

#1\$2K³+4**Bitmap Demonstration**

HelpBuilder supports the ability to be able to insert bitmap pictures into help files.

To insert a bitmap into a help topic, the bitmap file must first be included in your help file project - the Project/Edit menu option.

Within the topic you wish to see the bitmap, position the caret where required and select the Edit/Bitmap menu option or click on the Bitmap toolbar icon (the tree on the beach). The **Bitmap** dialog will then appear. Select the name of the required bitmap from the drop down list which shows all the bitmap files currently included in your project. Click the radio button specifying the alignment required and press Ok. The appropriate RTF statements will be inserted in your topic text for you.

As with links and bold text, you can use the mouse to highlight the bitmap RTF statement and select the Edit/Bitmap option again in order to change it.

Example 1

The following example places a bitmap on the left of the Windows Help window and places text wrapped in the space to the right of the bitmap:

```
\{bml ARCHES.BMP\}This is some test text which will wrap on the right of the bitmap
```

Result:

```
{bml ARCHES.BMP}This is some test text which will wrap on the right of the bitmap
```

Example 2

The following example places a bitmap on the right of the Windows Help window and places text wrapped in the space to the left of the bitmap:

```
\{bmr ARCHES.BMP\}This is some test text which will wrap on the left of the bitmap
```

Result:

```
{bmr ARCHES.BMP}This is some test text which will wrap on the left of the bitmap
```

In both examples, the text must be on the same line as the bml/bmr statement otherwise the text will appear underneath the bitmap on the screen.

1IDH_BITMAPS

2Bitmap Dialog

3Bitmap Dialog;Pictures;Graphics

4BROWSE:1

*5#6\$7K⁸**Build Tags**

Build tags enable different topics to be included within a project depending on the version required.

For example, if you have a Shareware version and a Professional version of your help file, you may want a particular topic page to be different for each version.

Rather than maintain two separate project files (which you could do), you can include two topic files with the same context ID and use the build tags feature to select the required topic in the help file.

The help compiler builds the help file selecting the required page.

This topic file is BLDTAG1.TXT and along with BLDTAG2.TXT demonstrates how build tags operate.

This topic is the 'Professional' version and has the PROFESSIONAL build tag set. You can see this by selecting the File/Topic Properties menu option.

Note that build tags are user defined names and you can name them to be whatever you like, but they must not contain spaces.

Select the Project/Settings menu option and click on 'Compiler Options'.

Now change the 'Build Tags' to SHAREWARE and re-build this project.

You will then note that the BLDTAG2.TXT topic will be displayed instead of this page.

5PROFESSIONAL
6IDH_BUILDTAGS
7Build Tags
8Build Tags

*9#10\$11K12 **Build Tags**

Build tags enable different topics to be included within a project depending on the version required.

For example, if you have a Shareware version and a Professional version of your help file, you may want a particular topic page to be different for each version.

Rather than maintain two separate project files (which you could do), you can include two topic files with the same context ID and use the build tags feature to select the required topic in the help file.

The help compiler builds the help file selecting the required page.

This topic file is BLDTAG2.TXT and along with BLDTAG1.TXT demonstrates how build tags operate.

This topic is the 'Shareware' version and has the SHAREWARE build tag set. You can see this by selecting the File/Topic Properties menu option.

Note that build tags are user defined names and you can name them to be whatever you like, but they must not contain spaces.

Select the Project/Settings menu option and click on 'Compiler Options'.

Now change the 'Build Tags' to PROFESSIONAL and re-build this project.

You will then note that the BLDTAG1.TXT topic will be displayed instead of this page.

9SHAREWARE
10IDH_BUILDTAGS
11Build Tags
12Build Tags

#¹³\$¹⁴K¹⁵⁺¹⁶ **Browse Demonstration**

Windows Help supports the ability to create Browse sequences which are sequences of topics which you may view in order by pressing the Browse buttons at the top of the Windows Help screen.

Setup Builder supports this feature and automatically inserts the browse buttons for you when you define browse sequences.

To place a topic in a browse sequence, select the File/Topic Links menu option to obtain the **Topic Links** dialog and enter the name of your browse sequence in the Browse Sequence field.

