge in order to evaluate it and equate its usefulness, or the lack thereof, to you.   After which time, you are required to register each installation of HelpMaker.   Upon registration, you will be given a registration ID which can be used by clicking on the About icon and selecting Register.   Enter your name in the EXACT same form as it accompanied your registration ID.

To register HelpMaker, send $30.00 (US) in check or money order to:

Cris Williams
3112 Moriah Trails, #207
Memphis, TN   38115

**OR**

**Register directly online with CompuServe by typing GO SWREG.   The registration ID is 2590.**

Bulk rates available.

Support for HelpMaker may be obtained via the following:

      **CompuServe: 74451,1245**
      **Internet: 74451.1245@compuserve.com**

Suggestions and complaints are welcome.

Bug reports will be rewarded - free upgrade to the next major release of HelpMaker (one per customer).   Stipulations:


    [80]#REGISTRATION
    [81]$Registration
    [82]KRegistration
    [83]+0110
    [84]Kaddress
    [85]Kevaluation
    [86]Kcost
    [87]Klicense

1. If you find a problem with HelpMaker, report it to me, and
2. If this problem is fixed in a later release of HelpMaker, should there be a later release, and
3. Your report is one of the first ten of reports concerning that specific problem, and
4. You have registered all copies of HelpMaker in use by you or your business.

Also, if you are a registered user of HelpMaker and another person/company registers HelpMaker on your recommendation, you will receive a free upgrade to the next major release of HelpMaker.   They must present your name and registration number when they register.

# #[88]$[89]K[90]+[91]Run

Allows you to execute WINHELP.EXE and open the selected WinHelp file.

88[#]RUN
89[$]Run
90[K]Run
91[+]0120

# #[92]$[93]K[94]+[95]Macro

Depending on whether you selected Macro Hotspot or Macro Footnote, this function will allow you to insert a WinHelp macro.   See Help Compiler documentation on parameters and usage of these macros.

# #[96]$[97]K[98]+[99]AutoRegisterRoutine

RegisterRoutine is an advanced WinHelp macro that allows an author to embed function calls to DLL program files into the WinHelp file. HelpMaker automates the process of creating RegisterRoutine entries in the [CONFIG] section of a new or existing help project file. AutoRegisterRoutine gives you the option to create a hot spot or footnote RegisterRoutine call.

Notes:   A certain amount of programming experience may be necessary to use the RegisterRoutine WinHelp macro.   The AutoRegisterRoutine function is disabled in the shareware version of HelpMaker.

96#AUTOREGISTERROUTINE

97$AutoRegisterRoutine

98KAutoRegisterRoutine

99+0140

# #100$101K102+103Compile and Test

This function allows you to select preferably an .HPJ, or RTF, file to compile your Rich Text File into a WinHelp file.   The help compiler normally runs in a DOS window.   After the compilation has ended, you can click on a Resume button to view the newly created WinHelp file.

100#COMPILE_AND_TEST
101$Compile and Test
102KCompile and Test
103+0150

# #[104]$[105]K[106]+[107]Bitmap Reference

Bitmaps can be included into a help file, however, pasting them directly into the file has some limitations.   The graphic file size has a maximum in K[108]K[109]K[110]K[111]K[112]K[113]K[114]K[115]K[116]bytes (usually 64K).   But, if you include your graphics into the help file via bitmap reference, then there is no limitation on the graphic file size (only on your patience as the compiler slows down to compress them).

This is just what the bitmap reference function was developed for in HelpMaker.   You just place your cursor where you want the bitmap to be included, then click the Bitmap Ref button.   HelpMaker will prompt you to select the graphic file and the formatting preference.   This rest is automated.   See your Help Compiler documentation concerning the meanings of character, left, and right aligned.

104#BITMAP_REFERENCE
105$Bitmap Reference
106KBitmap Reference
107+0160
108Kright
109Kleft
110Kcharacter
111Ksize
112Kpicture
113Kinclude
114Kreference
115Kgraphic
116Kbitmap

# #[117]$[118]K[119]+[120]Bitmap Popup

K[121]K[122]K[123]K[124]K[125]K[126]K[127]If you are an advanced WinHelp author and are familiar with editing graphics with a HotSpot editor, this may very well save you some time.   The bitmap popup function allows you to enter the context string you specified for a certain hotspot in a graphic.   It then creates the appropriate footnote.   All you have to do is type in the text that will appear in the popup box.

Hint:   When creating hotspots on a graphic, be sure to write down the EXACT context strings so you'll have them ready when you get to this step.

