What's New with HelpGen

This file describes the changes that have been made to the latest version of HelpGen. It also describes the changes made to earlier versions of the program.

Version 1.31

• The Microsoft Help Compiler does not like foreign language characters and other characters from the upper ASCII character set. In earlier versions of HelpGen, you could bypass this problem by using the \'hh RTF command to replace the offending characters. HelpGen will now automatically replace these characters when it builds the RTF file. There is one exception, though - foreign language characters in macro arguments are NOT replaced. NOTE: This fix will not work for building HTML files.

• HelpGen automatically saves information about how you were working when you exit from the program. Included in this information is the directory you last accessed. If the directory was on a floppy disk drive, the next time you use HelpGen and tried to open a file, it would try to access the floppy drive. This is very annoying, so a check has been added to HelpGen to prevent it from saving directory information if it is for drives A or B.

• A bug was found in version 1.30 that occurs only if you are using the program under Windows 95. If you make a mistake in a macro and attempt to build an RTF file from it, an error box appears with your mistake in it. At this point under Windows 95, HelpGen locks up and you need to reboot your computer (real nasty bug). This has been fixed in version 1.31.

• Fixed some of the definitions in the html.mmf file. Added definitions for the registered (\'ae) and trademark (\'99) symbols.

Version 1.30

• Added more fonts and changed the default fonts. HelpGen now supports the following fonts:

> 0 - Arial (True Type font)
> 1 - Times New Roman (True Type font)
> 2 - Courier
> 3 - MS Sans Serif
> 4 - Roman
> 5 - MS Serif
> 6 - Symbol
> 7 - Helv
> 8 - Arial MT (True Type font)

The default font for topic headings is 24 point Arial (\f0 \fs48). The default font for the .[and .] commands is 10 point Courier (\f2 \fs20). The default font for everything else is 12 point Times New Roman (\f1 \fs24).

• Added color support. The color table contains the following colors:

0 - The default color (usually black)	9 - Light blue
1 - Blue	10 - Light green
2 - Green	11 - Light cyan
3 - Cyan	12 - Light red
4 - Red	13 - Light magenta
5 - Magenta	14 - Yellow
6 - Brown	15 - White
7 - Dark gray	16 - Pool table green
8 - Light gray	

A color macro has been added to support the colors. Its format is **.c(color_number, text)**, where *color_number* is one of the numbers shown above, and *text* is the text to color. See the DEMO.MAC file for examples of its use.

• Added macros to support context browse sequences. The macros are **.startc(label, topic, bitmap, program_name, context_name, context_number), .entc(label, topic, prefix, context_name, context_number)** and **.pentc(label, topic, context_name, context_number)**.

• Added two macros to allow access to the help compiler's macros. They are **.macro(macro,text)** and **.bmacro(macro,bitmap)**. The .macro underlines **text** in the HLP file as if a jump is there, but executes the macro instead of jumping. The .bmacro uses a bitmap as the jump "target" instead of text, similar to .bj, and executes the macro instead of jumping.

• Added a macro to allow a popup from a graphical item. It works like the **.bj** macro, but jumps to a popup instead of a topic. The macro is **.bp(label,bitmap_name)**. See the DEMO.BMP for examples of use.

• Added another comments macro. The current **.rem** macro is only visible in the .MAC file and is not included when the .RTF file is created. The new **.com** macro is included in the .RTF file. NOTE: Do not use the **.com** at the very beginning of your .MAC file, in front of the **.start** macro. The Microsoft help compiler doesn't like comments in front of the initial RTF information, so you should use **.rem** at the top of your file. See the DEMO.MAC file for examples of use.

• Added a menu item to allow direct invocation of a bitmap editor such as PaintBrush.

• Added a menu item to allow direct invocation of the hot spot editor Shed. Shed lets you mark pieces of a bitmap as jump or popup areas. See the examples in the HLPGEN.MAC file.

• Added a menu item to allow users to fully generate a .HLP file from the .MAC file, with only one mouse click. The Build Help file icon has been changed to Build HLP from MAC.

• The HelpGen macros have been separated from the program and placed in the file HELPGEN.MMF. This will allow the user to make modifications or additions to the macro set. The maximum number of macros allowed is 255. The maximum length of a single macro is 2000 characters.

• Added a menu item to allow generation of Internet HyperText Markup Language (HTML) documents from a .MAC file. The only changes that would have to be made are the bitmap names - HTML uses .GIF and .JPG graphics, while Windows help uses .BMP, .SHG and .WMF graphics.

• Added macros to jump to other help files or other HTML documents. The **.fj(file,string)** creates a text jump to 'file'. The **.bfj(file,bitmap_name)** creates a graphical jump to 'file'.

• Added macros to display text as bold-italic, bold-underlined and italic-underlined. The macros are **.bu(string)**, **.bi(string)** and **.iu(string)**.

• Help files can be generated from multiple .RTF files, which are in turn generated from multiple .MAC files. The **.begin_file** macro has been added to support this capability, but the capability is still crude in this version of HelpGen, as it requires a project file for each .MAC file. The next version of HelpGen will support multiple files with a single .HPJ file.

• Project files generated with HelpGen now contain a [MAP] section to support context-sensitive help programming.

• Added Search for Help and Help on Help menu items to the program.

Version 1.21

• Deleted the annoying message boxes that pop up every time you attempt to create a .RTF or .HLP file.

Version 1.20

• Initial public release of HelpGen.