It is possible to have multiple browse sequences in a project and this help demonstration shows you how to do this:

Two browse sequences have been set up as follows:

Sequence 1 contains the following topics:

Contents page

Copyright page

Sequence 2 contains all of the other topics in this help file

Note that the browse sequences have been set up in the same order as the topics appear on the contents page of this help file by specifying numbers for the required order in the **Topic Links** dialog. You don't have to do this, but it can make it easier for your user to understand what order your browse sequence is going.

13IDH_BROWSE

14Browse Sequence Demonstration

15Browse Sequence Demonstration

16BROWSE:2

#¹⁷\$¹⁸K¹⁹+²⁰**Character Set Demonstration**

Below is the character set for the currently selected project-wide font:

!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
PQRSTUVWXYZ[\]^_
`abcdefghijklmnop
pqrstuvwxyz{|}~
€ , f „ … † ‡ ^ % º Š ‹ Œ Ž
, ‘ ’ “ ” • — ~ ™ š › œ ž Ÿ
ı Œ £ ¤ ¥ ¦ § ¨ © ª « ¬ ® ¯
° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿
À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î
Ð Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ ß
à á â ã ä å æ ç è é ê ë ì í î
ÿ ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ

- 17IDH_CHARSET
- 18Character Set Demonstration
- 19Character Set Demonstration
- 20BROWSE:3

#²¹\$²²K²³⁺²⁴ **Colours Demonstration**

Within topics it is possible to change the colour of text.

To change the colour of text it must be surrounded by the appropriate RTF commands.

Using the mouse, highlight some text and then select the **Text/Colour** menu option to obtain the **Color** dialog. Select the colour required and press 'Ok'.

Example Topic Text:

This text is {\cf1 Black}	Black
This text is {\cf2 Blue}	Blue
This text is {\cf3 Red}	Red
This text is {\cf4 Magenta}	Magenta
This text is {\cf5 Green}	Green
This text is {\cf6 Cyan}	Cyan
This text is {\cf7 Yellow}	Yellow
This text is {\cf8 White}	

Note that white appears black when the background colour is white.

21IDH_COLOURS

22Colours Demonstration

23Colours Demonstration

24BROWSE:4

#²⁵\$²⁶K²⁷+²⁸

Contents for Sample Help

This help file has been created to demonstrate some of the features supported by HelpBuilder.
To learn how to use Help, press the F1 key.

{bmc MSBUTTON.BMP} Bitmaps demo

{bmc MSBUTTON.BMP} Browse Demonstration

{bmc MSBUTTON.BMP} Colour demo

{bmc MSBUTTON.BMP} Font demo

Standard Link demo

Standard Link, but not Underlined

{bmc MSBUTTON.BMP} Underlined Picture Link

{bmc MSBUTTON.BMP} Top of page lock demo

{bmc MSBUTTON.BMP} Character Set demo

Run Program (notepad.exe) macro demo

{bmc MSBUTTON.BMP} Run Program (notepad.exe) macro demo

{bmc MSBUTTON.BMP} Jump to Help File (helpbldr.hlp) demo

{bmc MSBUTTON.BMP} Jump Using Window

{bmc MSBUTTON.BMP} Jump to Maximised Window

{bmc MSBUTTON.BMP} Segmented Hypergraphics demo

{bmc MSBUTTON.BMP} Text Macros

{bmc MSBUTTON.BMP} User Defined Macros

{bmc MSBUTTON.BMP} Build Tags Demonstration

{bmc MSBUTTON.BMP} Glossary Demonstration

{bmc MSBUTTON.BMP} Help File Copyright

25IDH_CONTENTS

26Contents Page

27Contents Page

28MAIN:1

#²⁹\$³⁰K³¹+³²This Windows Help file was written by Graham Plowman using Help Builder Version 1.09.001 and refers to:

The HelpBuilder Demonstration

Copyright © 1993 - 1996 G.Plowman

29IDH_COPYRIGHT

30Copyright

31Copyright

32MAIN:2

\$ K + Font Demonstration

Within topics it is possible to change the fonts of text.

To change the text font it must be surrounded by the appropriate RTF commands.

Using the mouse, highlight some text and then select the **Text/Font** menu option to obtain the **Font** dialog. Select the font, style and size required and press 'Ok'.

