The Windows Help Magician

Version 1.30

Demonstration Documentation

Introduction

This zip file contains a demonstration version of the Windows Help Magician. This Windows Write **(Version 3.1 format)** file contains the Tutorial Chapter from the Help Magician's manual. The demonstration version of the program is limited to seven pages, enough to complete the tutorial.

The zip file also includes the TUTOR.HLP file for those who do not yet have the help compiler but would like to look at the Help Magician. If you don't have the help compiler, you can still run the help magician and get a feel for its functionality and you can view TUTOR.HLP by double clicking on it from the File Manager to see what can be accomplished with a simple Help Magician source file.

Features

The Help Magician automates the creation of Windows hypertext help system files. The Windows Help Magician eliminates the hours of work you will typically devote to creating custom help windows while developing your Microsoft Windows application. With this powerful tool at your disposal, you'll be able to create Windows help files in a single integrated environment. No need to wait forever for the RTF file to be written. (One competitor took 18 minutes to write an RTF file that the Help Magician blasted through in just 4 seconds!) No need to switch out to DOS to run the Help Compiler. With the Help Magician, you'll be able to create and test the functionality of your help file instantly - jumps, popups, bitmaps, browse sequences, you name it.

- Point and click to create a professional help system from typed or imported text and manuals

- First time users and seasoned professionals can save many hours using the Help Magician's timesaving features. No knowledge of Windows help is necessary. The Help Magician handles the entire project for you - transparently

- No programming knowledge or experience is required to create professional help systems with the Help Magician

- The Help Magician handles all of the organization of the help system for you with point and click tables

- An integrated RTF reader imports existing Word for Windows help files, manuals, and RTF files written by the Help Magician

- Create jumps & popups from word or phrase links

- Use advanced editor functions: cut, copy, paste, find, find next, find previous, replace, replace all, replace with verify

- Save time with hot keys

- Setup and reorder browse sequences seamlessly

- Create and assign custom fonts and colors

- Include bitmaps

- Make numbered lists with numbers, letters, characters, or phrases

- Create bulleted lists

- Indent words, paragraphs, or blocks of text

- Assign keywords and multiple keywords in a drop down box on main form

- Edit, test, write RTF and project files, and compile & call WINHELP.EXE in one integrated environment

- Import and export ASCII files

- Dynamic syntax checking ensures that the help system, generated by the Help Magician will function as you designed it when viewed with WINHELP.EXE

- Use the Help Magician's test mode to test your help system instantaneously

- Write RTF files with lightening speed

- Supports Windows 3.1 hotspots or "segmented hypergraphics"

- Printout complete help file, browse sequences, context relationships, and link lists

- Maintain separate configurations for different help systems

- Works for any Windows development language

- Prevents the duplication of topic titles and context numbers automatically

- Maintains your build help directory and time date stamp automatically

- Import existing Word for Windows help files and complete with the Help Magician's unparalleled capabilities

- Import Word for Windows manuals and convert to Windows help systems

Requirements:
Microsoft Windows 3.0 or 3.1
Windows Help Compiler 3.x
Windows ready IBM Compatible

The Help Magician works with Word for Windows but it is not required - the Help Magician is capable of creating a Windows help system from it's own integrated environment

Ordering Information

We're so sure you'll like the Help Magician that we back up our claims with a full, 30 day, unconditional, money back guarantee.

The Windows Help Magician lists for $199.00, a very reasonable price for the most powerful help creation application available.

Under the agreement between Vi Qual Software, the developer of the Help Magician, and Software Interphase, Inc., the distributor, Vi Qual Software may sell a limited number of copies of the Help Magician.

During this special offer, send a check or money order (in US currency) for:
　　　　US:　　　　　$99.00 + $5.00 shipping and handling:
　　　　Foreign:　　　$99.00 + $10.00 shipping and handling:
TO:

Vi Qual Software
28 Hill Drive
Rochester, NY 14626-1810
Phone: (716) 723-0123
FAX: (716) 227-9786

After this special offer, contact:
Software Interphase, Inc.
82 Cucumber Hill Road
Foster, RI 02825
Call (800) 542-2742
Fax order to: (401) 397-6814

The Windows Help Magician is also available with a German manual and help system from:
Zoschke Data GmbH
Bahnhofstr. 3W-2306 Schoenberg/Holst. (Germany)
Tel (01149) 4344-6166
FAX (01149) 4344-6162

The $99.00 special offer does not apply to German speaking countries.

