

## File Menu Commands

Use the [scroll bar](#) to see more information.

### Open

Opens a hypergraphic.

When you open a hypergraphic, Hotspot Editor places the graphic in a new window. Other graphics that are open remain displayed in their own windows.

Related Topics

[Creating a Hypergraphic](#)

[Opening a Hypergraphic](#)

### Close

Closes the current hypergraphic (the one displayed in the active window). If the hypergraphic is unsaved, Hotspot Editor lets you save it before closing the hypergraphic.

### Save

Saves the current hypergraphic (the one displayed in the active window).

When you choose Save, the hypergraphic remains open so you can continue working on it.

### Save As

Saves a hypergraphic.

When you complete the Save As dialog box, you can do any of the following:

- \* Name a new hypergraphic.
- \* Save an existing hypergraphic under a new name.
- \* Save an existing hypergraphic under its original name.

### Exit

Closes any [hypergraphics](#) and exits Hotspot Editor.

If any hypergraphic is unsaved, Hotspot Editor lets you save it before exiting.

### 1, 2, 3, 4

Opens the hypergraphic shown after the number. Lists the last four hypergraphics opened or saved.

Related Topics

[Opening a Hypergraphic](#)

## **Edit Menu Commands**

Use the [scroll bar](#) to see more information.

### **Undo**

Undoes your last edit.

You can undo:

- \* Changes to [hotspots](#), including changes to attributes, size and position
- \* Deletions of hotspots (including cuts and deletes)
- \* Insertions of hotspots

### **Attributes**

Changes hotspot attributes for the selected hotspot.

Related Topics

[Attributes Dialog Box](#)

[Changing Hotspot Attributes](#)

### **Select**

Displays a list of hotspots for the hypergraphic and allows you to select a hotspot by [hotspot ID](#).

Related Topics

[Select Dialog Box](#)

[Selecting Hotspots](#)

### **Delete**

Deletes the selected hotspot.

Related Topics

[Changing Hotspots](#)

### **Cut**

Moves the selected hotspot to the Clipboard, replacing the previous Clipboard contents.

Related Topics

[Changing Hotspots](#)

### **Copy**

Copies the selected hotspot to the Clipboard.

Related Topics

[Changing Hotspots](#)

### **Paste**

Pastes the contents of the Clipboard.

If the Clipboard contains a hotspot, the hotspot is pasted in the top-left corner of the hypergraphic. (If a hotspot is selected, the Paste command is unavailable.)

If the Clipboard contains a metafile or bitmap, Hotspot Editor creates a new hypergraphic and displays it in a new window.

Related Topics

[Creating a Hypergraphic](#)

[Changing Hotspots](#)

### **Preferences**

Allows you to specify default hotspot attributes. Hotspot Editor automatically assigns these default attributes to new hotspots.

Related Topics

Preferences Dialog Box  
Specifying Default Hotspot Attributes

## Window Menu Commands

Use the [scroll bar](#) to see more information.

### **Cascade**

Arranges windows so they overlap, starting in the upper-left corner of the Hotspot Editor window. The title bar of each window remains visible, making it easy to select any window.

### **Tile**

Arranges the windows side by side, so each window is visible and no windows overlap.

### **Arrange Icons**

Arranges all icons in rows.

### **1, 2, 3, 4**

Selects the window containing the specified [hypergraphic](#).

## **Help Menu Commands**

Use the scroll bar to see more information.

### **Contents**

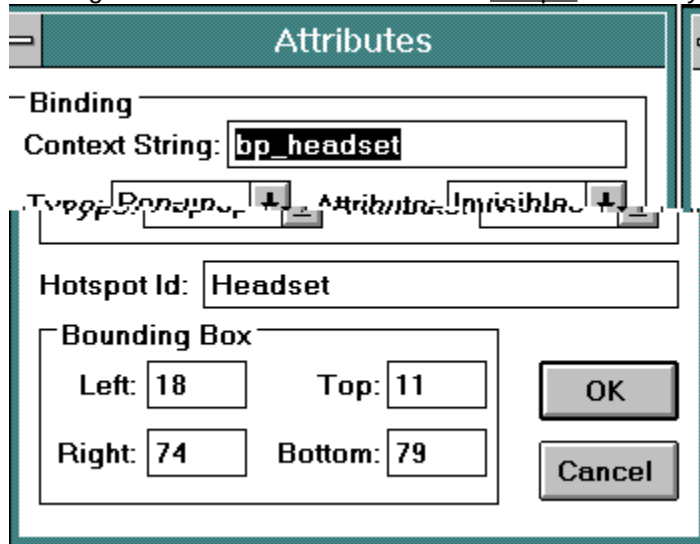
Displays the Help contents topic.