117[#]BITMAP_POPUP
118[$]Bitmap Popup
119[K]Bitmap Popup
120[+]0170
121[K]context string
122[K]hotspot
123[K]box
124[K]popup
125[K]picture
126[K]graphic
127[K]bitmap

# #[128]$[129]K[130]+[131]New

Creates a new document using HM.STY.   If HM.STY does not exist, it creates it for you and automatically sets the first paragraph style to Heading.

128[#]NEW
129[$]New
130[K]New
131[+]0180

# #132$133K134+135Open

Allows you to open a saved RTF file, or it's relative Ami Pro .SAM file.   When a file is saved using HelpMaker, it saves the file as a RTF (Rich Text Format) file, but also saves a duplicate in your default Ami Pro document directory with the same name, but using the .SAM extension (Ami Pro document format).   I know, I know.   You're wondering why I would do such a strange thing.   Well, when an RTF file is saved, then reopened, something is lost in reference to the help file creation formatting done to it.   The help compiler seems to gripe about things even though it looks fine on screen.   Well, an option called Open relative SAM has been provided (and is default) in the File/Open dialog.   You do have the option to open the RTF, however.

132#OPEN
133$Open
134KOpen
135+0190

# #[136]$[137]K[138]+[139]Save

The current file is saved as RTF and as an Ami Pro document.

136#SAVE
137$Save
138KSave
139+0200

# #140$141K142+143Popup Box

In the past, HelpMaker users could designate text as a popup mark and then they were told "remember to do this....."   No longer.   Now, HelpMaker formats the popup mark and automatically creates the popup box text at the end of your help file.   It also provides a shortcut key to get you right back to where you started once you finish entering the popup text.

140#POPUP_BOX
141$Popup Box
142KPopup Box
143+0210

# #[144]$[145]K[146]+[147]Open HPJ File

Allows user to specify a .HPJ project file to be opened when your Help Project Editor is started.

144#OPEN_HPJ_FILE
145$Open HPJ File
146KOpen HPJ File
147+0220

# #148$149K150+151Fonts

Allows you to specify what font face and size is used during automatic style sheet creation (in the event HM.STY does not exist).

148#FONTS
149$Fonts
150KFonts
151+0230

# #[152]$[153]K[154]+[155]Page Background

Allows you to specify a color for the page background in the event you specify a similar color in your help project file for the background of the help window.   This makes formatting a bit more WYSIWYG in that you'll probably be changing the color of your text in such a case.   HelpMaker automatically remembers the last page background color you used and changes to that color when it is started.

152#PAGE_BACKGROUND
153$Page Background
154KPage Background
155+0240

#156Creates a new document using the HM.STY style sheet.   If this style sheet does not exist, it is created.

156#NEWBTN

#157Allows you to open a saved RTF file, or it's relative Ami Pro .SAM file.   When a file is saved using HelpMaker, it saves the file as a RTF (Rich Text Format) file, but also saves a duplicate in your default Ami Pro document directory with the same name, but using the .SAM extension (Ami Pro document format).   I know, I know.   You're wondering why I would do such a strange thing.   Well, when an RTF file is saved, then reopened, something is lost in reference to the help file creation formatting done to it.   The help compiler seems to gripe about things even though it looks fine on screen.   Well, an option called Open relative SAM has been provided (and is default) in the File/Open dialog.   You do have the option to open the RTF, however.

157#OPENBTN

\#158Saves the current document to Rich Text Format and to Ami Pro document format.   See also: <u>Open</u>

158\#SAVEBTN

#159Closes the current file, if one is open.

159#CLOSEBTN

#160Inserts a page break at the current location, then changes the first line of the new page to the Heading paragraph style.

160#PGBRKBTN

#161Formats the topic line on a help panel accordingly so that the help compiler recognizes that text as a valid context string.   See the HMHELP.SAM file that is packaged with HelpMaker for examples.

161#TOPICBTN

#[162]Formats text to create a jump spot that will navigate the help file to another topic by clicking on the jump.

162#JUMPBTN

#<sup>163</sup>Formats the selected text to be a popup box jump area.   A new page is created in the document and you can press ALT-X to return to the original part of the document when finished entering the popup box text.

163#POPUPBOXBTN

**#**[164]RegisterRoutine is an advanced WinHelp macro that allows an author to embed function calls to DLL program files into the WinHelp file. HelpMaker automates the process of creating RegisterRoutine entries in the [CONFIG] section of a new or existing help project file. AutoRegisterRoutine gives you the option to create a hot spot or footnote RegisterRoutine call.

Notes:   A certain amount of programming experience may be necessary to use the RegisterRoutine WinHelp macro.   The AutoRegisterRoutine function is disabled in the shareware version of HelpMaker.

#[165]Allows you to specify keywords that can be searched on when the help file is displayed.