Installation

The commercial version of the Help Magician includes an automated installation procedure. In order to reduce the size of the zip file for Compuserve, we are asking that you install the program manually, which requires only a few simple steps.

(1)   Make a sub directory called \HLPMAGIC.

(2)   Copy or move the HLPMAG.ZIP file to that directory and un-zip it.

(3)   Move HLPMAGIC.HLP and HLPMAGI.DLL to your Windows \SYTSEM directory.

       Windows 3.0 users only: If you are running Windows 3.0, also move THREED.VBX and SS3D3.VBX to your Windows \SYTSEM directory.

       IMPORTANT: Be carefull not to overwrite a version of a VBX file that you need for other applications.

(4)   Execute the program by double clicking on the file name from the File Manager, or set up an icon in one of your program groups with the following method:

       From the Windows Program Manager, select the target program group by clicking on it then select "File", "New", "Program Item" from the main menu. Enter the following information into the Program Item Properties form:

       Description: Help Magician
       Command Line: C:\HLPMAGIC\HLPMAGIC.EXE
       Working Directory: C:\HLPMAGIC
       Shortcut Key: None

       Select OK and the Help Magician's icon will be placed in the program group.

Note that the Windows Help Magician requires VBRUN200.DLL. If you don't already have this DLL in your Windows \SYSTEM directory, it is available on Compuserve on the following forums:

MSBASIC / Visual Basic - Win
WINAPA / Micrografx
Zenith / Windows

If you don't have the Windows help compiler, it is alsoavailable on Compuserve in the WINSDK/WinHelp forum. HC.EXE is a compiler for Word for Windows 2.0 and Windows 3.0 and HCP.ZIP is an extended version of the Windows 3.1 compiler.

When first executed, the Help Magician will write a HLPMAGIC.INI file with some defaults. You will be able to change these defaults from within the program. You may want to select Project Options from the Build Menu and set the directories for your help compiler and optional RTF word processor.

In the absence of the complete manual, we ask that you follow the tutorial and use the Help Magician's own on line help system.

Chapter 2 - Tutorial

Intro   The tutorial is placed before the chapters describing the Help Magician components for those of us who are too impatient to read the manual before using the program. The tutorial will walk you through the creation of a Windows Help system, using some of the capabilities of the Help Magician.

TUTOR.HLP In the tutorial, we'll be building a help system called TUTOR.HLP. Start the Help Magician by double clicking on its icon in the program manager. The program will begin with a blank help file and a temporary title for the first page. Note that the terms page and topic will be interchanged throughout the manual, as each help topic or definition will be on a separate page in the editor. The tutorial help file will describe functions in a fictitious Edit Menu. This will be a simple help file for the purpose of learning the Help Magician.

Help Text   The text to be entered into the editor, during the tutorial, will be in bold type to distinguish it from the tutorial text. Type the sentences in without carriage returns. The editor will word wrap the text and the text will be word wrapped, in the compiled help system, depending on the size of the help window.

Page One   Enter the following text into the editor:

tutor.bmp

The Edit Menu

The Edit Menu provides functions to cut, copy, and paste text to and from the Clipboard, as well as functions to search for and, optionally, replace text.

Related Topics
Cut
Copy
Paste
Find
Find Next

Bitmap   Now, move the cursor to, or click on the file name, tutor.bmp. Select Bitmap Marker from the Marker Menu. The default option, Character Justification, will be selected. Select OK to close the window. Markers will appear on both sides of the name of the Bitmap and the Status Bar will reflect the fact that the cursor is on a Bitmap reference with the notation, Bitmap C. Note that, if Bitmaps are not in the 'ROOT' directory for the current help build, the path can be included in the filename in the help text.

Heading   Change the font for the topic heading by highlighting the words, The Edit Menu, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.

Highlight the words, Related Topics, and change the font to Emphasized Help Text by selecting Font Style from the Marker Menu.

Title   Every help page begins with a temporary title in the title text box in the Status Bar consisting of the text Temp Title and the page number. Lets change the title for page one of the tutorial help file. Click on the title text box and change the title to Tutorial Contents.

Keywords   Click on the Keywords drop down box in the Utility area. Type Contents and press return.

Context #   Because this will be the index page for the help file, it requires a context number. Click on the context number box, in the Utility Area, and enter the number 1.