### **About**

Displays version and copyright information.

## Attributes Dialog Box

Changes the attributes for the selected hotspot. Click any control to get more information.



The screenshot shows a dialog box titled "Attributes". It has a "Binding" section with a "Context String" field containing "bp\_headset". Below this is a row of two dropdown menus: "Type" set to "Polygon" and "Attribute" set to "Invisible". The "Hotspot Id" field contains "Headset". A "Bounding Box" section contains four input fields: "Left" (18), "Top" (11), "Right" (74), and "Bottom" (79). At the bottom right are "OK" and "Cancel" buttons.

Attributes	
- Binding -	
Context String:	bp_headset
Type: Polygon	Attribute: Invisible
Hotspot Id: Headset	
- Bounding Box -	
Left: 18	Top: 11
Right: 74	Bottom: 79
OK	
Cancel	

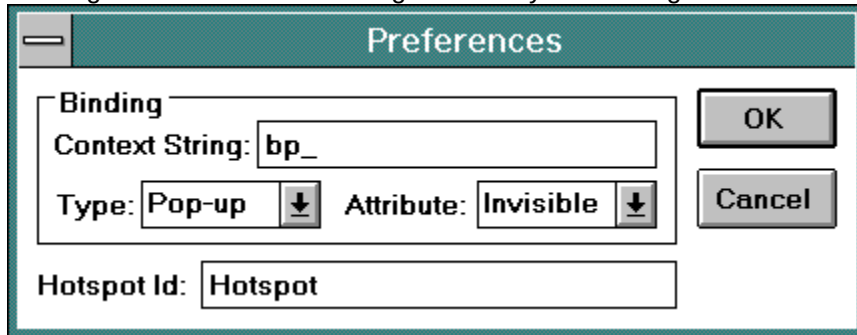
Related Topics

[Changing Hotspot Attributes](#)

[Edit Menu Commands](#)

## Preferences Dialog Box

Changes default attribute settings. Click any control to get more information.



The image shows a 'Preferences' dialog box with a teal header bar. Inside, there is a 'Binding' section with a 'Context String' field containing 'bp\_'. Below this, 'Type' is set to 'Pop-up' and 'Attribute' is set to 'Invisible', both with dropdown arrows. At the bottom, the 'Hotspot Id' field contains 'Hotspot'. To the right of the 'Binding' section are 'OK' and 'Cancel' buttons.

Preferences	
<b>Binding</b>	
Context String:	bp_
Type:	Pop-up ↓
Attribute:	Invisible ↓
Hotspot Id: Hotspot	
OK	
Cancel	

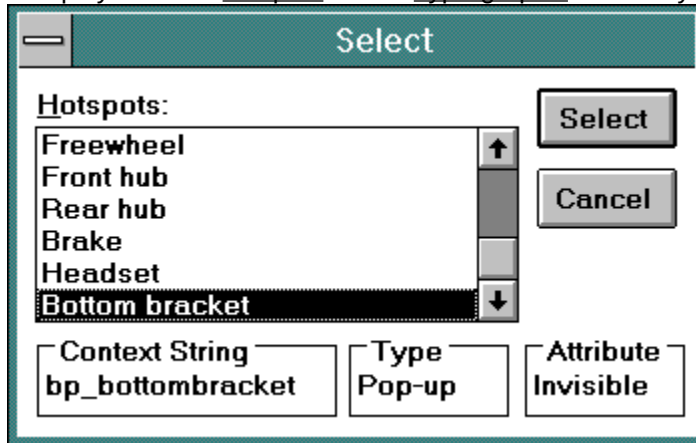
Related Topics

[Specifying Default Hotspot Attributes](#)

[Edit Menu Commands](#)

## Select Dialog Box

Displays a list of hotspots for the hypergraphic. Click any control to get more information.