Example Topic Text:

{\f0 MS Sans Serif}	MS Sans Serif
{\f1 Times New Roman}	Times New Roman
{\f2 Courier New}	Courier New
{\f3 Arial}	Arial

33IDH_FONTS

34Fonts Demonstration

35Fonts Demonstration

36BROWSE:5

#³⁷\$³⁸K³⁹Glossary

{bmc GLOSSRY.SHG}

#⁴⁰

A

Apple A type of computer. Also known as a 'Mac'. Can be a type of fruit.

#⁴¹

B

Ball A round object usually kicked around on a football/rugby pitch

#⁴²

C

Car A vehicle used to travel around in

Cat A furry animal often kept as a pet.

#⁴³

D

Disk A device inside a computer which stores computer data

Data Information

#⁴⁴

E

Elephant A very large type of animal noted for its very long nose

#⁴⁵

F

File An object stored on a computer disk which contains data

#⁴⁶

G

Gap A hole

#⁴⁷

H

Hall A big room which is usually the entrance room into a house

#⁴⁸

I

Ink A substance used in pens for marking paper

37IDH_GLOSSARY

38Glossary Demonstration

39Glossary Demonstration

40IDH_A

41IDH_B

42IDH_C

43IDH_D

44IDH_E

45IDH_F

46IDH_G

47IDH_H

48IDH_I

#49

J

June A month name

July A month name

#50

K

Keyboard A device attached to a computer which has buttons

#51

L

Lift Also known as an elevator. Used for transporting people between floors in a building

#52

M

Mac A short name for 'Apple Macintosh'

#53

N

Nike A well known brand of running shoes

#54

O

October A month name

#55

P

Pit A big hole in the ground, often used to describe a mine

#56

Q

Quid A British slang term for Pound - the British unit of currency

#57

R

Run To activate a program on a computer

#58

S

Sit A position of comfort

#59

T

Tall Very high

49IDH_J

50IDH_K

51IDH_L

52IDH_M

53IDH_N

54IDH_O

55IDH_P

56IDH_Q

57IDH_R

58IDH_S

59IDH_T

#60

U

Underneath Positioned below something

#61

V

Virus A popular computer related problem

#62

W

Walrus A type of animal like a sea lion except bigger

#63

X

XRay A method of photography which enables the inside of objects to be seen

#64

Y

Yellow A colour

#65

Z

Zebra A black and white striped animal similar to a horse

60IDH_U
61IDH_V
62IDH_W
63IDH_X
64IDH_Y
65IDH_Z

#⁶⁶\$⁶⁷ You pressed the green button!

66IDH_GREEN

67.SHG Green Link popup

^{#68}^{\$69}^{K70}⁺⁷¹ **Link Demonstration**

By selecting the green text, you have used the facility to provide links between topics.

This is a very useful feature provided by Windows Help and supported by HelpBuilder, enabling you to prompt a user with related topics.

To create a link within a topic, position the caret where you would like the green underlined text to appear and select the Edit/..Link menu option or click on the **LINK** toolbar icon to obtain the **Topic Link** dialog. Enter the text which will appear green in Windows Help in your text in the top field and in the lower field, the context ID. Context IDs are used to identify each topic within a help file and may be ordinary text, but it is recommended that you use a header file and refer to topics by their #define string. Press Ok to save/create the link.

To change a previously created link, you can change the text in your topic file or you can use the mouse to highlight the link (including curly braces) and then press the **LINK** toolbar icon. The **Topic Link** dialog will appear with fields already populated for you to change. Pressing Ok will then change the text in your topic file for you.

68IDH_LINK

69Link Demonstration

70Link Demonstration;Links;Cross Referencing

71BROWSE:6

\$ K + Top of page lock demo

{bmc BUTTON.BMP} [bitmap topic link](#)

This topic page demonstrates how the top of the page may be locked such that when the rest of the page is scrolled, the top does not scroll. This text is deliberately only written in short lines so that the page fills up to demonstrate scrolling.

The important features of this topic are the use of the **\keepn** and the **\pard** RTF commands. You can place as many lines as you like between the keepn and the pard statements.

Inserting of the RTF commands can be done automatically by selecting the text to appear in the locked area with the mouse and then clicking on the 14th toolbar button or selecting the Text/Lock top of page menu option.

To set the colour of the locked area, you should select the **Project/Main** Window menu item in HelpBuilder and change the **non-scrollable area colour**. By default it is white, however to demonstrate the feature, it has been changed to yellow here. You should also select **Preset** or **Maximised** main window sizing to make the colours take effect.

