

#1\$2K3+4 **Contents**

Owl Help Application

Test A

Test B

Exit

1# CONTENTS

2\$ Contents

3K Contents

4+ BOWLHELP:005

#5\$K7+8 OWL Help Application

This is an example of bitmap placement. Bitmaps can be placed in a help file by referencing them by their file name, or by copying them from the clipboard. (for more information, see the help compiler documentation).



5# OWLHELPAP
6\$ OWL Help Application
7K OWL Help App
8+ BOWLHELP:010

#9\$10K11+12 **Menu Item A**

You have reached the help for Menu Item A.

For an example of a term in the help system, click on [test](#) here.

See also:

[Menu Item B](#)

g#HELP_MENUITEMA

10\$ Menu Item A

11^K Menu Item A

12⁺ BOWLHELP:015

#13\$14K15+16 **Menu Item B**

You have reached the help for Menu item B.

For an example of a term in the help system, click on [test](#) here.

See also:

[Menu Item A](#)

13# HELP_MENUITEMB

14\$ Menu Item B

15^K Menu Item B

16⁺ BOWLHELP:020

#17 **Test**

This is a generic term for this example. What makes it a term is how one gets to it within the help system. Since it comes up in a definition box, it is called a term.

Try

Menu Item A or B

#18 \$19K20 **Exit**

This is the help on Exit. Selecting it will close down the application.

18# HELP_EXIT

19\$ Exit

20^K Exit