Related Topics

[Selecting Hotspots](#)

[Edit Menu Commands](#)



## About Hotspot Editor

You use Hotspot Editor to create and edit hypergraphics. A hypergraphic is a bitmap that includes one or more hotspots. A hotspot can cover any portion of the bitmap. A bitmap can include multiple hotspots that link to Help topics or run Help macros when clicked.

Using Hotspot Editor, you can assign hotspots to a bitmap and assign attributes to each hotspot. Each hotspot includes the following attributes:

- \* Context string
- \* Link type (jump, pop-up, or macro)
- \* Visible or invisible hotspot borders
- \* Hotspot ID

Hotspot Editor saves hypergraphics in a special compressed file format. Hypergraphic files generally have a .SHG filename extension.

## Using Hypergraphics

To include a hypergraphic in a Help topic, use one of the standard bitmap reference codes (bmc, bml, or bmr). The hotspots on the hypergraphic work like standard textual links in an RTF file.

Hotspots must reference valid context strings for a Help project. The Help compiler displays a warning if the hotspot references a nonexistent context string.

**File Open**

Opens a bitmap or [hypergraphic](#).

When you open a bitmap or hypergraphic, Hotspot Editor places the graphic in a new window. Other graphics that are open remain displayed in their own windows.

**Related Topics**

[Creating a Hypergraphic](#)

[Opening a Hypergraphic](#)

[File Menu Commands](#)

**File Close**

Closes the current hypergraphic (the one displayed in the active window). If the hypergraphic is unsaved, Hotspot Editor lets you save it before closing the hypergraphic.

Related Topics

File Menu Commands

**File Save**

Saves the current hypergraphic (the one displayed in the active window).

The hypergraphic remains open so you can continue working on it.

Related Topics

File Menu Commands

**File Save As**

Saves a hypergraphic.

When you complete the Save As dialog box, you can:

- \* Name a new hypergraphic.
- \* Save an existing hypergraphic under a new name.
- \* Save an existing hypergraphic under its original name.

Related Topics

[Creating a Hypergraphic](#)

[File Menu Commands](#)

**File Exit**

Closes any hypergraphics and exits Hotspot Editor.

If any hypergraphic is unsaved, Hotspot Editor lets you save it before exiting.

Related Topics

File Menu Commands

**File 1, 2, 3, 4**

Opens the graphic shown after the number. Lists the last four graphics opened or saved.

Related Topics

[Opening a Hypergraphic](#)

[File Menu Commands](#)



**Edit Undo**

Undoes your last edit.

You can undo:

- \* Changes to hotspots, including changes to attributes, size and position
- \* Deletions of hotspots (including cuts and deletes)
- \* Insertions of hotspots

Related Topics

Selecting Hotspots

### Edit Attributes

Changes the attributes for the selected hotspot. Click any control to get more information.

The screenshot shows a dialog box titled "Attributes" with a teal header bar. Inside, there is a section labeled "Binding" with a text field containing "bp\_headset". Below this, there are two buttons: "Type" and "Attributes", each with a small downward arrow. Further down, there is a text field labeled "Hotspot Id:" containing the text "Headset". At the bottom, there is a section labeled "Bounding Box" containing four text fields: "Left:" with "18", "Top:" with "11", "Right:" with "74", and "Bottom:" with "79". To the right of these fields are two buttons: "OK" and "Cancel".

### Related Topics

[Changing Hotspot Attributes](#)

[Edit Menu Commands](#)

## Edit Select

Displays a list of hotspots for the hypergraphic. Click any control to get more information.

The image shows a software dialog box titled "Select". It contains a list of hotspots: "Freewheel", "Front hub", "Rear hub", "Brake", "Headset", and "Bottom bracket". The "Bottom bracket" item is currently selected and highlighted. To the right of the list are "Select" and "Cancel" buttons. Below the list, there are three fields: "Context String" with the value "bp\_bottombracket", "Type" with the value "Pop-up", and "Attribute" with the value "Invisible".