The button demonstration above is achieved by using a normal topic link and placing a bitmap instead of some text. This example purely jumps to the bitmaps demonstration topic.

72IDH_LOCK

73Top of page Lock Demonstration

74Top of page Lock Demonstration

75BROWSE:7

\$ K + Topic Macros

Topic macros are string of text which HelpBuilder recognises during the compilation process and replaces with some appropriate text. Following is a list of all the recognised macros, together with example results:

HelpBuilder application copyright	
\$APPCOPYRIGHT\$	Copyright © 1993 - 1996 G.Plwman
HelpBuilder application name	
\$APPNAME\$	Help Builder
Help file copyright	
\$COPYRIGHT\$	Copyright 1993 - 1996 G.Plwman
Help file last built date	
\$DATE\$	07/04/96
Help file last built time	
\$TIME\$	4:30p
Help file title	
\$TITLE\$	Demonstration Help File
Topic file last changed date	
\$TOPICDATE\$	21/01/96
Help topic file name	
\$TOPICFILE\$	MACROS.TXT
\$TOPICFULLFILE\$	C:\HELPBLDR\SAMPLES\MACROS.TXT
Topic file last changed time	
\$TOPICTIME\$	10:09a
HelpBuilder version number	
\$VERNO\$	1.09.001

76IDH_MACROS

77Topic Macros

78Topic Macros;Macros

79BROWSE:8

#⁸⁰ Sample Jump to a Maximised a Window

This is a sample jump which uses the 'maximised' window definition defined in the Project Windows dialog.

{bmc BACK.BMP}

#81\$82You pressed the red button!

81IDH_RED
82.SHG Red Link popup

#83\$K+86 Segmented Hypergraphics Demonstration

Segmented hypergraphics are similar to ordinary bitmap graphics except that they have regions defined within them which identify help file context ids to jump to.

Segmented hypergraphics enable you to create a graphic which when clicked on, causes jumps to different topics within your help file depending on the position of the click on the graphic.

To create a Segmented Hypergraphic file you must use SHED.EXE. It allows you to import a standard bitmap .BMP file and save it as a .SHG file. To define a region within a graphic in SHED, use the mouse to 'drag' a region. Select Edit/Attributes and enter the context id to which you require a jump for the selected area. You can do this to create multiple regions, all of which can cause jumps to different topics in your help file.

There now follows a demonstration. The graphic is entered in this topic in the same way as a normal graphic ie via the Edit/Bitmap menu option or the 'Picture' toolbar button.

When run, there are two areas defined on the graphic which cause jumps to different parts of this help file. Click on the two 'buttons' to see the effect:

```
{bmc SEGGRAPH.SHG}
```

Press the top half of the graphic to jump to the [Colours Demonstration](#) and the bottom half to jump to the [Bitmaps Demonstration](#).

The next demonstration shows how segmented hypergraphics can cause jumps to popup windows. Click on the two 'buttons' to see the effect:

```
{bmc REDGRN.SHG}
```

83IDH_SHGFILES

84Segmented Hypergraphics Demonstration

85Segmented Hypergraphics Demonstration

86BROWSE:9

^{#87}^{\$88}^{K89} **User Defined Macros Demonstration**

User defined macros are items of text defined by the user which are automatically replaced by HelpBuilder at build time with text which the user also defines.

User defined macros are set up in the Project/User Defined Macros Dialog. This example project has some macros set up in the dialog to demonstrate on this page how user defined macros operate.

`$AUTHORNAME$=Graham Plowman`
displays:
Graham Plowman

`$APPLICATIONNAME$=HelpBuilder`
displays:
HelpBuilder

User defined macros are similar to the in-built [text macros](#) except that the user can create them and define their values.

User defined macros are useful where a standard topic file is to be shared between multiple project files, but small differences are required between them, for example, application names, author names etc. These differences can be handled by User Defined Macros which are defined in the project file as opposed to a topic file.

#⁹⁰ **Sample Jump Using a Window**

This is a sample jump which uses the 'jump' window definition defined in the Project Windows dialog.

Note that window definitions enable a different client area and non-client area colour to be used on an individual topic basis.

Optionally, window definitions also allow a jump window to be maximised separately from the main window.

{bmc BACK.BMP}

