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index_info The Index contains a list of all Help topics available for the Help Example. For information on how to use Help, press F1 or choose Using Help from the Help menu.

Edit Menu

The Edit menu includes commands that enable you to move text to and from the clipboard, to delete text, and to undo a previous editing operation.

For more information, select the Edit menu command name.

Clear	HELPID_EDIT_CLEAR	Deletes text without moving it to the clipboard.
Copy	HELPID_EDIT_COPY	Copies text to the clipboard.
Cut	HELPID_EDIT_CUT	Deletes text and moves it to the clipboard.
Paste	HELPID_EDIT_PASTE	Moves text from the clipboard to the edit window.
Undo	HELPID_EDIT_UNDO	Cancels a previous operation.

~~File Menu~~ File Menu

The File menu includes commands that enable you to open and save files, establish a new workspace, and to print.

For more information, select the File menu command name.

~~Exit~~HELPID_FILE_EXIT
~~New~~HELPID_FILE_NEW
~~Open~~HELPID_FILE_OPEN
~~Print~~HELPID_FILE_PRINT
~~Save~~HELPID_FILE_SAVE
~~Save As~~HELPID_FILE_SAVE_AS

~~Glossary~~Glossary

clipboardterm_clipboard

~~Copying Text~~ Copying Text

This topic explains how to copy text to and from the clipboardterm_clipboard. (This topic is associated with the keywords "copy" and "clipboard.")

~~Deleting Text~~

This topic explains how to delete text. (This topic is associated with the keywords "delete" and "clipboard.")

~~procedures~~ exitingExiting

This topic explains how to exit HelpEx.

~~EDIT MENU'S CLEAR~~ Command

This topic explains the Edit menu's Clear command.

Edit menu's COPY Command

This topic explains the Edit menu's Copy command.

~~EDIT MENU'S CUT~~ Command

This topic explains the Edit menu's Cut command.

Edit menu's Paste Command

This topic explains the Edit menu's Paste command.

~~Help~~ ~~File~~ ~~Edit~~ ~~View~~ ~~Window~~ ~~Help~~ Command

This topic explains the Edit menu's Undo command.

~~File Exit Command~~ Command

This topic explains the File menu's Exit command.

~~# File menu's New Command~~

This topic explains the File menu's New command.

File menu's Open Command

This topic explains the File menu's Open command.

File menu's Print Command

This topic explains the File menu's Print command.

File Menu's Save Command

This topic explains the File menu's Save command.

~~File Menu's Save As Command~~ Command

This topic explains the File menu's Save As command.

cs_topics Context Sensitive Topics

This Help system includes topics that you can call directly from the Helpex sample application. To get context-sensitive help from Helpex, press Shift+F1 and click on any element of the Helpex application window. You can also highlight any Helpex menu command using the keyboard and press F1 to get help on the command. Each topic has a unique context identifier, listed in the [MAP] section of the Help project file:

```
[MAP]
#define HELPID_EDIT_CLEAR100
#define HELPID_EDIT_COPY 101
#define HELPID_EDIT_CUT 102
#define HELPID_EDIT_PASTE103
#define HELPID_EDIT_UNDO 104
#define HELPID_FILE_EXIT 200
#define HELPID_FILE_NEW 201
#define HELPID_FILE_OPEN 202
#define HELPID_FILE_PRINT203
#define HELPID_FILE_SAVE 204
#define HELPID_FILE_SAVE_AS 205
#define HELPID_EDIT_WINDOW 300
#define HELPID_MAXIMIZE_ICON 301
#define HELPID_MINIMIZE_ICON 302
#define HELPID_SYSTEM_MENU 305
#define HELPID_TITLE_BAR 306
#define HELPID_SIZING_BORDER 307
```

~~# Edit Window~~ # Edit Window

The edit window in the sample application really doesn't let you edit anything.

~~MINIMIZE_ICON~~ icon

This topic describes the minimize icon.

~~Standard Sizing Border~~

This topic describes the sizing border that surrounds the application window.

System Menu

This topic describes the system menu.

Title Bar

This topic describes the title bar that is used for application and document windows.

Bitmaps by Reference

A bitmap can be placed in a sentence `bmc max2icon.bmp` BITMAP_CODEEC, just like any character. Click on the maximize button bitmap to open a pop-up box with more information.

`bml winword.bmp` You can also put bitmaps at the left margin of the Help window. Text will automatically wrap along the right edge of the bitmap.

`bmr mouse.bmp` Or the bitmap can be at the right window margin, and text will automatically wrap along its left edge.

BITMAP_CODEEC The coding for this bitmap is:
text...bmc codec.bmp text...