Hotspots:	Context String	Type	Attribute
Freewheel			
Front hub			
Rear hub			
Brake			
Headset			
<b>Bottom bracket</b>	<b>bp_bottombracket</b>	<b>Pop-up</b>	<b>Invisible</b>

Related Topics

[Selecting Hotspots](#)

[Edit Menu Commands](#)

**Edit Delete**

Deletes the selected hotspot.

Related Topics

Changing Hotspots

Edit Menu Commands

**Edit Cut**

Moves the selected hotspot to the Clipboard, replacing the previous Clipboard contents.

Related Topics

[Changing Hotspots](#)

[Edit Menu Commands](#)

**Edit Copy**

Copies the selected hotspot to the Clipboard, replacing the previous Clipboard contents.

Related Topics

Changing Hotspots

Edit Menu Commands

**Edit Paste**

Pastes the contents of the Clipboard.

If the Clipboard contains a hotspot, the hotspot is pasted in the top-left corner of the hypergraphic. (If a hotspot is selected, the Paste command is unavailable.)

If the Clipboard contains a metafile or bitmap, Hotspot Editor creates a new hypergraphic and displays it in a new window.

Related Topics

[Creating a Hypergraphic](#)

[Changing Hotspots](#)

[Edit Menu Commands](#)

## Edit Preferences

Changes default attribute settings. Click any control to get more information.

**Preferences**

**Binding**

Context String:

Type:

Attribute:

Hotspot Id:

## Related Topics

[Specifying Default Hotspot Attributes](#)

[Edit Menu Commands](#)



**Window Cascade**

Arranges windows so they overlap, starting in the upper-left corner of the Hotspot Editor window. The title bar of each window remains visible, making it easy to select any window.

Related Topics

[Window Menu Commands](#)

**Window Tile**

Arranges the windows side by side, so each window is visible and no windows overlap.

Related Topics

[Window Menu Commands](#)

**Window Arrange Icons**

Arranges all icons in rows.

Related Topics

[Window Menu Commands](#)

**Window 1, 2, 3, 4**

Selects the window containing the specified hypergraphic.

Related Topics

Window Menu Commands

**Attribute**

Specifies a default border style (visible or invisible) for new hotspots.

### Context String or Macro

The name and contents of this field depend on the value of the Type field.

Type Value	Contents
Jump or Pop-up	Specifies a default <u>context string</u> for new hotspots. If you use standard context-string prefixes, you can use the prefix as the default context string.
Macro	Specifies a default <u>macro</u> for new hotspots. When you create a hotspot, you can change the macro.

**Hotspot ID**

Specifies a default hotspot ID for new hotspots. When you create a new hotspot, Hotspot Editor appends a sequence number to this name and assigns the resulting ID to the new hotspot.

**Type**

Specifies a default link type (jump, pop-up, macro, or search key) for new hotspots.



**Search Key**

Specifies default link type search key for new hotspots. The search key link type is use only with certain help systems.

**Macro**

Specifies default link type macro for new hotspots.

**Attribute**

Specifies the hotspot border style (visible or invisible).

**Bounding Box**

Specifies rectangle coordinates for the hotspot.

### Context String or Macro

The name and contents of this field depend on the value of the Type field.

Type Value	Contents
Jump or Pop-up	Context String box. Specifies a <u>context string</u> for the hotspot.
Macro	Macro box. Specifies a <u>macro</u> for the hotspot.

**Hotspot ID**

Specifies an optional hotspot name. The hotspot ID helps you identify the hotspot and is displayed in the Select dialog box. The hotspot ID is optional.

**Type**

Specifies the link type for the hotspot. A hotspot can have a jump link, pop-up link, or macro).

**Attribute**

Specifies the border style (visible or invisible) for the hotspot.



**Context String or Macro**

Specifies a Help topic context string or Help macro. The name and contents of this field depend on the value of the Type field.

Type Value	Contents
Jump or Pop-up	Context String box. Specifies a <u>context string</u> for the hotspot.
Macro	Macro box. Specifies a <u>macro</u> for the hotspot.

**Select**

Closes the dialog box and selects the hotspot selected in the Hotspots box.

**Type**

Specifies the link type (jump, pop-up, or macro) of the selected hotspot.