Save File   Before we move to the second page, lets give the file a name and save it to disk. From the File Menu, select Save As. With the File form, select the drive and path that the help file will be written to. This becomes the 'ROOT' directory for the help build as described in the Windows Help compiler documentation. **The Bitmap, TUTOR.BMP, used in the tutorial must be located in this directory or you must include the path to the Bitmap in the filename in the help text.**

Change the file name from DEFAULT.HLX to TUTOR.HLX and click on the OK button to save the file.

Popup   Before we can create a link to another topic, or definition, the topic page must exist. Click on the ^PgDn button or press the Ctrl PgDn key combination. The current page is updated in the database in memory, but the file has not been written to disk.

Page Two   Enter the following text into page two:

Clipboard
The Clipboard is a Windows utility that stores text or graphics that is cut or copied from an application running under Windows.

Heading   Change the font for the topic heading by highlighting the word, Clipboard, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.

Title   Change the title of the page to Clipboard Definition. No keywords will be added to this page because this is not a help topic but a definition for a Popup.

Move back to page one by clicking on ^PgUp. Next, click on the word Clipboard in the help text. Select Popup from the Marker Menu. A table with a list of topic titles will appear. The only title in the table at this point will be, Clipboard Definition. Click on the OK button. Again, Markers will appear on both sides of the word Clipboard. The Status Bar will be updated to reflect that the cursor is on a Popup.

Test

It's a little early but lets get some gratification from the work we have done to this point. Click on the Test button in the Status Bar. The Status Bar is replaced by the Test Mode command bar. Test Mode always begins on page one of the help file. Notice that some of the command buttons are gray and not selectable. Command buttons are selectable only when it is possible to perform the associated function. Click on the word, Clipboard. This enables the Popup button in the Test Mode command bar. Click on the Popup button, in the command bar, and the definition of Clipboard should appear. Click anywhere in the help window to close the Popup.

Click on the word, tutor.bmp. This enables the Bitmap command button. Click on the Bitmap command button and, if the Bitmap is in the 'ROOT' directory for the current help build, or the path is included in the filename, the Bitmap is displayed on a form. Click anywhere in the help window to close the Bitmap viewer.

This is all the help system does so far, but we've only put a minute's worth of work into it. Click on the Design button to return to the design mode of the Help Magician.

Page Three   Move to page three and enter the following text into the editor:

Cutting Text

Select the text to be cut by holding the left mouse button and dragging over the text. Then select Cut from the Edit Menu or press Shift Del. The text is cut to the Windows Clipboard.

Heading   Change the font for the topic heading by highlighting the words, Cutting Text, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.

Title   Change the title from Temp Title 3 to Cutting Text and add the following keywords into the Keywords drop down box: Edit, Cut, Clipboard.

Page Four   PgDn to page four and enter the following text:

Copying Text

Select the text to be copied by holding the left mouse button and dragging over the text. Then select Copy from the Edit Menu or press Ctrl Ins. The text is copied to the Windows Clipboard.

Heading	Change the font for the topic heading by highlighting the words, Copying Text, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.
Title	Change the title from Temp Title 4 to Copying Text and add the following keywords into the Keywords drop down box: Edit, Copy, Clipboard.
Page Five	PgDn to page five and enter the following text:

Pasting Text

Place the cursor in the text where the text is to be inserted. Then select Paste from the Edit Menu or press Shift Ins. The text is copied from the Windows Clipboard into the text.

Note that, if text is highlighted during a paste operation, it will be replaced by the pasted text.

Heading	Change the font for the topic heading by highlighting the words, Pasting Text, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.
Title	Change the title from Temp Title 5 to Pasting Text and add the following keywords into the Keywords drop down box: Edit, Paste, Clipboard.
Page Six	PgDn to page six and enter the following text:

Find Text

Select Find from the Edit Menu to search for text in the current help file. There are options to search the current topic or all topics. The search can be case sensitive or case insensitive and can be limited to whole word.

Title	Change the title from Temp Title 6 to Find Text and add the following keywords into the Keywords drop down box: Find, Search.
Page Seven	PgDn to page seven and enter the following text:

Find Next

Select Find Next from the Edit Menu, or press F3, to find the next occurrence of the search text in the current help file.

Heading   Change the font for the topic heading by highlighting the words, Find Next, and selecting Font Style from the Marker Menu. Select Topic Heading from the list of Font Styles and click on OK.

Title   Change the title from Temp Title 7 to Find Next and add the following keywords into the Keywords drop down box: Find, Search, Next.