165#SEARCHWORDBTN

\#166Formats text to be a hot spot which can be clicked to execute the specified WinHelp macro.

166\#MACROHOTSPOTBTN

#[167]Creates a footnote on a help panel (page) that executes the specified WinHelp macro when that panel is initially displayed.

167#MACROFOOTNOTEBTN

#168Creates a reference to a graphic file in the help document.   This function was used to insert this picture of the icon bar (with it's hot spots) into this help file at this location.

168#BITMAPREFBTN

#169Creates popup box text that will be linked to a graphic hot spot.   This function was used to create this popup box.

169#BITMAPPOPUPBTN

**#**170Executes your HotSpot Editor.   See also: <u>Configuration</u>

170**#**HOTSPOTEDITORBTN

#171Allows you to select the default face and size of the font used during automatic creation of HM.STY.

171#FONTSBTN

#[172]Executes your Help Project Editor.   See also:   Configuration

172#HPJBTN

#173Allows you to select an .HPJ or RTF file to compile.   See also:   <u>Configuration</u>

173#COMPILEBTN

#[174]Opens this help file.

174#HELPBTN

#[175]Exits HelpMaker.

175#EXITBTN

# #[176]$[177]K[178]+[179]Shortcut Keys

When enabled through HelpMaker Setup, the following are shortcut keys for most of the HelpMaker functions.   If you like, print this help topic for a quick reference until you are familiar with the keystrokes:

**ALT+N      New**
**ALT+O      Open**
**ALT+S      Save**
**ALT+C      Close**
**ALT+B      Page Break**
**ALT+F      Format Topic**
**ALT+T      New Topic**
**ALT+J      Jump**
**ALT+P      Popup Box**
**ALT+R      AutoRegisterRoutine**
**ALT+W      Search Word**
**ALT+M      Macro Hotspot**
**ALT+E      Macro Footnote**
**ALT+I      Bitmap Reference**
**ALT+A      Bitmap Popup**
**ALT+U      Hotspot Editor**
**ALT+D      Fonts**
**ALT+G      HPJ Editor**
**ALT+K      Compile**
**ALT+L      Setup**
**ALT+H      Help**
**ALT+X      Exit**

[176]#SHORTCUT_KEYS

[177]$Shortcut Keys

[178]KShortcut Keys

[179]+0250

# #180$181K182+183HelpMaker Setup

K184

Click on the buttons and check boxes in the picture below for details:

{bmc c:\helpcomp\setup.shg}

180#HELPMAKER_SETUP
181$HelpMaker Setup
182KHelpMaker Setup
183+0260
184Ksetup

#185Produces the <u>HelpMaker Setup</u> dialog.

185#SETUPBTN

**#**[186]Although the Format Topic function simply formats an existing topic to help compiler specs, the New Topic button automates the whole process of creating the new page, new topic, THEN formatting it.

186**#**NEWTOPICBTN

#[187]Produces a dialog box that allows you to specify what directory your RTF files will be store in.   See also: <u>Configuration</u>

187#RTFPATHBTN

\#[188]Allows you to enable or disable shortcut keys for HelpMaker functions.   See also:   Shortcut Keys

188\#SHORTCUTKEYSBTN

\# [189] Produces a dialog which allows you to select the help project editor that you will be using in conjunction with HelpMaker.

189\#PROJECTEDITORBTN

#190Close the HelpMaker Setup dialog and implements the changes you specified.

190#DONEBTN

**#**¹⁹¹There are some functions in HelpMaker which automatically build a new page in your document and create a popup box footnote.   Then, a message appears telling you that you can press ALT+Z to return to the original location after you finish entering the popup box text.   This option in HelpMaker setup allows you to disable those messages.   See also:   Popup Box, Bitmap Popup

191**#**NOALTZMESSAGESBTN

#[192]Allows you to turn off Macro Pause/Resume dialogs during formatting.   See also:   Configuration

#DISABLERESUMEBOXESBTN

**#**¹⁹³Allows you to turn off the HelpMaker menu.

193**#**NOHELPMAKERMENUBTN

#194Produces a dialog which allows you to specify the help compiler you will be using in conjunction with Helpmaker.

194#HELPCOMPILERBTN

#<sup>195</sup>Produces this help window.

195#SETUPHELPBTN

#196Hides the icon bar and displays the HelpMaker menu if it is hidden.

196#HIDEICONSBTN

**#**[197]Shows/Hides the HelpMaker menu.

197**#**MENUONOFFBTN

#198Displays a dialog box allowing you to choose the page background color.

198#PAGECOLORBTN

#[199]Displays the About dialog box.

199#ABOUTBTN