**Hotspots**

Displays the list of hotspot IDs for the hypergraphic.

When you select a hotspot ID, the hotspot attributes are displayed.

You can select a hotspot by selecting a hotspot ID and then choosing the Select button.

**OK**

Closes the dialog box and saves any changes made.

**Cancel**

Closes the dialog box without saving any changes made.

**Context String**

Specifies a default context string for new hotspots. If you use standard context-string prefixes, you can use the prefix as the default context string. When you create a hotspot, you can add the suffix to complete the context string.

Context String is present if Type is jump or pop-up.

**Related Topics**

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)

**Macro**

Specifies a default macro for new hotspots. When you create a hotspot, you can change the macro.

Macro is present if Type is Macro.

Related Topics

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)



**Search Key**

Specifies default [search keys](#) for new hotspots. When you create a hotspot, you can edit the search keys.

Search Key is present if Type is Search Key. The search key link type is used only with certain help systems.

**Related Topics**

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)

**Type**

Specifies a default link type (jump, pop-up, or macro) for new hotspots.

Related Topics

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)

**Attribute**

Specifies a default border style (visible or invisible) for new hotspots.

Related Topics

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)

**Hotspot ID**

Specifies a default hotspot name for new hotspots. The hotspot ID can help you identify the hotspot. Hotspot Editor appends a sequence number to this name and assigns the resulting ID to the new hotspot.

Related Topics

[Specifying Default Hotspot Attributes](#)

[Preferences Dialog Box](#)

**Context String**

Specifies the context string of the Help topic to display when the user clicks the hotspot.

Context String is present if Type is jump or pop-up.

Related Topics

Changing Hotspot Attributes

Attributes Dialog Box

**Macro**

Specifies the Help macro to run when the user clicks the hotspot.

Macro is present if Type is Macro.

Related Topics

[Changing Hotspot Attributes](#)

[Attributes Dialog Box](#)

**Search Keys**

Specifies search keywords to associate with the [hypergraphic](#).

Search Key is present if Type is Search Key. Search keys are used only with certain help systems.

Related Topics

[Changing Hotspot Attributes](#)

[Attributes Dialog Box](#)

**Type**

Specifies the link type (jump, pop-up, or macro).

Related Topics

Changing Hotspot Attributes

Attributes Dialog Box



**Attribute**

Specifies the hotspot border style (visible or invisible).

Related Topics

[Changing Hotspot Attributes](#)

[Attributes Dialog Box](#)

**Hotspot ID**

Specifies an optional hotspot name. The hotspot ID helps you identify the hotspot and is displayed in the Select dialog box.

Related Topics

[Changing Hotspot Attributes](#)

[Attributes Dialog Box](#)

**Bounding Box**

Specifies rectangle coordinates for the hotspot.

Related Topics

Changing Hotspot Attributes

Attributes Dialog Box

**Hotspots**

Displays the list of hotspot IDs for the hypergraphic.

When you select a hotspot ID, the hotspot attributes are displayed.

You can select a hotspot by selecting a hotspot ID and then choosing the Select button.

Related Topics

Selecting Hotspots

Select Dialog Box



**hotspot**

A region of a graphic that is associated with an action. A hotspot has an associated link (a jump link, pop-up link, or macro link). When the user selects the hotspot, Help performs the action. The specific action taken depends on the link type.

**hypergraphic**

A bitmap that includes one or more hotspots. Hotspots are regions that have an associated Help link or macro.

**hotspot ID**

An optional name for a hotspot. The author can use this name to identify a hotspot within the list of hotspots on the Select dialog box.



**macro**

A procedure for Help to run. A macro can include calls to Help functions and calls to functions defined in dynamic-link libraries registered with your Help project.

When the user selects a hotspot associated with a macro, Help runs the macro.

**pop-up link**

A link to a Help topic. When the user selects a hotspot associated with a pop-up link, Help displays a pop-up window containing the Help topic with the specified context string.

**jump link**

A link to a Help topic. When the user selects a hotspot associated with a jump link, Help replaces the currently displayed topic with the Help topic with the specified context string.

**context string**

A unique identifier for a Help topic. Help identifies each Help topic by its context string.