Create Jumps   Move back to page one and click on the word Cut, in the list of edit functions, in the lower portion of text in the editor. There are two shortcuts to moving to a specific page. You can select Goto Title from the Edit Menu and select the page from the list or click on the page number text box, in the Status Bar, and enter the desired page number. Select Jump from the Marker Menu, or press Ctrl J, and select the title, Cutting Text, from the list of titles in the table. Click on the word Copy, select Jump from the Marker Menu, and select the title, Copying Text, from the table.

Click on the word Paste, select Jump from the Marker Menu, and select the title, Pasting Text, from the table.

In the same manner, create Jumps for Find and Find Next, selecting the appropriate title from the table. In order to select two or more words, as in the case of Find Next, you will have to highlight both words by holding the left mouse button and dragging over the words. The highlighting need not be precise. The Help Magician will find the beginning and end of words for you.

Indents   For a more professional appearance, go back through the help pages and indent the text paragraphs. Don't indent the titles or the headings, such as Related Topics. To indent the text, place the cursor anywhere in the paragraph and select Indent from the Marker Menu. Enter .2 as the indent and click on OK. Also, indent the Jumps on the first page by holding down the left mouse button and dragging the mouse cursor over the Jump words. Again, select Indent from the Marker Menu, enter .2, and click on OK.

Add Browse   Click on the Browse button in the utility area. A blank Browse Definitions form will appear. Add the Browse group names, Edit and Find, by clicking on the Add button under the Browse Groups table and entering the group names.

With the Edit group highlighted, click on the Add button, under the Titles table, select Cutting Text, and click on OK. In the same manner, add the titles, Copying Text, and Pasting Text to the Titles table.

With the Find group highlighted, click on the Add button, under the Titles table, select Find Text, and click on OK. In the same manner, add the title, Find Next, to the Titles table.

You have just created multiple Browse sequences. Click on the Exit button to close the Browse Definitions form.

Done　　　　　　　　You have completed the tutorial help file. Save the help file by selecting Save from the File Menu. Now, let's go back into Test Mode and check what we have done. Click on the Test button in the Status Bar.

Test　　　　　　　　Click on Cut Text and press the Jump button on the command bar. This will display the Cut Text topic.

Browse　　　　　　　Since we have created a Browse group for the Edit topics, the right Browse button (>>) will be enabled. Clicking on the button will display the Copy Text topic. The left Browse button (<<) will now be enabled. Clicking on the right Browse button again will display the Paste help topic. Since this is the last topic in the Browse group, the right Browse button will be disabled.

History　　　　　　　The history buffer has stored the help topics we have visited. Clicking on the History button will display the history window. You can select a topic to re-visit by double clicking on the title or by selecting it and clicking on the OK button. Click anywhere else on the Help Magicians main form to close the History window.

Misc.　　　　　　　Check the Popups and the other capabilities of Test Mode and, when you have finished, click on the Design button to return to the design mode of the Help Magician.

Build　　　　　　　Now, lets make the compiled help system and test it by calling WINHELP.EXE. Open the Build Menu and select Rebuild All. This option will write the RTF and project files and run the Windows help compiler without checking the time and date stamp on the files involved in the help build. You could use the Write RTF and the Run Compiler options individually to perform the operations separately and the files time and date stamps will be checked.

Compile　　　Since the Windows help compiler is actually a DOS application, the screen will clear to a DOS screen.

Messages　　　In version 3.0 of the Windows help compiler, the output messages are directed to a file and the Help Magician displays the contents of the file in a window when compilation is complete. In version 3.1, the ERRORLOG option is used in the project file and the file is displayed in a window when compilation is complete. This allows scrolling back and forth through the messages instead of trying to view them as they scroll by on the screen. The messages can be sent to the default printer by clicking on the Print button.

Note　　　　　　　Version 3.00b of the Windows help compiler does not support redirection or the use of the ERRORLOG option. Therefore, it is not possible to display the messages in a window.

View　　　　　　　If the compile was successful, you can view the help system by selecting Call WINHELP.EXE from the Build Menu. Everything should work the same as it did in the Test Mode of the Help Magician.

Close When you are done viewing the help system, close the window. If the window is left open, by changing the focus to another application, and you edit and re-compile the help system, WINHELP.EXE will display an warning message the next time you make a call to the help system. The message will indicate that the help file has changed and WINHELP.EXE will close the window for you.