Note: You cannot code bml or bmr bitmaps
as hotspots in this version of Help.

~~MSLOGO_BITMAP~~ Pasted Bitmap

MSLOGO_INFO

The Microsoft logo shown here was pasted from Clipboard into the Help topic file using Word for Windows.

Try clicking on the logo.

MSLOGO_INFO

The Microsoft logo is a registered trademark of Microsoft Corporation.

FONT_SAMPLES Windows System Fonts

This is Courier 10 point.

This is Helv 10 point.

This is Modern 12 point.

This is Roman 12 point.

This is TMS RMN 12 point.

Note: Although they are available in Windows,
the Script and Symbol fonts do not display
with this version of Help shipped with the 3.0 SDK.

This is Script 12 point.

Τηισ ισ Συμβολ 12 ποιιντ (Symbol font).

FOWELSVCWE and Consonants

Find the vowels and consonants in the word below by clicking on them one at a time.

MLETTER_ iLETTER_ CLETTER_ rLETTER_ OLETTER_ 01LETTER_ SLETTER_ OLETTER_ 02

LETTER_M

The letter M is a consonant.

LETTER_I
Yes, the letter i is a vowel.

LETTER_C

No, the letter c is not a vowel.

LETTER_R
R is a consonant.

LETTER_O1

This letter o is one of two in the word Microsoft.

LETTER_S

The letter s is between two vowels in this word.

LETTER_O2

This o is the second one in Microsoft. Did you find the other one?

LETTER_F
No, f is not a vowel.

LETTER_T

The trailing t in Microsoft is a consonant.

DESIGN:0000 tutorial LessonTUT_ABOUT

There are three things to remember about your life vest:

bmc continue.bmpREVEAL_ONE

REVEAL_ONE Tutorial LessonTUT_ABOUT

There are three things to remember about your life vest:

bmc continue.bmpREVEAL_TWO

bmc bullet.bmp **Where it is.**

REVEAL_TWO Tutorial LessonTUT_ABOUT

There are three things to remember about your life vest:

bmc continue.bmpREVEAL_THREE

bmc bullet.bmp **Where it is.**

bmc bullet.bmp **How to put it on.**

REVEAL_THREE Tutorial LessonTUT_ABOUT

There are three things to remember about your life vest:

bmc done.bmpindex_2

bmc bullet.bmp **Where it is.**

bmc bullet.bmp **How to put it on.**

bmc bullet.bmp **How to inflate it.**

TUT_ABOUT Help can be authored with interactive instructional segments:

+ DESIGN:0015 Congratulations!

You have found a topic that has no context-string identifier. It is accessible from a browse sequence only.

Can you think of a reason to author such a topic?

DESIGN 10 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkboff.bmpSIM_100bold

bmc chkboff.bmpSIM_010italic

bmc chkboff.bmpSIM_001underline

bmc done.bmpindex_2

SIM_000 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkboff.bmpSIM_100**bold**

bmc chkboff.bmpSIM_010*italic*

bmc chkboff.bmpSIM_001underline

bmc done.bmpindex_2

SIM_010 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkboff.bmpSIM_110**bold**

bmc chkbon.bmpSIM_000*italic*

bmc chkboff.bmpSIM_011underline

bmc done.bmpindex_2

SIM_001 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkboff.bmpSIM_101bold

bmc chkboff.bmpSIM_011italic

bmc chkbon.bmpSIM_000underline

bmc done.bmpindex_2

SIM_011 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkboff.bmpSIM_11bold

bmc chkbon.bmpSIM_001italic

bmc chkbon.bmpSIM_010underline

bmc done.bmpindex_2

SIM_100 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkbon.bmpSIM_000**bold**

bmc chkboff.bmpSIM_110*italic*

bmc chkboff.bmpSIM_101underline

bmc done.bmpindex_2

SIM_110 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkbon.bmpSIM_010**bold**

bmc chkbon.bmpSIM_100*italic*

bmc chkboff.bmpSIM_111underline

bmc done.bmpindex_2

SIM_101 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkbon.bmpSIM_001bold

bmc chkboff.bmpSIM_111italic

bmc chkbon.bmpSIM_100underline

bmc done.bmpindex_2

SIM_111 Simulation

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

bmc chkbon.bmpSIM_011bold

bmc chkbon.bmpSIM_101italic

bmc chkbon.bmpSIM_110underline

bmc done.bmpindex_2

K DOS; Eureka!

You found a topic that is accessible from a keyword search only. This topic is not linked through hypertext in any way.

You can use this technique to access topics without having to index them and author jumps. You can also access topics like this directly from your application through the use of multiple keyword tables.