**scroll bar**

A bar that appears at the right and/or bottom edge of a window whose contents aren't completely visible. Each scroll bar contains two scroll arrows and a scroll box, which allow you to scroll within the window or list box.

**search key**

A search keyword displayed when the user chooses the Search command from Help. You can associate search keywords with a hypergraphic by including a hotspot of type search key on the hypergraphic.

Only certain help systems use search keywords in hypergraphics.



## Creating a Hypergraphic

You can create a hypergraphic in two ways:

- \* By loading an existing bitmap file (.BMP or .DIB) or metafile (.WMF) and saving it in hypergraphic (.SHG) format
- \* By pasting a bitmap or metafile from the Clipboard and saving it in .SHG format

### To load an existing graphic:

- 1 From the File menu, choose Open.
- 2 Enter the filename of the bitmap or metafile.
- 3 Choose OK.

Hotspot Editor opens the bitmap and displays it in a new window.

Related Topics

[Opening a Hypergraphic](#)

[Creating Hotspots](#)

### To paste a bitmap or metafile from the Clipboard:

- 1 From the Edit menu, choose Paste.  
Paste is available only if a valid graphic or hotspot is on the Clipboard.
- 2 Hotspot Editor displays the hypergraphic in a new window.

Related Topics

[File Menu Commands](#)

[Opening a Hypergraphic](#)

[Creating Hotspots](#)

### To save a hypergraphic:

- 1 From the File menu, choose Save As.
- 2 Enter a filename for the new hypergraphic.
- 3 Choose OK.

Hotspot Editor saves the hypergraphic in .SHG format.

Related Topics

[File Menu Commands](#)

[Creating Hotspots](#)

[Opening a Hypergraphic](#)



## Opening a Hypergraphic

### To open a hypergraphic:

- 1 From the File menu, choose Open.
- 2 Enter the filename of the hypergraphic.
- 3 Choose OK.

Hotspot Editor opens the hypergraphic and displays it in a new window.

### Related Topics

#### Creating a Hypergraphic

### To open a hypergraphic that you worked on in a previous session:

- \* From the File menu, choose the name of the hypergraphic you want to open.

## Specifying Default Hotspot Attributes

Hotspot Editor lets you specify default values for hotspot attributes. When you create a new hotspot, these values are automatically assigned to the new hotspot. After creating a hotspot, you can change the attributes.

### To assign default hotspot attributes:

- 1 From the Edit menu, choose Preferences.
- 2 Enter the default hotspot attributes.
- 3 Choose OK.

You can specify the following default attributes:

Attribute	Description
Context string	Specifies a default <u>context string</u> for new hotspots. If your Help project uses standard context-string prefixes, you can use the prefix as the default context string.
Type	Specifies a default link type ( <u>jump</u> , <u>pop-up</u> , or <u>macro</u> ) for new hotspots.
Attribute	Specifies a default border style (visible or invisible) for new hotspots.
Hotspot ID	Specifies a default <u>hotspot ID</u> for new hotspots. When you create a new hotspot, Hotspot Editor appends a sequence number to this name.

### Related Topics

[Preferences Dialog Box](#)

[Edit Menu Commands](#)

## Creating Hotspots

### To create a hotspot:

- \* Drag across the region for the hotspot.  
A selection cursor appears marking the hotspot boundaries.

Related Topics

[Changing Hotspot Attributes](#)

[Changing Hotspots](#)

### To create a hotspot and display hotspot attributes:

- \* With the right mouse button, drag across the hotspot region.  
A selection cursor appears marking the hotspot boundaries.  
When you release the mouse button, the Attributes dialog box appears.

Related Topics

[Changing Hotspot Attributes](#)

[Changing Hotspots](#)

[Attributes Dialog Box](#)

### To copy a hotspot:

- 1 Select the hotspot to copy.
- 2 Choose Copy from the Edit menu.
- 3 Select the destination hypergraphic window.
- 4 Choose Paste from the Edit menu.  
The hotspot is pasted in the upper-left corner of the current hypergraphic window.

Related Topics

[Changing Hotspots](#)

[Selecting Hotspots](#)

## Selecting Hotspots

Hotspot Editor displays the attributes of the selected hotspot in the status area at the bottom of the main window. You can click on the following status-area hypergraphic to get an explanation of the fields:

[bp\_headset:Pop-up:Invisible] [Id:Headset] [Top:11 Bottom:79 Left:18 Right:74]

The border of the selected hotspot includes sizing handles.

### To select a hotspot using the mouse:

- \* Click the hotspot.

If the hotspot is enclosed in another hotspot, you won't be able to select the inside hotspot if the outermost hotspot is selected. Remove the selection from the outermost hotspot first (click outside the outermost hotspot).

### To select a hotspot using the mouse and display the attributes:

- \* Double-click the hotspot.

Or, with the right mouse button, click the hotspot.

If the hotspot is enclosed in another hotspot, you won't be able to select the inside hotspot if the outermost hotspot is selected. Remove the selection from the outermost hotspot first (click outside the outermost hotspot).

Related Topics

[Changing Hotspot Attributes](#)

[Attributes Dialog Box](#)

### To select a hotspot using the keyboard:

- \* Press TAB.

The selection moves to the next hotspot.

### To select a hotspot using the Select dialog box:

- 1 From the Edit menu, choose Select.
- 2 In the Hotspots box, select a hotspot name.
- 3 Choose the Select button.

Related Topics

[Select Dialog Box](#)

## Changing Hotspots

### To change the hotspot shape using the mouse:

- 1 Select the hotspot.  
Handles appear on the sides and corners of the hotspot.
- 2 Drag a side handle to move one side of the rectangle.  
Or, drag a corner handle to move two sides of the rectangle.

Related Topics

[Selecting a Hotspot](#)

### To move a hotspot using the mouse:

- 1 Select the hotspot.
- 2 Drag the center of the hotspot to the desired location.

Related Topics

[Selecting a Hotspot](#)

### To change the hotspot shape or position using the keyboard:

- 1 Select the hotspot.
- 2 Press ENTER.
- 3 Change the Bounding Box values on the Attributes dialog box.
- 4 Choose OK.

Related Topics

[Selecting a Hotspot](#)

[Attributes Dialog Box](#)

### To delete a hotspot:

- 1 Select the hotspot.
- 2 From the Edit menu, select Delete.  
Or, to move the hotspot to the Clipboard, select Cut from the Edit menu.

Related Topics

[Selecting a Hotspot](#)

## Changing Hotspot Attributes

Hotspot Editor displays the attributes of the selected hotspot in the status area at the bottom of the main window. You can also display the Attributes dialog box for a hotspot; this displays the hotspot attributes and allows you to change the attributes.

### To change hotspot attributes:

- 1 Double-click the hotspot.  
Or, with the right mouse button, click the hotspot.
- 2 Enter the attribute values.
- 3 Choose OK.

The attributes are as follows:

Attribute	Description
Context string	Specifies the <u>context string</u> of the linked Help topic. Context string is present when Type is Jump or Pop-Up.
Macro	Specifies a help <u>macro</u> . Macro is present when Type is Macro.
Type	Specifies the hotspot link type ( <u>jump</u> , <u>pop-up</u> , or <u>macro</u> ).
Attribute	Specifies the hotspot border style (visible or invisible).
Hotspot ID	Specifies an optional hotspot name. This allows you to identify the hotspot and is displayed in the Select dialog box.
Bounding box	Specifies rectangle coordinates for the hotspot.

Related Topics

[Attributes Dialog Box](#)

[Selecting a Hotspot](#)

## Using Hotspot Editor Contents

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## Hotspot Editor Keys

Key	Function
F1	Displays Help.
ALT+BACKSPACE	Undoes last edit.
DEL	Deletes the selected hotspot.
SHIFT+DEL	Moves the selected hotspot to the Clipboard.
CTRL+INS	Copies the selected hotspot to the Clipboard.
SHIFT+INS	Inserts the Clipboard contents. If the Clipboard contains a graphic, creates a new hypergraphic. If the Clipboard contains a hotspot, inserts the hotspot at the upper-left corner of the current window.
TAB	Selects the next hotspot.
ENTER	Displays the Attributes dialog box for the selected hotspot.
SHIFT+F5	Cascades the open windows.
SHIFT+F4	Tiles the open windows.



